

Complete Walkthrough

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Original ver SEP/27/04

www.planetdreamcast.com/residentevil

www.rebiohazard.com *under repairs*

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How the CODE feature works

This search feature thingy is the latest trend among walkthroughs so I'll use it too hehe, if you instantly want to jump to a section rather than scroll up down trying to find it then, just hit Ctrl+F to open the search bar, type the 4 letter code which is written in front of the topic in question and hit search, you will be taken immediately to that area.

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top-secret biotechnic experiments. The research staff has been funded by a respected (if slightly unethical) corporation. Theweekly laboratory reports have been increasingly vague and now they have stopped completely. Recent gory attacks near the mansion have lead torumors of unnatural canines on the prowl. Something has gone terribly wrong.

Two S.T.A.R.S. teams (Special Tactics and Rescue Squad) are sent to investigate these strange and gruesome developments. Bravo Team mobilizes first and disappears almost immediately. Alpha Team follows, urgently driven towards the mansion. As either Chris Redfield or Jill Valentine, two valuable parts of the Alpha team, youwork yourway inside. Everything is quiet... too quiet.

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st00

1998 RACCOON CITY :

Bizarre murder cases have recently started in raccoon and the people of the good city are terrified to get out of their homes now, families who mostly lived on the outskirts of the town were attacked by a group of about 10 people, victims were eaten, thats the best way to describe it.

Right then, the saga starts off after brutal incidents start to happen frequently in the out skirts of an American sub urban city known as Raccoon City, the attacks were growing ever so frequently and the citizens of the good city were starting to fear for their lives, which was always in great perils. Eye witness reports said that the families that were attacked were assaulted by a group of people from 5 to 10 at max. The bad part was that the victims weren't just killed, they were eaten. Flesh and meat, all of it. Finally the Raccoon City Police Department was forced to take extreme action and their special forces unit STARS. Special Tactics And Rescue Services, was called up for the job.

STARS was divided into two groups, and they sent the BRAVO group which comprised of the lesser experienced members first to do a recon check on the forest area surrounding the city, which was rumored to be the hide out of these vicious man eating people. The BRAVO team started off well but contact with them was abruptly lost, their chopper also disappeared in the forest region, probably crash landed or something and there was no radio contact from any of the team members.

Finally, the Alpha team, the veterans, were sent into the same forest area one day later to find the whereabouts of their partners, the Alpha team, led by Captain Albert Wesker, soon discovered the BRAVO's abandoned and wrecked chopper, there was no one in there, but most of their equipment was still inside. This strikes the team as very odd and they spread around the immediate area trying to find any traces of what might have happened.

Searching around the forest, Alpha team members Joseph found a severed hand which was holding a cop issued Barrette, but before he could inform the rest, all hell broke loose. Joseph was attacked and immediately killed by a bunch of rabid dogs which rotting flesh. The rest of the team darted to rwards a lit house in the middle of the forest, not all of them were able to make it inside though. Once inside, they discover that the residents of this mansion were not too friendly at all. Infact they were hungry for fresh meat.

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cr10

This is the default control scheme of the game.

- D-PAD UP : Move character forward
- D-PAD DOWN : Move character backwards
- D-PAD LEFT : Turn character left
- D-PAD RIGHT : Turn character right

- START : Open the inventory menu
- SELECT : Nothing

- R1 : Aim weapon

- Circle : Nothing
- Square : Press this with the Dpad to run
- X : Check, press this with R1 to fire
- Triangle : Cancel, escape menu's and files.

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ci99

CHRIS REDFIELD :

Age : 25
Height : 5ft 11in
Weight : 177 lbs
Blood type : O
Team : STARS Alpha

This is Chris redfield, who is no doubt the hero of the game , and the strong man type person, still a young lad Chris was kicked out of the airforce because of his rude behavior towards his senior officers and his friendship over his orders. Shortly after Chris was kicked out his old friend Barry Burton asked him to join the newly formed STARS branch in raccoon city, a well developed city in the mid western part of the US. Chris didn't want to let go of such a good offer and so he became a member of STARS , here Chris made several friends and became an active cop and a member of STARS who are called upon for dangerous missions and for search and rescue operations.

Chris is a rash man who has a rowdy attitude and sometimes he can go out of his limits to do what he wants to do, that is why he was kicked from the airforce, but Chris cares for his sister more then anyone on the planet, guess it runs in the redfield genes.

Chris is not only a young man but he's also in top physical shape of his life and he's also a smart man so he can improvise on many things when it comes down to that , Chris has used his strength and intelligence to solve many previous cases, but recently a new case has been around and Chris cant wait to get his hands on this one. Chris cares for his team mates just like his brothers and sisters and he would be willing to sacrifice his life for each and everyone of them. This is why Chris has a quiet kind of respect among everyone.

JILL VALENTINE :

Age : 23
Height : 5ft 5in
Weight : 111 lbs
Blood : B
Team : STARS Alpha

The so called "intelligent one" of the STARS members Jill stands quiet up to her name, not only is she smart but she's a very attractive young woman combining beauty and brains at the same time, at her young age Jill has already done more then what many people are unable to do in their entire lifetimes, just like Chris Jill also cares for his team more then anything else and she has saved her comrades life more then once in the field of battle along side Chris Redfield, Jill has this unusual ability to be good with any kind of machinery that is why she is also part-mechanic for the STARS alpha team, she can handle anything on her own, whether it be a fully functioning APC carrier or even a simple lockpick, or even if its a piano, she can do it all.

What many people find hard to believe is that Jill is an ex member of the delta force at the age of 23, and its because she was with those guys that she has acquired extensive combat training and a strong will to fight for whats right, Jill can handle a gun almost as good , if not better then Chris can, but being a woman she has less resilience to damage naturally, but her brain works double time and her smartness and common sense make up for that, she can do things much easier compared to the grunts .

ALBERT WESKER :

Age : 38
Height : 6ft
Weight : 186 lbs
Blood : O
Team : STARS Alpha

Captain wesker is what can be described as the perfect role model for the new recruits who join the force, named as the *cool guy* of the squad wesker is always cool calm and collected and he never loses his focus, neither his sun glasses, wesker always has his glasses on whether in the middle of a mission , or inside the RPD sitting in the STARS office, maybe thats why he is termed as the cool guy. Wesker was called to the Raccoon City police department because of his extensive combat knowledge and his smart battle field abilities. Wesker has saved more lives then he's killed in combat all because of his skills and his ability to remain cool during a heated encounter.

Albert wesker quickly rose in the ranks when he joined the RPD and pretty soon he opened his own STARS division inside the Raccoon police department and was rightfully chosen as the commander of this new unit. Now he heads the ALPHA and the BRAVO teams into dangerous missions. He is a good captain as good as his skills, and almost everybody listens to what he's saying. Although wesker seems to be only leading the STARS at this time there is something else going on with him, and when the rumors about the murders start wesker starts to get tense.

BARRY BURTON :

Age : 38
Height : 6ft
Weight : 196 lbs
Blood : A
Team : STARS Alpha

Barry Burton is perhaps the most senior member of the STARS when it comes to combat experience, he has been a member of the SWAT team for 16 years and he has bucket full of military experience. It is because of this experience that he was one of the top names in the list when the STARS was newly formed and they were looking for recruits, after doing some part time work in both SWAT and the STARS Barry quit the SWAT force and became a full time member at the Raccoon Police Department. He is one of those weapons experts who can talk about guns and their ammo for hours, and that is why

he is the weapons supplier for the team, its his job to prep up the teams before the missions and provide them with the suitable weapon. If thetas not enough he's got a collection of guns in the office aswell and he repairs broken weapons while sitting in his desk at the STARS office in the RPD.

But Barry has another side to him aswell, its his family side, Barry is one of the truth and justice kind, he has a real soft spot in his heart for his family and will be willing to do anything to anyone if provoked on that matter, other then that Barry also has a good spot for all his team mates and acts like the father figure of the team, even though he isn't that old himself. He was also responsible for recruiting Chris Redfield in the STARS after he was kicked out of the airforce.

REBECCA CHAMBERS:

Age : 18
Height : 5ft 2in
Weight : 93 lbs.
Blood type : AB
Team : STARS Bravo

Rebecca chambers is the record setting youngest member in the history of the STARS division anywhere, she is only 18 now and she's a full time member of the STARS BRAVO team, but she wasn't recruited for her combat skills, infact she is in the team because of her extraordinary skills as a medic, she can use almost any kind of chemicals to their full healing extent, also an expert with herbs and other stuff like that Rebecca is the perfect person to have around when in a tough battle, she can heal any member if she has the right equipment and she can even take care of herself if it calls for it. Not as strong as the other members of the team but she tends to stay away from action for the most part for herself.

A little quiet and nervous around the other members because she knows herself that she's a rookie but Rebecca is always looking for chances to make herself up to the others and show them that she means business that is why she agreed to head out with the BRAVO team when called for, her gun controlling is amazingly well for her age and one can guess that she will be as good as Chris or Jill when she reaches their age. This is Rebecca's first full-time op so she is a bit worried about it but as long as her team is with her she has nothing to worry about.

ENRICO MARINI :

Age : 41
Height : 6ft 3in
Weight : 186 lbs
Blood type : O
Team : STARS Bravo

Enrico Marini is the proud captain of the BRAVO's, he is a true leader and has a leading quality which not alot of people have.

CEREBRUS

This is proof that the T virus also affects animals, these are the dogs which have turned vicious due to the virus, their flesh is hanging over their bodies, they move pretty quick but their attacks wont do a lot of damage, easily killable by the knife if there are only 1 or 2 around, otherwise use you're gun. Once you shoot a dog he falls down for a few seconds and gets up after a while, that is the time to keep on shooting it while its still down and they'll soon die.

BEE's

Even though they dont take too much ammo to kill , but its still not right to waste your ammo on such a stupid things, these bee's are about as big as a large sized watermelon, they wont do too much damage to the characters upon a sting, but the annoying thing is that they can poison you, each single sting can, and the even more annoying thing is that they always come out in pairs of 5 or greater. Simple advice, just run.

