

Resident Evil FAQ/Walkthrough

by minesweeper

Updated to v2.0 on Apr 28, 2002

"This document Copyright 2001-2002 Nathan Norris"

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Resident Evil - FAQ/Walkthrough Version 2.0

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1: Introduction

Hello, and welcome to Minesweeper's Resident Evil FAQ/Walkthrough for the Playstation. Since I am a loyal fan of survival horror, I felt it was my moral duty to do a guide on my favorite oldie Playstation game, Resident Evil. You will be faced with many puzzles, tricks, and traps throughout your adventure, but I will be here to help you along when you run into trouble. Now, to quote S.D. Perry, "BRING ON THE NIGHT..."

2: Revision History

Version 1.0 7/01/01 - First Edition

Version 1.1 7/22/01 - I have redone the copyright and added a new e-mail policy. These changes are also being made to all my other documents so that readers will be informed.

Version 1.2 11/26/01 - This is another copyright revision. www.psxcodez.com will be hosting my guides now so I am adding that to it.

Version 1.3 12/20/01 - Not much today really, just revising the Game Strategies a little.

Version 2.0 4/28/02 - MASSIVE update today. I've totally revamped the entire walkthrough, and added two new sections on weapons and enemies. I've also moved the Email Policy to the top.

3: E-mail Policy

I have received a lot of stupid e-mail in the past, but now it is starting to get ridiculous so I am going to start enforcing what kinds of messages will and will not get answered.

Please DO:

- read the whole document before sending a question. If you have time to waste your life away on video games, then you have enough time to scan my document for a few minutes for an answer to a problem.
- put the name of the game in the message topic. It makes it A LOT easier for me to pick out which messages are on games and which are not. Also if the name is not there, I might accidentally delete it, thinking it is junk mail.
- spell correctly. I won't be able to help much with your problem if you send me something like "Hy mn cn u hlp me wth ths 1 prblm, I cnt bt ths 1 lvl ok thnks gby."
- send a message in English. I can barely read Spanish, let alone translate Japanese. You wouldn't believe how many messages I have received in some foreign languages that I don't even know which continent they are from.
- be polite. Any mail with excessive flaming will be instantly deleted.

Please DO NOT:

- write the title of the message as "About your walkthrough" or something

vague that.

- send advertisements. These will be considered junk mail and will be deleted instantly.

- ask me something that is already answered in the walkthrough or the manual. C'mon, would you rather spend a few minutes skimming my guide, or would you rather spend a few hours, days, or even weeks waiting for me to get back to you?

- forget to include the name of the game in the message or on the title. I am not a psychic. I cannot tell what game you are after if you do not include the name in it.

- send me a message in any language other than English. The only other language I can barely understand at all is Spanish, and even then, I can hardly form simple sentences. So don't send the message in any language besides English or I simply won't be able to help you.

4: Game Strategies

YOUR CHARACTERS

JILL VALENTINE

She is the easier of the two to play this game with, as she begins the game with a HANDGUN, she can pick locks, hold two more items than Chris, doesn't have to rely on the partner character to do everything, finds the BAZOOKA, and a bunch of other things.

I don't like playing as her, due to the fact her quest is so easy and boring. The only reason to play as her, unless you are a beginner, is for speed games. Her only disadvantage is that she can take lesser damage than Chris can before biting it. People who are rookies should try her game first.

CHRIS REDFIELD

This guy's scenario is a lot harder than Jill's. He has to go looking for extra keys, must complete puzzles that Jill could normally skip over, needs other characters to do everything for him, gets a FLAMETHROWER (and even then, only for one small part), holds a measly six items, and begins the game with only the COMBAT KNIFE.

His only edge is the fact that he can suffer more damage than Jill, so you shouldn't spend inventory space hauling around healing items. Play with him if you want a real challenge.

SUPPORTING CAST

ALBERT WESKER

He is the mission's commander, calling all the shots. Oddly, he doesn't seem very concerned about what's going on, as if his mind is in another place.

BARRY BURTON

Jill's partner character. He has questionable detective skills, like staring at unimportant bloodspots for hours on end and forgetting to handcuff suspects. Has the worst voice acting in the history of video games. "Chris is our ol' partner ya know."

It's almost like Mr. Ed did his voice! He also supplies weapons for all team members, which would explain why Chris is armed at the beginning of the game only with a highly...lethal...KNIFE! Expect to hear lots of Barry bashing from me throughout Jill's walkthrough.

REBECCA CHAMBERS

She is the partner character of Chris. She is the newest member of this elite police unit at age 18(!) and often nervous around other members for fear of making a mistake. Like Barry, she has some of the worst acting I have ever seen, because she sounds like someone who auditioned for a Barbie commercial.

Also has questionable detective skills, but doesn't bungle to as great an extent as Barry. She's a newbie so she has an excuse. What's yours Barry? You've been a policeman for over 15 years. :)

COMBAT TACTICS

AUTO AIM

This feature is only available in the Directors Cut version of this game. If you've got the original edition, then you get no auto-aim! Anyway, if you do have auto-aim, it will assist you greatly. It'll be really handy in targeting fast enemies like zombiedogs or crows. Also auto-aim will be useful when going around blind corners. If you are unsure if an enemy is hiding around a corner and the camera won't let you see back there, then move around the corner and hold R1. If your character auto-aims something, you know there are enemies around the corner.

WHEN TO SHOOT

You cannot shoot enemies at a distance when they are flat on the ground. You must stand next to them and shoot down. If a zombie is rising or falling from the floor, don't shoot because your bullets will magically pass through them,

IS IT DEAD?

Okay, so you shot a zombie five times and it's on the ground. It's dead, right? Not so fast there. It may just be waiting for you to walk past so

it can chomp on your knee. The easiest way to tell if an enemy is dead is if a blood pool spreads around it. Also if there is threatening music, it will end when all enemies in the area are dead. One last thing, if you have the Directors Cut version, then you can turn away from an enemy. Hold R1. If the enemy's not dead, your character will auto-aim it.

ONE HIT SHOTGUN KILLS

If you wait for a zombie to get roughly arms-length away, you can point your shotgun up and blow their head off in one shot! It can also work with dogs, but you'll need real good timing.

DIRECTIONS

This game is played in with preset camera angles at fixed locations, like in a movie. Due to this, it can be easy to get confused over directions. Whenever I say left or right, I mean it from the character's perspective. Whenever I use directions like north, south, east, and west, check the map to see what direction it is.

ITEMS AND FILES

FILES AND MAPS

You will find many documents during your investigation of the Spencer Estate. These papers will provide clues as to what the heck is going on around here, as well as give hints as to solving puzzles. For the sake of beginners, I'm telling you to pick them up. I'll also give a brief description of what's in each of them.

INVENTORY

The game will only allow you to carry around eight items as Jill, and six items as Chris. I will tell you good inventory setups for both characters, but you still may have to backtrack a few times if you pick up unnecessary items, especially as Chris.

KEYS

Keys are items you need to unlock doors. There are typically only a few doors you can use a key on. When you use a key on the last door it can be used to unlock, you will be asked if you wish to throw it away. Do so, because there are no more doors that will need it.

HEALING ITEMS

These are extremely vital to survival. If you don't have your health you don't have anything. The majority of the game, a healing item should be in your inventory at all times, but every now and then, I will not allow you to take a healing item with you. This is usually because I am trying to make room for a place where you will take another healing item, so you won't be unprotected for long.

If you're a newcomer to the Resident Evil universe, you're probably a little confused about how to use the RED HERBS, BLUE HERBS, and GREEN HERBS you find about the estate. The GREEN HERB will heal you 1/3 of your health, the BLUE HERB will cure POISON status, and the RED HERB must be mixed with a GREEN HERB to have an effect. RED HERBS cause GREEN HERBS to have triple the healing power, which will totally fill up your life meter.

This is a chart on what kind of mixes you can do and what their effects will be. By the way, you must mix the ingredients in order from left to right for some of these to work:

GREEN = 1/3 health
GREEN + GREEN = 2/3 health
GREEN + GREEN + GREEN = full health

BLUE = cure poison
GREEN + BLUE = 1/3 health and cure poison
GREEN + GREEN + BLUE = 2/3 health and cure poison

RED = nothing
RED + GREEN = full health
RED + GREEN + BLUE = full health and cure poison

INK RIBBONS

You need these to save at TYPEWRITERS, but I will usually not tell you where they are because you get so many more than you could ever need for even several games. They are typically found around TYPEWRITERS, so you usually won't need to look far. Be careful, as the game progresses, there will be decreasing numbers of these around TYPEWRITERS, so early in the game you may want to grab a few in save rooms and keep them in your chest in case of emergencies.

I'll only tell you to save when there's a really dangerous situation around the corner, but feel free to save as often as you like.

GUNS N' AMMO

These are VERY important for escaping this deathtrap alive. At the start of the game you will have virtually no ammo and weak weapons so you may want to run from enemies at first. Later, as you progress, you will have so much ammo and powerful guns you'll be swimming in them. You'll then be able to kill almost anything.

For the majority of the game, we will be packing the SHOTGUN and the BAZOOKA for Jill's game and the SHOTGUN and the MAGNUM for Chris. The HANDGUN will be used some at the start, but we will ditch it early in Part One.

The COMBAT KNIFE will hardly be used at all.

5: Jill Walkthrough

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In the late afternoon of July 25, 1998, a helicopter flies over the Raccoon Forest district of Raccoon City. Seven people are inside. Their names are Jill Valentine, Chris Redfield, Barry Burton, Rebecca Chambers, Joseph Frost, Brad Vickers, and Albert Wesker. They make up the Alpha Team of the S.T.A.R.S. unit of the Raccoon City Police Department.

Their mission is to rescue the Bravo Team who disappeared here, and investigate the strange murders that have been occurring in the woods. The latter was the Bravo Team's original objective.

Jill sees smoke rising from the trees. Brad lands the helicopter close to the smoke as the sun slowly fades behind the Arklay Mountains. A mist envelops the area. As they move closer to the black cloud, they discover the Bravo Team's helicopter. No one is around, but for a strange reason a lot of their gear is still there.

Alpha Team begins searching the area for their missing teammates. After a few moments, Joseph shouts "Hey! Come here!" He pulls something out of the grass. It's a S.T.A.R.S. Beretta...with a hand still attached!

Joseph screams and drops the gun as a dark shape swoops over him and pins him to the ground. The other Alpha members look in terror as more dark shapes arrive and proceed to tear Joseph apart. It's a pack of wild dogs, but these dogs have flesh decaying from them! The rest of the Alpha Team opens fire and kills the animals, but not before Joseph is killed.

Brad gets scared and lifts off without the rest of his team. Chris yells "No! Don't go!" but his cry is futile as the helicopter flies out of sight.

Suddenly, more dogs appear. The Alpha Team flees through the forest while firing shots to keep the dogs at bay. Chris spots a mansion in the fog and tells Jill to run to it. Jill, Wesker, and Barry manage to get inside, but Chris is missing...

They may think they have made it to safety, but in fact this nightmare is far from over. You now determine the fate of this mission. Good luck!

MAIN HALL

Now that the team is temporarily safe, they examine their surroundings. Jill tries to go back outside to look for Chris, but Wesker stops her with the cry of "STOP IT! Don't open THAT door!" Just then, a gunshot is heard in the distance. Wesker orders Barry and Jill to investigate, while he "handles this." What is there to handle in this room anyway?

DINING ROOM

After entering the room, Barry says, "A dining room." Bright boy. Now,

equip your HANDGUN and run along the table after Barry. Then, all of a sudden, a smudge on the floor grabs Barry's attention. "WHAT! What IS this?" Barry declares. Jill then says, "What is IT?" Barry shouts, "BLOOD!"

He then asks you to look for more clues while he "examines" the blood on the floor, as if expecting it to move or something. Go out the door near where Barry is crouching.

EAST WHITE HALL

Don't bother trying any of the other doors you see here, because every one of them is locked. Instead, go to the small alcove at the end of the corridor. You will see someone who looks like he's...chewing...on a body! He turns around to look at you and he has a rotten face. It's like he's a...ZOMBIE! Shoot the zombie and examine the body.

When you check the body, you discover it's Kenneth Sullivan's body! He was one of the members of the Bravo Team, but now he's dead. If you check the body two more times, you will get two CLIPS. Go back to the DINING ROOM.

DINING ROOM

Jill runs back into the room, but before she can tell him what happened, the zombie comes back to life and lurches through the door. Barry blasts it with his gun, and Jill says "Kenneth was killed too, maybe by this creature!" Are you blind Jill? It was chewing on his neck! She says that they should go back and report this to Wesker, and Barry nods in agreement.

Take the EMBLEM from over the fireplace, then leave through the double doors on the other end of the room.

MAIN HALL

Hey! Where did Wesker go? When Barry tells you to help find him, look underneath the staircase, or go upstairs then come back down. Barry says they should split up and hunt for Wesker and the others, starting on the first floor.

He says he will check the DINING ROOM again, and Jill says she will try the doors on the other side of the hall. Before leaving, he gives you a LOCKPICK, as you're the Master of Unlocking. This LOCKPICK will be a very good friend of yours during Part 1 of the game. You are now alone. Leave through the blue doors as Jill said she would.

OPTIONAL

If you want to, you can get INK RIBBONS at the TYPEWRITER next to the stairs. Also, if you'd like a nasty surprise, try to go out the front door.

OPTIONAL

BLUE ROOM

There are many nice paintings in this room, and a statue of a woman and a vase in the center of the place. If you examine this statue closer, you will see a rolled-up paper inside the bowl it's holding. Push the stepladder over to the statue, and you will be able to get the 1ST FLOOR MAP. When you have finished exploring, unlock the door near the curtained door with the LOCKPICK.

OPTIONAL

You can push the display case away from the door with the curtain and find a hidden area. There is a zombie on the floor that will bite your knee if you walk over him before killing him. If you don't want to waste ammo, you can slide around on the right side. On the shelf, you will find INK RIBBONS.

OPTIONAL

L-SHAPED HALL

Look at the "creepy stuff" in the display cases on the inner wall if you want to, then turn down the hall and run. Why? Because dogs leap through the windows. Now get to the other door at the end of this hall before you're torn to shreds like poor Joseph.

OPTIONAL

You can get a CLIP hidden under a moveable case, but you'll be pretty much forced to kill the dogs because the case-moving process is so slow. I don't think it's really worth the effort.

OPTIONAL

WEST WHITE HALL

Ignore the rusted iron door you see, because you don't have the right key for it yet. Instead, pick up the GREEN HERB on the floor and go down the hall a little.

OPTIONAL

You will see another door and it leads to the MANSION BATHROOM. You can search around in there if you want to, but you won't find anything except toiletries.

OPTIONAL

WEST WHITE HALL

Continue down the hall, and at the very end you will be between a set of double doors, and a single door. Take the single door.

CONNECTING CHAMBER

There is nothing here to see, so why don't we go to the next room?

LIVING ROOM

On the wall, you can see a SHOTGUN on a gun rack. Since all you have right now is a peashooter, why not take it? Note how the hooks rise up after you remove it from the rack. Oh it's probably nothing... Why don't you just leave the room and look for something to try out your new gun on?

CONNECTING CHAMBER

Oh crap! The ceiling is falling and the door out of here is locked! Stay calm though, help is on the way. After a moment or two, Barry will arrive and kick the door open. He shouts for Jill to get out of there. Jill leaps out the door just before the ceiling fills up the room.

WEST WHITE HALL

Barry remarks "That was too close! You were almost a jibble sandwich!" Jill thanks Barry for saving her life. Then she gets irritated with him because he wasn't searching the other side of the house like he was supposed to.

Real smart, Jill. He saves you, then you get angry at him because he wasn't supposed to keep you from becoming a jibble sandwich, he was supposed to be staring at a bloodspot on the floor. Jill thanks her one last time, then he starts back to the east wing. Take the double doors nearby.

NOTE

If you don't want to see this sequence, then you can get the BROKEN SHOTGUN from the other side of the house and use it to keep the wall hooks down while you escape with the good SHOTGUN. It's not really worth it if you're playing as Jill. However, if you don't come to this room first thing, then

Barry won't save you from the ceiling trap and you WILL need the BROKEN SHOTGUN to get the good SHOTGUN.

NOTE

DARK CORRIDOR

Shoot the two zombies you see, then take the door on the south side of the hall.

ART GALLERY

You find yourself in a hall of portraits, with ugly crows on the track lighting. Don't concern yourself with them, because as long as you don't shoot, they won't attack you.

Note that each painting shows a stage of a person's life, and that there is a switch beneath each painting, except for the first one that is entitled "From Cradle to Grave." Hmm...cradle to grave...I know! You should press each switch under the painting in order from birth until death. If you can't figure out what order to go in, here is the solution:

1. Newborn baby
2. Infant
3. Lively boy
4. Young man
5. Tired middle-aged man
6. Bold-looking old man
7. The painting entitled, "The End of Life"

If you pressed the buttons in the correct order, the "End of Life" painting will crash to the floor and you will find the STAR CREST behind it. You can now leave the room.

If you got the order wrong, the crows will attack. Leave the room and when you return they will be docile again. The puzzle will reset so you can start over.

DARK CORRIDOR

If you are wondering what you are supposed to do with that STAR CREST you found, then take the door in the alcove on the north side of the hall.

COVERED PATH

Go down the stone walk and you will see a dog. Kill him with your HANDGUN, because dogs take about the same amount of the more powerful SHOTGUN SHELLS to kill anyway.

When the dog is dead, examine the door at the end of the corridor. It's locked, but there is a panel to the left of the door. On the panel you read:

"When the sun sets in the west
And the moon rises in the east,
Stars will begin to appear in the sky
And wind will blow towards the ground.
Then the gate of new life will open."

Also note that there are four holes in the panel, shaped like that STAR CREST you have. The poem gives out the names of each of the crests you need to find to unlock the door: Sun, Moon, Star, and Wind. You already have one, so there are still three more to find inside the mansion somewhere. Place the STAR CREST in the diagram, then leave.

DARK CORRIDOR

Unlock the black door near the double doors.

WEST STAIRS HALL

Shoot the zombie at the bottom of the stairs, then take the GREEN HERB nearby. Go through the little door under the stairs.

STORAGE ROOM

Welcome to your first save room. Take the white bag of the incredible CHEMICAL and organize your inventory at the CHEST nearby:

HANDGUN, CLIP

EMBLEM, CHEMICAL

Go back out.

WEST STAIRS HALL

Go upstairs.

EAST STAIRS LANDING

Two zombies approach from either side when you arrive at the landing. Pelt each of them until dead. Don't worry about killing the zombie lurking at the east end of the hall if he is there. He is guarding an area you won't need to go to until much later in the game, and by then he'll be long gone. Take the door that is in the offshoot to the right of the staircase.

RED PASSAGEWAY

A zombie approaches from a few steps away. Kill him and go the way he WASN'T in front of, to the left. Skip over the OPTIONAL section if you don't want to get an extra file.

OPTIONAL

If you want to, you can go to the RED ROOM which is right at the end of the hall. On the table in there, you will find the BOTANY BOOK. This book will provide hints on how to mix the RED HERBS, GREEN HERBS, and BLUE HERBS you will find around the Spencer estate.

According to the book, the GREEN HERB is used to heal wounds, the BLUE HERB is used to cure poisons, and the RED HERB is used to triple the effects of GREEN HERBS. Keep these tips in mind for the rest of the game. Leave out the same door you used to get in.

OPTIONAL

RED PASSAGEWAY

Go around the corner past the locked blue doors, and you will see another zombie. Kill him and take the door at the west end of the hall because the door on the south side of the hall is locked also.

UPPER MAIN HALL

You run into Barry-boy again up here. After some small talk, he says he has "a weapon, it's really powerful...especially against living things!" WOW! He then hands over some ACID ROUNDS, which is a type of ammunition for the BAZOOKA.

Hey, Barry, that's not a weapon! It's ammo you dummy! He then runs off back to the DINING ROOM, to look at his pet bloodspot, I suppose. The next door we are going to is the other door on the west side of this balcony. Go through it.

BLOODY CORRIDOR

There's not much to see here except for some bloodstains on the floor and the wall. If you examine them Jill will hope to herself that this blood isn't from her teammates. Leave out the other door besides the one you used to enter.

OUTDOOR BALCONY

Out here, you get a nice view of the woods, and you also find another dead body of one of your Bravo teammates, Forest Speyer. He got pecked to death by crows, but at least he still has his BAZOOKA with him. Take the gun, but be careful not to accidentally check the body or Hitchcock's little friends will attack. Leave out the door you used to get in.

BLOODY CORRIDOR

Go out the other door.

UPPER MAIN HALL

Run across the balcony to the double doors on the western side of the hall.

DINING ROOM BALCONY

Arrghh, it's that awful ticking again. Kill off the deadheads here. Don't be afraid to use your BAZOOKA if you run out of ammo for your HANDGUN.

Go to the statue up here and push it through the hole in the balcony railing. I don't know why we are doing it, there's no logical reason. Anyway, you'll hear a crash below as the statue hits the floor. Take the door on the far side of the room.

WEST STAIRS LANDING

Kill the two zombies lurking around, then go down the stairs. The two doors you see up here are locked. One needs a HELMET KEY and the other needs a pass code. You won't get either of these until around Part 3, so ignore the doors for now.

WEST STAIRS HALL

Immediately go into the space beneath the stairs and you will see a door. Go through it. If you get to it fast enough the zombie milling around close by won't even see you.

MEDICAL ROOM

Don't you just love the music that plays in save rooms? Anyway, you're probably running low on CLIPS at this point, so we'll dump the HANDGUN for awhile and go with the SHOTGUN. Heal yourself if necessary, then organize your inventory like this:

SHOTGUN, EMBLEM
CHEMICAL

Leave this room.

WEST STAIRS HALL

I recommend you dodge the zombies hanging around here, the corridor is wide enough to pull it off. The first one's easy, he is hiding under the stairs and should pose no threat. Go past the right side of the column to pass number two, then move back to the left side of the hall to get past number

three. Take the brown door at the end of the hall.

GREEN CORRIDOR

Zip past the zombie you see immediately and go down the hall he was guarding. You will come to a little black door at the end.

WATER GARDEN

Don't try to walk past the fountain, lest killer vines attack you. Instead, go to the little pump by the windows and pour the CHEMICAL into it. The vines will die, giving you access to the most important item in this part of the game, the ARMOR KEY.

Take it from the ornament on the window. Grab all the RED HERBS and GREEN HERBS you can from this room, then combine them so that you are left with two RED-GREEN MIXTURES, and a GREEN-GREEN MIXTURE. Leave the room.

GREEN CORRIDOR

Blow down the corridor and past the zombie again, but this time turn right. Kill the zombie at the intersection of the hall, then use your LOCKPICK to unlock the door on the right side of the corridor.

KEEPER'S BEDROOM

Take the CLIP off of the bed, then examine the desk. When you do so, a zombie will pop out of the closet. Blow his stupid face off then get back to your examination of the desk.