CROWS

Every thing is the same as the bee's except that they cannot poison you. Same rule. RUN.

SNAKES

You'll only run into them one or two times in the entire game, nothing to them really, they're just slow and sluggish snakes who do nothing more then poison you to annoy the hell out of the player, the basic advice when you see the snakes fall down from the branches is to just run and dont even stop for a second you can easily avoid encounter with them entirely. So do that.

HUNTERS

The hunters have the record of being in every resident evil game so far and they are no exception, in fact this should be their first appearance as far as timeline is considered, the hunters in appearance look like gorilla's but mutated all over and completely green in color, and they are complete with razor sharp claws which are unavoidable, the hunter can do different type of attacks, either they will run right up to the character and slash to the body area, this can cause heavy damage and you should check your health after each attack, the second attack it does is jump towards you from a distance and slash you in mid air. If your health is low you'll be dead instantly.

bees are the perfect target for this gun, later on when you have plenty of shotgun shells, put this one in the storage bin for good.

Shotgun

Fully Loaded: 7 rounds

Ammo: Shotgun Shells

One of the most useful weapons in the game, it can take out any normal zombie with one shot or two at the most, if there is a group of zombies coming at you then just aim straight and fire off two or three shells and the spread shot ability of the shotgun will take down almost all the zombies in a wide radius quickly. When you manage to gain quiet a few shotgun shells then your better off turning this into your primary weapon rather then the handgun.

Bazooka

Fully loaded: 240 rounds

Ammo: Explosive, Fire or Acid grenades

This is Jill's best weapon in the game and sadly only Jill can use it, you wont get it in Chris's game, this weapon has three different kinds of ammo each with its own perks, the normal bazooka ammo works perfect against zombies and can even take out hunters in 2 rounds, the strongest one's are acid rounds which can take out any hunter in 1 ammo flat. Ammo for this gun varies from different kinds but they're all strong enough to carry around. A good weapon.

Colt Python

Fully Loaded: 6 rounds

Ammo: .357 rounds

This is probably the second most powerful gun in the game, second only to the rocket launcher, this gun can take off zombies heads and it can kill all other normal enemies with one shot, its THAT powerful. Unfortunately ammo for this gun is so scarce that its best off left for the bosses of the game, even hunters are no match for the fury of this baby. But like I said, save the bullets for the boss fights. You'll need them.

Flame Thrower

Fully Loaded: 100%

Ammo: none

Only Chris can find this weapon in the area with the running

boulders, the only good thing about this gun is that its fun to use, other then that you only get it for a matter of 3 rooms and the only thing you fight in-between is the large spider, the fuel for the fire will burn out quiet quickly so its almost useless to use this weapon.

Rocket Launcher

Fully Loaded: 4 rockets

Ammo: None

There are only 2 ways you can get access to this beautiful looking weapon, the first is by getting the good ending where you will have to finish the final boss at the end of the game with the rocket launcher, other is by finishing the game with a time less then 3 hours, you will be asked to save the game and once you start with the saves game, you will find this baby in your inventory. The most powerful weapon in the game. End of discussion.

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bnfo

Here is a list of beginner's information tips that just about everyone should know of.

Ammo is precious :

Yes it is, you will often find yourself stuck with alot of ammo for a single gun or very little ammo, so little so that you wouldn't want to waste it any where, thats what we're asking you to do, try to save your better gun ammo for the later stages in the game where the going gets really tough, the shotgun is the perfect weapon to be used as a primary gun in the later half of the game so you should try to get every shotgun shells box there is in the game.

What the Herb :

Yes herbs, you'll need these if you want to live through out the game, you'll find three basic kinds of herbs, the green one's are the basic healing one's. The blue one's will only cure poison, the red one's though useless on their own will increase the healing effect three times if combined with the green herb, and since there are plenty of green herbs through out the mansion, you can always have a spare full health combo in your inventory.

Ink ribbon :

You will need these ribbons if you wish to save your game and not be forced to go through an area again if you happen to die, thats why these things are important. You can find ink ribbons in only a few area's but they should be enough to get you through the game, always keep some ink ribbons in the storage item chest.

Snapping heads :

With the shotgun you will notice that the early zombies die mostly in a single shot but later on in the game you will face zombies that will not die even after taking two or three straight shots to the gut, in those cases you should let the zombie come close to you then raise the barrel of the gun and fire at their heads, the head will explode and you will kill the zombie in a single shot, if there are more zombies very close then they will loose their heads too. Its fun lol.

The Hunters :

Remember one thing when your facing the hunters, they can run 10 times faster then your hero's can so its almost use less trying to run away from them, they WILL catch you and hit you, so its better off if your the one who hits them first. You can surprise them from the behind and kill them, note that it takes around 4 shells from the shotgun.

Running away :

If your in a wide open area where you have only one zombie to face, then its never a bad choice to run away from it, dodge it and exit the other side of the area, its not always good to fight and waste ammo in an area where you know you wont be coming back too, so keep an eye out for area's you can escape through.

HEALTH CHART

Health Chart

The health meter in this game is very similar to any other Resident evil game, you'll see the similar green line thingy which I dont know the exact word for, but the rest of it is pretty obvious, here are the health status's.

GREEN FINE :

This means that your character is in top shape and they have their health between 75% and 100%, its best to always keep your character in green fine status. Unlike other resi games how ever your characters turning and running speeds will not be affected, so you can run away just as easily.

YELLOW CAUTION :

This means that your character is suffering a little bit and that their health is between 50 % and 75 %. Unlike other resi games how ever your characters turning and running speeds will not be affected, so you can run away just as easily. If your health is in status then its best to use just a green herb as most.

ORANGE CAUTION :

This means that your character is not in a bad way and that their

health is between 25% and 50 %. Unlike other resi games how ever your characters turning and running speeds will not be affected, so you can run away just as easily. But if your in this mode then its best to use a double herb healing item immediately. Hunters are able to do head removing shots from this level on.

RED DANGER :

This is the death row, when your character is between 0 % and 25 % they go from bad to worse, Unlike other resi games how ever your characters turning and running speeds will not be affected, so you can run away just as easily.. If in this mode immediately find something to heal and use it, no need to be the hero now. Hunters will definitely kill you if you wander into them .

Herb Mixing Chart

Here are the herb mixing charts and the basic explanation of the result you'll get.

1 green + 1 green = 2 greener
This will restore medium health at once

1 green + 1 green + 1 green = 3 greener
This combo will restore full heath without question

1 green + 1 red = full healer
This combo will restore full health without question

1 green + 1 red + 1 blue = Super healer
This combo will not only restore your health but also poison cured and makes you temporarily invulnerable.

1 green + 1 blue = Small poison curer
This combo will restore small amount of health aswell as the poison.

1 green + 1 green + 1 blue = medium poison curer
This combo will restore half of your health and poison cured aswell.

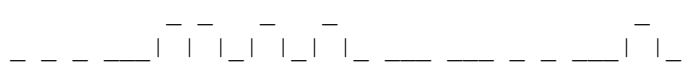
1 green
quarter of your health is restored

1 blue
poison is restored

1 red
unable to act itself, this boosts the other herbs powers

first aid spray
instant full health but no cure for poison

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Barry found some blood on the floor but they dont know who's blood it is, he hopes its not Chris's blood. When your back in control of Jill after this scene, you can take the WOODEN EMBLEM from the cavity right in front of you but I would advice to let it remain here for the time being. Instead turn right and enter the door at the right wall from where you are.

In this new area, head down the screen and head around the corner and you'll have a FMV. A zombie is eating one of the BRAVO team members Kenneth, Kenneth's head falls off and the zombie see's Jill. Now when your back in control, the zombie will rise up and attempt to bite Jill. Walk a few steps back and shoot it with the handgun a couple of times. It should fall down and stay down in a few shots. After that check the dead body of Kenneth two times to receive two extra handgun ammo clips. Exit back to where Barry is.

Once back here another scene will begin, Barry will see Jill and before she can tell him about Kenneth, the zombie will break through the door and will attempt to rush the characters, Barry will blow its head off with his colt python. After they're done talking Jill suggests that they report this to Wesker. Once your back in control, head back to the main hall of the mansion.

Wesker is no where to be seen, Barry will tell you to help look for him, at this time run behind the staircase and run out from the other end, once at the other end the scene will proceed. Barry will start to get creeped out but after some talking he'll decide to go and check the dining room again. Before leaving how ever, he hands Jill a Lock Pick. Jill thanks him and Barry gets on his way.

Now your truly in free control for the first time. When your ready, turn around and enter the large blue doors at the other end of the hall from the door leading to the Dining Room. You will come out in an art room of some sorts, at the center of which is a statue. Head around the statue, and push the small stairs until they align with the statue, climb the stairs and take the FIRST FLOOR MAP off the state top. Now see that other small opening in this very room, push the cabinet from out of its way and run in there. You'll find another zombie at the end of this hallway, but he's playing dead. You can either run up to him so be can bite you but die instantly, or shoot him from safety. After he's dead check the area behind him and you should find an INK RIBBON.

From here head back to the statue area, and check on the only other door besides the one we came in here from, Jill will open that door with her Lock Pick and you can enter.

In the next area you'll see a lot of windows on the left wall and some cabinets on the other side, run forward and a zombie dog will break through a window, kill it here and now and carry on down the hallway, when you go around the corner and other dog will break through a window, kill this one too. Now check the center one of the three cabinets and push it upwards the screen, you'll find another handgun ammo clip here. Exit through the door at the end of the hallway.

WOWZERS, detail shot lol. Anyway, in this strange camera hallway first run forward and check the red door, you'll see that it is locked. Now start heading down the hallway and enter the first

door you see, its a toilet. There's nothing in here. Exit the toilet. Continue down this hallway and at the end you'll face two doors, one on the right wall and one of the left wall, enter the double doors on the right wall first.