You will find the KEEPER'S DIARY on the desk. The keeper says he had to take care of a "new creature," given to him by a "researcher." A day later, there was an accident in a lab somewhere on the estate, which kind of explains the previous entry. The guy says he has to wear a space suit now, and he's annoyed with it.

He feels itchy now, and asks the doctor about it. He gives him a big bandage and tells him he doesn't need the space suit anymore. The keeper is glad, though now rotten chunks of flesh are falling off of his body. The rest of the diary, you may notice the words are getting simpler and simpler, and then the diary concludes with the words "Itchy. Tasty." It's pretty obvious what's happened to him I believe.

I guess this somewhat explains why the heck there are zombies and monsters around, because of some lab that's on the grounds. Leave the room.

GREEN CORRIDOR

Turn left and take the door near the zombie you left alive.

WEST STAIRS HALL

Unlock the nearby black door with the ARMOR KEY.

ARMORY

There isn't much firepower left for you to take I'm afraid. At least you can get a CLIP off of the shelf and SHOTGUN SHELLS after you unlock the drawer in the desk.

You can also get the BROKEN SHOTGUN here to use on the rack to get the good SHOTGUN. However, if you already got past the ceiling trap with Barry's help, then there is absolutely no reason to take this item. Leave.

WEST STAIRS HALL

Dodge the zombies and go to the MEDICAL ROOM.

MEDICAL ROOM

Open up the CHEST:

SHOTGUN, SHOTGUN SHELLS

ARMOR KEY, EMBLEM

CLOSET KEY (optional)

If you don't have the CLOSET KEY, it's because you haven't completed the game with the extra good ending yet. Don't sweat it if you don't have it. Leave.

WEST STAIRS HALL

Enter the GREEN CORRIDOR once again.

GREEN CORRIDOR

Turn right and run to the door at the very end of the corridor.

WEST WHITE HALL

This place is familiar, but instead of looking at Kenneth's dead body, unlock the door next to the double doors at the east end of the hall.

PIANO BAR

There is seemingly nothing to do here. There don't seem to be any items around. Anyway, walk around the piano and in the back alcove you will find two bookcases. Push away the one in front of the other one, and take the MUSIC NOTES hidden on the shelf.

Use the MUSIC NOTES on the piano, and Jill will do a superb recital of the "Moonlight Sonata." Jill is so good at playing the piano she can even do it while holding a SHOTGUN in her hands! This triggers the opening of a secret passage in the wall.

Go inside and you will see a statue with a GOLD EMBLEM on it. Note that it looks a lot like the EMBLEM you have with you. Maybe you should try placing the GOLD EMBLEM above the fireplace in the DINING ROOM. But after you take the GOLD EMBLEM, the wall seals up again. Place the wooden EMBLEM in its place and that will fix the problem right up. Exit this room.

WEST WHITE HALL

You remember where the DINING ROOM is? It's behind the only door on the south side of the hall.

DINING ROOM

Plant the GOLD EMBLEM over the fireplace and that annoying ticking will finally cease. The grandfather clock will chime three times, then move aside to reveal a secret compartment. Take the SHIELD KEY here.

Next, search behind the table to find the remains of the statue you smashed for no logical reason. In it's remains, you'll find a beautiful BLUE JEWEL.

Leave out the double doors.

MAIN HALL

Use the ARMOR KEY on the little door near the double blue doors on the east side of the MAIN HALL. Enter into it.

GLOBE ROOM

Walk past the sculpture this room was named for, and take the CLIP off the shelf. Then walk past the other shelves on your left. A zombie will approach from the left. After removing his head from his body, unlock the desk he was guarding. A box of SHOTGUN SHELLS is what you'll get. Now,

take the door on the east end of this little hall.

PLAYROOM

There are no threats here but a crawler zombie. Kill him and then heal up with the two GREEN HERBS on the floor. Right now, you should have two inventory slots left. You should take only ONE GREEN HERB. You will need the space for something important a little later. Exit the room.

OPTIONAL

If you don't mind having to run to a save room to reorganize your inventory, then take all the GREEN HERBS. Also, you may note the other door in here. You can only open that door if you have the CLOSET KEY, which you receive by getting the extra good ending on your last game. Inside the CLOSET, you'll be able to change into Jill's alternate costumes if you want to.

OPTIONAL

GLOBE ROOM

Go back to the MAIN HALL.

MAIN HALL

Mount the stairs.

UPPER MAIN HALL

Go to the eastern side of the hall to the door to the RED PASSAGEWAY.

RED PASSAGEWAY

Go past the first door and use the ARMOR KEY on the double blue doors.

KNIGHT ROOM

Hmm, two grates, two statues, one red button, crap, what are we supposed to do here? I know! Push the statues over the grates, then press the red button and see what happens! Make sure both grates are covered just right, then press the shiny red button on the floor. The cabinet in the back of the room will open. Take the SUN CREST from the cabinet, then leave the room.

If you mess up covering the grates, or push them away from the holes after pressing the button, then poison gas will leak into the room! Quickly exit before you are poisoned or die! When you walk back inside again, everything will be as it was before, as if nothing had happened.

RED PASSAGEWAY

Unlock the brown door with the ARMOR KEY, the one you passed on the way to the KNIGHT ROOM.

RICHARD'S HALL

You will see two GREEN HERBS on the floor, but leave them there for now. As you round the bend, you see poor Richard on the floor with a nasty bite wound. He tells you he was bitten by a giant, poisonous snake. He then sends you out of the room looking for the SERUM, while raving about terrible demons.

You will not be able to go past this room until you get the SERUM for Richard. He will die approximately 15 minutes after you find him. Not that it matters, there's no real benefit to saving him in time, except it will spare you a few small inventory difficulties. Anyway, back to the walkthrough.

RED PASSAGEWAY

As you exit the room, your map automatically lights up. A red dot will show

you the room where the SERUM is. In this case, its the MEDICAL ROOM. Let's be on our way there. Go into the UPPER MAIN HALL.

UPPER MAIN HALL

Run across the balcony to the DINING ROOM BALCONY.

DINING ROOM BALCONY

Go to the next room.

WEST STAIRS LANDING

Go down the stairs.

WEST STAIRS HALL

Go into the MEDICAL ROOM.

MEDICAL ROOM

Take the SERUM from the shelf and organize your inventory like this:

If you want to fight an upcoming boss:

BAZOOKA, ACID ROUNDS

SHIELD KEY, SERUM

ANY HEALING ITEMS YOU NEED (leave at least one open spot)

If you want to avoid the boss and not fight:

SHOTGUN, SHOTGUN SHELLS

SHIELD KEY, SERUM

ANY HEALING ITEMS YOU NEED (leave at least one open spot)

You might want to save your game, as this boss encounter can be a little tricky if this is your first time playing. Leave.

NOTE

Fighting this approaching boss has no real benefit. To me it's nothing but a waste of ammo and health. You will expend much less of both if you try to avoid the boss, but you'll need to be good at maneuvering and evading attacks.

NOTE

WEST STAIRS HALL

Go back up the stairs.

WEST STAIRS LANDING

Go back to the DINING ROOM BALCONY.

DINING ROOM BALCONY

Take the double doors.

UPPER MAIN HALL

Go to the door across from the doors you used to enter.

RED PASSAGEWAY

Take the first door you see.

RICHARD'S HALL

If you have the inventory space, take the two GREEN HERBS. Now go to Richard and let him have the SERUM, if he's still alive. If you took too long to get back he'll be dead. A groan and a moan later, he'll give up his COM. RADIO and then he dies. Search him twice for a CLIP, then enter the next room.

ATTIC CORRIDOR

A zombie approaches out of sight from the hall to the left. Kill him and then go up the short stairs to the door there. Unlock the door with the SHIELD KEY then discard the key.

ATTIC

Gather up your courage and walk towards the columns in the middle of the room. YIKES! It's that giant snake Richard told you about!

BOSS FIGHT 1 - THE GIANT SNAKE

If you want to avoid the snake, read the EVASION strategy. If you want to fight, use the FIGHTING strategy.

EVASION STRATEGY

For those who wish to avoid the snake with as little squabble as possible, follow these directions. When you regain control, you can see some small shelves in the back corner of the room. Run towards them and you will miss a lunge from the snake. After he lunges, curve towards the pillar with the boxes. Run past the pillar and turn right. Swipe the SHOTGUN SHELLS off the barrels if you have time.

Now, run around the wall and into the walled-in place where the snake appeared from. Take the MOON CREST from its hidey-hole and try to run back out. By now the snake has probably caught up and is blocking the passage. You will likely get bitten here, but it's okay if you have healing items. Now, run back out of the attic.

FIGHTING STRATEGY

Now, for those who want to hang tough and tangle with the snake, read here. Take some distance from the snake and let loose with your BAZOOKA. ACID ROUNDS are especially effective. Be careful about your aim. The head is the only vulnerable spot, and since the snake often slithers along the ground, it is a difficult target to hit.

Don't get it too close to the snake either, or it will encircle you and prevent you from moving. Monitor your health status, because if it gets too low, the snake will try to swallow you, killing you in one attack! After about 3-6 hits, the snake will give up and run away. You can now take the MOON CREST and leave.

#####

NOTE

If you still have it do NOT use the SERUM AT ALL until you get out of here with the MOON CREST. Otherwise, you may get bitten again by the snake. No BLUE HERB in the entire game can cure the snake's venom, and since there are no other SERUMS to find, you will be stuck in permanent POISON status for the rest of the game.

NOTE

ATTIC CORRIDOR

Just after going down the steps, Jill passes out from the poison (if you were bitten during the battle). Barry will arrive and take you to the MEDICAL ROOM if you gave the SERUM to Richard. If you were not bitten during the fight at all, then no cutscene will occur and you will stay in the ATTIC CORRIDOR.

Also, if you still have the SERUM with you and were bitten, then Jill will ask to take it. Do as she says, and you will stay right where you are. If you are still in the ATTIC CORRIDOR, go to the MEDICAL ROOM. I'm sure you can find it again, as we've already been there and back a few times.

MEDICAL ROOM

Jill wakes up on the cot in this room if you were bitten during the fight with the snake and didn't have the SERUM. Organize your inventory:

HANDGUN, CLIP
BLUE JEWEL, SUN CREST
MOON CREST

Leave.

WEST STAIRS HALL

Dodge the zombies and go to the GREEN CORRIDOR.

GREEN CORRIDOR

Remember that little door in the offshoot I told you not to go to? Well go there now.

TIGER ROOM

Put the BLUE JEWEL in one of the tiger's eyes. The statue will then rotate to reveal the fourth and final crest, the WIND CREST! Now you can finally open up the back door and get out of here! Leave.

GREEN CORRIDOR

Enter the black door at the end of the hall.

WEST WHITE HALL

Enter the door to the DINING ROOM.

DINING ROOM

Go to the MAIN HALL.

MAIN HALL

Go up the stairs.

UPPER MAIN HALL

Turn right and enter the RED PASSAGEWAY.

RED PASSAGEWAY

Enter the door right after the blue doors.

EAST STAIRS LANDING

Go down the stairs. Are you getting tired of these one-sentence room directions? Don't worry, we're almost to where we need to go.

EAST STAIRS HALL

Bypass the save room and go to the door at the end of the hall.

DARK CORRIDOR

Go into the door that is by itself in the dark offshoot.

COVERED WALK

Plug the SUN CREST, the MOON CREST, and the WIND CREST in the plate. After all the crests are secure in the diagram, you will hear the door unlock.
Enter.

TOOL SHED

Welcome to the courtyard area of the Spencer estate. Push the stepladder forward some so you can stand on the side where you get on it. Push it to the shelf and take the SQUARE CRANK. Leave out the double doors.

UPPER COURTYARD

YES! Two RED HERBS, three GREEN HERBS, and just around the corner, three BLUE HERBS. Take the two RED HERBS and the three GREEN HERBS. Ignore the BLUE HERBS for now, or dogs will pounce upon you. You'll face two dogs at a time in most of the areas out here.

After you take the RED HERBS and the GREEN HERBS, mix them to make two RED-GREEN MIXTURES. Now, fire off one shot from your gun to "wake up" the dogs. They'll come charging into your little corner. Stay where you are and fire off a bullet at a dog when it gets close. When the dog stands up again, fire another bullet to put it back down. Repeat until both dogs are dead.

Your COM. RADIO will beep after you kill the dogs. That's Brad in the helicopter trying to hail you. Press the RADIO button in the inventory screen and Jill will try to contact him. Unfortunately, the COM. RADIO doesn't seem to be working.

Grab the BLUE HERBS and mix them with your RED-GREEN MIXTURES to make BROWN MIXTURES. Go down the western path. At the end you'll find a broken elevator you can't use right now, and on the wall nearby the GARDEN MAP is posted. Take the map, then go through the rusted iron gates at the northern end of this place.

WATER RESERVOIR

Follow the stone path to a post with a square hole in it. Use the SQUARE CRANK to drain the water from the reservoir. Go to the little ladder and jump down onto the new path. Run across the pool and climb up the other ladder.

As soon as you're on the other side, start running hard. The reason is because little snakes are falling from the trees on the sides of the path, and they are infinite. Eventually you will come to a small platform elevator. Board it and go down.

LOWER COURTYARD

Just like in the UPPER COURTYARD, fire one shot to "wake up" the dogs, then stand near the elevator and fire shots at the dogs that get close. When they get up shoot them again. Repeat until they are dead. Go through another squeaky iron gate to the next area of the courtyard. If you want to get by without fighting, scrape along the water near the waterfall to avoid contact with the dogs.

COURTYARD PATH

I'd recommend you flee from the dogs this time, because the next time you come this way the dogs will be gone. Run in a zigzag pattern to evade them and get to the door at the end.

If you must kill them, repeat the method above with your back to the "lower" wall in the first camera angle. Take the door at the very end of the path. If you've got the item space, take the two GREEN HERBS and two BLUE HERBS near the entrance gate.

OPTIONAL SUBQUESTS

THE LIGHTER SUBQUEST

There is a LIGHTER you can find in a bedroom on the second floor near the EAST STAIRS LANDING. This LIGHTER is used for the small task of lighting a candle in a room for extra ammo, and getting the 2ND FLOOR MAP. If you want to do this little subquest, read below. We will start at the EAST STAIRS LANDING.

EAST STAIRS LANDING

Unlock the door just to the left of the stairs with the ARMOR KEY. Enter.

STAG ROOM

Take the door to the left.

UPSTAIRS OFFICE

Press the switch hidden in the bug display case to empty an aquarium. Push the aquarium away from the back corner of the room, then push the bookcase into its place to reveal a cabinet. The cabinet contains a bag of EXPLOSIVE ROUNDS. Also, you can find INK RIBBONS in the pocket of the lab coat hanging on the rack. Leave.

If you want to, you can read the RESEARCHER'S WILL on the desk. He says a virus he and his fellow scientists were experimenting with here infected him. He says his fellow workers are even now mindlessly clawing at his door as he writes. He ends saying that by the time she reads this, he'll be one of those zombies.

NOTE

If you wait until you complete Part 2 to get this letter, the top half will be torn off and missing... I wonder why?

NOTE

STAG ROOM

Take the door across from you. Be careful, because a zombie might come in through the door from the hall.

TWIN BEDROOM

Take the RED HERB, the CLIP hidden behind the right bed, and the LIGHTER off the shelf. Leave.

STAG ROOM

If there's a zombie or two in here, then evade it and get out into the hall.

EAST STAIRS LANDING

Run east down the hall, and kill the zombie hiding around the corner if there is one there. Go through the door at the end.

FIREPLACE ROOM

There's not much to see in here, apart from a fireplace with a white paper over it. Use the LIGHTER to start a fire, and the white paper will become the 2ND FLOOR MAP. Take the GREEN HERB you find in here if you need it, and leave the room through the blue door. The other door in here needs a key you won't find till much later.

EAST STAIRS LANDING

Enter the RED PASSAGEWAY.

RED PASSAGEWAY

Go into the door after the blue doors.

RICHARD'S HALL

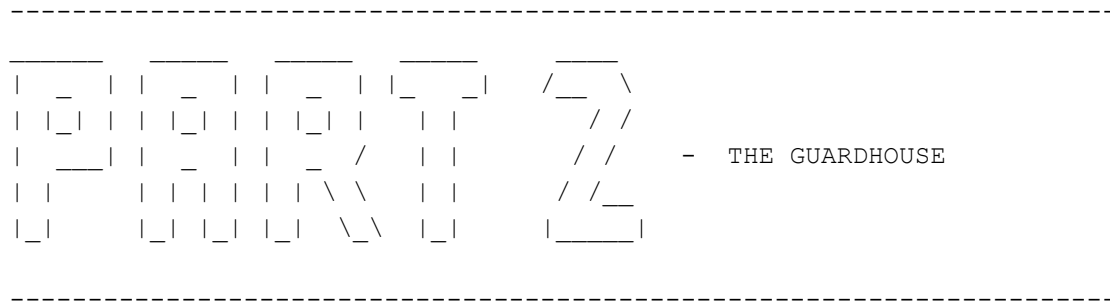
Go to the next door.

ATTIC CORRIDOR

Turn left at the fork and take the door at the end of the hall.

PRIVATE DINING ROOM

Get the INK RIBBONS from the table, then search the cabinet on the left for a CLIP. Light the candles on the table with the LIGHTER. Now push away the left bookcase to reveal a secret room. Grab the ACID ROUNDS in the cabinet hidden back here. If you try to get them without lighting the candles first, it'll be too dark to pick them up.



ENTRY CORRIDOR

Directly in front of you are some BLUE HERBS next to a stand with other plants on it. You can also see the statue next to them there is texture-mapped. This is used to cover the hole in front of a door down the hall.

If you don't cover it, a plant vine will shoot out and grab you by the neck, robbing you of a little health. Push the statue east down the hall, then south down the hall the hole is in. Cover the hole and you'll never have to worry about the vine again, unless of course you're stupid enough to move the statue away again. Take the door across the hall from the door marked 001.

OPTIONAL

Beyond the red doors is the GAME ROOM, where you'll get your first encounter with the giant spiders. You can find INK RIBBONS on one of the tables, and a CLIP on top of a barrel in here. You can just ignore the spiders, because they don't cause much damage. The most dangerous thing about them is that they can poison you, but this is easily fixed by using a BLUE HERB.

OPTIONAL

GUARDPOST

Take the FIRST AID SPRAY and the EXPLOSIVE ROUNDS off the bookshelf. Next, heal yourself to FINE status and organize your inventory at the save box:

SHOTGUN, SHOTGUN SHELLS

BAZOOKA

Leave.

ENTRY CORRIDOR

Go to the door across the hall with a sign above it that says "001."

001 BEDROOM

Blow both zombies' heads off, then unlock the desk to find some SHOTGUN SHELLS. Next, go to the bed and take the RED BOOK off the bed. If you check it, you will notice that it is empty. Why take an empty book, you ask? Well, don't worry. Even the strangest objects in a RE game always eventually serve some purpose. Take the little door by the entrance.

001 BATHROOM

Walk to the bathtub and drain the water. On the bottom is the C. ROOM KEY. Take the key and leave.

001 BEDROOM

Enter back into the hall.

ENTRY CORRIDOR

Walk past the hole you covered up with the statue and take the door back there.

IVY HALL

Don't worry at all about any of that ivy covering the walls. None of it is dangerous. Take the first door you come to.

WASP ROOM

As soon as you enter run diagonally across the room to the dark corner there. Charge into it and take the 002 DORMITORY KEY off the desk. Then turn tail and run quickly out to the same door you used to enter. The reason? There are three billion wasps zipping out of that hive to get you, and if you don't move fast, you'll be covered with them and stung over and over till you die.

NOTE

If you'd take the time to notice between the wasp attacks, you would discover that the double doors in here are being "obstructed by something on the other side." Wonder what could be blocking those doors? Also note the door with the keypad. Unless you're going to go on the V-JOLT subquest detailed at the end of the walkthrough for Part 2, there's no reason to bother unlocking this door.

NOTE

IVY HALL

Run further down to the end of the hall. Unlock the door with the 002 DORMITORY KEY then discard it. Before you go charging in, push aside the statue on the left. Take all three GREEN HERBS you find hidden behind it, and make a GRAY HERB MIXTURE. Now enter the door.

002 BEDROOM

Run to the little desk and take the SHOTGUN SHELLS inside it. You can also get the DORMITORY MAP on the wall. On the bed you'll find the PLANT 42 REPORT, which discusses more on this accident that's happened here. It also tells you the name of the virus which is making all these zombies and monsters. It's called the T-Virus.

It says there's this giant plant in the guardhouse that mutated after being infected with the T-Virus, and that it looks for nutrition by getting it from the flooded basement, and by sucking blood from people caught in its vines. It also says that it blocks a door, which is probably explains that

door in the WASP ROOM that won't open

Hey look, two texture-mapped bookcases. Shove them aside to reveal a ladder. Go down it, into the "secret" passage.

OPTIONAL

In the 002 BATHROOM, you'll find a CLIP, but you'll have to waste a shell on a zombie. It's not really worth it as the HANDGUN'S not terribly useful anymore.

OPTIONAL

BASEMENT CORRIDOR

Here we get to have fun with boxes! Or not. Further ahead, a pool of water blocks the hall. You have to push the three boxes into the water to form a makeshift bridge to get across.

Run around the corner and shove the box around the corner. Now push the box forward to the wall across the hall, then shove it a loooooooooooooooooooooong way down the hall near the corner. Don't go too far, or you'll have to start all over! Next, push the box closest to the water pool into it. Then go to the second box that was behind it and push that box into the pool. And lastly, shove the box you pushed all the way down the hall to the wall and then into the pool. You now have a box bridge to cross the pool of water.

Umbrella really needs to hire some better architects. What idiot puts a giant pool in the middle of the hall, but no bridge to cross it? Come to think of it, why put a pool in the middle of the hall at all? Anyway, go down the hall some more and you will see the rest of the hall is submerged in water... Go into the water and open the double doors. Leave the GREEN HERBS where they are for now.

NEPTUNE DEVELOPMENT LAB

You now find yourself in a GIANT room, with it totally flooded by water. Immediately begin running around the right side of the giant water tanks in the middle of the room. Don't bother looking at the first door you pass. Eventually, you will come to two doors together.

Move a little closer, and you will see an POV shot of something following you underwater. As it turns out, it is a shark code-named Neptune and her two babies. But unfortunately for them, you are already at the doors that will allow you to escape. Unlock the left door with the C. ROOM KEY, the one on the right doesn't even have a keyhole! Discard the key and enter.

DRAINAGE CONTROL ROOM

Walk over to the panel with the flashing light and pull the lever. All the water will drain out of the basement. On your way out, press the flashing button to unlock the room next door.

NEPTUNE DEVELOPMENT LAB

You can hear a flapping noise, but ignore it for now. Enter the door nearby.

BASEMENT ARMORY

Yes! Two CLIPS and two boxes of SHOTGUN SHELLS are on the shelves! And also, you can see a little sparkle on the shelf to the right. Take the 003 DORMITORY KEY and leave.

NEPTUNE DEVELOPMENT LAB

Run back to the exit and you will see the source of that flapping sound.

Hahaha, it looks like Jaws and its babies are now struggling for their lives. Leave. Don't bother shooting them, because you won't need to come back to this room again unless you wanted to do the V-JOLT subquest.

BASEMENT CORRIDOR

Run back to the ladder at the end of the hall. Take the GREEN HERBS if you need them.

002 BEDROOM

Go back into the hall.

IVY HALL

Run back down the hall to the next door.

WASP ROOM

Run across the room to the door marked "003." Unlock that door and discard the 003 DORMITORY KEY.

003 BEDROOM

Immediately enter the door to the left.

003 BATHROOM

Blow the zombie's face off then take the FLAME ROUNDS off the floor. Leave.

003 BEDROOM

If you unlock the desk in this room, you'll get INK RIBBONS. Notice the bookshelf. One row has nothing in it but red books, except for one white book. Take the white book and read the "V-JOLT" REPORT.

In it, it will tell you about UMB No.16, also known as V-JOLT. This is a chemical that can destroy Plant 42's roots in a matter of seconds, if poured on the root in the basement. You don't have to do this, but it will make the upcoming fight with Plant 42 a little easier. If you want to go on this subquest, read the V-JOLT subquest section at the end of Part 2.

Now, put the RED BOOK in the place of the white book to open up yet another secret passage. Equip your BAZOOKA and enter the secret door.

CONFERENCE ROOM

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BOSS FIGHT 2 - PLANT 42

Whoa! That's one really big plant! Don't worry though, this fight will be much easier than the one with the snake back in the mansion.

In this fight, Plant 42 will use three attacks. The first one is dropping plaster from the ceiling with its vines. This is easy to evade as long as you stay on the move. You can tell when and where it's going to fall when a lot of white dust trickles down from the ceiling. This will be its primary attack during the fight.

Its second attack is vine whipping. This is no problem as long as you don't get too close to Plant 42. Its last and most deadly attack is the blood sucker. If you get caught in one of its vines, it will suck a lot of blood from you. This damages you a lot, but it won't be a problem as long as you don't get too close to Plant 42. This fight's not too hard though. It only takes 3-5 rounds of any flavor of rounds from the BAZOOKA to kill it.

After you defeat it, the plant shrivels up. Jill decides to go closer to get a better look. Big mistake. It grows back to full size again, and one

of the vines grabs her. But then, it's Barry to the rescue! He destroys the plant with a FLAMETHROWER, and it degenerates into a blob of purple mush in the middle of the floor.

NOTE

If you don't want Barry to help you destroy Plant 42, then do the V-JOLT subquest. Plant 42 will be a little weaker during the battle, and it will die after you cause it to shrivel up the first time.

NOTE

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Jill then thanks him for saving her life again. He responds with a enthusiastic "Yeeeeeehhhhh." After talking to him, go to the fireplace to find the HELMET KEY. Leave through the double doors.

WASP ROOM

Run across the room to the door on the far left.

IVY ROOM

Jill hears gunshots close by, and sees it's Wesker shooting some wasps. After he finishes up his target practice, he says that you should go back to the mansion to look for more clues. He then runs off again rather hastily, while saying he's "counting on you." Run over the wasps Wesker shot down if you want to, then enter the door beyond them.

ENTRY CORRIDOR

Go to the GUARDPOST.

GUARDPOST

You should stock up on heavy artillery here and save, because things are going to get tougher very soon. Here is what you should put in your inventory:

BAZOOKA, ACID ROUNDS

HELMET KEY, HEALING ITEM

Leave.

ENTRY CORRIDOR

Run to the front door to the west and exit.

COURTYARD PATH

You can hear your radio beeping as you exit. Turn on the COM. RADIO if you want to, but you still won't be able to contact Brad, as the RADIO hasn't fixed itself since you contacted him last. Run for the gate at the other end of this passageway.

LOWER COURTYARD

Run past the dogs if you didn't kill them and go back to the little elevator.

WATER RESERVOIR

You're going to have to make another run through the snakes to get back to the other gate that leads to the exit. Run like crazy past the snake-spawning trees, go through the pool, and then leave out the gate.

UPPER COURTYARD

Dodge the dogs and go back to the TOOL SHED.

TOOL SHED

Go to the next door.

COVERED WALK

Run down the path to the back door of the mansion. Make sure you have your BAZOOKA at the ready when you walk in.

END OF PART TWO

OPTIONAL SUBQUESTS

THE V-JOLT SUBQUEST

In this subquest, you will make a chemical called the V-JOLT to help destroy Plant 42. This is totally optional for Jill and quite unnecessary as Plant 42 doesn't take a lot less damage from the BAZOOKA. If you must, this is how you do it. Start in the ENTRY CORRIDOR.

ENTRY CORRIDOR

Go to the double red doors.

GAME ROOM

Turn left and run to the pool table in the back corner. Check the side of the table facing away from the dart board. You'll get a code that says "345". Remember this number. Leave the room and don't bother to mess with the spiders.

ENTRY CORRIDOR

Go down the corridor guarded by the vine. Go into the door behind it.

IVY HALL

Enter the next door you come to.

WASP ROOM

Turn left and go to the other door you can see in the camera angle. Check the keypad next to it. Input 345 into the keypad to unlock the door. Enter. I guess next time you'll memorize the code so you don't have to do all that extra crap, huh?

CHEMICALS LAB

This is where you will make the V-JOLT. You can solve this puzzle yourself if you want to by reading the notes on the wall, or you can try my directions. There are many chemicals in here that can be lethal if handled improperly, so do exactly as I say or you may make a substance that creates a poison gas!:

1 - Gather up three EMPTY BOTTLES.

2 - Fill one EMPTY BOTTLE with WATER from the sink, and fill another EMPTY BOTTLE with UMB NO. 2. Mix the UMB NO.2 with the WATER to make NP-003.

3 - Fill an EMPTY BOTTLE with UMB NO.4. Mix the UMB NO.4 with NP-003 to make UMB NO.7.

4 - Fill up an EMPTY BOTTLE with UMB NO.2 and another EMPTY BOTTLE with UMB

NO.4. Mix UMB NO.2 with UMB NO.4 to make YELLOW-6.

6 - Mix YELLOW-6 with UMB NO.7 to make UMB NO.13.

7 - Repeat STEP 2.

8 - Mix NP-003 with UMB NO.13 to finally get the V-JOLT!

Leave the lab.

WASP ROOM

Leave out the door to the right.

IVY HALL

Turn right and go down the hall to the door marked "002".

002 BEDROOM

Go to the "secret" ladder.

BASEMENT CORRIDOR

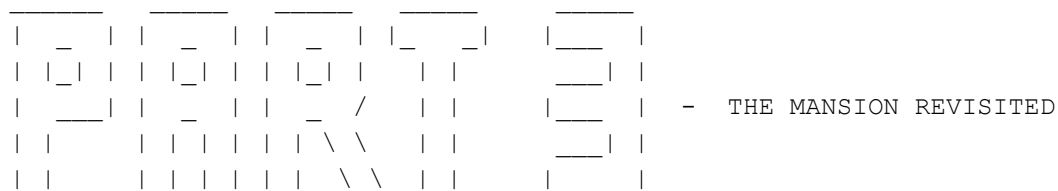
Run down the passageway to the double doors.

NEPTUNE DEVELOPMENT LAB

Turn right and enter the first door you see.

MESS HALL

Go to the other side of the room where the plant's root is. Pour the V-JOLT on it to make the root wither and die.



DARK CORRIDOR

Upon entry, you'll get a warm welcome from a creature that will become the bane of your existence for the rest of the game, the hunter. They're faster than you, they're more resilient than you, and they can cut your head off if you are in CAUTION or worse.

But, in your hands, you hold the most powerful anti-hunter weapon in the series, the BAZOOKA. Let him have a grenade in the face then unlock the door on the northern wall that needs the HELMET KEY.

NOTE

This place will now be crawling with Hunters wherever you go. In a way, they have replaced all the zombies you killed earlier! Stick to this walkthrough or you will get your head cut off, I promise you that. Also, in this part you'll start making decisions that will influence what ending you get at the end of the game.

NOTE

STUDY

Walk over to the desk and turn on the lamp. On the desk are MAGNUM ROUNDS, but you should only bother to pick them up if you want to go on the MAGNUM

subquest, which is in the OPTIONAL AREAS section at the end of Part 3. Jill doesn't really need the MAGNUM as the BAZOOKA is adequate protection. Take the DOOM BOOK I from the shelf, then leave the room.

DARK CORRIDOR

Take the other door here on the northern wall.

EAST STAIRS HALL

Stay right where you are and get your BAZOOKA at the ready. You'll hear a "tic, tic" noise. This is the noise hunters make when they are walking around. You will soon learn to loathe it. Anyway, when you see the hunter come around the corner, blast him.

Notice the little paper hanging on the wall. Barry wrote it, and it tells you he left some bullets in the back room in case of trouble. Go into the little door beneath the stairs.

STORAGE ROOM

When you enter, you will see many items on the floor that Barry left for you, including ACID ROUNDS, a FIRST AID SPRAY, and some SHOTGUN SHELLS. For being so stupid, Barry sure knows how to pick the right presents! Take everything and then organize your inventory at the CHEST:

HANDGUN, CLIP

BAZOOKA, EXPLOSIVE ROUNDS

ARMOR KEY

This will likely be the last time we use the HANDGUN anymore in the game, so after we put it back in the CHEST again, it will stay there for good. Also pretend from now on that all the CLIPS you see are things of your imagination. Go into the hall.

EAST STAIRS HALL

Equip your HANDGUN and go up the stairs.

EAST STAIRS LANDING

Walk up the stairs. You can see a hunter down the hall has its back to you.

You now want revenge for that scare that was pulled on you when you came back here. Shoot him in the back with the HANDGUN then run down the short stairs again. Wait here for the hunter to slowly walk down the hall.

When he sees you at the bottom of the short stairs, he'll be in a frenzy to reach you, but due to the limits in the enemy AI, he can't walk down the stairs to get you. From the safety of this place, you can pelt him with the HANDGUN till he dies pathetically. Walk back up the stairs. Now this time, walk to the right.

When the camera changes to show a hunter hiding around the corner, slowly walk backwards into its view. When it sees you and comes running, rush back to the stairs and you can take him out as easily from there as the last one.

Now this time go back down to the first floor.

EAST STAIRS HALL

Run to the black door at the south end of the hall.

DARK CORRIDOR

Get that BAZOOKA ready and open the double doors.

EAST WHITE HALL

Run down the hall. As you turn the corner near the bathroom, a hunter pops

up from around the next corner. While he shrieks angrily, give him an grenade to the head to quiet him down. Equip your HANDGUN again and unlock the metal door nearby with the ARMOR KEY.

BACK PORCH

Shoot up all the zombies with the HANDGUN then collect the SIX (!) GREEN HERBS they were guarding. Make two GRAY MIXTURES and leave.

EAST WHITE HALL

Enter the double doors at the other end of the hall.

DARK CORRIDOR

Enter the door just to your right.

EAST STAIRS HALL

Run to the STORAGE ROOM.

STORAGE ROOM

Set up your inventory like this:

SHOTGUN, SHOTGUN SHELLS

HELMET KEY, ONE OR MORE HEALING ITEMS (two should be enough)

You could also bring the BAZOOKA, due to its good stopping power, but it's difficult to handle in the coming battle. I HIGHLY recommend you save, as the fight with the second-toughest boss in the game is near. Leave.

EAST STAIRS HALL

Go up the stairs.

EAST STAIRS LANDING

Turn left and go all the way down the hall to the last door.

FIREPLACE ROOM

Go take the GREEN HERB near the fireplace if you want it, then unlock the other door in this small room with the HELMET KEY.

BALLROOM

Go over and check the piano, because maybe you're supposed to play another tune here to solve a puzzle. Whoops, I guess not...

BOSS FIGHT 3 - THE GIANT SNAKE: THE REMATCH

Looks like an old friend has returned to greet you, only this time, you don't have to worry about poison since you have already taken the SERUM. While the snake tries to pound you, he makes a large hole in the floor, then you take over control.

Shoot the snake a few times from where you are standing, then run to the other side of the room and shoot from there. NEVER lose your cool and get into a war of attrition with the snake or it will kill you for sure. You must be mobile if you want to stay alive. Also be sure to carefully monitor your health so it doesn't drop too low, otherwise the snake will swallow you whole!

If you have the BAZOOKA, you could try to use it too. It's difficult to aim it well though because of the arc of the shots. The fast moving target doesn't help either.

#####

After the battle, check the hole near the piano, and who should walk in but ol' Barry. He walks over to you, right through the snake melting in the middle of the floor and casually says, "Jill, have you found anything INTERESTING?" Oh nothing much, just killed a giant mutated snake, how 'bout you? He asks if you would like to go down the hole using his rope. Jill says yes and she goes down.

SECRET TOMB

Being the clumsy fool he is, Barry drops the rope by accident and says he'll go look for another one. Meanwhile, you are stranded in this secret room, with nothing to occupy your interest except for a tombstone. If you check it, you will discover a secret switch. Press the switch and another secret passage will open up.

IMPORTANT NOTE!

You can either stay here and wait like a good girl for Barry to come back, or you can run off without him and go down the ladder. If you run off without him, you'll get one of the bad endings at game completion. If you stay and wait, there will be still a chance at getting all the endings.

Waiting for him has far more benefits anyway. You can read them in the room description below. Skip the next BALLROOM description if you decide to leave Barry behind.

IMPORTANT NOTE!

BALLROOM

Barry says he's sorry to which Jill responds "I didn't know *that* was going to happen." He then gives you a PASS NUMBER, which will be beneficial to you should you decide to do the MAGNUM subquest. It'll open up the door with the pass code pad at the WEST STAIRS LANDING. Barry'll then run off again rather hastily, leaving you alone. Climb down the rope again.

SECRET TOMB

Take the secret passage you opened up before.

BASEMENT CORRIDOR 1

A zombie comes from the other end of the hall. Blow his head off, then investigate the right fork in the hall. You will find another zombie and a box of SHOTGUN SHELLS. Blow off his head too, then take the SHOTGUN SHELLS and leave through the only door here.

BASEMENT CORRIDOR 2

Run around the corner and another corner and you can see two zombies snacking on another fellow deadhead. I recommend you leave them alone. If you kill all of them, all you will get as a reward is two GREEN HERBS. Go to the next door.

KITCHEN

Don't bother looking around for supplies, because there is nothing here but bloodstains and other crap. It's no big deal, but if you try to take the door across from the one you used to enter, you will be attacked by a smarty-pants zombie that knows how to open doors and walk down stairs.

Go to the other side of the room and blast the sleeping zombie on the floor. Take the elevator to the second floor of the mansion.

2F ELEVATOR LANDING

A zombie is immediately coming for you when you enter. Blow his head off. If you look to your immediate left, you will see another zombie. There is another corridor beyond him, but there is little there but more zombies and

a handful of herbs. You will only need to venture down the MARBLE CORRIDOR back there if you decide to go after the MAGNUM.

See why I never get the MAGNUM as Jill? You have to do so much extra stuff get it, you don't even find much ammo for it, and you don't really need it. If you really care about obtaining the MAGNUM that much, I'll say again to look at the OPTIONAL AREAS section at the end of Part 3.

Anyway, take the door you saw past the first zombie.

SMALL CLOSET

Take both bags of EXPLOSIVE ROUNDS off the shelves and take the BATTERY off the chair. Jill suggests using it on the elevator in the courtyard that wasn't operational before.

IMPORTANT NOTE!

Now that you have the BATTERY, you can leave the mansion and move on to Part 4. If you want the extra good ending though, I recommend you explore a little more and get the MO DISK before leaving. This item is necessary for achieving the best ending in the game. If you want to just move on and get this part over with, then skip everything between the row of stars below, and start reading again at the next line of stars. I'll meet you there in a moment.

IMPORTANT NOTE!

2F ELEVATOR LANDING

Run past the elevator and take the GREEN HERB if you want it from the alcove. Continue running and you will see a pair of blue doors with a zombie standing guard. Ignore him for he is far too slow to get you before you can get to the doors.

LIBRARY 1

A zombie homes in on you from the right. Blast him in the head. If you're going to go get the MAGNUM, then unlock the desk near where the first zombie was to receive MAGNUM ROUNDS. There's another zombie standing around behind the bookcase. Kill him and take the SCRAPBOOK if you want it. It has newspaper articles detailing the murders that are being caused in the Arklay Mountains which is where you are.

It's a little funny that in one article the writer encourages readers to go out and look for the fierce wild dogs that have been spotted in the mountains.

OPTIONAL

If you run back to the place where they came from, you can see a texture-mapped bookcase. Push it away to reveal a secret door. Enter if you wish, but after you are done looking around in the SECRET STUDY, take the other non-secret door in the room.

You don't have to go in there, because there is nothing to obtain except INK RIBBONS and a CLIP on the shelf. But, if you look out the window, you can see a heliport all lit up like a heavenly gate out of this place. The picture you see of the heliport looks pretty cool. I like to look at it so much that I often come here despite the fact there is nothing important to obtain.

OPTIONAL

LIBRARY 2

Run around in here until you collide with a texture-mapped statue and one in the wall that has a button. Press the button to shine a light on a spot on the floor. Shove the moveable statue to that spot to make a bookshelf roll aside, revealing a desk. Take the MO DISK off the desk and leave.

LIBRARY 1

Exit through the blue double doors.

2F ELEVATOR LANDING

Go back to the elevator and take it down.

KITCHEN

Run to the door by the lockers if you waited for Barry. If you didn't wait for Barry back in the BALLROOM, you'll have to make a dangerous detour through the first floor. On a positive note though, it is a good way to snag the MAGNUM on the way out should you decide to get it now.

There won't be any rope for you to climb out on in the SECRET TOMB if you didn't wait on him. I'll detail the way you go if you waited for Barry first, then the alternate way out if you decided to be a meanie and leave Barry behind.

WAITED FOR BARRY

BASEMENT CORRIDOR 2

Run to the door at the other end of the hall.

BASEMENT CORRIDOR 1

Run back to the ladder.

SECRET TOMB

Climb the rope.

BALLROOM

Exit via the door.

FIREPLACE ROOM

Leave through the blue door.

EAST STAIRS LANDING

Run down the hall and take the stairs.

EAST STAIRS HALL

Enter the STORAGE ROOM.

DIDN'T WAIT FOR BARRY

1F ELEVATOR LANDING

Walk past the elevator and leave out the double doors.

WEST WHITE HALL

Zip past the hunter you're standing behind, then tag the door on the left side of the hall to quickly escape the second hunter. Unless you have some hard-hitting artillery like the BAZOOKA, you're going to get killed trying to kill them.

DINING ROOM

Head for those double doors you walked through with Barry so long ago at the start of the game.

MAIN HALL

Run across the hall to the blue doors.

BLUE ROOM

Take the southeast door.

L-SHAPED CORRIDOR

Run underneath the giant spiders on the ceiling, and take the door at the end of the hall.

EAST WHITE HALL

Take the double doors at the end of the winding hallway.

DARK CORRIDOR

Take the black door to your right.

WEST STAIRWELL

Enter the STORAGE ROOM.

ROUTES JOIN TOGETHER HERE

STORAGE ROOM

Set up your inventory like this:

BAZOOKA, GRENADE ROUNDS (whichever type has the most ammo)

BATTERY, SQUARE CRANK

Leave.

EAST STAIRS HALL

Run to the black door.

DARK CORRIDOR

Enter the door in the dark offshoot.

COVERED PATH

Either kill the hunter or zig left, then zag right to evade it. Enter the TOOL SHED.

TOOL SHED

Run to the double doors.

UPPER COURTYARD

Take the rusty gate again.

WATER RESERVOIR

Run across the pool and evade the snakes again. Take the lift down.

LOWER COURTYARD

Instead of going to the guardhouse, this time we are going to go investigate the area where the other elevator is. Put the BATTERY in the slot to get the lift working again, then take it up.

UPPER COURTYARD

Go to the rusty gate yet again.

WATER RESERVOIR

Go back to the post where the square hole is and use the SQUARE CRANK to raise the water level again. Go back out the gate.

UPPER COURTYARD

Take the elevator in the back alleyway down.

LOWER COURTYARD

Run to the little walkway between the pools and climb down the ladder. Down below, you'll be in a whole different world!

END OF PART THREE

OPTIONAL SUBQUESTS

----- THE MAGNUM SUBQUEST -----

In this quest you will get the MAGNUM, a very powerful handgun that can destroy hunters with only one bullet. Jill does not have to do this, because she has the BAZOOKA, which you find a lot of ammo for. While Chris gets a relatively small amount of ammo for the MAGNUM, Jill will find even less! Plus the hunters will cause more damage to Jill. If you want to go on this dangerous subquest for Jill, read the mini-walkthrough below. We'll start in the KITCHEN.

KITCHEN

Try to take the door to the stairs then blast the smarty-pants zombie who knows how to go down stairs and open doors. Now take the door to the stairs.

1F ELEVATOR LANDING

Leave out the double doors.

WEST WHITE HALL

Hey, we're back here again, only now there are hunters! Fortunately, the one in front of you is facing away from you. Run full speed and brush past his right shoulder. Then escape into the door to the right before the hunter down the hall and the one you touched can sandwich you and chop you up.

GREEN CORRIDOR

Walk a little until you hear a "tic, tic", then stop where you are and point your BAZOOKA down the hall. When you hear the screech of the hunter stand still. When he gets close, hit him with a grenade. Now, slowly walk down the hall. Another hunter will pop out of the alcove that has the door to the TIGER ROOM. Blast him as well. After he is dead, charge down the hall and enter the WEST STAIRS HALL.

WEST STAIRS HALL

Run from the Hunters around here, they are easily evaded thanks to the wide hall. Enter the MEDICAL ROOM.

MEDICAL ROOM

Heal yourself fully and organize your inventory:

BAZOOKA, GRENADE ROUNDS (any flavor)
HELMET KEY, MAGNUM ROUNDS

Leave.

WEST STAIRS HALL

Quickly get up the stairs before the hunters have a chance to attack.

WEST STAIRS LANDING

Take one step forward then turn and aim your SHOTGUN to the left manually. Blast the hunter hiding offscreen till he dies. Walk forward and unlock the door to the left with the HELMET KEY. Discard the key and enter.

TAXIDERMY ROOM

Sorry, but you can't take the hunting rifles from the display. However, you can take the SHOTGUN SHELLS and the MAGNUM ROUNDS off the shelf. You can also get the ORDERS from the table near the rocking chair.

It seems that somebody around here is supposed to have all of you S.T.A.R.S. dead, as well as destroying this whole place so nobody will know all of the monsters were here. This person also needs to obtain combat data on the monsters, as well as embryos. I wonder who's the guy who received this.

Push the stepladder under the deer head over the fireplace. Next go over to the door and turn off the light switch. Strange how this whole mansion only has two light switches in it, dontcha think?

Walk over to the taxidermy again, but this time you can see one of the deer's eyes glowing...climb up the stepladder to get the RED JEWEL from the deer's eye socket. Now go down again and leave the room.