In here, just fun for the other door, in this trophy room head for the other end of the room and you'll find a shotgun hanging on the wall, take it and you'll notice the flaps holding the shotgun will rise. What could this mean eh ?. There's also an ink ribbon on the table here, take it if you wish and exit back to the previous room. Uh oh.

Here all the doors will get locked and the ceiling will start falling down on you, your trapped, cant go back or forward, but dont fret, soon enough Barry will come to help and he will kick the door open for you, Jill escapes safely thanks to Barry, but she's a bit skeptical that shouldn't Barry be checking the other side of the hallway, Barry says that he needed to check on a thing, Jill thanks him again and he walks off. Now you have a SHOTGUN !!!.

Head for the single door on the left wall this time and enter. Once in here immediately you'll notice two doors on the left wall and a zombie, dodge around the zombie and head for the far corner of this hall, you'll notice at the other end a single door and a path leading off to another door which we wont take for now. Enter the single door.

You'll come out in a room full of paintings. This is actually a puzzle room. Check the painting right in front of the door we entered from and it'll say from cradle to grave or something like that. Now head around the corner and head to the end of the hallway, along the way you'll see paintings with stages of a man's life on them. At the end is a single paining, dont touch that one yet.

Now start checking the paintings in order from birth to death. First check the new born baby, there's a switch at the bottom, press it. Then check the infant, then the lively boy, then the young man. Then the middle age'd man. Then the old man and after that finally check the final painting at the end of the hall, if you checked the paintings in the right order then it will fall off revealing a STAR CREST , take it. If you didn't do the paintings in the right order then you'll be attacked by a dozen or so wild crows. Exit back.

Back in the hallway, head towards the door we originally came in here from but dont enter it, instead enter the blue door next to it. You will unlock it from your side. In here you will immediately see a zombie coming for you, kill it quickly. Then run down the hall, dont go up the stairs yet, check the area behind the stairs and here you'll find a green herb and another door. Enter it.

This is the first official save and item room in the game, dump the combat knife and the shotgun in the item box for the time being, and if there is any handgun clips inside it take it, after that check near the item box and you'll find a CHEMICAL, take it. Save your game at the type writer present in this room if you wish, then exit.

Once back outside, take the stairs to the second floor. Up here, climb the smaller set of stairs and shoot the nearest zombie to you, dont bother going to the area up wards into the screen, all the doors there are locked for now. Instead head in the down ward direction of the zombie which you just killed. You will see 2 doors, one locked from your end. Enter the other door into the red hallway.

From where you enter, immediately head down the screen and enter the door at the end, here run up to the file and take it, this will tell you a bit about the basic herbs. Nothing more for us here to exit back through the door we came in from. This time run forward, past the door we originally came in from, kill the zombie or two thats in your path and head around the corner of the red hallway, you will see a huge door in the central area but its locked for now. Head around the other corner too and another door will be on the right wall, this one is locked too. Head to the very end of the red hallway and enter through the door at the end.

Here you will come out in the 2F mansion balcony, looking over the main hall, you will see Barry here too, Jill and Barry will have a little convo , Barry will tell Jill that he found a weapon strong enough to kill those monsters, and then he'll hand you over a pack of Acid rounds, but we dont have a grenade launcher to use it :(. Barry will soon run off, and when your back in control of Jill, time to get us a grenade launcher.

From where your at right now, head in the downward right direction, and on the same wall with the door we just came out of, there's another door at the end, enter it. In here, run forward and while observing the huge blood patches on the floor, enter the other door at the end. You will come out in a balcony. Here run forward and you will find another of your dead team members, this one is Forest speyer. He's got a grenade launcher sitting next to him, so take it. You will be attacked by crows once you check him so be quick on your escape. Exit out of the same door we came in from.

Now exit back to the mansion 2F where we just met Barry, and this time head in the same door that Barry used, you'll come out in a balcony over looking the dining room. Here you will immediately see a statue with something blue on it, on the right side of the balcony. There are two zombies in here, I will advice you to kill them since they will cause trouble.

After killing them, start pushing the statue down the screen and take it in line with the place where the railing is broken. Then push the statue down the broken area. It will fall down into the dining room, we dont need to check it right now so dont worry about it. Head towards the only other door in this long balcony besides the one we entered from, and enter it.

You'll come out in a green hallway, here run forward around the corners and you'll spot a few zombies, so many for such a cramped hallway. There is a stair case leading down to the first floor here too but its accessible from the other

side of the area. Kill , yes, kill, all the zombies and head around the other side. There are also two doors on the far area of the room but they're both locked. Take the stairs down to the 1st floor.

Here, head to the area behind the stairs and you'll notice a door on the left wall, enter it. This is the medical room, remember its location since we'll be coming back here in a hurry later on. This is also a save room so save your game if you wish, if you put the CHEMICAL in the item box then take it out right now. Exit back to the previous hallway.

Now run down the hallway, there might be a total of three zombies in this entire hall, each easily avoidable so you really should not waste ammo. Now head to the very end of the hallway, there are two doors here, the one on the right wall is locked right now so enter through the only other door.

Here you will spot a zombie right in front of you, dispose of it and ignore the path heading off left for now, instead head down the screen, take the path heading in that direction and enter the single door at the end of the path. Immediately you'll start hearing a loud noise of the water pumping machine.

Your in a small garden of sorts, there is something on the other side of the fountain but the deadly veins will not let you go to the other side, so head over to the water pumping machine and use the CHEMICAL on it, the veins will die quickly. Now head to the other side and check on the wall, you'll find a MANSION KEY, check this key from your inventory menu and rotate it, you'll find a carving of armor and the key's name will change to the ARMOR KEY.

Note that besides that there are plenty of herbs in this room so remember its location if your ever in need of health. Exit back to the hallway now.

Before anything, head back through the door we originally came in this hall from, now check the door on the right wall and you will open it with the ARMOR KEY, inside, check the shelf near the door for handgun bullets and a broken shotgun which is completely useless now that we have the real one. Also check the desk at the end, open it with Jill's Lock pick and inside you'll find a box of shotgun shells. Exit back to the previous hallway, then back to the one we just came out of.

This time around, head for the path heading off left, you will see a small alcove heading inside with a door in it but its not important now, instead keep heading down the hallway and open the door on the right wall with your lock pick. Inside, take the handgun ammo off the bed, and head around to the study desk, there is a file here but before you can take it a zombie breaks out of the closet and tries to surprise you, kill it quickly. Inside the closet there's also a box of shotgun shells, take it and then read the file that is the Keeper's diary, who I think we just killed.

Now exit back to the previous hallway, this time head to the door at the very end, you will unlock it from your side.

Head through it and you will be back in the Kenneth hallway, where we encountered the first zombie. Make your way to the nearby Dining room.

Back in the dining room, time for some work. First head for the broken statue which we pushed off the balcony, take the blue shining thing here, its a BLUE JEWEL. Also take the EMBLEM near the blood. Head back to the Kenneth hallway. Back again to the white hallway. This time head for the small alcove and the door in it, remember. Inside you will see a tiger's head statue with holes in the eye sockets. Use the BLUE JEWEL we just found on it, the statue will rotate revealing the WIND CREST. Take it.

Now make your way to the Kenneth hall, this time head UP in the hallway, opposite direction from Kenneth's body. You'll find 2 doors at the end, the bigger one is locked but you can unlock the small one with your lockpick. Enter it. Inside you will be in a piano bar now.

Here, run to the area around the piano and push the cabinet here, you'll find some MUSICAL NOTES on the other side, take them, then head for the piano where the keys are and use the MUSICAL NOTES, Jill can read musical notes so she will start to play the piano, the music is actually the MOON LIGHT SONATA by BEETHOVEN. After the music is finished one of the walls on the side will open up revealing a small hallway behind it.

Enter it, at the end you will find a gold EMBLEM on a statue, but taking it will cause the hallway to close down again. So what do we do, if you have the wood EMBLEM with you, then use it after taking out the gold EMBLEM and the wall will open again. Make your way outside and head back to the DINING ROOM.

Once back here, head to where the wood EMBLEM was and use the gold EMBLEM in its place, the grand father clock in the dining room will stop and move on the side revealing something behind it. Check it and its another MANSION KEY. Check it from the inventory menu and it will turn into the SHIELD KEY.

Only one major area left to check, from the Dining room, head back to the MAIN HALL, and take the grand stair case to the second floor. Once here, head into the RED HALLWAY, im sure you remember it, once inside head forward and turn around the corner, remember the huge door at the center area, you can now open it with the ARMOR key, so do that. Enter it. You will come into a display room full of suits of armor. There are 2 move-able statues, 2 holes in the ground and one switch in the center, so what do we do.

Obviously, first push the two move able statues over the holes and make sure they're properly covered, then press the switch in the center and you will see one of the display cases at the end lowering, check behind it and you'll find your third crest the SUN CREST. If you didnt cover the holes properly then the area will begin filling with poisonous gas causing serious harm.

With the crest in hand, exit back to the red hallway. Now there is only one door left locked in this hallway, its the one near the door leading to the 2F main hall. Open it with the ARMOR

KEY. Enter it, run around the corner and another scene will begin.

Jill will find another one of her BRAVO partners, Richard, who is injured badly, looks like he was attacked by some sort of huge poisonous snake, Richard tells you that there is some serum in the mansion. Jill will tell him that she'll go get it.

Once your back in control of Jill, do you remember the medical room we checked before, the one behind the other stairs leading down to the first floor, I think you guys might know where it is located. So make your way there. Its not that far away.

Once you reach the medical room, check the shelves with bottles on it on the left of the room and Jill will find the serum, but before you exit, I will advice you to save your game and take the shotgun out of the item box, dump the handgun now for good since you should have a couple of shotgun shells handy. Now make your way back to Richard.

No matter how fast you were in bringing the serum to Richard, there is no way to save him and he will eventually die after talking some more crap and handing Jill his radio. Check his dead body and you may or may not find handgun ammo. Now enter through the only other door in this hall. In this further smaller hallway, you'll see a small stair case leading up to a door, and a path heading off to the right.

Ignore the path for now and for ever, kill the lurking zombie here, and take the small stairs up, open the door using your SHIELD KEY, the game will tell you that the key is useless now so discard it, after that enter through the door into the attic of the mansion.

Here, run forward and you'll see a HUGE snake coming out of a hole in the corner of the attic, this is the first boss fight in the game.

BOSS FIGHT 1 : YAWN, the first coming

This will be your first, but not the last fight with this big ass snake, now the fight will start with the Yawn coming out of a hole in the back side of the attic, if you have quick eyes then you would also notice that there is another CREST behind the yawn, now there are two methods to finish this fight. But first, you should take note that even a single attack from this snake can inflict poison status on you, but dont worry about that, it will just lead to another scripted event.

Method 1

Use this method if you have plenty of shotgun shells, now as soon as the fight starts, take aim with your shotgun and start firing off in the yawn's direction, if its close to you then take special care to aim right at its head, inflicting maximum damage. After a couple of shells, the yawn will retreat back to the hole it came out of , and the boss fight is over. Now go and collect the final CREST, the MOON CREST from there and exit the attic. If your hurting for some shotgun shells, then there

is one box in the attic, take that before leaving.

Method 2

This is my kinda method, as soon as the boss fight starts, you should take note of your surrounding, right in the middle of the attic is a pillar, now what you want to do is lure the snake so that it tries to go around the pillar, now dash for the CREST and take it, getting out will be the harder part but you should manage to do it, take the box of shotgun shells before exiting and escape the attic without firing a single shot.

All right, I dont care which method you chose, after escaping the attic, climb down the small stairs, if you were bitten by the snake then jill will collapse because of the poison, but someone will enter the room, you dont see who it is. Jill will wake up in the medical room fully refreshed, she thinks that Barry might have saved her. Now in the medical room, take out all 4 of the CREST's from the item box and place them in your inventory, give the handgun a permanent place in the item box. Exit the medical room and head for the hallway with the painting room, the one where we solved the painting puzzle remember.

NOTE : If you were not bitten by the snake, then you will have to continue normally after the boss fight, no sequence at all.

Right then, you should have all 4 of the crests in your menu. Once you are back in that hallway, head to the very end, across from the door to the painting puzzle room, there may be a zombie in the way, enter the steel door at the end.

Your in a partially open area, there might be some zombie dogs here, if they are then kill them, then make your way to the end of the straight passage. At the end you will find another steel door which is locked, there is a panel besides it, read it and you will read a little poem about the 4 CRESTS, after that put all four of them in one by one. The door shall unlock.

Enter through it, you'll come out in a small shed, here walk a bit forward, you'll see some moveable stairs, move them to the wall on the right side where there is something shining in a high place, align the stairs with that and climb them, you will find a CRANK up there. Take the crank, and exit out of the double doors, the only other one's besides the one we came in from in this area.

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#          THE GARDEN                 #  
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You will come out in a garden area, here you will see 3 zombie dogs, ignore the path heading right of the screen for now and head down the screen, around the bushes and enter the gate at the other end.

In here, run forward and you will be blocked by a small lake, head to the right side of the lake and at the end you will find a small control box with a hole for a crank in it, use the crank we just found here and you will see the water falling down in the other direction, now the path is clear. Head back to the starting area of this room and you will see a ladder leading down where there was once water, climb down the ladder, run through the now empty area, climb the ladder up on the other end and start dashing straight. Small poisonous snakes will start falling down from the trees above, but ignore them, its very easy. Keep running till you reach the end of the walk way and a small elevator. Take it down.

You'll enter a wide courtyard, you should take note of a few things here, first off you will notice that the water fall that we have just created by using the crank is blocking something behind it, you cannot see what it is until we do something about the water. Also in the far wall of the place you'll find a second elevator but its battery is taken out, so you'll need a battery to get it working.

Besides that there is just one door you can go through, oh and did i mention that there are some zombie dogs here too, they are easily avoidable so ignore them and head through the door. Another straight walk way. You will find some herbs near the door we entered from.

Run forward and turn the corners, until you reach the very end of the walk way, where a door is waiting for you, oh and there will be some zombie dogs in here too but thanks to the wide area's you can easily dodge them. Enter the single door at the end and you'll enter the guard house area.

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First thing you'll notice in the guard house is the push-able statue in front of you, now move a bit forward and you'll see some herbs, turn around the corner and run forward, you will see three doors in clear view and one path heading off right. There is a hole in that path, if you cross over the path then a vine will come out of it and strangle you, it will drain some of your health quickly. If you want to save some health then move the moveable statue near the entrance door all the way here and cover this hole. With that done, its time to start exploring.

Now from the entrance of the guard house, enter the first door, this is a save room, enter it, save your game in here if you wish, check the shelves near the typewriter to find grenade ammo and a first aid spray. Take it all, and exit the save room when your done.

Now enter the door right in front of the save room, this is the dorm 001. In here, you'll see another door right next to you, enter it into the bathroom. In the bathroom there will be nothing more, check the tub in front of you, and drain the water in it, you'll find a C.ROOM KEY in it. Take it and exit the bathroom.

In the dorm, head forward towards the bed, kill the 2 zombies in here, and take the RED BOOK off the bed, then check the study desk and open it using the lock pick, inside you'll find a box of shotgun shells. Exit back to the opening hall.

This time head for the big red door you see above you, enter it, this is the bar room area. In here you will face 2 big spiders, kill them but it would be as easily if you dont kill them since they're really easy to dodge. In the bar head for the area top of the screen, here take the iNK RIBBON off the round table and the handgun ammo off the barrel. Now head for the bottom area of the bar.

Here you will see a pool table, check all the four sides of it and you will find a code written, 3..4..5 something like that. Remember this and exit the bar room are entirely.

This time head for the area where we blocked the vine with the statue, there is a door at the end here, so enter it. You will come out in another hallway. In this hallway, head forward and enter the first door you see.

In here, run forward and you'll spot several doors, check the door which is the nearest to the one we came in from and it will have a dial pad next to it, remember the code we found earlier, enter it here, and the door shall unlock. Dont enter it yet. Head around corner and at the far corner near the big hornet's nest you'll find a key under it. Take it, this is the DORMITORY KEY, and quickly dash out of this area to the previous hallway. Remember that the bee's will start attacking you as soon as you get near the nest so you gotta be quick.

Back at the hallway, continue down and at the end you will find another locked door, before entering it, push the second move able statue and behind it you will find some more herbs, after taking what you need, open the door with the DORMITORY KEY and discard it. Enter the door afterwards.

Your in dorm room 003 now, enter the bathroom first hand and kill the zombie inside, check the sink and you'll find more handgun ammo. Take it and exit back to the dorm. In the room, head near the bed and use the lock pick to open the study desk, some more shotgun shells inside. Read the Plant 42 file on the bed. After that, in the corner you will see 2 shelves you can move.

PS. You will also find the dormitory map here.

Move the shelves out of the way and you will find a ladder behind them leading down, take the ladder down. In this off colored straight hall, run forward, and keep running you'll see three wooden boxes along the way. At the end your path will be blocked by some water, and you have to

think or some other way to get past it. Woodfloats in water doesnt it ?.

Now, you have to do the most boring task of pushing the boxes until they are placed in the water, this can take alot of time so dont go to sleep. After you have successfully done that, you would be able to cross the boxes, which are now formed as a bridge, and cross over. At the other side keep running till you reach the end of the hallway, you will see that the water level has risen alot. Enter the large doors at the end. You'll enter the Water tank. Be aware.

In the water ring, DONT head for the upper area, I-e the area to jill's left. Head down the screen, and DONT bother entering the first door you see, instead walk around the huge tank and start running in that direction where there are 2 doors. But before you can reach them, you will have a little sequence of something coming after Jill from under the water. ITS A SHARK !!.

As soon as your back in control of Jill after that scene, keep running towards the doors, the right one cannot be opened normally, so use the C.PANEL KEY we found earlier on the left door and enter it. In here, check the panel on the left side of the room and the water level will sub side also you will hear a clicking sound. Head back to the water tank area.

This time check the door at the left and you will be able to enter it, this is a storage room, here most of the stuff is wet but you can still find 2 boxes of shotgun and handgun bullets EACH. Also, check the shimmering thing, its another DORMITORY KEY. Take it and exit.

Head back to the door we originally entered from, you'll see the sharks along the way, but without water to go through, they are as harmless as a small puppy. Make your way back all the way to the Dormitory room we came to this place from.

Once your back at the dorm room, head back to the area with the bee's nest in it, remember that. Back in that area there are 2 more doors here we haven't checked. There is a double door on the far side, which we wont be able to go through, so ignore that one completely. Open the final small door with the DORMITORY KEY we just found and enter it. Its the final dorm room. In here, like before head into the bathroom first.

In here, kill the single zombie, then take the FLAME rounds for your bazooka off the floor, after that exit, back in the dorm open the study desk with your lock pick and this time there's a ink ribbon inside. After that check the book shelf in the back side of the room, take the white book out of the row of red books and read the V-JOLT file. After that, put the RED BOOK we found a while ago in here and a shelf on the side will move revealing a door behind it. Enter the door with your shotgun equipped when your ready.

Unlike Chris's game, the boss fight will begin as soon as you enter this room, you will spot the huge plant in front of you and all you can do is fight it if you want to live, the boss itself is quiet easy as all you have to do is shoot at it a couple of times, the shotgun works best against this boss. While fighting him be sure not to stay in the same place for a long time because the boss will hit the ceiling and cause some of it to fall down on where you were standing. The best method to fight this boss is to fire a shell, then run around a bit, then fire another shell, then round around a bit more. Repeat the steps until the fight is over.