WEST STAIRS LANDING

You can hear a hunter's footsteps, but he's way on the other side of the railing, so you can easily get away down the stairs without a fight. Be careful though, he can stick his claws through the railing if you get too close.

WEST STAIRS HALL

Run down the hall evading the hunters. Enter the GREEN CORRIDOR.

GREEN CORRIDOR

Go to the door in the little alcove.

TIGER ROOM

Put the RED JEWEL in the tiger statue and at long last you'll get your hands on the MAGNUM!

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| _ | | _ | | _ / | | | _ | - THE UNDERGROUND CAVES
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ENTRANCE TUNNEL

Cool place huh? Green limestone surfaces, water dripping from cracks in the walls, monsters lurking around every dimly lit corner...yeah, the perfect

place. Take the door near the ladder.

BARRY'S CORRIDOR

If you waited for Barry back in the BALLROOM, he'll just kind of pop up out of nowhere and greet you heartily. He asks if you would like to help look for the owner of the "voice coming from this hole."

If you want one of the good endings, say yes to the first question and agree to go with him, then say no to the next question and opt to go first. You can also say no to going with him, then no again to staying where you are.

On the other hand, if you left Barry behind at the BALLROOM in Part 3, then he won't be here. You don't have any chance of getting the good endings now. Whatever happens, take a door. It doesn't matter which one as they lead to the same room.

GENERATOR ROOM

In this place is a large chamber, the largest one in this area. There is a large pit in the center of the room, surrounded by safety ropes. And next to that, is a room with a broken generator. Why is all of this here I wonder?

Take the FIRST AID SPRAY and the EXPLOSIVE ROUNDS off the shelf in front of the generator, then run to the door in the northeast corner of this area.

ENRICO'S ROOM

Run around the corners and witness Enrico's supernatural power of identifying people by *only* the sound of their footsteps! Enrico then says that there is a traitor in their midst, but before he can reveal him, he is shot by someone hiding offscreen. IF Barry's with you, he'll quickly run over to Enrico because he wants to see Enrico's new bloodspot. Idiot.

It looks like you will have to chase the assassin alone. If you want a CLIP, you can search Enrico twice for it. I say you should leave it behind, because now the HANDGUN is almost worthless against the new powerful enemies. Run back down the hall and you will see the shooter dropped something. Take the HEX CRANK and leave.

GENERATOR ROOM

Run down the hall to the right. A hunter'll ambush you, but I recommend you run from it since you will never have to come back to this room again.

BARRY'S CORRIDOR

A hunter confronts you here. You should also dodge him because you'll never visit this room again either.

ENTRANCE TUNNEL

Go down the corridor and you will bump into a pit blocking the corridor. Use the HEX CRANK on the little hole near the pit to rotate it around to the top of the corridor, like it's on a giant wheel. Jill is a lot stronger than she looks, a LOT stronger. Run to the door on the other side of where the pit once was.

BOULDER DASH 1

This corridor appears to be a dead end at first. Well, since you're here, why don't you go and examine that big rock at the end of the corridor. It appears to be texture-mapped, so you know something good's about to happen! Go back down the corridor and the boulder somehow shakes loose.

Run, run, run for that door alcove or you'll be a Jill sandwich! After you

manage to evade it, the boulder crushes through a wall, opening up another passageway. Before you go there though, run back to where the boulder was to find some FLAME ROUNDS. Before you can reach them however, a hunter walks in through the door.

Get the FLAME ROUNDS then step back into the corridor. Aim your BAZOOKA and get ready. When the hunter sees you, it will let out a scream. Press the fire button and hit him with a grenade. After he is dead, go to the hole the boulder made in the wall. Get your BAZOOKA fully loaded then step through the door. People with arachnophobia, beware!

BLACK WIDOW'S LAIR

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BOSS FIGHT 4 - THE BLACK WIDOW

This is the easiest boss in the game. It's only attack really is a more powerful version of the acid spray that the smaller spiders use. Pause in front of the spider, then move out of the way of the acid spray. You can now get a free shot because the spider has to momentarily stop after using an acid spray.

Blast it several times with the BAZOOKA. It won't even last through a full magazine! Now exit the room briefly to make all the baby spiders vanish. Make sure the music completely stops before you leave, otherwise the spider will totally recover when you come back in!

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BOULDER DASH 1

Turn around and run back in again.

BLACK WIDOW'S LAIR

Take the COMBAT KNIFE glittering in the background, and use it to hack away the spider web from the exit door. Leave after the web completely disappears.

SNAKE TUNNEL

Enter the door to the left.

CAVES OFFICE

Take the FIRST AID SPRAY off the table and organize your inventory:

BAZOOKA, GRENADE ROUNDS (any flavor)

HEX CRANK, DOOM BOOK I

Leave.

SNAKE TUNNEL

Ahhh! The tunnel's crawling with snakes! Get to the door at the other extreme end of the hall.

BOULDER DASH 2

Run through the doorway to the right into another long tunnel which houses another boulder, but before you decide to shake it from it's resting place, notice the texture-mapped floor and the hexagonal hole to the left. Use the HEX CRANK on the hole three times to move the part of the corridor without a wall to the left side of the hall. This will reveal a hidden door.

IMPORTANT NOTE!

This time you don't have to trigger the boulder rolling at you if you don't want to. If you want a chance at the extra good ending though, then you'll

have to do the boulder dash again to get the second MO DISK. If you skipped over the first MO DISK though, then there's no point in getting this one. That is unless you don't mind running all the way back to the library in the mansion from here. Anyway, read below for getting the second MO DISK:

Run up to the boulder then run away to make it move, then duck into the new alcove you revealed. It'll be much easier than the last boulder. In fact, you'll be practically to safety when it starts rolling! Go back to where the boulder was to find the second MO DISK, and also the UNDERGROUND MAP posted on the wall.

IMPORTANT NOTE!

Go to the door in the secret alcove.

STATUE ROOM

Let's see what we have to work with here... A hexagonal hole, a differently colored floor tile, a locked cabinet, and a statue. The solution is easy to figure out. Simply push the statue on the lighter-colored tile to open the cabinet. But unfortunately, the statue is against the wall, so we can't push it over there.

Instead, push the statue along the wall until the statue and the light tile are perpendicular to the wall, then use the HEX CRANK on the hole twice to make a wall pop out, then retract again. This will push the statue away from the wall so you can move it to the tile. Do that at this time and take the DOOM BOOK II from the cabinet when it opens. Leave.

BOULDER DASH 2

Run back down the long hall to the room with the other door. Take the fork you haven't explored yet and you will find an elevator. Take the lift out of this dark and dreary place.

HIDDEN FOUNTAIN

As you get off the lift, you may note the steel doors nearby. They are welded shut so you can't open them. It's okay though. Don't worry about them. Walk to the right and you'll find a small fountain. If you examine the indentations on the pool, you'll see there's one of an eagle, and one of a wolf.

Now, check those two DOOM BOOKS you have. Rotate them so you are facing where they open, and press X. The books will open up. The DOOM BOOK I will give you the EAGLE MEDAL, and the DOOM BOOK II will give you the WOLF MEDAL.

Place these medals in their corresponding holes on the indentations on the fountain.

The water will drain out and yet another secret passage will be revealed, but don't go in there yet. Instead, take as many GREEN HERBS and BLUE HERBS as you can carry first, then go down the steps of the fountain to an elevator. Take the elevator down.

END OF PART FOUR

OPTIONAL SUBQUESTS

There are none for Jill or Chris. You will explore every room in the caves and see pretty much everything before you are allowed to leave here, even if you don't stick to the walkthrough.

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ENTRANCE ROOM

Wow, first a beautiful mansion, then the simple design of the guardhouse, next dark and dreary caves, now finally a military complex. Don't bother checking the door with the flashing light, because it will only open under a "first class emergency." Well, that's what the sign next to it says anyway.

Take the ladder down.

EMPTY ROOM

Well, it's almost completely empty except for a chest. Go over to it and organize your inventory:

SHOTGUN, SHOTGUN SHELLS

MO DISK, MO DISK (if you have them)

Leave through the door.

B2 STAIRS LANDING

Blast both zombies' heads off, then check the desk near the "VISUAL DATA ROOM" for the third and final MO DISK. Take the stairs down.

IMPORTANT NOTE!

If you have collected all three MO DISKS during the game, now is the time to put them to good use. There are three pass code machines around the laboratory. You have to use each of these machines with the MO DISKS to get pass codes to unlock the prison on B3, so you can rescue Chris and have a chance at the extra good ending.

If you want to skip over this task, then that's okay. I'll mark off the areas you can skip with rows of stars, so you'll know what and what not to do.

IMPORTANT NOTE!

LABORATORY MAIN CORRIDOR

Whoa, this is the best music on the whole CD! You can see a zombie dead ahead, but instead of engaging him, turn right and enter those doors. Try to avoid zombies in this hall as they regenerate every time you pass through this area.

BACK HALLWAY

This is the corridor that contains the door for your pass codes. You don't have any yet, so just ignore that door for now. Take the door you see to your immediate left.

SCIENTIST'S QUARTERS

Turn on the lights, then take the RESEARCHER'S LETTER off the desk. Read it and it will tell you someone's log-in name and password for the security system: JOHN is the log-in name and ADA is the password. It also says the password to unlock the VISUAL DATA ROOM we passed upstairs, but unfortunately it is in code.

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  |\\| /\ |\\| \\|
It says: |/\ | \\/ | | |
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What you must do now is shove the texture-mapped bookcase aside to reveal a hidden switch. Push the switch and now the room will be lit with black lights, or that's what I think they are. Run to the picture in the corner and you will see letters next to their item: TREE, APPLE, MAN, and WOMAN.

If you turn off the blacklights, the item's name will be in code again. Turn the blacklights on and off until you match the letters of the alphabet with the code. In the end, you should get the password, which is MOLE. Be sure to memorize the password on your next run through the game, so you don't have to come into this room and do all this mess again. Leave.

BACK HALLWAY

Leave out the double doors you used to enter.

LABORATORY MAIN CORRIDOR

Run straight ahead down the hall, and enter the first set of doors you see.

SMALL LAB

Start up the computer you see in the corner. After watching Umbrella's logo appear, enter your log-in name as JOHN and your password as ADA. The computer will then load a menu giving you access to the door locks in parts of the complex.

Press B2 first. The computer will then ask for the password you deciphered from the letter. Type in MOLE. After unlocking that door, press B3. The computer will unlock the door there. This will also give you the maps of levels B2 and B3 of the laboratory. After doing that, press Cancel and log out. Leave.

OPTIONAL

If you want to, you can take the SLIDES on the floor, and then view them later in the VISUAL DATA ROOM.

OPTIONAL

LABORATORY MAIN CORRIDOR

Turn right and go up the stairs.

B2 STAIRS LANDING

Enter the double doors just ahead.

VISUAL DATA ROOM

Walk over to a metallic panel on the left wall. Open the panel and press the bright red button underneath. A column on the opposite wall will slide aside to reveal a secret bookcase, and, more importantly, the LAB KEY. Take it and leave.

OPTIONAL

If you got the SLIDES from the SMALL LAB, then you can use them on the slide projector on the table to view Umbrella's lineup of all the monsters you've been battling throughout the game. The last one shows a humanoid creature you haven't seen yet, called Tyrant. Looks big and bad doesn't it? More noteworthy however, is the picture of the R & D Staff at the end. Hey...isn't that Wesker on the far right?

Also, you can get the SECURITY SYSTEM FILE from the other bookshelf in the corner. You'll read about various features of the lab. Note the "A.

Wesker" in the Prison section. Is this all really a coincidence? Or does Wesker actually work for Umbrella?

OPTIONAL

B2 STAIRS LANDING

Take the stairs down.

LABORATORY MAIN CORRIDOR

Enter the double doors to the right.

BACK HALLWAY

Enter the door on the right wall.

RECREATIONAL ROOM

Blast the approximately three billion zombies in here, then use the MO DISK on the pass code output machine to get PASS CODE 01. Also, you might want to check out the FAX in the depression in the wall. It appears to be to the same guy who had the ORDERS in the TAXIDERMY ROOM back in the mansion. The document persuades the receiver to quickly gather up the research data and blow up the complex. Still wondering who this operative is? Leave.

BACK HALLWAY

Leave out the double doors that you used to enter.

LABORATORY MAIN CORRIDOR

Run down the hall ahead of you yet again, but this time bypass the first set of doors. Instead, blast the zombie in your way. Then take the second set of double doors (the one with the blue light) and unlock it with a loud "KA-CLUNK!" and the LAB KEY. Discard it afterwards.

B3 ELEVATOR LANDING

Take the first set of doors you see.

AUTOPSY ROOM

Take the RED HERB and the SHOTGUN SHELLS and prepare for the arguably the most difficult puzzle in the game. The goal is to get the stepladder under the ventilation hole in the wall. Unfortunately, there is a switch in front of the hole that will trigger poison gas if anything is put on top of it, including you. You must first cover the holes in the floor with the boxes while still leaving enough room for the ladder. I'll try my best to help you here. Listen CAREFULLY:

1 - Push the ladder against the operating equipment in front of the door.

2 - Push the box that is not completely blocked by the operating table away from it, towards the holes. When you have enough room, push it towards the broken vent cover on the floor. Next, shove it over the hole on the right when the box has enough clearance from the button.

3 - Next, push the stepladder near, BUT NOT ALL THE WAY, to the opposite wall from the door. Then push it to the right side of the operating table. Be sure to leave enough room on either side of the ladder for you to pass by.

4 - Push the remaining box alongside the operating table until you have enough clearance to push it towards the holes. Then push it over the left hole.

5 - Lastly, push the ladder over the button. You will hear it activate, but the boxes are blocking the gas. Climb through the little tunnel.

MORGUE

Go to the pass code output machine ahead of you and use an MO DISK to get PASS CODE 02. Ignore the MAGNUM ROUNDS on the shelf unless you were hungry enough for firepower to go on the subquest for the MAGNUM in Part 3. Unlock the door and exit.

LABORATORY MAIN CORRIDOR

Take the other set of double doors to your left.

B3 ELEVATOR LANDING

Kill the zombies and go to the double doors on the far right side of the hall.

POWER ROOM 1

That's a lotta noise! You are now in Chimera territory. Run from these suckers, because they are really hard to hit and fighting will only cost you more health. At the moment, you are at a junction. Turn right and go straight down this path until you get to a dead end with a operating terminal. Turn on the panel, then backtrack to the junction again. This time go left. Run along the outer wall of the room and you will collide with a door. Enter it.

POWER ROOM 2

Go straight down this hall and you will bump into a pass code output machine. Use your last MO DISK to get PASS CODE 03. Yippee! We got all the pass codes!

Turn left at the fork and the hall will lead you to double doors. Enter them.

POWER ROOM 3

In here, the noise of machinery escalates to an almost deafening level. Run around the left side of the big machine in the middle of the room, and you will find a terminal. Activate the terminal to switch on the elevator. Leave. There's nothing more to do here.

POWER ROOM 2

Whoa, that last room was so loud it almost makes this one seem quiet! Run down the hall and turn left at the fork, then leave out the door.

POWER ROOM 1

Run straight along the outer wall and you will bump into the doors that will take you out of Chimera territory. Of course you should take them.

B3 ELEVATOR LANDING

Run ahead and take the door on the right wall.

LAB GUARDPOST

Take the GREEN HERB and the FLAME ROUNDS. Prepare your inventory:

BAZOOKA, EXPLOSIVE ROUNDS
FLAME ROUNDS, ACID ROUNDS
THREE HEALING ITEMS

Make sure you are fully healed up and have a fully loaded BAZOOKA. Leave.

B3 ELEVATOR LANDING

Turn right and go down the hall to the elevator. Press the flashing button to start up the elevator. Barry will then again appear from nowhere. You and him will both board the elevator and go down.

B4 ELEVATOR LANDING

Everything in this room is automatically done for you. ALBERT WESKER IS THE TRAITOR!!! And Barry is also helping him by holding you at gunpoint. It turns out Albert has blackmailed Barry into helping him by holding his family as hostages. Wesker orders Barry to leave. He obeys, then Wesker reveals he really doesn't have anything planned if Barry refuses to help.

If you didn't leave behind Barry in the BALLROOM and answered his questions correctly in the caves, he'll come back and conk Wesker on the head with his MAGNUM. Jill forgives him for his actions, then he asks if they could go see Tyrant. Jill agrees, as Barry has saved her life too many times to count tonight.

If you didn't meet the correct conditions, Barry won't come and Wesker will escort you into the lab. Either way, you'll have to go into the Tyrant's room. The walkthrough will split here depending upon who accompanies you into the lab. If Barry goes with you, read the WITH BARRY path. If Wesker is the one escorting you in, read the WITH WESKER path below the WITH BARRY path. Type in Ctrl + F and type WITH WESKER if you want to get there and avoid spoilers.

WITH BARRY

TYRANT DEVELOPMENT LAB

Barry and Jill stride into the lab and gaze at the most hideous creature in this game, the Tyrant. Jill asks Barry to try to kill it, but instead he just happens to press the button on the Star Wars-like control panels that releases the Tyrant instead. And what does Barry do? He just kind of stands there and lets himself get slashed. Now it's up to you to defeat Tyrant.

#####

BOSS FIGHT 5 - THE TYRANT

Tyrant's not so tough, despite how vicious it looks. Basically all you have to do to defeat Tyrant is stay out of its reach and fire from a distance. Watch out though, if you do get in its grasp, Tyrant'll hit you up good with its various combo slashes.

Start by running away from Tyrant to one corner of the room. Fire off a grenade from there when Tyrant gets in range, then run to the next corner and fire off another grenade from there. Repeat until dead. Like the spider, it won't even last through a whole magazine of any flavor. Looks like the ultimate bioweapon is really the ultimate failure.

#####

Check on Barry after the fight. He will get up and say he "was really careless." That doesn't begin to describe what he's been doing throughout this game!!! After the quick dialogue, leave the room.

If you were brought in by Wesker, take the MASTER KEY he dropped, then press the door lock button on the computer next to the Tyrant tube. The door will unlock, and then you can leave.

B4 ELEVATOR LANDING

Wesker is gone...and now the alarm is going off! This place could now explode at any time! Barry and Jill automatically board the elevator.

B3 ELEVATOR LANDING

Head for the door leading to the LABORATORY MAIN CORRIDOR.

LABORATORY MAIN CORRIDOR

Chimeras have now replaced the zombies. If you got all the PASS CODES, it's time to save Chris! If you didn't get the codes, then just skip over everything after this row of stars and star reading again at the next row.

Turn right and run down the hall until you bump into the stairs again. Take the double doors next to them.

BACK HALLWAY

Finally, you can go in and see what's behind these solidly locked doors. Run to the other set of double doors at the end of the hall and input all three pass codes to unlock the door. Enter.

PRISON HALL

Run to the end of the hall and open the door.

PRISON CELL

In here, you'll meet Chris. Wesker locked him up in here while you were having your adventure. Chris thanks you for freeing him, then you two take off.

PRISON HALL

Run back to the other door.

BACK HALLWAY

Chris runs off on his own, why does everyone in Resident Evil always insist on "splitting up to cover more ground?" Anyway, run for the double doors at the other end of the hall.

LABORATORY MAIN CORRIDOR

Run up the nearby stairs.

B2 STAIRS LANDING

Blow away all the zombies with the BAZOOKA. Hey, the game's almost over, so there's no need to be conserving ammo anymore! Go to the door they were guarding.

EMPTY ROOM

Organize your inventory for the last time, and this one's really simple to set up:

AS MANY HEALING ITEMS AS YOU CAN CARRY! (Leave one slot open)

I know I didn't put any weapons down, but you won't need them, trust me. :)
Go up the ladder.

ENTRANCE ROOM

Go open the door with the flashing light, a self-destruct sequence definitely qualifies as a first class emergency!

EMERGENCY EXIT

Run down the corridor, on the way, you'll get one last radio message from Brad, then you will come to an elevator with the battery pulled out. Put the BATTERY on the floor into the slot and the elevator will activate. Also, the tape announces there are three minutes until the barbecue, so you'd better hurry up and go in the elevator!

HELIPORT

Immediately after exiting, go to the little red box on the right. Take a FLARE, then stand in the middle of the helipad where the H is and use the FLARE. After a long moment, Brad comes with the helicopter. It doesn't really matter where you use the FLARE though, because Brad will come anyway.

Looks like it's all over....CRASH!!! Uh oh, Tyrant is back, and badder than ever.

BOSS FIGHT 6 - THE TYRANT: THE REMATCH

Don't even bother shooting at him if you ignored my command not to bring weapons, because Tyrant is now almost invincible. Instead, run along the white line making a square around the helipad and never stop moving. Whenever you get too far away, Tyrant will run after you with a charging swipe, but as long as you keep running, it will almost always miss. Watch out if you see Tyrant extent his claw, because that special attack is almost unavoidable.

Check your health often and heal when in orange CAUTION or in DANGER. When about 30 seconds are left on the clock, Brad will drop a ROCKET LAUNCHER to Jill. Quick! Run over and grab it! After you pick it up, quickly equip it. You've only got four ROCKETS, so don't miss. After evading Tyrant's next attack, aim and fire at him.

If you manage to fire off that lucky shot, the Tyrant will then be blown into a pile of smoking bone and flesh.

#####

After you kill the Tyrant, Brad will fly down and pick you up, plus whoever you rescued during the game. You'll then lift off from the helipad and fly off into the morning sunset. The mansion will then be blasted by the triggering system. Congratulations! You've defeated Jill's game! Now, if you want a bigger challenge, I suggest you try Chris's game.

WITH WESKER

TYRANT DEVELOPMENT LAB

Wesker pushes you over to Tyrant's glass tube, and Jill will gaze at it. Wesker brags about the creature's awesome power, while Jill is very sad that he actually performed experiments on humans to create this horrible beast. Wesker then punches commands into the computer next to the Tyrant and

releases him.

The Tyrant walks towards Jill, but suddenly it turns upon Wesker instead and impales him. By the way, note the key that falls out of Wesker's pocket while Tyrant's holding him... Anyway, you'll now have to defeat Tyrant to escape.

If you want to know how to beat Tyrant, then read the WITH BARRY path and look at the TYRANT DEVELOPMENT LAB part. After you beat Tyrant, take the MASTER KEY Wesker dropped, then press the door lock button on the computer next to the Tyrant tube. The door will unlock, and then you can leave.

B4 ELEVATOR LANDING

Board the elevator.

B3 ELEVATOR LANDING

Head for the door leading to the LABORATORY MAIN CORRIDOR.

LABORATORY MAIN CORRIDOR

If you have all the PASS CODES, you can go save Chris now. Read the WITH BARRY path and look at the between the rows of stars for how to save him. If you didn't get the codes though, just ignore it because you can't save Chris now. Run up the nearby stairs.

B2 STAIRS LANDING

Blow away all the zombies with the BAZOOKA. Hey, the game's almost over, so there's no need to be conserving ammo anymore! Go to the door they were guarding.