After you've hit it enough, the plant will compress itself, Jill will move in for a closer look but it will decompress itself and capture Jill in one of its veins, after that Barry suddenly walks in the room with a (what the hell) Flame thrower in hand, and crisps the plant in a matter of seconds. After some more talk you should get back in control of Jill.

Once your back in control check the chimney in this room and you will find a MANSION KEY in here, check and rotate it and it will turn into the HELMET KEY. After taking it exit back to the previous area.

Once back here, exit entirely to the hallway before the dorm room area itself, you will have a scene here, Wesker will be here shooting at a few wild bee's. He is surprised to see Jill here, but after some talking he will order her to go back to the mansion since there are plenty of locked doors there they haven't checked. Then he walks off.

Once your back in control of Jill, its time to head back to the mansion, before that take a visit to the item box room and deposit all the useless items here, keep the shotgun and all of its shells as your primary weapon. Exit the guard house entirely when your done.

In the first garden area, you will start hearing beeps from the radio Richard gave us, check the radio from your inventory and you will have a scene, Brad still circling in the chopper asks if there is anyone alive. Jill's radio can only receive messages so she's unable to transmit a rescue message. When your back in control, head all the way back to the shed and back into the mansion. You should know the way.

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Once your back in the shed you found the crank in, head back inside the mansion, be warned how ever that you are about to come face to face with a new enemy which will be a complete pain in the ass from now on. Forget the zombie, the HUNTERS will be infesting the mansion from now on.

Right then, when you enter the hallway outside the art puzzle room, run forward and you will see a FMV sequence or something following the hero's and rushing towards them from the garden area. It will reach the room Jill is in and open the door.

IN-game now you will spot the hunter, and it will immediately spot you too, dont wait for it to start attacking, you do the first attack and shoot it with the shotgun shells, if it falls down after taking one shell then keep your aim at it and shoot it again as soon as it stands back up again. Thats just one of them.

After you've killed it, on the same wall where the blue door , leading to the save room with the chemical, is there is a second door which we couldnt check before since it was locked before. Now you can enter it with the HELMET KEY. Enter it.

In here, first run forward and turn the table lamp on to shed some light in the room, after that take the MAGNUM rounds off the table, also take the DOOM BOOK 1 from the shelf on the side of the room. Exit out once your done. Enter the blue door this time and make your way to the save room where we found the CHEMICAL in.

Here you will find another HUNTER, kill it cautiously, before entering the save room you will notice a white note on the wall outside, check it and it will be from Barry, he has put in some supplies there for us. How nice lol.

Enter the save room, take the shotgun shells and the first aid spray off the floor, DONT FORGET the acid rounds here too and save your game right now since we're going for another boss fight in a little while. Keep a loaded shotgun with you and take out the BAZOOKA with all the rounds you've collected so far, you should still have the acid rounds that barry gave and the one's from right now, they're gonna come in handy.

Now, exit out of the save room and climb the stairs to the second floor. Here, remember I told you to ignore the up going path before, this time head there, and enter the first door you see on the right hand wall along the path using the ARMOR KEY.

If you had put the ARMOR KEY in the item box before then take it out now and open that door with it.

Inside there's a deer head right in front of you, but it wont come to life lol. Okey there are three doors here, the one we came in from, one on the upper and one on the lower wall. Take the upper door first, you'll come out in a researchers room.

Here, first run forward and read the researcher's file off the table, after that check the insect case near the entrance door and you'll find a switch inside, use it and you'll see the water drain out of the aquarium in the other corner of the room. Now head towards the aquarium from the side corner around the brown shelf, and push the aquarium so that the path is clear for you to push the brown shelf. Now push the brown shelf and check the cavity behind it, you'll find EXPLOSIVE ROUNDS, check the researchers coat before exiting for Ink ribbons. Then EXIT.

This time check the door on the lower wall, here run forward and take the lighter off the top of the cabinet, and check near the bed for a herb. After that exit this area entirely. Back to the hallway where we used the ARMOR key to enter this room in the first place.

This time head for the very end of the hallway and enter the door at the end, in this room check the chimney and use the lighter we just found to light it, the slate above it will turn into the second floor map, too later for this now but whatever. Take the herb in the corner and open the only other door in this room with the HELMET KEY. Enter it but be ready.

In this wide room run forward and you'll see a piano at the end of this room, not again, but before you can play the piano, the HUGE snake will come out of the fire place to get its revenge. It will try to attack Jill but miss and make a hole in the floor, and the fight is on.

BOSS FIGHT 3 : YAWN, the second coming

This time its a fight to the death and there is no escaping for the snake, we'll do with it entirely. The good news for this fight is that the snake has lost its ability to poison you, the bad news is that its very dangerous even without it. Now you should take out the Bazooka and equip it with the ACID ROUNDS. The snake will be very close to you when the fight starts, so I would advice you to get some room between you and it. Run near the door where we entered this room from and start potting its head with ACID rounds from a distance. This fight is really not that hard and dont worry if you are hit a few times, you did bring a healing item or two with you didnt you !? .. after not so many acid rounds the snake will slither and die.

After the fight good ol' Barry will walk in the room, see's the large snake decomposing and calmly asks Jill " find any thing interesting " .. okey.. Jill and Barry will look at the hole the snake made together and Jill decides to go down it thanks to a rope that Barry is carrying.

Once down there, the rope will break and Barry will run off saying that he will go and look for another one. This is your moment of good or bad ending decision, you can either stay here for a minute or two and trust Barry, or you can check the grave, for a switch which reveals a ladder.

BUT I ADVICE YOU TO STAY HERE AND WAIT FOR BARRY SINCE WE ARE AIMING FOR THE BEST ENDING IN THE WALKTHROUGH.

All right, after a minute or two Barry will come back and throw down another rope, Jill will climb back up, Barry will be ashamed of what happened, but hey, it happens. After

that Barry will hand you a PASS CODE file, once he leaves the room and your back in control of Barry. Escape this room.

Now we have to go a place where we can use this pass code to begin with, and I just know the place.

Remember the medical room, the staircase which leads to the second floor from there, there were 2 locked doors up there that we couldnt open before. Make your way there, but first be sure to save your game at the medical save room.

Once your done saving, take the stairs near the medical room up to the second floor, there is a door near it, you can open that door with the HELMET KEY. Open it, the key will be useless now so discard it. Enter the room.

The room will be lit and there will be a light switch near you turn it off to make the room dark, but dont turn the light switch on. Inside the room, run to the far corner and you will find another deer head statue, there's something shimmering in its eye socket and we have to see what it is. There are a small moveable stairs near the statue, push them so they are in line with the statue head. Climb the stairs and check, you will find the RED JEWEL.

After taking it, go to the light switch and turn it on. Now check the file on the table for some interesting details. After reading through it check the shelf behind the table with the file for a box of shotgun shells and magnum rounds. Exit the room now.

NOTE : I should really remind you that these halls will now be filled with hunters so you should always keep your guard up and a spare healing item in your inventory.

Right then, now I shall ask you to make a little side trip but it will end with a huge reward, believe me. Now from where you are right now, take the stairs down to the first floor, and make your way to the tiger head statue room, remember where we placed the first jewel to get a crest item. Dodge or kill all the hunters along the way and get to that place. Once your at that room, use the RED JEWEL we just got on the statue and it will rotate around revealing.. a... COLT PYTHON !!! WOO !.

Take it, now make your way back to stairs near the medical room and go to the second floor from it. Beyond the door we just opened with the HELMET KEY, there is another door at the end of the hall, check that door and if Barry did give you the pass code then Jill will enter it automatically and open it.

Enter it after you open it. Inside run towards the camera and head down the screen from the area where you see a zombie eating another zombie, run down this long hallway, and near the door at the exit you will find another zombie and some herbs, take the herbs since we'll probably need them. Enter the door at the end.

In here, you will see a zombie in front of you, kill it and run forward, the hall will continue down but there's a door in the middle, enter it. In here you'll find some important things. A BATTERY, and some EXPLOSIVE ROUNDS, upon picking

up the battery Jill will think to herself that she can now solve the court yard elevator problem. Exit this little room when your done.

Back here, head down the hallway and kill the zombie, there's an elevator here but dont take it just yet, instead run down the hall, there's a herb or two in the small inlet, take it if you wish, then enter the large blue doors at the end of the hall. Your in a huge library now.

In this area, kill the zombie in front of you then open the study desk with the lock pick and you'll find more magnum rounds inside. Head down through the shelves of books and you'll find a move able brown shelf, push it to the side and enter the door behind it. Inside you'll find some more ammo, check the open window and Jill will spot a helipad in the distance, maybe we can escape, but the problem is getting there alive.

Exit back to the library, and run straight forward from where you came out of, you'll find another zombie and a big file titled SCRAP BOOK here, read through it. There's only one more door in this library we can go, head through the only left door. You'll come out in another library.

In here, dont run straight forward but head around the corner, you will spot a move able statue in the other corner but we dont know where to push it yet, there is a switch on the wall here, push it and a light in one corner of the library will get lit, THAT is where you have to push the move able statue. After the statue is in that place, turn the light off and a small part of the book shelf will move revealing an item behind it. Its a MO DISC. TAKE IT !!!.

NOTE : THE MO DISC IS AN ESSENTIAL ITEM FOR GETTING THE GOOD ENDING, NEVER FORGET THEM.

Now exit the library entirely, and remember the elevator we passed before entering the library, take it. The elevator will automatically take you down. Once your out of the elevator head around the corner of where your at and you'll see a downed zombie its not dead, so blow its brains out. After that head for the only unlocked door in the library. There is one more door but it is locked from the other side.

Once you get near the other door a FMV will play in which you will see a zombie walking down some stairs and open the door we were just about to open, then the zombie will come out right in front of you. If you had the shotgun in your hand, blow its head as soon as your back in control. Now exit out of the door that the zombie came in from, climb up the stairs immediately next to you and once up the stairs, head forward and enter the door at the end of the hall. You will come out in a familiar room. This is KENNETH's room, where we saw the first zombie.