EMPTY ROOM

You'll find Barry badly wounded and nearly dead in this room. Jill tells him that Wesker is dead, and he is glad of that. He gives you a photo and asks you to give it to his family, as his last wish. He then slumps to the floor and dies. On the back of BARRY'S PICTURE you'll read:

"My dearest Moria and Poly

I hope you will grow up to be strong and beautiful women and help to cheer up your mother. Your father will be watching you all from heaven.

Dad"

Make sure you have the MASTER KEY with you when you go up the ladder, and also be sure to have at least one item slot open. Go up the ladder.

ENTRANCE ROOM

Use the MASTER KEY to unlock the door with the flashing light.

EMERGENCY EXIT

On the way down the hall, you'll get one last radio message from Brad, urging you to hurry. Run to the end of the corridor, and place the battery in the slot next to the elevator. Take the elevator up.

HELIPORT

Take the FLARE from the small box nearby and use it anywhere in the heliport to signal Brad to rescue you. Tyrant won't appear a second time here if you didn't save Barry. You and (maybe) Chris will climb into the helicopter and leave the mansion behind. While you're flying away though, the Tyrant appears from the mansion. He'll stare up at your helicopter and growl as you're making your escape.

END OF JILL'S SCENARIO

OPTIONAL SUBQUESTS

Well, rescuing Chris is kind of a subquest, if you don't care about getting a good ending. You can skip over the AUTOPSY ROOM puzzle, the MORGUE, the RECREATIONAL ROOM, and the whole MO DISK deal if you don't care about a less than perfect ending.

6: Chris Walkthrough

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- THE MANSION

In the late afternoon of July 25, 1998, a helicopter flies over the Raccoon Forest district of Raccoon City. Seven people are inside. Their names are Jill Valentine, Chris Redfield, Barry Burton, Rebecca Chambers, Joseph Frost, Brad Vickers, and Albert Wesker. They make up the Alpha Team of the S.T.A.R.S. unit of the Raccoon City Police Department.

Their mission is to rescue the Bravo Team who disappeared here, and investigate the strange murders that have been occurring in the woods. The latter was the Bravo Team's original objective.

Jill sees smoke rising from the trees. Brad lands the helicopter close to the smoke as the sun slowly fades behind the Arklay Mountains. A mist envelopes the area. As they move closer to the black cloud, they discover the Bravo Team's helicopter. No one is around, but for a strange reason a lot of their gear is still there.

Alpha Team begins searching the area for their missing teammates. After a few moments, Joseph shouts "Hey! Come here!" He pulls something out of the grass. It's a S.T.A.R.S. Beretta...with a hand still attached!

Joseph screams and drops the gun as a dark shape swoops over him and pins him to the ground. The other Alpha members look in terror as more dark shapes arrive and proceed to tear Joseph apart. It's a pack of wild dogs, but these dogs have flesh decaying from them! The rest of the Alpha Team opens fire and kills the animals, but not before Joseph is killed.

Brad gets scared and lifts off without the rest of his team. Chris yells "No! Don't go!" but his cry is futile as the helicopter flies out of sight.

Suddenly, more dogs appear. The Alpha Team flees through the forest while firing shots to keep the dogs at bay. Chris spots a mansion in the fog and tells Jill to run to it. Jill, Wesker, and Barry manage to get inside, but Chris is missing...

They may think they have made it to safety, but in fact this nightmare is far from over. You now determine the fate of this mission. Good luck!

MAIN HALL

Now that the team is temporarily safe, they examine their surroundings. Jill mutters "I don't know what happened..." Then Chris mutters in an even stupider voice "Baaaarry, whaaaare's Baaaarry?" Wesker suggests he's probably dead. Just then, a gunshot is heard in the distance. Chris offers to go and check, as he's the best armed member of the team...with his trusty COMBAT KNIFE!

DINING ROOM

There doesn't seem to be anything noteworthy in this room, so why don't you take the next door?

EAST WHITE HALL

Don't bother trying any of the other doors you see here, because every one of them is locked. Instead, go to the small alcove at the end of the corridor. You will see someone who looks like he's...chewing...on a body! He turns around to look at you and he has a rotten face. It's like he's a...ZOMBIE!

Since all you are armed with is a COMBAT KNIFE, I'd recommend you lure the zombie away from the corpse instead of fighting him. Expect to take a hit or two if you decide to fight the zombie.

When you check the body, you discover it's Kenneth Sullivan's body! He was one of the members of the Bravo Team, but now he's dead. If you check the body two more times, you will get two CLIPS. Go back to the DINING ROOM.

DINING ROOM

You're scared to death now, so you should run back to your teammates like the coward you are. Take the EMBLEM and leave through the double doors on the other end of the room.

MAIN HALL

Hey! Where did Wesker and Jill go? Chris looks around the hall for a bit, then sees something black on the floor. It turns out to be Jill's gun. Take her HANDGUN, then go upstairs.

UPPER MAIN HALL

Enter the double doors to the west.

DINING ROOM BALCONY

Equip the HANDGUN, and shoot the zombie that approaches from the right side of the balcony. After you kill him, equip your good ol' COMBAT KNIFE, and run down the left side of the balcony. You'll see a zombie behind a statue.

You can save some ammo here by sticking the blade through the statue to hit the stuck zombie on the other side.

After you kill the zombie, shove the statue through the hole in the railing.

You'll hear a loud crash below as the statue breaks. Go through the door in the northwestern corner of the area.

WEST STAIRS LANDING

Kill all the zombies around here with the HANDGUN. If you want to save a little ammo, stab them with the COMBAT KNIFE when they're down. Go downstairs after you defeat all the enemies. Both doors up here are locked.

WEST STAIRS HALL

Go into the area next to the stairs. Enter the door here. If you do it fast enough the zombie in the corner won't even register you're there.

MEDICAL ROOM

As you enter the room, somebody attacks you with a can of bug spray. Chris yells "WHOA! What is it?" "What? OH! OH NO!" responds the assailant. It's Rebecca Chambers, the newest member on the S.T.A.R.S. team.

Rebecca apologizes for macing you, and Chris introduces himself. She then ponders why the helicopter crashed, because she serviced it recently. I think Rebecca just answered her own question there. Anyway, now that you're free to move, take the sparkling SWORD KEY from the bed. Go to the CHEST and organize your inventory:

HANDGUN, CLIP
SWORD KEY

Try to leave. Rebecca then asks if she could help you by tagging along.

IMPORTANT NOTE!

This question will affect the outcome of the game. Unlike Jill, you'll determine the ending you'll get very early at this time. If you want a good ending at the end of the game, say "Yes" to her question. She'll then say that she has to stay here and prepare something.

If you say no, Rebecca will stay here and won't wander about the mansion. If you come back to this room during Part One, she'll be able to treat your status to full health up to three times. The bad part of this is that there's a chance you'll end up with a bad ending.

IMPORTANT NOTE!

After making your choice, Chris will leave the room.

WEST STAIRS HALL

I recommend you dodge the zombies in this hall every time you come through here, because the hallway is wide enough to pull it off. The first zombie's no problem, because he's out of the way under the stairs. The second zombie is at the pillar. Run past on the right side to get past him. To pass the third zombie, go past on the side he's not looking at. Finally, get to the door at the other end of the hall. It's near the black door.

GREEN CORRIDOR

Turn right and run down that hall, ignoring the first zombie. Run past the second zombie at the intersection, then shoot him. This way you won't get sandwiched between this zombie and the ones coming from behind. Unlock the door on the right with the SWORD KEY. Enter.

KEEPER'S BEDROOM

Take the CLIP off of the bed, then examine the desk. When you do so, a zombie will pop out of the closet. Run around the bed where you're out of his grasp and shoot him from there. After he is dead, search the closet for SHOTGUN SHELLS.

On the desk, you will find the KEEPER'S DIARY. The keeper says he had to take care of a "new creature," given to him by a "researcher." A day later, there was an accident in a lab somewhere on the estate, which kind of explains the previous entry. The guy says he has to wear a space suit now, and he's annoyed with it.

He feels itchy now, and asks the doctor about it. He gives him a big bandage and tells him he doesn't need the space suit anymore. The keeper is glad, though now rotten chunks of flesh are falling off of his body. The rest of the diary, you may notice the words are getting simpler and simpler, and then the diary concludes with the words "Itchy. Tasty." It's pretty obvious what's happened to him I believe.

I guess this somewhat explains why the heck there are zombies and monsters around, because of some lab that's on the grounds. Leave the room.

GREEN CORRIDOR

Go to the black door at the south end of the corridor.

WEST WHITE HALL

Look familiar? Instead of looking at Kenneth's corpse again, run for the door at the end of the hall near the double doors. Unlock it with the SWORD KEY and enter.

PIANO BAR

Run around the piano to find two bookcases, one of them texture-mapped. Push away the texture-mapped bookcase to reveal the MUSIC NOTES. Take the MUSIC NOTES to the piano and use them there. Unfortunately, Chris knows nothing about music. Rebecca then catches up to Chris. "It's me Chris," says Rebecca. About two minutes later, Chris says "Is that you Rebecca?" No of course it's not Rebecca, Chris, it's the evil demon Samael disguised as Rebecca!

I don't know why, because there isn't any logical reason to be playing a piano in a time of crisis like this. Anyway, Rebecca tries to play "Moonlight Sonata," but she can't get it right. She then asks you if she could stay here and practice. It doesn't matter what you say, because she will stay right here until she gets the song right. She'll be ready for you in about 8 minutes. Leave.

WEST WHITE HALL

Enter the only door on the left side of the hall.

DINING ROOM

Look at the rubble of the statue on the other side of the table and take the BLUE JEWEL. Go back the way you came.

WEST WHITE HALL

Go down the hall, and enter the door on the north side of the hall.

GREEN CORRIDOR

Take the door in the alcove just ahead of you.

TIGER ROOM

Put the BLUE JEWEL in the tiger, and it will swivel to give you the WIND CREST! Take it and leave.

GREEN CORRIDOR

Go back out the black door to the south.

WEST WHITE HALL

Enter the DINING ROOM.

DINING ROOM

Leave out the double doors.

MAIN HALL

Go to the blue double doors on the eastern side of the hall.

BLUE ROOM

There are many nice paintings in this room, and a statue of a woman and a vase in the center of the place. If you examine this statue closer, you will see a rolled-up paper inside the bowl it's holding. Push the stepladder over to the statue, and you will be able to get the 1ST FLOOR MAP. When you have finished exploring, unlock the door near the curtained door with the SWORD KEY. Discard the key when asked.

OPTIONAL

You can push the display case away from the door with the curtain and find a hidden area. There is a zombie on the floor that will bite your knee if you walk over him before killing him. If you don't want to waste ammo, you can slide around on the right side. On the shelf, you will find INK RIBBONS.

OPTIONAL

L-SHAPED HALL

Look at the "creepy stuff" in the display cases on the inner wall if you want to, then turn down the hall and run. Why? Because dogs leap through the windows. Now get to the other door at the end of this hall before you're torn to shreds like poor Joseph.

OPTIONAL

You can get a CLIP hidden under a moveable case, but you'll be pretty much forced to kill the dogs because the case-moving process is so slow. I don't think it's really worth the effort.

OPTIONAL

WEST WHITE HALL

Ignore the rusted iron door you see, because you don't have the right key for it yet. Heal up with the GREEN HERB nearby if you need to, then go down the hall. Take the first door you come to.

MANSION BATHROOM

Unlike Jill, Chris will actually find something of value here. Drain the tub of the dirty water, and you'll find a SMALL KEY. Take the SMALL KEY from the tub and leave the room.

WEST WHITE HALL

Continue down the hall, and at the very end you will be between a set of double doors, and a single door. Take the double doors nearby.

IMPORTANT NOTE!

Don't try to go into the LIVING ROOM to get the SHOTGUN as Chris, because nobody will come to save him if you do. Apparently Rebecca is afraid of breaking her nails while kicking open doors. Chris has to have the BROKEN SHOTGUN before he can get the good SHOTGUN.

IMPORTANT NOTE!

DARK CORRIDOR

Shoot the two zombies you see, then take the door on the south side of the hall.

ART GALLERY

You find yourself in a hall of portraits, with ugly crows on the track lighting. Don't concern yourself with them, because as long as you don't shoot, they won't attack you.

Note that each painting shows a stage of a person's life, and that there is a switch beneath each painting, except for the first one that is entitled "From Cradle to Grave." Hmm...cradle to grave...I know! You should press each switch under the painting in order from birth until death. If you can't figure out what order to go in, here is the solution:

1. Newborn baby
2. Infant
3. Lively boy
4. Young man
5. Tired middle-aged man
6. Bold-looking old man
7. The painting entitled, "The End of Life"

If you pressed the buttons in the correct order, the "End of Life" painting will crash to the floor and you will find the STAR CREST behind it. You can now leave the room.

If you got the order wrong, the crows will attack. Leave the room and when you return they will be docile again. The puzzle will reset so you can start over.

DARK CORRIDOR

If you are wondering what you are supposed to do with the STAR CREST and WIND CREST you found, then take the door in the alcove on the north side of the hall.

COVERED PATH

Go down the stone walk and you will see a dog. Kill him with your HANDGUN. When the dog is dead, examine the door at the end of the corridor. It's locked, but there is a panel to the left of the door. On the panel you read:

"When the sun sets in the west
And the moon rises in the east,
Stars will begin to appear in the sky
And wind will blow towards the ground.
Then the gate of new life will open."

Also note that there are four holes in the panel, shaped like that STAR CREST you have. The poem gives out the names of each of the crests you need to find to unlock the door: Sun, Moon, Star, and Wind. You already have one, so there are still three more to find inside the mansion somewhere. Place the STAR CREST in the diagram, then leave.

DARK CORRIDOR

Unlock the black door near the double doors.

WEST STAIRS HALL

Shoot the zombie at the bottom of the stairs, then take the GREEN HERB nearby. Go through the little door under the stairs.

STORAGE ROOM

Welcome to your first save room. Take the white bag of the incredible CHEMICAL and organize your inventory at the CHEST nearby:

HANDGUN, CLIP

EMBLEM, CHEMICAL

SMALL KEY

Go back out.

EAST STAIRS HALL

Go back out the black door to the south.

DARK CORRIDOR

Go out the double doors to the east.

EAST WHITE HALL

Run all the way back down the hall. Take the door you used to get in here the first time.

L-SHAPED CORRIDOR

Run past the dogs to the other door.

BLUE ROOM

Go out the blue double doors.

MAIN HALL

Go to the double doors across the hall from you.

DINING ROOM

Leave out the door to the northwest.

WEST WHITE HALL

Let's go see if Rebecca's gotten any better at playing the piano. Go into the PIANO BAR.

PIANO BAR

If Rebecca has improved her playing, she'll call you over to the piano and ask you to listen to her song. After she's completed the song perfectly, a secret door will open in the wall. Go inside and take the GOLD EMBLEM from the statue. This causes the wall to go down again and seal you inside. Use the regular EMBLEM to keep the door open so you can get out of here. Don't mind Rebecca, because she's temporarily become a statue.

WEST WHITE HALL

Run back to the DINING ROOM.

DINING ROOM

Put the GOLD EMBLEM where the regular EMBLEM used to be. The grandfather clock will then chime three times, and slide aside to reveal a secret compartment. Take the SHIELD KEY from the hidden shelf, then go back into the WEST WHITE HALL.

WEST WHITE HALL

Run to the first door on the left.

GREEN CORRIDOR

Run straight down the hall until you get to the open area with the zombie. Kill both zombies and run down the corridor they were protecting. Enter the door at the end of the passageway. You are likely very low on ammo at this point, but don't worry, help will be on the way very soon!

WATER GARDEN

Don't try to walk past the fountain, or you will be attacked by killer vines. Pour the CHEMICAL into the pump at the back of the room and the plants in the fountain will die, giving you access to one of the most important keys in the game, the ARMOR KEY. Take the ARMOR KEY. Ignore the HERBS on the floor for now, we'll come back a little later to pick them up.

GREEN CORRIDOR

Run down the hall and enter the first door you see.

WEST STAIRS HALL

Enter the black door near you with the ARMOR KEY.

ARMORY

Take the BROKEN SHOTGUN off the shelf. Finally, we can go deactivate the trap protecting the real SHOTGUN! Also, get the CLIP from the shelf, then go over to the desk and use the SMALL KEY there for a box of SHOTGUN SHELLS.

Leave.

WEST STAIRS HALL

Dodge the zombies and go to the MEDICAL ROOM.

MEDICAL ROOM

Organize your inventory:

HANDGUN, HANDGUN BULLETS

Leave.

WEST STAIRS HALL

Enter the door close by the black door again.

GREEN CORRIDOR

Go back to the WATER GARDEN.

WATER GARDEN

Take two RED HERBS and two GREEN HERBS to make two RED-GREEN HERB MIXTURES. Then take the last two GREEN HERBS and leave.

GREEN CORRIDOR

Run down the hall and enter the first door you see.

WEST STAIRS HALL

Run down the hall and enter the MEDICAL ROOM. Dump the HERBS and organize your inventory:

HANDGUN, HANDGUN BULLETS

ARMOR KEY, BROKEN SHOTGUN

CLOSET KEY (optional)

In case you are wondering what the CLOSET KEY is, you earn it from completing a previous game with the extra good ending. Don't sweat it if you don't have the key. Leave.

WEST STAIRS HALL

Go upstairs.

WEST STAIRS LANDING

Run around the railing and enter the door back there.

DINING ROOM BALCONY

Run out the double doors.

UPPER MAIN HALL

The next door we are going to is the far right door on the west wall.

BLOODY CORRIDOR

There's not much to see here except for some bloodstains on the floor and the wall. Take the SMALL KEY near the first door. Take the door at the eastern end of the hall.

OUTDOOR BALCONY

Out here, you get a nice view of the woods, and you also find another dead body of one of your Bravo teammates, Forest Speyer. He got pecked to death by crows, but at least he still has a CLIP with him. Take the gun, but be careful not to accidentally check the body or Hitchcock's little friends will attack. Leave out the door you used to get in.

BLOODY CORRIDOR

Go out the other door.

UPPER MAIN HALL

Go downstairs.

MAIN HALL

Unlock the little door near the blue doors with the ARMOR KEY.

GLOBE ROOM

Walk past the sculpture this room was named for, and take the CLIP on the shelf. Then walk past the other shelves on your left. A zombie will approach from the left. After shooting him, trade the SMALL KEY for the SHOTGUN SHELLS at the desk. Leave if you want to back into the hall.

OPTIONAL

If you want to, you can go to the playroom through the door in the eastern alcove. There are no threats there but a crawler zombie. You can get two GREEN HERBS here if you don't mind having to run to a save room to reorganize your inventory, then take all the GREEN HERBS.

Also, you may note the other door in here. You can only open that door if you have the CLOSET KEY, which you receive by getting the extra good ending on your last game. Inside the CLOSET, you'll be able to change into Chris's alternate costumes if you want to.

OPTIONAL

MAIN HALL

Take the blue doors on the eastern wall.

BLUE ROOM

Run to the door across from you.

L-SHAPED CORRIDOR

Run down the hall to the opposite door.

EAST WHITE HALL

Remember that one door you skipped over near the double doors? Go to that one.

CONNECTING CHAMBER

There is nothing here, so why don't you go to the next room?

LIVING ROOM

Take the SHOTGUN off the wall, then put the BROKEN SHOTGUN in its place to keep the hooks down and disable the trap. At long last we finally got the stinkin' SHOTGUN!

CONNECTING CHAMBER

Since the hooks are still down under the weight of the BROKEN SHOTGUN, the ceiling will not crush you and you can safely exit.

EAST WHITE HALL

Enter the double doors nearby.

DARK CORRIDOR

Enter the door in the same camera angle.

EAST STAIRS HALL

Enter the door under the stairs.

STORAGE ROOM

Organize your inventory:

SHOTGUN, SHOTGUN SHELLS

ARMOR KEY, SHIELD KEY

HEALING ITEM

You might want to save, because a tough boss fight is about to occur.

EAST STAIRS HALL

Go upstairs.

EAST STAIRS LANDING

Go left and blow off that zombie's face, then turn right and kill the zombie over there. You can ignore the zombie at the west end of the hall, because he's guarding an area you don't need to go to until Part Three. By then he'll be long gone. Go into the alcove and unlock the door there. Go through it.

RED PASSAGEWAY

Kill the zombie to your left.

OPTIONAL

If you want to, you can go to the RED ROOM to the right. On the table in there, you will find the BOTANY BOOK. This book will provide hints on how to mix the RED HERBS, GREEN HERBS, and BLUE HERBS you will find around the Spencer estate.

According to the book, the GREEN HERB is used to heal wounds, the BLUE HERB is used to cure poisons, and the RED HERB is used to triple the effects of GREEN HERBS. Keep these tips in mind for the rest of the game. Leave out the other door in here.

OPTIONAL

RED PASSAGEWAY

Go left and unlock the blue doors you come to.

KNIGHT ROOM

Hmm, two grates, two statues, one red button, crap, what are we supposed to do here? I know! Push the statues over the grates, then press the red button and see what happens! Make sure both grates are covered just right, then press the shiny red button on the floor. Eureka, the cabinet in the back of the room opened. Take the SUN CREST from the cabinet, then leave the room.

RED PASSAGEWAY

Continue right down the hall. Kill the zombie you find around the corner, then unlock the door on the south wall.

RICHARD'S HALL

You will see two GREEN HERBS on the floor at the corner. Use them if you need to heal up to FINE condition. Continue on and you will see Richard's dead body. If you examine his corpse twice, you will get a CLIP, but you won't need to use the HANDGUN much anymore. Open the door past his body.

ATTIC CORRIDOR

Kill the zombie in the hall to the left, then go up the short stairs and unlock the door at the top with the SHIELD KEY. Discard the key afterwards.

ATTIC

Gather up your courage and walk towards the columns in the middle of the room. YIKES! It's that giant snake Richard told you about!

BOSS FIGHT 1 - THE GIANT SNAKE

If you want to avoid the snake, read the EVASION strategy. If you want to fight, use the FIGHTING strategy.

EVASION STRATEGY

For those who wish to avoid the snake with as little squabble as possible, follow these directions. When you regain control, you can see some small shelves in the back corner of the room. Run towards them and you will miss a lunge from the snake. After he lunges, curve towards the pillar with the boxes. Run past the pillar and turn right. Swipe the SHOTGUN SHELLS off the barrels if you have time.

Now, run around the wall and into the walled-in place where the snake appeared from. Take the MOON CREST from its hidey-hole and try to run back out. By now the snake has probably caught up and is blocking the passage. You will likely get bitten here, but it's okay if you have healing items. Now, run back out of the attic.

FIGHTING STRATEGY

Now, for those who want to hang tough and tangle with the snake, read here. Take some distance from the snake and let loose with your BAZOOKA. ACID ROUNDS are especially effective. Be careful about your aim. The head is the only vulnerable spot, and since the snake often slithers along the ground, it is a difficult target to hit.

Don't get it too close to the snake either, or it will encircle you and

prevent you from moving. Monitor your health status, because if it gets too low, the snake will try to swallow you, killing you in one attack! After about 3-6 hits, the snake will give up and run away. You can now take the MOON CREST and leave.

#####

ATTIC CORRIDOR

As you exit the room, Chris is overtaken by the poison. If you said Rebecca could wander the mansion, she will then enter and say that she will go look for the SERUM. You will now get to play as Rebecca for a few minutes. She has only 15 bullets for her HANDGUN. Fortunately we have already cleared out a lot of the rooms as Chris, so this won't be a major problem.

On the other hand, if you said no, Rebecca will lug your huge butt back to the MEDICAL ROOM and you'll be in FINE status again. Read past this next section until you get to the section that applies if you said no.

One last thing, if you weren't poisoned at all during the battle, you'll simply remain in the ATTIC CORRIDOR. Go to the STORAGE ROOM. I'll be with you there past the ROUTES JOIN TOGETHER HERE heading.

SAID YES TO REBECCA

RICHARD'S HALL

As you exit the room, your map automatically lights up. A red dot will show you the room where the SERUM is. In this case, its the MEDICAL ROOM. Let's be on our way there. Go into the RED PASSAGEWAY.

RED PASSAGEWAY

Go to the door to your left.

UPPER MAIN HALL

Run across the balcony to the DINING ROOM BALCONY.

DINING ROOM BALCONY

Go to the next room.

WEST STAIRS LANDING

Go down the stairs.

WEST STAIRS HALL

Go into the MEDICAL ROOM.

MEDICAL ROOM

Take the SERUM from the shelf and leave.

WEST STAIRS HALL

Go back up the stairs.

WEST STAIRS LANDING

Go back to the DINING ROOM BALCONY.

DINING ROOM BALCONY

Take the double doors.

UPPER MAIN HALL

Go to the door across from the doors you used to enter.

RED PASSAGEWAY

Take the first door you see.

RICHARD'S HALL

Enter the next door.

ATTIC CORRIDOR

Rebecca gives Chris the SERUM. When he revives, he will be in whatever state he was in when the battle with the snake ended. Your time to play as Rebecca is now over and you'll be playing as Chris again. Leave.

RICHARD'S HALL

Go to the next door.

SAID NO TO REBECCA

MEDICAL ROOM

Exit the room.

WEST STAIRS HALL

Head upstairs.

WEST STAIRS LANDING

Go around the railing to the door at the southern end of the room.

DINING ROOM BALCONY

Run across to the double doors.

UPPER MAIN HALL

Go across the balcony to the RED PASSAGEWAY door.

ROUTES JOIN TOGETHER HERE

RED PASSAGEWAY

Enter the first door past the blue doors.

EAST STAIRS LANDING

Go down the stairs.

EAST STAIRS HALL

Enter the save room.

STORAGE ROOM

Organize your inventory:

HANDGUN, CLIP

MOON CREST, SUN CREST

Leave.

DARK CORRIDOR

Go into the door that is by itself in the dark offshoot.

COVERED WALK

Plug the remaining CRESTS into the diagram, then the door next to you will unlock. Finally you can get out of the mansion! Go through the door.

TOOL SHED

Welcome to the courtyard area of the Spencer estate. Push the step ladder

forward some so you can stand on the side where you get on it. Push it to the shelf and take the SQUARE CRANK. Leave out the double doors.

UPPER COURTYARD

YES! Two RED HERBS, three GREEN HERBS, and just around the corner, three BLUE HERBS. Take the two RED HERBS and two GREEN HERBS. Ignore the BLUE HERBS for now, or you be pounced upon by dogs. While Jill faced two dogs in every part of the courtyard area, Chris will have to take on three at a time.

After you take the RED HERBS and the GREEN HERBS, mix them to make two RED-GREEN MIXTURES. Now, fire off one shot from your gun to "wake up" the dogs. They'll come charging into your little corner. Stay where you are and fire off a bullet at a dog when it gets close. When the dog stands up again, fire another bullet to put it back down. Repeat until both dogs are dead.

Grab the BLUE HERBS and mix them with your RED-GREEN MIXTURES to make BROWN MIXTURES. Go down the western path. At the end you'll find a broken elevator you can't use right now, and on the wall nearby the GARDEN MAP is posted. Take the map, then go through the rusted iron gates at the northern end of this place.

WATER RESERVOIR

Follow the stone path to a post with a square hole in it. Use the SQUARE CRANK to drain the water from the reservoir. Go to the little ladder and jump down onto the new path. Run across the pool and climb up the other ladder.

As soon as you're on the other side, start running hard. The reason is because little snakes are falling from the trees on the sides of the path, and they are infinite. Eventually you will come to a small platform elevator. Board it and go down.

LOWER COURTYARD

Just like in the UPPER COURTYARD, fire one shot to "wake up" the dogs, then stand near the elevator and fire shots at the dogs that get close. When they get up shoot them again. Repeat until they are dead. Go through another squeaky iron gate to the next area of the courtyard. If you want to get by without fighting, scrape along the water near the waterfall to avoid contact with the dogs.

COURTYARD PATH

I'd recommend you flee from the dogs this time, because the next time you come this way the dogs will be gone. Run in a zigzag pattern to evade them and get to the door at the end.

If you must kill them, repeat the method above with your back to the "lower" wall in the first camera angle. Take the door at the very end of the path. If you've got the item space, take the two GREEN HERBS and two BLUE HERBS near the entrance gate.

END OF PART ONE

OPTIONAL SUBQUESTS

THE LIGHTER SUBQUEST

There is a LIGHTER you can find in a bedroom on the second floor near the EAST STAIRS LANDING. This LIGHTER is used for the small task of lighting a candle in a room for extra ammo, and getting the 2ND FLOOR MAP. If you want to do this little subquest, read below. We will start at the EAST STAIRS LANDING.

EAST STAIRS LANDING

Unlock the door just to the left of the stairs with the ARMOR KEY. Enter.

STAG ROOM

Kill the zombie in here, then take the door to the left.

UPSTAIRS OFFICE

Press the switch hidden in the bug display case to empty an aquarium. Push the aquarium away from the back corner of the room, then push the bookcase into its place to reveal a cabinet. The cabinet contains a box of SHOTGUN SHELLS. Also, you can find INK RIBBONS in the pocket of the lab coat hanging on the rack. Leave.

If you want to, you can read the RESEARCHER'S WILL on the desk. He says he's infected by a virus he and his fellow scientists were experimenting with here. He says his fellow workers are now mindlessly clawing at his door as he writes. He ends saying that by the time she reads this, he'll be one of them.

NOTE

If you wait until you complete Part 2 to get this letter, the top half will be torn off and missing... I wonder why?

NOTE

STAG ROOM

Take the door across from you. Be careful, because a zombie might come in through the door from the hall.

TWIN BEDROOM

Take the RED HERB, the SHOTGUN SHELLS hidden behind the right bed, and the LIGHTER off the shelf. Leave.

STAG ROOM

If there's a zombie or two in here, then evade it and get out into the hall.

EAST STAIRS LANDING

Run east down the hall, and kill the zombie hiding around the corner if there is one there. Go through the door at the end.

FIREPLACE ROOM

There's not much to see in here, apart from a fireplace with a white paper over it. Use the LIGHTER to start a fire, and the white paper will become the 2ND FLOOR MAP. Take the GREEN HERB you find in here if you need it, and leave the room through the blue door. The other door in here needs a key you won't find till much later.

EAST STAIRS LANDING

Enter the RED PASSAGEWAY.

RED PASSAGEWAY

Go into the door after the blue doors.

RICHARD'S HALL

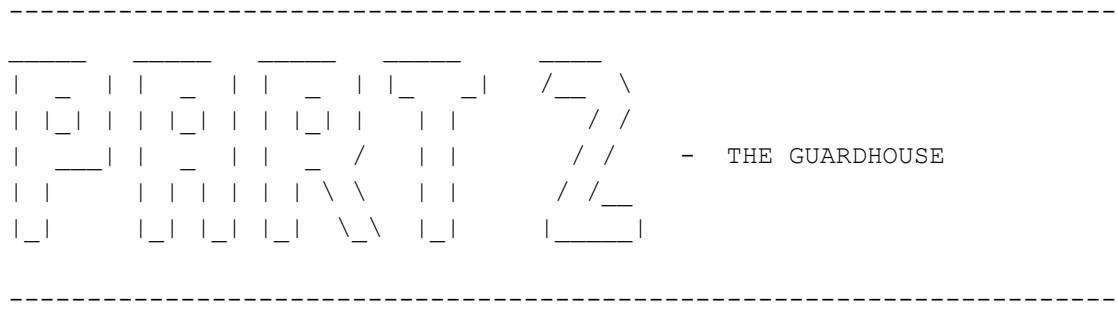
Go to the next door.

ATTIC CORRIDOR

Turn left at the fork and take the door at the end of the hall.

PRIVATE DINING ROOM

Search the cabinet on the left wall for a CLIP. Light the candles on the table with the LIGHTER. Now push away the left bookcase to reveal a secret room. Grab the SHOTGUN SHELLS in the cabinet hidden back here. If you try to get them without lighting the candles first, it'll be too dark to pick them up.



ENTRY CORRIDOR

Directly in front of you are some BLUE HERBS next to a stand with other plants on it. You can also see the statue next to them there is texture-mapped. This is used to cover the hole in front of a door down the hall.

If you don't cover it, a plant vine will shoot out and grab you by the neck, robbing you of a little health. Push the statue east down the hall, then south down the hall the hole is in. Cover the hole and you'll never have to worry about the vine again, unless of course you're stupid enough to move the statue away again. Take the door across the hall from the door marked 001.

OPTIONAL

Beyond the red doors is the GAME ROOM, where you'll get your first encounter with the giant spiders. You can find INK RIBBONS on one of the tables, and a CLIP on top of a barrel in here. You can just ignore the spiders, because they don't cause much damage. The most dangerous thing about them is that they can poison you, but this is easily fixed by using a BLUE HERB.

OPTIONAL

GUARDPOST

Take the FIRST AID SPRAY and the CLIP off the bookshelf. Next, heal yourself to FINE status and organize your inventory at the save box:

SHOTGUN, SHOTGUN SHELLS

Leave.

ENTRY CORRIDOR

Go to the door across the hall with a sign above it that says "001."

001 BEDROOM

Blow both zombies' heads off, then walk to the stand near the closet. You'll find a SMALL KEY hidden inside the cup there. Use the SMALL KEY on the desk nearby to get SHOTGUN SHELLS. Go into the small door near the entrance door.

001 BATHROOM

Walk to the bathtub and drain the water. On the bottom is the C. ROOM KEY. Take the key and leave.

001 BEDROOM

Enter back into the hall.

ENTRY CORRIDOR

Walk past the hole you covered up with the statue and take the door back there.

IVY HALL

Don't worry at all about any of that ivy covering the walls. None of it is dangerous. Take the first door you come to.

WASP ROOM

As soon as you enter run diagonally across the room to the dark corner there. Charge into it and take the 002 DORMITORY KEY off the desk. Then turn tail and run quickly out to the same door you used to enter. The reason? There are three billion wasps zipping out of that hive to get you, and if you don't move fast, you'll be covered with them and stung over and over till you die.

NOTE

If you'd take the time to notice between the wasp attacks, you would discover that the double doors in here are being "obstructed by something on the other side." Wonder what could be blocking those doors? Also note the door with the keypad. If you told Rebecca to stay at the mansion, then there's no reason to bother unlocking this door.

NOTE

IVY HALL

Run further down to the end of the hall. Unlock the door with the 002 DORMITORY KEY then discard it. Shove aside the statue nearby to discover three GREEN HERBS. USE them to make a GRAY HERB MIXTURE. Now enter the door.

002 BEDROOM

Because you don't have a SMALL KEY, you can't get the SHOTGUN SHELLS in the locked desk. You can however get the DORMITORY MAP on the wall. On the bed you'll find the PLANT 42 REPORT, which discusses more on this accident that's happened here. It also tells you the name of the virus which is making all these zombies and monsters. It's called the T-Virus.

It says there's this giant plant in the guardhouse that mutated after being infected with the T-Virus, and that it looks for nutrition by getting it from the flooded basement, and by sucking blood from people caught in its vines. It also says that it blocks a door, which probably explains that door in the WASP ROOM that won't open.

Hey look, two texture-mapped bookcases. Shove them aside to reveal a ladder. Go down it, into the "secret" passage.

OPTIONAL

In the 002 BATHROOM, you'll find a CLIP, but you'll have to waste a shell on a zombie. It's not really worth it as the HANDGUN'S not terribly useful anymore.

OPTIONAL

BASEMENT CORRIDOR

Here we get to have fun with boxes! Or not. Further ahead, a pool of water blocks the hall. You have to push the three boxes into the water to form a makeshift bridge to get across.

Run around the corner and shove the box around the corner. Now push the box forward to the wall across the hall, then shove it a loooooooooooooooooooooong way down the hall near the corner. Don't go too far, or you'll have to start all over! Next, push the box closest to the water pool into it. Then go to the second box that was behind it and push that box into the pool. And lastly, shove the box you pushed all the way down the hall to the wall and then into the pool. You now have a box bridge to cross the pool of water.

Umbrella really needs to hire some better architects. What idiot puts a giant pool in the middle of the hall, but no bridge to cross it? Come to think of it, why put a pool in the middle of the hall at all? Anyway, go down the hall some more and you will see the rest of the hall is submerged in water... Go into the water and open the double doors. Leave the GREEN HERBS where they are for now.

NEPTUNE DEVELOPMENT LAB

You now find yourself in a GIANT room, with it totally flooded by water. Immediately begin running around the right side of the giant water tanks in the middle of the room. Don't bother looking at the first door you pass. Eventually, you will come to two doors together.

Move a little closer, and you will see an POV shot of something following you underwater. As it turns out, it is a shark code-named Neptune and her two babies. But unfortunately for them, you are already at the doors that will allow you to escape. Unlock the left door with the C. ROOM KEY, the one on the right doesn't even have a keyhole! Discard the key and enter.

DRAINAGE CONTROL ROOM

Walk over to the panel with the flashing light and pull the lever. All the water will drain out of the basement. On your way out, press the flashing button to unlock the room next door.

NEPTUNE DEVELOPMENT LAB

You can hear a flapping noise, but ignore it for now. Enter the door nearby.

BASEMENT ARMORY

Yes! Two CLIPS and two boxes of SHOTGUN SHELLS are on the shelves! And also, you can see a little sparkle on the shelf to the right. Take the 003 DORMITORY KEY and leave.

NEPTUNE DEVELOPMENT LAB

Run back to the exit and you will see the source of that flapping sound. Hahaha, it looks like Jaws and its babies are now struggling for their lives. Don't bother shooting them, because they can't move fast enough to get you. Go to the single door on the eastern wall.

MESS HALL

In here, you can see a huge plant root, which is the one mentioned in the PLANT 42 REPORT upstairs. You can also see a sparkle on the box next to the root. Take the SMALL KEY here and leave.

BASEMENT CORRIDOR

Run back to the ladder at the end of the hall. Use the GREEN HERBS if you

need to heal up.

002 BEDROOM

You can now use the SMALL KEY you got in the basement to unlock the desk for some SHOTGUN SHELLS. Go back into the hall.

IVY HALL

Run back down the hall to the next door.

WASP ROOM

Run across the room to the door marked "003." Unlock that door and discard the 003 DORMITORY KEY.

003 BEDROOM

If you unlock the desk in this room, you'll get INK RIBBONS, so it's not really worth looking for the SMALL KEY for this one. Notice the bookshelf. One row has nothing in it but red books, except for one white book. Take the white book and read the "V-JOLT" REPORT. In it, it will tell you about UMB No.16, also known as V-JOLT. This is a chemical that can destroy Plant 42's roots in a matter of seconds, if poured on the root in the basement. If you told Rebecca to stay at the mansion, then there's no reason to deal with this task.

Now, put the RED BOOK in the place of the white book to open up yet another secret passage. Equip your SHOTGUN and enter the secret door.

CONFERENCE ROOM

Whoa! That's one really big plant! If you told Rebecca she could wander the mansion, Plant 42 will nab Chris and he'll yell. Rebecca will be in the WASP ROOM and she'll hear Chris's cries for help. She'll run in. Chris will throw the V-JOLT report, telling her to use it to make the chemical to destroy the root. Read the route marked below for how to make the V-JOLT and use it.

On the other hand, if you told Rebecca to stay in the MEDICAL ROOM back in the mansion, you'll simply kill Plant 42 by yourself. You can skip straight to the boss strategy if you told her no.

SAID YES TO REBECCA

WASP ROOM

A map lights up and another flashing red dot shows you where to go when you have the chemical ready. It's the MESS HALL in the basement. Run across the room to the door on the far left.

IVY ROOM

Turn left and enter the door you run into there.

ENTRY CORRIDOR

Go to the double red doors.

GAME ROOM

Turn left and run to the pool table in the back corner. Check the side of the table facing away from the dart board. You'll get a code that says "1245". Remember this number. Leave the room and don't bother to mess with the spiders.

ENTRY CORRIDOR

Go down the corridor guarded by the vine.

IVY HALL

Enter the next door you come to.

WASP ROOM

Turn left and go to the other door you can see in the camera angle. Check the keypad next to it. Input 1245 into the keypad to unlock the door.

Enter. I guess next time you'll memorize the code so you don't have to do all that extra crap, huh?

CHEMICALS LAB

This is where you will make the V-JOLT. If you tried to do this puzzle as Chris, you wouldn't have been able to because he doesn't know how to handle chemicals. You can solve this puzzle yourself if you want to by reading the notes on the wall, or you can try my directions. There are many chemicals in here that can be lethal if handled improperly, so do exactly as I say or you may make a substance that creates a poison gas!:

1 - Gather up three EMPTY BOTTLES.

2 - Fill one EMPTY BOTTLE with WATER from the sink, and fill another EMPTY BOTTLE with UMB NO. 2. Mix the UMB NO.2 with the WATER to make NP-003.

3 - Fill an EMPTY BOTTLE with UMB NO.4. Mix the UMB NO.4 with NP-003 to make UMB NO.7.

4 - Fill up an EMPTY BOTTLE with UMB NO.2 and another EMPTY BOTTLE with UMB NO.4. Mix UMB NO.2 with UMB NO.4 to make YELLOW-6.

6 - Mix YELLOW-6 with UMB NO.7 to make UMB NO.13.

7 - Repeat STEP 2.

8 - Mix NP-003 with UMB NO.13 to finally get the V-JOLT!

Leave the lab.

WASP ROOM

Leave out the door to the right.

IVY HALL

Turn right and go down the hall to the door marked "002".

002 BEDROOM

Go to the "secret" ladder.

BASEMENT CORRIDOR

Run down the passageway to the double doors.

NEPTUNE DEVELOPMENT LAB

Turn right and enter the first door you see.

MESS HALL

Go to the other side of the room where the plant's root is. Pour the V-JOLT on it to make the root wither and die. The game now moves back to where Chris is.

CONFERENCE ROOM

The plant drops Chris as it withers up...or does it? The plant bounces back and now you must kill it for good.

SAID NO TO REBECCA

The plant simply picks Chris up, then throws him to the floor again. You now have to kill it.

ROUTES JOIN TOGETHER HERE

#####

BOSS FIGHT 2 - PLANT 42

Don't worry, this fight will be much easier than the one with the snake back in the mansion. In this battle, Plant 42 will use three attacks. The first one is dropping plaster from the ceiling with its vines. This is easy to evade as long as you stay on the move. You can tell when and where it's going to fall when a lot of white dust trickles down from the ceiling. This will be its primary attack during the fight.

Its second attack is vine whipping. This is no problem as long as you don't get too close to Plant 42. It's last and most deadly attack is the blood sucker. If you get caught in one of its vines, it will suck a lot of blood from you. This damages you a lot, but it won't be a problem as long as you don't get too close to Plant 42. This fight's not too hard though. It only takes 8-10 SHOTGUN SHELLS to defeat it if its roots have been killed. If they weren't, Plant 42 will take several more shots.

NOTE

If you said no to Rebecca back in the mansion, Plant 42 will shrivel up part of the way through the battle. This does not mean it's dead! It will grow back again shortly. This is the cue that you only need a couple more shots to kill it.

NOTE

After you defeat it, Plant 42 finally degenerates into a ball of mush.

#####

Search the fireplace in the room to get the HELMET KEY, then exit out the double doors.

WASP ROOM

If Rebecca helped you defeat Plant 42, you'll meet her here. The first thing Chris says is "We got...to the ROOT...of the problem!" Hahaha...you'll really impress the ladies with that one. Rebecca will give you a COM. RADIO, and then she'll go into the CHEMICAL LAB. If you want to, you can go into the CHEMICAL LAB where Rebecca went to, and she can treat your wounds from the battle with Plant 42.

On the other hand, if Rebecca's still hanging around the mansion, you won't get to hear any bad dialogue or get the radio I'm afraid. When you are done around here, run to the door that leads to the IVY HALL.

IVY HALL

Chris runs into Wesker finishing up some target practice. After he's done shooting the wasps, Chris asks if he knows where Jill is. He says they were attacked by a strange creature, and they got separated. Wesker orders Chris to go back to the mansion to hunt for more clues, then walks off. Let's do what he says, because you've just about searched this whole building.

ENTRY CORRIDOR

Go past the hole in the floor. As we have killed the plant attached to the vine, the vine will not attack, even after the statue is moved again. Enter the GUARDPOST.

GUARDPOST

Organize your inventory:

SHOTGUN, SHOTGUN SHELLS
HELMET KEY

Before you go, I recommend you save your game. The game is going to up the ante in a short while. When you are all set, leave.

ENTRY CORRIDOR

Turn left and leave out the front door.

COURTYARD PATH

If you have it, you'll hear your radio beeping as you exit. That's Brad trying to hail you. You don't have to answer him, as the radio is broken and you can't respond to his messages anyway. Run for the wonderfully-squeaking gate at the end of the pathway.

LOWER COURTYARD

Go to the little elevator near the waterfall.

WATER RESERVOIR

You're going to have to make another run through the snakes. Run like crazy past the trees, then go through the pool and out the gate.

UPPER COURTYARD

Go back to the TOOL SHED.

TOOL SHED

Go to the next door.

COVERED WALK

If you didn't get the COM. RADIO from Rebecca at the guardhouse, then Chris will find one lying on the ground here. Run down the path to the back door of the mansion. Make sure you have your SHOTGUN fully loaded and at the ready when you walk in.

END OF PART TWO

OPTIONAL SUBQUESTS

There are none in Part Two for Chris, because you either have to do the V-JOLT quest, or you can't do it. It depends upon what you say to Rebecca back in the mansion.

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- THE MANSION REVISITED

DARK CORRIDOR

Upon entry you get a warm welcome from a creature that has become the bane of every RE player's existence, the hunter. They're faster than you, they're more resilient than you, and they can cut your head off if you are in CAUTION or worse. Let him have a few SHOTGUN SHELLS in the face.

If you told Rebecca to stay in the MEDICAL ROOM back in Part 1, Chris will say that he has to go find her. If you want a good ending, you'll have to go to the WEST STAIRS HALL and rescue her. Enter the left door on the north side of the hall. This one needs the HELMET KEY.

IMPORTANT NOTE!