NOTE : Now there is nothing left for us to do in the mansion at all, and we have to get back in the garden area. So ignore all else and head for the back exit.

SECOND NOTE : IF you dont have the crank in your inventory

then go to ANY nearest item box and take the crank out of the item box and put it in your inventory, ASAP. Remember that.

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#####  
#                                     #  
#      GARDEN REVISITED              #  
#                                     #  
#####
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We're only here for a very small while so get to it.

First before anything else I would ask you to take a herb or two from the first room in the garden since where we're going there wont be much healing items and we'll need it.

Right then, back at the garden, proceed as you would normally and take the elevator down to the main courtyard area. After you've reached the court yard head for the second broken elevator and use the battery that we have in the battery slot next to it. Now take this newly working elevator back up and you will come out in the first room of the garden area again.

Head back to the area where we used the crank when we first came here, remember, and use the crank on the panel AGAIN. The water level will rise again and the water fall will stop. Now head for the second elevator again and take it down to the court yard. The water fall would have stopped and you can now see whats behind there. Its a ladder going down. Take it.

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#####  
#                                     #  
#      CATACOMBS                     #  
#                                     #  
#####
```

Right then, this is probably the most confusing area in the entire game, now before you start, I would just like to tell you that I hope you brought the following items, if not then dont hesitate in taking a trip to the guard house save room to go get them.

- * SHOTGUN and all of its shell
- * PYTHON and all of its shells

So from where you start in the catacombs, enter the door to your immediate left, dont even bother checking the first room out as there's nothing. In the second area, you will run into Barry, how he got here is a mystery but he will tell Jill that he just heard someone's voice from this place. He will ask if Jill is you want to go with him, select YES. okey, then asks if you wish for Barry to go check it out first, decline his offer and GO FIRST

NOTICE : THIS IS ALSO AN IMPORTANT CHOCIE IN GETTING THE

GOOD ENDING.

Now you and Barry will go along for a little while, once your back in control head out of the little alcove your in and head up the screen, enter the door at the very end. In the new area run forward and try to enter the next door, but a hunter will break through before you can. Barry kills it though.

Enter the door after your done here, run forward and another scene will start. Jill and Barry will run into Enrico, captain of the STARS BRAVO team who is mysteriously still alive. But before he can reveal too much he is shot by some unknown assassin who runs off, we never get to see who it was.

After that, Barry will tend to the dead Enrico, once your back in control of Jill, run back to the door of this area, along the way you'll run into a hunter, kill it. After that take the CRANK (its a different one) from the floor near the exit.

Now make your way back to the first area of the catacombs, once your back in the first area head down the hall, and head around the corner, there will be a type writer here so if you happen to have some ink ribbons, save your game. After saving head around the next corner and run as far as you can. There is a chasm in the floor and a panel on the wall besides you. Use the new crank we found and the whole damn chasm will shift its position. Now after the moving is done head across and enter the door at the very end of the hall.

In this new area, run ahead and head up the screen, you will see a HUGE rock here, get near the rock and then head back down but before you can get completely down the whole damn rock will start moving. Now you have to dash towards the alcove before the rock crushes you. After you've reached safety and the boulder has passed. Head back to the area where the boulder once stood and check the cavity in the wall behind it. You will find some FLAME rounds for your grenade launcher here.

A hunter would have walked into the room by now, dispose of it and head for the area where the boulder crashed into the wall. There will be a gap there now, head through it and enter the door at the end of this gap. Boss fight time.

BOSS FIGHT 4 : BLACK WIDOW

Do you remember those big ass spiders we fought in the guard house area, this is just the same, except its way bigger then them and it will take a lot more ammo to kill this bad boy. But the basic fighting routine is the same, and yes this one can also poison you so you have to be on guard. Okey, so this is the fight situation, besides the door you entered from, there is one more door in this area but it is covered with spider webbing's. Now on the top corner of this room there is a combat knife sitting on a barrel. You can Finnish this fight in 2 methods.

METHOD 1

This is the manly method, take out the colt python or the shotgun

which ever suits you more and start shooting the spider, note that there is a very high chance of you getting poisoned during this battle but we'll find a blue herb after wards so dont worry about it. So, the boss moves really fast and can poison you, but its general attack does not do that much damage, so you can easily stand toe to toe with it and emerge the victor. After killing it about a thousand small spiders will come out of it, dont bother with them, just exit out of this area and come back in again and they will disappear. Take the combat knife and cut the webbing's on the other door. Enter it after wards.

METHOD 2

This is the very dangerous but fast method, the trick with this one is that you ignore the boss, immediately go and pick up the combat knife off the barrel and start cutting away at the webbing's, the boss will be right on your ass attacking you ever so frequently, so just hope to god that you can cut the webbing's before the boss cuts you. After the door is completely open enter through it.

After the fight is over ony way or the other and you've gone through the door with the webbing's on it, once you get to the other side head towards Jill's left hand side and enter the door at the end of the hallway, this is a save room, and there's an item box in here to, save your game if you wish to and if you were poisoned in the previous boss fight there is a blue herb in this room as well. Also a first aid spray and an INK ribbon are present. Sort your inventory again, place the older crank in the item box but keep the new one, also take out the DOOM BOOK 1. Then save your game if you wish and exit out of the door we came in from.

Now run to the opposite end of the hallway and enter the other door at this end of the hallway, in the next area head up the screen and continue down this path, you will see another boulder at the end, but dont get near it, instead near where there is a chasm on the upper wall, use the new crank on the hole three times so the chasm shifts to the left side wall. Now head for the boulder and trigger it, enter the safe area and let the boulder pass you, then check the area behind it and you'll find a second MO disc. After that head to the chasm on the wall we just created and enter the door there.

Inside, you'll run into another small puzzle, there is a patch of light at one place in the room, if you walk over it a small part of the wall rises up to show something behind but it closes as soon as we move off the light. There is also a moveable statue in the room but its stuck with a wall so we cant push it in a general direction. There is ALSO a hole in the wall for a crank.

First use your crank on the hole and a part of the wall will come out entirely, remember that part, now use the crank again to make the wall go back inside. Now push the moveable statue to where the wall came out of and THEN use the crank, the statue will move along with the wall. Use the crank again to restore the wall to its original state and the statue will be push able in all directions

now. Push the statue over the patch of light and take the item.
Its the DOOM BOOK 2.

Now we have 2 doom books in our inventory, exit out of this room.
Head back to where we entered this room from originally but this
time head down the path, take the elevator at the end of the path.

You will come out in an open area with a few herbs near you, use
them to restore your health if needed, then run to the center of
this courtyard like area and you'll see a big fountain with two
holes on either side, which shapes of an eagle and a wolf.

Now check your doom book 1 from your inventory, and rotate it so
that the part where the pages are visible is in front, then press
the action button again and the book will open up revealing a
EAGLE MEDAL inside it. Do the same to the other book for the
WOLF MEDAL. Now use the two medals on their respective holes on
the sides of the fountains and another FMV will begin. The
fountain will open up revealing a elevator.

Head to the elevator and take it down, we're about to enter the
final parts of the game, the Labs.

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#####  
#                                     #  
#          UMBRELLA LABS             #  
#                                     #  
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Listen to the funky music and get ready, from where you exit out
of the elevator run forward and you'll see a huge door and a
ladder leading down. The door is closed and cannot be opened
under normal circumstances. Take the ladder down. You will come
in a small room with a item box in it. Take out both the MO
disc's and put them in your inventory. Then exit out of the
other door in this room.

Your in floor B2 of the LAB, remember that for now. Allright
in this room, run forward and you'll see some zombies, mind
you the zombies at this place are much more stronger then before
and the best method to kill them is by head shots with the shotgun.
The handgun is virtually use less at this point.

After killing the zombie, take note of the staircase leading down
but dont take it yet. Instead head for the little passage to the
left of it. There is a door here with the place "Visual Data room"
but its locked, next to the door is a desk with the third and the
final MO DISC. There are also 2 herbs in this area too. Take them
if you need to, now head down the stairs.

Now your in floor B3, remember that as well. Now from where you
come down, there is a door right in front of you, enter it. In
this next door again, enter the door right next to you.

In this room run forward and read the diary, its a sad read if
you ask me, the diary will hint to the puzzle's answer, i'll
just tell you what it is when we need to figure it out so lets
head out of this room for now. Head to the main room of B3 floor

now. Once back there run to the right of the area, and then enter the door on the same wall as the staircase, this is the computer room. First check the computer here.

The computer will ask you to enter a user name and password. Enter the user name JOHN and password ADA. Then the computer will ask you to select floor. Select B2 and it will ask you to enter another password, enter MOLE. This will unlock the Visual Data room, after that select B3 on the computer, this will unlock another door we don't know about yet.

Before exiting this room take the SLIDE's off the floor, now exit the computer room. Back in the main hall of B3, head back up the stairs to floor B2. Enter the visual data room which is now open. In here check the cabinet near the door we entered from for a story revealing file, afterward run to the far corner of the room where you will see a projector. Use the slides we just found on the projector and you will start to understand what this all is about.

Now check the small panel on the left wall to the projector and open it, press the switch in there and one of the pillars in this very room will move to reveal something shimmering behind. Take it. This is the LAB KEY.

Now head out of this room and take the stairs back down to the B3 floor. Enter the nearest door again (to the hallway with the door leading to John's diary room), but in this hallway, this time run forward and enter the second door you come up to.

In here you will face several zombies, shotgun their heads off and when the room is clear of zombies take the file off the wall, it will reveal even more about whats going on. Then run past the HOT poster and at the far corner of the room you will find a strange machine. Use one of the MO disc's on it and it will give you a passcode. We dont know what this is for, for now.