This place will be crawling with Hunters wherever you go. In a way, they have replaced all the zombies you killed earlier! Stick to this walkthrough or you will get your head cut off, I promise you that.

IMPORTANT NOTE!

STUDY

Walk over to the desk and turn on the lamp. On the desk are MAGNUM ROUNDS. Take them because it is vital that Chris gets the MAGNUM, unlike Jill. Turn around and take the DOOM BOOK I from the bookshelf, then leave.

DARK CORRIDOR

Take the door in the same camera angle as the double doors.

EAST STAIRS HALL

Stay right where you are and get your SHOTGUN ready. You'll hear a "tic, tic" noise. This is the noise hunters make when they are around. You will soon learn to loathe it. Anyway, when you see the hunter come around the corner, blast him over and over till he dies. Notice the little paper hanging on the wall. It was written by Wesker, telling you that he left some supplies for you in the STORAGE ROOM. Go into the little door beneath the stairs.

STORAGE ROOM

When you enter, you will see many items on the floor that Wesker left for you, including a CLIP, a FIRST AID SPRAY, and some SHOTGUN SHELLS. Wesker's really nice. Take everything and put it in the chest. Organize your inventory:

HANDGUN, CLIP

This will likely be the last time we use the HANDGUN anymore in the game, so after we put it back in the chest again, it will stay there for good. Also pretend from now on that all the CLIPS you see are things of your imagination. Go into the hall.

EAST STAIRS HALL

Equip your HANDGUN and go up the stairs.

EAST STAIRS LANDING

Walk up the stairs and go left. You can see a hunter down the hall has its back to you. You now want some pay back for that rude surprise you got upon coming back to the mansion. Shoot him in the back with the HANDGUN then run down the stairs again, but don't go ALL the way down them.

Wait here for the hunter to slowly walk down the hall. When he sees you at the bottom of the stairs, he'll be in a frenzy to reach you, but they forgot

to teach him in bioweapon school how to walk down stairs. From the safety of the stairs, you can pelt him with the HANDGUN till he dies pathetically. Walk back up the stairs.

Now this time, walk to the right. When the camera changes to show a hunter hiding around the corner, slowly walk backwards into its view. When it sees you, start running back to the stairs and you can take him out as easily as the last one. Now this time go back down the stairs all the way.

EAST STAIRS HALL

Go into the save room.

STORAGE ROOM

Organize your inventory:

SHOTGUN, SHOTGUN SHELLS

ARMOR KEY

Leave.

DARK CORRIDOR

Get that SHOTGUN ready and open the double doors.

EAST WHITE HALL

Run down the hall. As you turn the corner near the bathroom, a hunter pops up from around the next corner. While he shrieks angrily, give him several SHOTGUN SHELLS to the head to quiet him down. Unlock the metal door nearby with the ARMOR KEY.

BACK PORCH

Blow the heads off all the zombies back here, then collect the six (!) GREEN HERBS they were protecting. Use them to make two GRAY HERB MIXTURES. Go back inside again.

EAST WHITE HALL

Enter the double doors at the other end of the hall.

DARK CORRIDOR

Enter the door close by on the right.

EAST STAIRS HALL

Run to the STORAGE ROOM.

STORAGE ROOM

Set up your inventory like this:

SHOTGUN, SHOTGUN SHELLS

HELMET KEY, ONE OR MORE HEALING ITEMS (two should be adequate)

I HIGHLY recommend you save, as the fight with the second-toughest boss in the game is near. Leave.

EAST STAIRS HALL

Go up the stairs.

EAST STAIRS LANDING

Turn left and go all the way down the hall to the last door.

FIREPLACE ROOM

Go take the GREEN HERB near the fireplace if it's there and you need it,

then unlock the other door in this small room with the HELMET KEY.

BALLROOM

Go over and check the piano, because maybe you're supposed to play another tune here to solve a puzzle. Whoops, I guess not...

BOSS FIGHT 3 - THE GIANT SNAKE: THE REMATCH

Looks like an old friend has returned to greet you, only this time, you don't have to worry about poison since you have already taken the SERUM. While the snake tries to pound you, he makes a large hole in the floor, then you take over control.

Shoot the snake a few times from where you are standing, then run to the other side of the room and shoot from there. NEVER lose your cool and get into a war of attrition with the snake or it will kill you for sure. You must be mobile if you want to stay alive. Also be sure to carefully monitor your health so it doesn't drop too low, otherwise the snake will swallow you whole!

If you have the BAZOOKA, you could try to use it too. It's difficult to aim it well though because of the arc of the shots. The fast moving target doesn't help either.

#####

After the battle, check the hole near the piano. The game asks if you want to jump down the hole. Be prepared, once you go down there, there's no turning back!

SECRET TOMB

You are now stranded in this secret room, with nothing to occupy your interest except for a tombstone. If you check it, you will discover a secret switch. Press the switch and another secret passage will open up. Take the ladder down.

BASEMENT CORRIDOR 1

A zombie comes from the other end of the hall. Blow his head off, then investigate the right fork in the hall. You will find another zombie and a box of SHOTGUN SHELLS. Blow off the zombie's face, take the SHOTGUN SHELLS and take the only door down here.

BASEMENT CORRIDOR 2

Run around the corner and another corner and you can see two zombies snacking on another fellow deadhead. Since they seem to be content with their meal, why don't we leave them alone? Run to the next door. Even if you kill all of them, all you will get as a reward is two GREEN HERBS.

KITCHEN

Don't bother looking around for ammunition, because there is nothing here but bloodstains and other crap. Take the SMALL KEY off the counter, and next go to the other side of the room and blast the zombie on the floor. Then take the ancient elevator to the second floor of the mansion.

2F ELEVATOR LANDING

A zombie is immediately coming for you when you enter. Blow his head off and enter the door immediately behind them.

OPTIONAL

To the right of this door, you'll encounter another zombie. Beyond this

zombie is another door that leads to the MARBLE CORRIDOR. Little resides there other than more zombies and a handful of HERBS. You should only bother to go back there if you're in need of healing items. Chris can't even unlock the door at the end of the hall to get to the WEST STAIRS LANDING. It would have been a cool shortcut if he could have.

OPTIONAL

CLOSET

Take both boxes of SHOTGUN SHELLS off the shelves and take the BATTERY off the chair. Chris will suggest using it to move the broken elevator in the courtyard.

IMPORTANT NOTE!

Now that you have the BATTERY, you can leave the mansion and move on to Part 4. If you want the extra good ending though, I recommend you explore a little more and get the MO DISK before leaving. This item is necessary for achieving the best ending in the game. If you want to just move on and get this part over with, then skip everything between the row of stars below, and start reading again at the next line of stars. I'll meet you there in a moment.

IMPORTANT NOTE!

2F ELEVATOR LANDING

Run past the elevator and take the GREEN HERB if you want it from the alcove. Continue running and you will see a pair of blue doors with a zombie standing guard. Ignore him for he is far too slow to get you before you can get to the doors.

LIBRARY 1

A zombie homes in on you from the right. Blast him in the head. Use the SMALL KEY to unlock the desk near where the first zombie was to receive MAGNUM ROUNDS. There's another zombie standing around behind the bookcase. Kill him and take the SCRAPBOOK if you want it. It has newspaper articles detailing the murders that are being caused in the Arklay Mountains which is where you are.

It's a little funny that in one article the writer encourages readers to go out and look for the fierce wild dogs that have been spotted in the mountains.

OPTIONAL

If you run back to the place where they came from, you can see a texture-mapped bookcase. Push it away to reveal a secret door. Enter if you wish, but after you are done looking around in the SECRET STUDY, take the other non-secret door in the room.

You don't have to go in there, because there is nothing to obtain except INK RIBBONS and a CLIP on the shelf. But, if you look out the window, you can see a heliport all lit up like a heavenly gate out of this place. The picture you see of the heliport looks pretty cool. I like to look at it so much that I often come here despite the fact there is nothing important to obtain.

OPTIONAL

LIBRARY 2

Run around in here until you collide with a texture-mapped statue and one in the wall that has a button. Press the button to shine a light on a spot on the floor. Shove the moveable statue to that spot to make a bookshelf roll

aside, revealing a desk. Take the MO DISK off the desk and leave.

LIBRARY 1

Exit through the blue double doors.

2F ELEVATOR LANDING

We are now going to go get the MAGNUM. Take the elevator down.

KITCHEN

Try to take the door to the stairs then blast the smarty-pants zombie who knows how to go down stairs and open doors. Now take the door to the stairs.

1F ELEVATOR LANDING

Leave out the double doors.

WEST WHITE HALL

Hey, we're back here again, only now there are hunters! Fortunately, the one in front of you is facing away from you. Run full speed and brush past his right shoulder. Then escape into the door to the right before the hunter down the hall and the one you touched can sandwich you and chop you up.

GREEN CORRIDOR

Walk a little until you hear a "tic, tic", then stop where you are and point your SHOTGUN down the hall. When you hear the screech of the hunter wait still. When he gets close, blast him over and over till he dies. Now, continue to slowly move down the hall. Another hunter will pop out of the alcove that has the door to the TIGER ROOM. Blast him as well. After he is dead, charge down the hall and enter the WEST STAIRS HALL.

WEST STAIRS HALL

If you said yes to Rebecca to wander the mansion at the start of the game, run from the Hunters around here, because they are easily evaded thanks to the wide hall. Enter the MEDICAL ROOM.

On the other hand, if you told Rebecca to stay in the MEDICAL ROOM at the start of the game, she'll be cornered under the stairs by a hunter. She probably came out to find the bathroom. If you want a good ending, kill the hunter and rescue her. Chris will tell her they have to find the others, and says he'll go first to look for them.

If you want a bad ending, then go into the MEDICAL ROOM and come back out again. You'll hear Rebecca scream. Chris will call out a heartfelt "Rebeccaaaaaa!" then he'll sink sadly to the floor in regret.

Whatever the scenario, go into the MEDICAL ROOM.

MEDICAL ROOM

Heal yourself fully and organize your inventory:

SHOTGUN, SHOTGUN SHELLS
HELMET KEY, MAGNUM ROUNDS

Leave.

WEST STAIRS HALL

Quickly get up the stairs before the hunters have a chance to attack.

WEST STAIRS LANDING

Take one step forward then turn and aim your SHOTGUN to the left. Blast the hunter hiding offscreen till he dies. Walk forward and unlock the door to the left with the HELMET KEY. Discard the key and enter. In case you're wondering, Chris cannot open that door with the pass code pad.

TAXIDERMY ROOM

Sorry, but you can't take the hunting rifles from the display. However, you can take the SHOTGUN SHELLS and the MAGNUM ROUNDS off the shelf. You can also get the ORDERS from the table near the rocking chair.

It seems that somebody around here is supposed to have all of you S.T.A.R.S. dead, as well as destroying this whole place so nobody will know all of the monsters were here. This person also needs to obtain combat data on the monsters, as well as embryos. I wonder who's the guy who received this.

Push the stepladder under the deer head over the fireplace. Next go over to the door and turn off the light switch. Strange how this whole mansion only has two light switches in it, dontcha think?

Walk over to the taxidermy again, but this time you can see one of the deer's eyes glowing...climb up the stepladder to get the RED JEWEL from the deer's eye socket. Now go down again and leave the room.

WEST STAIRS LANDING

You can hear a hunter's footsteps, but he's way on the other side of the railing, so you can easily get away down the stairs without a fight. Be careful though, he can stick his claws through the railing if you get too close.

WEST STAIRS HALL

Run down the hall evading the hunters. Enter the GREEN CORRIDOR.

GREEN CORRIDOR

Go to the door in the little alcove.

TIGER ROOM

Put the RED JEWEL in the tiger statue and at long last you get your greedy hands on the MAGNUM! Leave.

GREEN CORRIDOR

Leave through the black door to the south.

WEST WHITE HALL

QUICKLY get to the door to the left to avoid becoming a hunter sandwich.

DINING ROOM

This room is clear of hunters thankfully. Leave out the double doors.

MAIN HALL

There are also no hunters around here to ruin your day. Leave out the blue double doors.

BLUE ROOM

Three rooms in a row and still no hunters in sight...where are those guys? Did they run and hide like sissies when they found out we got to the MAGNUM? Anyway, leave out the right door.

L-SHAPED CORRIDOR

The dogs are gone, replaced by two spiders. Just keep running and they'll never catch you.

EAST WHITE HALL

Boldly run down this hall to the double doors as you killed off this room's only hunter already.

DARK CORRIDOR

Go to the EAST STAIRS HALL.

EAST STAIRS HALL

Enter the STORAGE ROOM.

STORAGE ROOM

Set up your inventory like this:

MAGNUM, MAGNUM ROUNDS

BATTERY, SQUARE CRANK

Leave.

EAST STAIRS HALL

Run to the black door.

DARK CORRIDOR

Enter the door in the dark offshoot.

COVERED PATH

Either kill the hunter, or zig left, then zag right to evade it. Enter the TOOL SHED.

TOOL SHED

Run to the double doors.

UPPER COURTYARD

Be careful, the dogs will be relentless in this part if they're still alive.

Get to the gate.

WATER RESERVOIR

Run across the pool and evade the snakes again. Take the lift down.

LOWER COURTYARD

Instead of going to the guardhouse, this time we are going to go investigate the area where the other elevator is. Put the BATTERY in the slot to get the lift working again, then take it up.

UPPER COURTYARD

Go to the squeaky gate again.

WATER RESERVOIR

Go back to the post where the square hole is and use the SQUARE CRANK to raise the water level again. Go back out the gate.

UPPER COURTYARD

Take the elevator back down.

LOWER COURTYARD

Run to the little walkway between the pools and climb down the ladder. Down below, you'll be in a whole different world!

OPTIONAL SUBQUESTS

None for Chris, unless you are suicidal enough to try to collect all the items you missed during your first run through the mansion.

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| _ | | _ | | _ / | | | _ | - THE UNDERGROUND CAVES
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ENTRANCE TUNNEL

Cool place huh? Green limestone surfaces, water dripping from cracks in the walls, monsters lurking around every dimly lit corner...yeah, the perfect place. Take the door near the ladder.

GENERATOR ROOM

In this place is a large chamber, the largest one in this area. There is a large pit in the center of the room, surrounded by safety ropes. And next to that, is a room with a broken generator. Why is all of this here I wonder?

BARRY'S CORRIDOR

When you enter now, the corridor will be empty, but you can bet that's going to change by the time you leave! Anyway, take the FLAMETHROWER off the wall and take the door to the right. It's time to go find those hunters and make some frog legs for dinner!

GENERATOR ROOM

In this place is a large chamber, the largest one in this area. There is a large pit in the center of the room, surrounded by safety ropes. And next to that, is a room with a broken generator. Why is all of this here I wonder?

Take the either the FIRST AID SPRAY or the SHOTGUN SHELLS off the shelf in front of the generator, then run back to the door you passed on the way here. You don't have the inventory space for both. You could dump the FLAMETHROWER a little later and come back, but it will be much too dangerous to come back here in a little bit. I say leave behind the SHOTGUN SHELLS as health is a much bigger concern right now.

ENRICO'S ROOM

Run around the corners and talk to Enrico. He then says that you are a double-crosser, but before he can shoot you, he is shot himself by someone hiding offscreen. Chris yells if somebody's back there, like they'd show themselves if he asked! He hears footsteps running away, then ponders what Enrico meant by double-crosser.

If you want a CLIP, you can search Enrico twice for it, but now the HANDGUN is almost worthless against the new powerful enemies, so I say you should leave it behind. Run back down the hall and you will be ambushed by hunters. Barbecue them with the FLAMETHROWER. They'll try to run around

your flame shield, so be sure you keep turning towards them. On the way out, you'll see the shooter dropped something. Take the HEX CRANK and leave.

GENERATOR ROOM

Run down the hall to the right. You'll get ambushed by a hunter, but I recommend you run from it since you will never have to come back to this room again.

BARRY'S CORRIDOR

A hunter pops out of the alcove with the exit door. Kill him because you'll probably get slashed to death while trying to put the FLAMETHROWER back on its rack to unlock the door. You won't be able to take the FLAMETHROWER out of here, so you might as well use up the ammo.

ENTRANCE TUNNEL

Go down the corridor and you will bump into a pit blocking the corridor. Use the HEX CRANK on the little hole near the pit to rotate it around to the top of the corridor, like it's on a giant wheel. Run to the door on the other side of where the pit once was.

BOULDER DASH 1

This corridor appears to be a dead end at first. Well, since you're here, why don't you take the FLAMETHROWER and go examine that big rock at the end of the corridor? It appears to be texture-mapped, so you know something good's about to happen! Go back down the corridor and the boulder somehow shakes loose.

Run, run, run for that door alcove or you'll be killed! After you manage to evade it, the boulder crushes through a wall, opening up another passageway.

Before you go there though, run back to where the boulder was to find some MAGNUM ROUNDS. Before you can reach them however, a hunter walks in through the door.

Get the MAGNUM ROUNDS then step back into the corridor. Hide in the corner at the hidden shelf, aim your FLAMETHROWER, and get ready. When the hunter gets close enough, barbecue him! After he is dead, go to the hole the boulder made in the wall. Get your MAGNUM fully loaded then step through the door. People with arachnophobia, beware!

BLACK WIDOW'S LAIR

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BOSS FIGHT 4 - THE BLACK WIDOW

This is the easiest boss in the game. Its only attack really is a more powerful version of the acid spray that the smaller spiders use. Pause in front of the spider, then move out of the way of the acid spray. You can now get a free shot because the spider has to momentarily stop after using an acid spray.

Blast it a couple times with the MAGNUM. It won't even last through a full magazine! Now exit the room briefly to make all the baby spiders vanish. Make sure the music completely stops before you leave, otherwise the spider will totally recover when you come back in!

#####

BOULDER DASH 1

Turn around and run back in again.

BLACK WIDOW'S LAIR

Use your FLAMETHROWER to burn away the web from the exit door. You'll need at least 105 fuel. If you don't have enough fuel, take the COMBAT KNIFE glittering in the background. Use it to hack away the spider web. Leave after the web completely disappears.

SNAKE TUNNEL

Enter the door to the left.

CAVES OFFICE

Take the FIRST AID SPRAY off the table and organize your inventory:

MAGNUM, MAGNUM ROUNDS
HEX CRANK, DOOM BOOK I
FLAMETHROWER

Leave.

SNAKE TUNNEL

Ahhh! The tunnel's crawling with snakes! Get to the door at the other extreme end of the hall. Put the FLAMETHROWER on the rack next to the door to unlock it, then leave.

BOULDER DASH 2

Run through the doorway to the right into another long tunnel which houses another boulder, but before you decide to shake it from it's resting place, notice the texture-mapped floor and the hexagonal hole to the left. Use the HEX CRANK on the hole three times to move the part of the corridor without a wall to the left side of the hall. This will reveal a hidden door.

IMPORTANT NOTE!

This time you don't have to trigger the boulder rolling at you if you don't want to. If you want a chance at the extra good ending though, then you'll have to do the boulder dash again to get the second MO DISK. If you skipped over the first MO DISK though, then there's no point in getting this one. That is unless you don't mind running all the way back to the library in the mansion from here. Anyway, read below for getting the second MO DISK:

Run up to the boulder then run away to make it move, then duck into the new alcove you revealed. It'll be much easier than the last boulder. In fact, you'll be practically to safety when it starts rolling! Go back to where the boulder was to find the second MO DISK, and also the UNDERGROUND MAP posted on the wall.

IMPORTANT NOTE!

Go to the door in the secret alcove.

STATUE ROOM

Let's see what we have to work with here... A hexagonal hole, a differently colored floor tile, a locked cabinet, and a statue. The solution is easy to figure out. Simply push the statue on the lighter-colored tile to open the cabinet. But unfortunately, the statue is against the wall, so we can't push it overthere.

Instead, push the statue along the wall until the statue and the light tile are perpendicular to the wall, then use the HEX CRANK on the hole twice to make a wall pop out, then retract again. This will push the statue away from the wall so you can move it to the tile. Do that at this time and take the DOOM BOOK II from the cabinet when it opens. Leave.

BOULDER DASH 2

IMPORTANT NOTE!

If you have collected all three MO DISKS during the game, now is the time to put them to good use. There are three pass code machines around the laboratory. You have to use each of these machines with the MO DISKS to get pass codes to unlock the prison on B3, so you can rescue Chris and have a chance at the extra good ending.

If you want to skip over this task, then that's okay. I'll mark off the areas you can skip with rows of stars, so you'll know what and what not to do.

IMPORTANT NOTE!

LABORATORY MAIN CORRIDOR

Whoa, this is the best music on the whole CD! You can see a zombie dead ahead, but instead of engaging him, turn right and enter those doors. Try to avoid zombies in this hall as they regenerate every time you pass through this area.

BACK HALLWAY

This is the corridor that contains the door for your pass codes. You don't have any yet, so just ignore that door for now. Take the door you see to your immediate left.

SCIENTIST'S QUARTERS

Turn on the lights, then take the RESEARCHER'S LETTER off the desk. Read it and it will tell you someone's log-in name and password for the security system: JOHN is the log-in name and ADA is the password. It also says the password to unlock the VISUAL DATA ROOM we passed upstairs, but unfortunately it is in code.

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      |\/| /\ | \ |\/|
It says: |/\| \/ | | |
      | | /\ | | |
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What you must do now is shove the texture-mapped bookcase aside to reveal a hidden switch. Push the switch and now the room will be lit with black lights, or that's what I think they are. Run to the picture in the corner and you will see letters next to their item: TREE, APPLE, MAN, and WOMAN.

If you turn off the blacklights, the item's name will be in code again. Turn the blacklights on and off until you match the letters of the alphabet with the code. In the end, you should get the password, which is MOLE. Be sure to memorize the password on your next run through the game, so you don't have to come into this room and do all this mess again. Leave.

BACK HALLWAY

Leave out the double doors you used to enter.

LABORATORY MAIN CORRIDOR

Run straight ahead down the hall, and enter the first set of doors you see.

SMALL LAB

Start up the computer you see in the corner. After watching Umbrella's logo appear, enter your log-in name as JOHN and your password as ADA. The computer will then load a menu giving you access to the door locks in parts of the complex.

Press B2 first. The computer will then ask for the password you deciphered from the letter. Type in MOLE. After unlocking that door, press B3. The

computer will unlock the door there. This will also give you the maps of levels B2 and B3 of the laboratory. After doing that, press Cancel and log out. Leave.

OPTIONAL

If you want to, you can take the SLIDES on the floor, and then view them later in the VISUAL DATA ROOM.

OPTIONAL

LABORATORY MAIN CORRIDOR

Turn right and go up the stairs.

B2 STAIRS LANDING

Enter the double doors just ahead.

VISUAL DATA ROOM

Walk over to a metallic panel on the left wall. Open the panel and press the bright red button underneath. A column on the opposite wall will slide aside to reveal a secret bookcase, and, more importantly, the LAB KEY. Take it and leave.

OPTIONAL

If you got the SLIDES from the SMALL LAB, then you can use them on the slide projector on the table to view Umbrella's lineup of all the monsters you've been battling throughout the game. The last one shows a humanoid creature you haven't seen yet, called Tyrant. Looks big and bad doesn't it? More noteworthy however, is the picture of the R & D Staff at the end. Hey...isn't that Wesker on the far right?

Also, you can get the SECURITY SYSTEM FILE from the other bookshelf in the corner. You'll read about various features of the lab. Note the "A. Wesker" in the Prison section. Is this all really a coincidence? Or does Wesker actually work for Umbrella?

OPTIONAL

B2 STAIRS LANDING

Take the stairs down.

LABORATORY MAIN CORRIDOR

Enter the double doors to the right.

BACK HALLWAY

Enter the door on the right wall.

RECREATIONAL ROOM

Blast the approximately three billion zombies in here, then use the MO DISK on the pass code output machine to get PASS CODE 01. Also, you might want to check out the FAX in the depression in the wall. It appears to be to the same guy who had the ORDERS in the TAXIDERMY ROOM back in the mansion. The document persuades the receiver to quickly gather up the research data and blow up the complex. Still wondering who this operative is? Leave.

BACK HALLWAY

Leave out the double doors that you used to enter.

LABORATORY MAIN CORRIDOR

Run down the hall ahead of you yet again, but this time bypass the first set of doors. Instead, blast the zombie in your way. Then take the second set of double doors (the one with the blue light) and unlock it with a loud "KA-CLUNK!" using the LAB KEY. Discard it afterwards.

B3 ELEVATOR LANDING

Take the first set of doors you see.

AUTOPSY ROOM

Take the RED HERB and the SHOTGUN SHELLS and prepare for the arguably the most difficult puzzle in the game. The goal is to get the stepladder under the ventilation hole in the wall. Unfortunately, there is a switch in front of the hole that will trigger poison gas if anything is put on top of it, including you. You must first cover the holes in the floor with the boxes while still leaving enough room for the ladder. I'll try my best to help you here. Listen CAREFULLY:

- 1 - Push the ladder against the operating equipment in front of the door.
- 2 - Push the box that is not completely blocked by the operating table away from it, towards the holes. When you have enough room, push it to towards the broken vent cover on the floor. Next, shove it over the hole on the right when the box has enough clearance from the button.
- 3 - Next, push the stepladder near, BUT NOT ALL THE WAY, to the opposite wall from the door. Then push it to the right side of the operating table. Be sure to leave enough room on either side of the ladder for you to pass by.
- 4 - Push the remaining box alongside the operating table until you have enough clearance to push it towards the holes. Then push it over the left hole.
- 5 - Lastly, push the ladder over the button. You will hear it activate, but the boxes are blocking the gas. Climb through the little tunnel.

MORGUE

Go to the pass code output machine ahead of you and use an MO DISK to get PASS CODE 02. Ignore the MAGNUM ROUNDS on the shelf unless you were hungry enough for firepower to go on the subquest for the MAGNUM in Part 3. Unlock the door and exit.

LABORATORY MAIN CORRIDOR

Take the other set of double doors to your left.

B3 ELEVATOR LANDING

Kill the zombies and go to the double doors on the far right side of the hall.

POWER ROOM 1

That's a lotta noise! You are now in Chimera territory. Run from these suckers, because they are really hard to hit and fighting will only cost you more health. At the moment, you are at a junction. Turn right and go straight down this path until you get to a dead end with a operating terminal. Turn on the panel, then backtrack to the junction again. This time go left. Run along the outer wall of the room and you will collide

with a door. Enter it.

POWER ROOM 2

Go straight down this hall and you will bump into a pass code output machine. Use your last MO DISK to get PASS CODE 03. Yippee! We got all the pass codes!

Turn left at the fork and the hall will lead you to double doors. Enter them.

POWER ROOM 3

In here, the noise of machinery escalates to an almost deafening level. Run around the left side of the big machine in the middle of the room, and you will find a terminal. Activate the terminal to switch on the elevator. Leave. There's nothing more to do here.

POWER ROOM 2

Whoa, that last room was so loud it almost makes this one seem quiet! Run down the hall and turn left at the fork, then leave out the door.

POWER ROOM 1

Run straight along the outer wall and you will bump into the doors that will take you out of Chimera territory. Of course you should take them.

B3 ELEVATOR LANDING

Run ahead and take the door on the right wall.

LAB GUARDPOST

Take the GREEN HERB and the MAGNUM ROUNDS. Prepare your inventory:

MAGNUM, MAGNUM ROUND

THREE HEALING ITEMS

Make sure you are fully healed up and have a fully loaded MAGNUM. You might wanna save too, because a battle's approaching. Leave.

B3 ELEVATOR LANDING

Turn right and go down the hall to the elevator. Press the flashing button to start up the elevator. If you saved Rebecca back in the mansion, she will appear from nowhere and join you at the elevator. She says she finally caught up with you after seeing you in the courtyard. They take the elevator down.

B4 ELEVATOR LANDING

Everything in this room is automatically done for you. ALBERT WESKER IS THE TRAITOR!!! He's planning on double-crossing not only you, but Umbrella as well, and he says he's got everything he needs so that he's untouchable. He's planning to kill you, and blow up this entire laboratory, so nobody will find out about this accident.

If Rebecca's with you, Chris yells at Wesker that he's been murdering his teammates, then asks if he killed Enrico too. Wesker says "Yeah, like this," then shoots Rebecca. NOOOOOOOOO!!! NOT BARBIE-GIRL!!!

In either scenario, you'll end up being escorted into the lab by Wesker. The walkthrough will now split between whether or not Rebecca was with you

when you got here. If Rebecca's with you, then read the strategy below. If Rebecca's not with you, then skip past that and start reading when you see the next section. Press Ctrl + F and type in WITHOUT REBECCA to get to that section and avoid spoilers.

WITH REBECCA

TYRANT DEVELOPMENT LAB

Wesker pushes Chris into the lab and shows him the most hideous creature in this game, the Tyrant. Chris laughs at it, amused that this failure is his savior. Wesker gets ticked off and releases the creature. But instead of destroying Chris like it's supposed to, it turns on Wesker and impales him on its claw. It's up to you to defeat Tyrant now.

#####

BOSS FIGHT 5 - THE TYRANT

Tyrant's not so tough, despite how vicious it looks. Basically all you have to do to defeat Tyrant is stay out of its reach and fire from a distance. Watch out though, if you do get caught in its grasp, Tyrant'll hit you up good with his various combo slashes.

Start by running away from Tyrant to one corner of the room. Fire off a grenade from there when Tyrant gets in range, then run to the next corner and fire off another grenade from there. Repeat until dead. Like the spider, it won't even last through a whole magazine of the MAGNUM. Looks like Chris was right about the ultimate bioweapon being the ultimate failure.

#####

Afterwards, examine the computer near Wesker's corpse to unlock the door to the room so you can get out of here.

B4 ELEVATOR LANDING

Chris will walk out and see Rebecca alive and well, thanks to a bullet-proof vest. It would have to be paper-thin to fit under *that* tiny shirt. Anyway, Chris sarcastically says Wesker is now sleeping with the ultimate failure, and they board the elevator and leave.

B3 ELEVATOR LANDING

Rebecca stops Chris and says they should blow this place to smithereens. WHY??? That would destroy all the evidence that could be used to shut Umbrella down! But, Chris returns to his stupid streak again and says that it's probably the only way out of here.

It is not, all Chris would have had to have done is check Wesker for his keys. What an idiot. Oh well, there had to be a sequel, so Capcom did have to make it so this place blows up. After the conversation, enter the LABORATORY MAIN CORRIDOR.

LABORATORY MAIN CORRIDOR

The zombies have now been replaced by Chimeras. If you got all the PASS CODES, it's time to save Jill! If you didn't get the codes, then just skip over everything after this row of stars and start reading again at the next row.

Turn right and run down the hall until you bump into the stairs again. Take

the double doors next to them.

BACK HALLWAY

Finally, you can go in and see what's behind these solidly locked doors. Run to the other set of double doors at the end of the hall and input all three pass codes to unlock the door. Enter.

PRISON HALL

Run to the end of the hall and open the door.

PRISON CELL

In here, you'll meet Jill. Wesker locked her up in here while you were having your adventure. Jill thanks you for freeing her, then you two love birds take off.

PRISON HALL

Run back to the other door.

BACK HALLWAY

Jill runs off on her own, some gratitude. Why does everyone in Resident Evil always insist on "splitting up to cover more ground?" Anyway, run for the double doors at the other end of the hall.

LABORATORY MAIN CORRIDOR

Run up the nearby stairs.

B2 STAIRS LANDING

Blow away all the zombies with the MAGNUM. Hey, the game's almost over, so there's no need to be conserving ammo anymore! Go to the door they were guarding.

EMPTY ROOM

If you freed Jill, she'll tell you to hurry up. Before you do that, organize your inventory for the last time, and this one's really simple to set up:

AS MANY HEALING ITEMS AS YOU CAN CARRY! (Leave one slot open)

I know I didn't put any weapons down, but you won't need them, trust me. :)
Go up the ladder.

ENTRANCE ROOM

Go open the door with the flashing light, a self-destruct sequence definitely qualifies as a first class emergency!

EMERGENCY EXIT

Run down the corridor, on the way, you'll get one last radio message from Brad, then you will come to an elevator with the battery pulled out. Put the BATTERY on the floor into the slot and the elevator will activate. Also, the tape announces there are three minutes until the barbecue, so you'd better hurry up and go in the elevator!

HELIPORT

Immediately after exiting, go to the little red box on the right. Take a FLARE, then stand in the middle of the helipad where the H is and use the FLARE. After a long moment, Brad comes with the helicopter. Looks like it's all over....CRASH!!! Uh oh, Tyrant is back, and badder than ever.

BOSS FIGHT 6 - THE TYRANT: THE REMATCH

Don't even bother shooting at it if you ignored my command not to bring weapons, because Tyrant is now almost invincible. Instead, run along the white line making a square around the helipad and never stop moving. Whenever you get too far away, Tyrant will run after you with a charging swipe, but as long as you keep running, it will almost always miss. Watch out if you see Tyrant extent his claw, because that special attack is almost unavoidable.

Check your health often and heal when in orange CAUTION or in DANGER. When about 30 seconds are left on the clock, Brad will drop a ROCKET LAUNCHER to Chris. Quick! Run over and grab it! After you pick it up, quickly equip it. You've only got four ROCKETS, so don't miss. After evading Tyrant's next attack, aim and fire at him.

If you manage to fire off that lucky shot, the Tyrant will then be blown into a pile of smoking bone and flesh.

#####

After you kill the Tyrant, Brad will fly down and pick you up, plus whoever you rescued during the game. You'll then lift off from the helipad and fly off into the morning sunset. The mansion will then be blasted by the triggering system. Congratulations! You've defeated Chris's game!

WITHOUT REBECCA

Wesker pushes Chris into the lab and shows him the most hideous creature in this game, the Tyrant. Chris laughs at it, amused that this failure is his savior. Wesker gets ticked off and releases the creature. But instead of destroying Chris like it's supposed to, it turns on Wesker and impales him on its claw. By the way, notice the key that falls out of Wesker's pocket while Tyrant is holding him...

It's up to you to defeat Tyrant now. If you want to know how to beat Tyrant, then read the WITH REBECCA path and look at the TYRANT DEVELOPMENT LAB part. After the battle, take the MASTER KEY Wesker dropped, then press the door lock button on the computer next to the Tyrant tube. The door will unlock, and then you can leave.

B4 ELEVATOR LANDING
Board the elevator.

B3 ELEVATOR LANDING
Head for the door leading to the LABORATORY MAIN CORRIDOR.

LABORATORY MAIN CORRIDOR
If you have all the PASS CODES, you can go save Chris now. Read the WITH REBECCA path and look at the between the rows of stars for how to save him. If you didn't get the codes though, just ignore it because you can't save Chris now. Run up the nearby stairs.

B2 STAIRS LANDING
Blow away all the zombies with the BAZOOKA. Hey, the game's almost over, so there's no need to be conserving ammo anymore! Go to the door they were guarding.

EMPTY ROOM

It doesn't really matter what's in your inventory as long as you have one empty slot and the MASTER KEY. Go up the ladder.

ENTRANCE ROOM

Use the MASTER KEY to unlock the door with the flashing light.

EMERGENCY EXIT

On the way down the hall, you'll get one last radio message from Brad, urging you to hurry. Run to the end of the corridor, and place the battery in the slot next to the elevator. Take the elevator up.

HELIPORT

Take the FLARE from the small box nearby and use it anywhere in the heliport to signal Brad to rescue you. Tyrant won't appear a second time here if you didn't save Barry. You and (maybe) Jill will climb into the helicopter and leave the mansion behind. While you're flying away though, the Tyrant appears from the mansion. He'll stare up at your helicopter and growl as you're making your escape.

END OF CHRIS'S SCENARIO

OPTIONAL SUBQUESTS

Rescuing Chris is kind of a subquest, if you don't care about getting a good ending. You can skip over the AUTOPSY ROOM puzzle, the MORGUE, the RECREATIONAL ROOM, and the whole MO DISK deal if you don't care about a less than perfect ending.

7: Weapons

COMBAT KNIFE

=====

LOCATION - in inventory at start of game

FIRE RATE - slow

POWER - very weak

It's almost worthless, until you have mastered it. Even then it's not that good. It has a VERY short range and causes little damage. About ten slashes will kill just ONE zombie. The only good reason to use it is to hack away the web from the exit door of the BLACK WIDOW'S LAIR in the underground caves. At least you don't need any kind of ammo for it.

HANDGUN

=====

LOCATION -

Jill - In inventory at start of game

Chris - MAIN HALL, Mansion 1F

FIRE RATE - quick

POWER - weak

This little popgun is the only real weapon you have at the start of the game. You also will have little ammo for it at the beginning, so be careful not to waste bullets on it. Thankfully, most of the enemies at the start of the game are zombies. The HANDGUN is perfect for zombies because they're very slow.

Two advantages of the HANDGUN is that it's accurate over long distances, and you'll find a lot of ammo for it later in the game. Unfortunately, it's difficult to use later in the game because all the enemies get real tough.

SHOTGUN

=====

LOCATION - LIVING ROOM, Mansion 1F

FIRE RATE - medium

POWER - above average

I think this is the best overall weapon in the whole game. Its ammo is fairly common, it's got a wide spread so it's easy to aim, and it can kill zombies in one hit. Aim the gun up at their heads when they're close to blast their heads off, killing them instantly.

BAZOOKA (Jill only)

=====

LOCATION - OUTDOOR BALCONY, Mansion 2F

FIRE RATE - slow

POWER - strong

Only Jill gets this fine weapon. You'll find a lot of ammo for it, and the ammo also comes in three flavors: Explosive, Fire, and Acid, in order of power. There are exceptions though, because some elements are better on certain enemies than others. It's difficult to aim though, because the shots travel in an slow arc. You'll have to be at about medium distance for the shots to connect. Anyway, it's a fairly good weapon to use against bosses or hunters.

MAGNUM

=====

LOCATION - TIGER ROOM, Mansion 1F

FIRE RATE - quick

POWER - strong

Do not be fooled by this weapon's size, because this is the most powerful weapon behind the ROCKET LAUNCHER. It'll take down hunters in one or two shots, and make mincemeat out of bosses. It fires almost as fast as the HANDGUN, and its bullets are also just as accurate as the ones the HANDGUN uses. A big problem is that you'll only find 36 MAGNUM ROUNDS during the entire game, counting the ones the gun is already loaded with when you get it. So, use it exclusively on hard enemies and bosses, and DON'T waste shots.

FLAMETHROWER (Chris only)

=====

LOCATIONS - BARRY'S CORRIDOR, Courtyard B1/BOULDER DASH 1, Courtyard B1

FIRE RATE - continuous

POWER - below average

This is probably the most entertaining of the weapons in the game. You'll be able to fry those hunters with ease with this, because it hurts them while putting up a flame shield in front of you. Be sure to rotate so the hunters can't get around your cover. Also, be careful not to waste ammo on it, because you only have nine seconds of fuel for each gun and no refills.

Chris will find this weapon twice in the caves, on racks next to doors. This gun also doubles as a key. You have to put it on the rack next to a couple of doors to unlock them, so you can't take it out of the caves with you. You might as well use up what little ammo it has before you have to

dump it. It can also be used to burn away the spider web on the exit door in the BLACK WIDOW'S LAIR.

ROCKET LAUNCHER

=====

LOCATIONS - HELIPOINT, Laboratory 1F/in inventory at start of game

FIRE RATE - very slow

POWER - very strong

You get this at the end of the game when Tyrant is after you. Brad will throw it to you when 30 seconds are left on the clock. You only get four rockets for it when Brad throws it to you, so don't miss Tyrant. You can also earn an infinite ammo version of this weapon by defeating the game in under three hours. That's the only requirement to get it.

You can't aim it up or down, so you won't be able to hit enemies on the floor or on the ceiling overhead. It also takes a moment to heft the launcher because of its heavy weight, and it fires...very...slowly. This is all made up for by the fact it is EXTREMELY powerful. It'll kill any non-boss enemy in one hit, though it's difficult to use on fast moving enemies like dogs or crows. Tyrant will be blown to pieces with one rocket, literally.

8: Enemies

ZOMBIES

=====

They are the good ol' warhorses of Resident Evil. They appear almost everywhere, but that's okay because they're easy to kill. They have two attacks. If you get caught by them, they'll bite you several times before they let you go. This causes quite a bit of damage, but as long as you don't get grabbed by them you'll be okay. Their second attack is the acid vomit. It only causes minor damage, plus using this attack stuns them momentarily so you can better your position.

To kill them well, just stay out of their reach and fire at a distance. If you knock them down, then you'll have to stand over them and shoot down to hit them. While they are getting up from the floor or falling down you can't hit them, so don't try.

ZOMBIE DOGS

=====

Poor Joseph got killed by these guys in the opening. They are VERY fast and hard to hit. If they tag you, they'll bite you once and then loop around again for another bite. If you're at low health, sometimes they'll jump on you and then tear your throat open, killing you instantly. One weakness is that when you first enter a room, they'll just be walking around and won't attack unless you get near or fire a weapon.

To kill them easily, first make sure they are all on one side of you, because they frequently travel in packs. Keep your back to a wall so they can't get behind you. Fire off one shot to "wake up" the dogs if you haven't alerted them yet. They'll all come at you. Fire when they get close to knock them down. When they sit up and growl, fire another shot to put them down again. You can effectively kill a pack of dogs with a HANDGUN using this method.

If a dog's all alone, you can kill it easily by shooting once to knock it

down. Then, stand over it and repeatedly fire down at it. If you're right next to the dog, you won't have to wait for it to stand up again and growl.

CROWS

=====

Yeah, Hitchcock's little friends made it into this game too. You'll only face them in two rooms though. They'll only attack you if you do a certain thing in the room. In the ART GALLERY, they'll attack if you get the puzzle wrong or fire a weapon, and in the OUTDOOR BALCONY they'll attack if you check Forest's body.

They're not a big deal. One shot from anything will kill them. They're hard to hit though because of the way they zoom about. Plus they always travel in packs. If a crow gets next to you, it'll peck you several times before your character can swat it away. It only causes minor damage. If you cause the crows to attack, I recommend you just run away because they're more of an annoyance than a threat.

SMALL SNAKES

=====

These fall into the same category as the crows. They're more of an annoyance than a serious threat. One shot from anything will kill them. However, when you encounter them, they'll spawn infinitely and you'll never be able to kill them all. Their bite is also poisonous, so you'll probably need to use a BLUE HERB if you fight them. I recommend you just run away from the snakes.

WASPS

=====

Again another enemy that's more annoying than deadly. You'll meet them while you're getting the 002 DORMITORY KEY in the guardhouse. If you take the key or stand still too long in the room, they'll come out of their hive and start attacking you. Be careful that you don't get surrounded by them or you'll have a hard time escaping. If you shoot them they'll fall to the floor. Run over them on the floor with your boots or they'll get up and start flying again. Also, they are infinite, so you can't kill them all.

GIANT SPIDERS

=====

These big things are usually crawling around on the ceiling when you first enter the room. If you run under them they'll flop down. They can poison you with their spit, or they can bite you and take off some health. If you've got the SHOTGUN or something more powerful, then they're easy to kill. The spiders are more creepy than deadly. However, after you kill them, over a dozen little spiders will be released!

LITTLE SPIDERS

=====

These guys appear after you kill their mother. They are another annoying enemy. Sometimes they'll leap at you and take off a tiny bit of health. They are easily killed with any gun, or by simply stepping on them with your foot.

NEPTUNE AND ITS BABIES

=====

You'll only encounter these zombie sharks in the basement of the guardhouse.

When you first enter the area, it'll be flooded with water. The sharks can easily keep up with you because you move much slower through water than on land. If they touch you, you'll get bitten and have some health removed.

While the water is filling the basement, you can't kill them.

However, after you drain away the water in the CONTROL ROOM, they'll be helplessly flopping around on the floor, unable to attack you. You can kill them if you want to, but it's a waste of ammo because they can't hurt you anyway.

HUNTERS

=====

You will run into these mean green fighting machines after you return to the mansion from the guardhouse. They are probably the most dangerous enemies, and unfortunately they are quite common in the second half of the game.

They are very dangerous because they can outrun you. Their favorite way to attack is to run at you quickly. When they reach you, they'll slash you over and over rapidly, with barely enough time between hits to fire a shot. Beware the double slash death combo where two slash you one after the other so you can't shoot at all. They also jump as they are moving towards you, making them tough targets. If you've got low health, they can even cut off your head, killing you in one attack.

So, how do you deal with these cheap shots? First, you should let them come to you rather than you going to them. If you enter a room and start to hear that "tic, tic" noise, then stand still and let the hunter find you. When it screeches to announce that it sees you, start shooting away. The BAZOOKA or the MAGNUM is best because they can kill hunters in one or two shots. It can be done with a SHOTGUN, but it'll take four shells to kill them.

Second, take them on one at a time. Only let yourself be attacked by one hunter at a time so you won't get caught in their infamous double slash death combo. It's really hard to stay unhurt while two are coming after you at the same time. This is easy to do if you follow the first tip of letting them come to you.

CHIMERAS

=====

You'll first meet them in the power rooms in the secret laboratory. They run around on the ceiling, like monkeys. They'll slash down at you with their claws. They can also come down to the floor and attack you there. They'll also jump on your back and slash at your neck. If you've got low health, they'll even slit your throat and kill you in one attack.

I would just run away from these guys, because they're a huge pain to kill. If you must kill them, use the BAZOOKA or MAGNUM. Aim up to hit them if they're on the ceiling. If you can, kill them on the floor. They lose a lot of their advantage while they're walking around on the ground. You'll know they're dead when those little white things on their backs fall off.

9: Thanks

- Thanks to my dad for giving me jobs to do to pay for my Playstation 2 and this game!

- Thanks to Capcom! I am really looking forward to Resident Evil: Code Veronica X.

- Thanks to S.D. Perry for her brilliant novelization of the Resident Evil series!

- BIG, Big thanks to GameFaqs, THE best video game site on the net!

10: Copyright

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I bid you farewell.