Now exit back to the previous hallway, this time head to the other end of the room and you will see a big door which is locked by three passcodes, we already found one of them but we have to find the remaining two. Exit back to the main hall of floor B3.

This time head down the screen while dodging or fighting the famous naked zombies down here, once your touching the south wall start heading towards Jill's left, you will run across a door that is locked from the other side and you can't open it just yet.

At the end of this hallway you will find a huge door, you can open it with your new LAB KEY, discard it afterwards and enter the door. In the new area run forward and enter the first door you see on the left wall. You will come out in a small lab like room.

In this room you will notice two moveable crates and a switch in the center, do you remember that little puzzle we did in the room with the suits or armor, we have to do the same here thing here but you should know that the switch is pressure sensitive and it will be triggered when you even walk over it. So carefully push the two boxes around the room till you have covered both the vent holes in the room with the moveable crates, after that is done, push the moveable stairs over the switch so that it is lined with the vent

hole. Now climb up the stairs and enter the vent hole.

Now you will come out in a small morgue, if you triggered the switch prematurely then the poison that was spreading in the other room will also come in here through the vent. But we won't be here for long, in this morgue check the shelf in the far corner of the room to find more magnum rounds. After that check the other corner of the room to find another MO DISC machine, use the second MO DISC on it and you'll get the second passcode. Now exit the morgue via the only door here. You will come out in the main hall of floor B3.

Enter the huge door we used the lab key to open. This time run past the lab door and run forward till you come at an intersection, there is a path heading up and one heading down and one door right in front of you. Enter the front door first, it's a save room. Save your game if you wish and check the item box to reorganize your inventory.

After that check the shelf in this room for an ink ribbon, now when you're done exit this room entirely and head down the screen at the intersection. Enter the big doors at the end.

You will come out in the first POWEE ROOM. In here you will come across the new type of enemy, the CHIMERA. In here run straight forward and make your way across the area while dodging the chimera's and enter the door at the end.

In the second power room, run straight forward, don't take any turns, and at the end of this straight path you will find the third and final MO DISC machine, use the final disc on it and you will get the final code. After taking it head back towards the starting part of this room and take the path turning left when you can, now continue down this pathway while dodging or fighting the chimera's and keep running till you reach the end of the hall, where a big door is waiting for you.

Enter it, now you're in the main generator room, and the noise is unbearable. In here run towards Jill's left and check the machine and you will turn the power back on to the blacked out areas.

Now run back to the first power room, and continue towards the exit door as if we were exiting the power room area entirely. But from the main door, turn towards the left of the screen and continue down this path until you reach the end of it where there is a computer console on a wall. Turn that on and you would have turned the power back on to the main elevator.

Now, exit the power room area entirely and head back to the save room and save your game since we're about to face a big boss. Take the grenade launcher or Python (I prefer it) with all of its ammo if you don't already have it equipped and exit the save room.

This time head up the screen at the intersection and at the end you will find a huge elevator, turn the elevator power on by the panel on its side, and try to board it but before you can its good ol' Barry again, he comes in the area suddenly and after a little chat between Barry and Jill, they both decide to head down the elevator together.

After you've reached down the elevator be prepared for an eye

opening scene as the traitor will be revealed. Its Albert Wesker, the leader of STARS and he's the one who set them up. After some talking Wesker will order Barry to go up and he agree's like a puppet. After that Jill asks him what umbrella want with Barry but Wesker says that he's just using Wesker for his own purposes.

After that Wesker tells Jill that he'll show her the tyrant and stars walking with her towards the huge door behind him. But little did Wesker know that Barry was listening to his conversation, and he'll knock Wesker out with a blow to the head. After that Barry and Jill decide to check what wesker was talking about and they enter the lab.

In here you will introduced to the Tyrant, the ultimate biological weapon, who is sleeping in the stasis tube. Barry tries to kill its life support but accidentally drains the water out of the stasis tube, the Tyrant comes to life and breaks through the glass, and knocks Barry out with a punch to the chest. After that it turns towards Jill and the fight is on.

BOSS FIGHT 5 : TYRANT, first fight

This is the first fight with this big mother of a monster. As soon as this fight starts the first thing you should do is get some serious space between you two, since the tyrant is still weak and sluggish from its slumber it will not do any running attacks on you and will just walk slowly like Frankenstein.

Take out the Colt Python from your inventory and after you've gotten to a good distance, start shooting at it, if it gets a little too close then retreat back a few more paces since its claw attack can do a massive amount of damage. This fight shouldn't last that long and the tyrant will go down after a few perfect aimed shots. The fight is over.

After this fight is over run towards Barry and check on him. He will be just fine. Now exit the lab area to the room where you last saw Wesker. Once here wesker would have disappeared by now, and a triggering system has been activated. The mansion's self defense system is on and its going to blow. All we have to do now is find Chris and escape.

Head back up the elevator and up here Barry will run off to the power room to find wesker, (he won't). When your back in control here run to the save room and save your game since its going to be your last save in the game. After that head back to the main hall of floor B3.

In here, run in the hallway which had the triple coded door in it. In here head for the door and since we should have all three of the codes by now , the door will open. Enter the newly opened door. Inside run forward and enter the only other door. Another scene.

Jill will finally meet up with Chris who has been locked in this little prison room thanks to Wesker, after the chit chat

is done, escape this room and head back out the tripled locked door. Once here Chris will run ahead and tell you to hurry too. Now exit to the main hall of floor B3 yourself.

Back here quickly head up the stairs to the floor 2F. Once here make your way to the room with the item box, here you should run into Barry, use the item box one last time and take out all the healing items from inside it, but be sure to keep ONE space free.

Once your done sorting out your inventory for the final time head up the small ladder back to the first room we came out of after using the eagle and wolf medals. Remember.

Here your entire party will reunite, I mean Chris Barry and Jill. See the huge doors in front of you, they were locked before but the triggering system has unlocked them. Enter those doors and run forward in the linear hallway. In the middle of it you will have a little scene in which Brad will automatically contact the radio and start saying that this is his last call, if there is anyone listening give him some sort of sign since he's running out of fuel.

After the scene is over run to the end of the hall and you will find an elevator here, its battery socket is empty but luckily there is a battery just s foot away from it. Take it and put it in the socket. Another scene will start now, Chris and Barry will stay down to take care of the approaching monsters and will ask Jill to go up and signal Brad.

By the way you now have only three minutes before the entire mansion explodes. Jill will automatically take the elevator and make it to the roof of the mansion. From where you come out of, there is a box right next to you, check it and you will find a FLARE inside. Use it anywhere and Jill will fire it signaling the chopper to come down.

The chopper will arrive safely, but before it can land entirely a corner of the roof breaks from the inside out and the angry Tyrant jumps to the roof. Its time for the final boss fight.

BOSS FIGHT 6 : TYRANT, final fight

This is it folks, the moment of truth, this is the final boss fight of the entire game and its based on a strict time since you have less then two and a half minutes to finish this one, there are two methods you can proceed.

Method 1

Take out the Colt Python, and start blasting away at the tyrant with it, now that the tyrant is fully awake from its sleep it will run towards you at great speed and do a running claw attack which will damage you a whole lot. Use a herb immediately after this sort of attack. Continue your firing on the tyrant while dodging its claw and keeping an eye on the timer, after you've hit it sufficiently, Brad will drop off a Rocket Launcher

from the helicopter and will ask Jill to destroy the monster. Do so, take the Rocket launcher from the center of the helipad and take a good aim at the tyrant. Fire one and its all over.

Method 2

If your less on ammo then use this method, from when the boss fight starts, you start running around in circles, and make sure that the tyrant doesn't get you, keep an eye on the timer, we have to keep on running till only 30 seconds are left on the clock. Once the time reaches there Brad will drop the Rocket launcher from the chopper anyhow. Grab it and quickly kill the tyrant since the time is running out.

The tyrant will look towards the chopper as the huge Rocket flies towards it, it strikes the tyrant and blows him up into small pieces. The fight is over. The chopper will come and land now and it will take all the remaining members to safety before the mansion explodes.

If you have been following this walkthrough then you should have both Chris and Barry with you and you will now view the best ending for Jill.

The chopper flies off right as the mansion explodes under it. Jill, all tired and exhausted, falls asleep on Chris's shoulder who is still thinking about the whole incident. He looks at Barry who is checking the chambers of his revolver, probably for the next encounter. The chopper flies off into the sunrise and the game is over.

END..

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#           THE MANSION               #
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The game will start off with a little prologue and then you will be shown the opening FMV, black and white or color that depends on the version of the game your playing, any way, during the

opening FMV, the ALPHA team finds the downed chopper of the BRAVO team, but they are soon attacked by some un dead zombie dogs who kill one of their members Joseph Frost immediately. Chris Jill Barry and Wesker make it to an abandoned mansion in the middle of the forest. Barry suddenly disappears from the main entrance of the mansion. Jill Chris and Wesker are the only one's left now.

The game starts off in the main hall of this gigantic mansion. Chris and Wesker speculate that Barry didnt make it and Jill mourn's his death. Suddenly a gunshot echo's through the halls Wesker asks Chris to investigate it out, Jill tells him to be careful and just like that Chris walks off to the door where the noise came from alone.

You will come into the Dining room, first thing you'll notice is that Chris has less inventory space compared to Jill and he does not have his handgun, only a combat knife. Now run forward in the direction where the grand father clock is, ignore the EMBLEM on the corner for now, enter the door on the right wall.

In here, run down the screen, and head around the corner of the hall. Here you will have a scene, a zombie is eating one of the BRAVO team members, Kenneth. The head of Kenneth falls off and the zombie suddenly faces Chris. S***.

Unlike Jill, we dont have a handgun and fighting with the knife is hard as hell so screw this zombie, quickly check on the dead body Kenneth three times to get 2 handgun ammo clips, you should be able to do this before the zombie can turn around completely. After taking the ammo, quickly rush back to the door of the Dining room. Back in the dining room, head straight for the main hall area.

Once in here, you will see Wesker and Jill have disappeared, Chris finds Jill's gun on the floor and takes it. Now where the hell did those two go. Once your in control of Chris and we can explore this huge manor completely.

Quickly, head up the grand staircase to the second floor of the mansion. Up here, turn to the right side and dash towards the door you see on the right wall but dont enter it, instead head south of THAT door and you will find another door in the corner. Enter this one. In this small area check the shimmering thing right behind you its a SMALL KEY.

NOTE : Where Jill could use the lock pick to open all sorts of desks and some doors, Chris will need small keys for the desks and he will find an entirely new mansion key for some doors.

After taking the small key, head forward and enter the door near the big spots of blood on the floor. In the balcony area run forward and check the dead guy, he is Forest Speyer, another member of the BRAVO team, he may or may not hold a clip of handgun ammo on him. No grenade launcher, sorry.

Exit back to the 2F main hall of the mansion. Once your back here head towards the other door on the right wall, the one north of the balcony room. Inside you'll come in a Red hall. Remember that name. Since we'll be using it a lot.

In the red hall, run forward and you'll spot one door, which is locked. There may be a zombie straight forward, shoot it with the gun until its down, then head around the corner, there is a big door in the center area but its locked too. Head around the other corner and you'll run into another zombie here, there are two doors on this side of the hallway. Only one is open, which is the one at the very corner. Enter it.

In this room, run forward and take the botany book off the table and read through it. It will tell you about some basic herbs. Then exit through the only other door in this area. You'll come out in a small area with stairs leading down to the first floor.

Run forward, dodge any zombies you see here, and take the stairs down to the first floor, from where you come down the stairs, kill the single zombie in this room and take the herb in the area behind the stairs, there's a door here too. Enter it.

This is the first save room of the mansion, officially. In here you will find a CHEMICAL near the item box, take it and place it in the item box for safe keeping. Also put the combat knife in the box permanently and take out any clips inside it. Afterwards exit back to the previous area. We just came here for the chemical.

There is another door here but its locked from the other side so forget about it. Head back up the stairs, you cannot enter the red hall from the same door we used to get here since its knob is broken from your side. Instead check the door directly north of the one we came FROM. The one behind the zombie standing here and you will directly go out in the red hall.

From the red hall make your way back to the 2F main hall of the mansion. Once back here, head directly to the left end of the second floor and enter the double doors at this corner.

You will come out in a area which over looks the dining room. In here you will immediately see a statue on the right side with a zombie behind it, you can kill the zombie easily. After killing it start pushing the statue upwards into the screen until you have it in line with the part of the railing which is broken. Push the statue down the broken part and it will crash into the dining room. Forget about it for now.

There is another zombie in here but its easy to avoid. Now head for the only other door in this area and enter it. You will come out in a green hall.

In here run forward and around the corner, you will see a stair case leading down but you can take it from the other side of the room, and there are 2 or 3 zombies in the way, these zombies will not bite you but instead throw acid spit on you if you get close to them so its easy to dodge all of them even though the hall itself is quiet cramped. Dodging is the best thing since you wont have much ammo at this point, head around and take the stairs down to the first floor.

Down here head for the area behind the stairs, ignore the zombie here and immediately enter the door here. You'll come in the medical room, remember this name for later on.

In here you will have a little introduction to Rebecca Chambers, probably the only survivor of the BRAVO team alive in the mansion. She will tell a little about their crash, when your talk scene is done run forward and take the MANSION KEY off the bed, check it from your inventory menu and rotate it and it will turn into the SWORD KEY. This is a save room but you probably dont have an ink ribbon, save if you do. Use the item box to take the CHEMICAL we found in the other save room out and put it in your inventory.

When you try to exit Rebecca will ask you if you want her to come and help, select whatever you want, it won't make a difference in our game.

Now exit the save room, back in the previous hallway, head down the screen and run around the pillar dodging the zombie here, it can easily be done believe me. At the end of the hall you'll run into two doors, the one on the right wall is locked and we cant open it yet. Enter the only other door.

You'll come out in a white hall. In here ignore the path heading left for now and run down the screen, you will see another path heading down the screen with a zombie there, if you can lure the zombie to the open area and dodge around him, run down the path and enter the door at the end. You will be in a garden and the loud sound of the water machine is pretty apparent.

In here there is something on the other side but there are deadly vines in the water who wont let you go past, so head for the water pumping machine and use the chemical we have on it. The wines will quickly die. Now head across the area without any fears and take the other MANSION KEY off the wall. Check it in your inventory to turn it into the ARMOR KEY.

NOTE : Besides that there are also quiet a few herbs in this room so you should automatically remember the location of the room in case you need some emergency herbs and you dont have any in your inventory.

With the new key in hand, head back to the white hall. In here run back to the door we originally came in here from and head back through it again. Back in the previous hallway, this time check the door on the right wall and you can open it with the ARMOR KEY. Enter it.

Inside check the shelf on the right of the entrance and you'll find a handgun ammo clip and a BROKEN SHOTGUN. Take these two items, also check the desk in this room too, if you still have the SMALL KEY then you can open the desk to find some SHOTGUN SHELLS. Really important these.

Your inventory should be around full now so head back to the medical room and dispose of the broken shotgun and the shells in the item box. Now head all the way back to the white hall.

Once back here, this time head for the hall leading off left, on the way you'll notice a small path heading off in the wall with a zombie in front of it, there is a door there but its not our concern for now. Run further down the hallway, there's a door at the end of the hall and one on the right wall, you can enter the

one on the right wall thanks to the ARMOR KEY. Enter it.

In here, take the handgun clip off the bed, then head around the bed to where the desk is. Check the file here but before you can a zombie will break through the closet behind you and try to eat you. Kill it quickly. Now check the file, its the keepers diary who I think we just killed. Check inside the closet and you will find another box of shotgun shells. Take all these and exit back to the white hallway.

Now check the door at the end of the hall, you will unlock it from your side, head through it. You will come out in a familiar area, this is the Kenneth hall, where we saw the first zombie in the game. Head through the door which leads to the Dining room at this point. In the dining room check the area with the rubble of the statue we pushed off the second floor, take the shimmering blue item, its a BLUE JEWEL.

Now head back to the kenneth hall and back to the white hall from there. This time head for the small area in the wall and enter the door at the end of it. Inside you will see a statue of a tiger head, use the BLUE JEWEL on it and the statue will turn around revealing an important item behind it, its the WIND CREST.

After taking it head back out to the kenneth hallway, this time head up the screen to the part we haven't check yet. At the top corner of this room you will find 2 doors, the big one cannot be opened from this side, but you can open the red door with the SWORD KEY. Enter it, its a piano bar.

In here run around the piano and move the shelf that can be moved, behind it you will find some musical notes. Take them and head for the piano keys area. Use the musical notes there. The game will tell you that Chris does not know how to read music. But fortunately Rebecca walks in, she takes the lead and attempts to play the piano with the musical score. But she isnt perfect. She will ask you to let her practice for a while, select yes and exit out of the piano bar.

We'll come back to Rebecca in a little while. Now make your way to the Dining room and back through it to the Main hall. Once in here head exactly opposite of the dining room door and enter the big blue doors you see here. You will come out in an art gallery or some sort. In here you'll see a statue in the middle of the room, behind it is a moveable staircase, move it so that it comes in line with the back area of the statue, then climb the stairs and take the map of the first floor off the statue.

Check the door and open it with your SWORD KEY. The game will tell you that the key is useless now, so discard it. But dont enter through the door just yet. Instead push the small cabinet which is blocking an inlet area in this very room. After pushing it out of the way, head to the area behind it and at the end you will find a zombie playing dead. Just run into it so it grabs Chris's ankle, it'll die automatically. Check the area behind it to find some INK RIBBONS. Now head back to the main art area and enter the door we just unlocked.

In this hall, run forward and before you can turn around the bend a dog will break through the window, kill it right now, then turn

around the corner, another dog will break through another window kill this one too. Now on the second side of the hallway you'll see three cabinets on the right wall, the center one can be moved. Move it UPwards in the screen and you will find a handgun clip under it. Take it then enter the door at the end of the hallway.

WOWZERS.. DETAIL!!.. lol.

In this strangely shaped hallway, first take the herb and heal yourself if your hurt, then open the red door with the ARMOR KEY and enter through it, you'll come out in an open area with a fence around it and some zombie dogs lurking outside the fence. On the other corner of this room are some herbs but if you try to get to them the dogs will jump the fence and will attack you. So ignore this area completely. Back to the hallway.

Now continue to run down the hallway and enter the first door that comes in line, its a toilet and there's nothing in it. Back to the hallway, once back here continue your way down the hallway admiring the paintings along the way, at the end of the hall you'll run into two doors, a double door on the left wall and a single door on the right wall. Ignore the single door for now and enter the double door.

In here you'll come in a dark hallway with a zombie in front of you, kill it ASAP. Then take note of the two doors on the left wall, one's brown and one's blue. Ignore both of them for now, and head down the hallway, there's only one door on the right at the far corner and a small path leading off to another far door on the left wall. Enter the door near you first.

You will come out in another art gallery of sorts, but there are a dozen or so crows sitting on the poles above, they wont attack you how ever. This room is a puzzle room actually, check the first painting in front of you when you enter and it will say something like from birth to death something.

Now head around the corner and head to the end of the hallway, along the way you'll see paintings with stages of a man's life on them. At the end is a single paining, dont touch that one yet.

Now start checking the paintings in order from birth to death. First check the new born baby, there's a switch at the bottom, press it. Then check the infant, then the lively boy, then the young man. Then the middle age'd man. Then the old man and after that finally check the final painting at the end of the hall, if you checked the paintings in the right order then it will fall off revealing a STAR CREST , take it. If you didnt do the paintings in the right order then you'll be attacked by a dozen or so wild crows. Exit back.

With the crest in hand, this time head to the small path leading off to another door, kill the zombie along the way and enter the steel door at the end. You will come out in an open area with some zombie dogs in it, kill the dogs if you wish or just avoid them and run to the very end of this area, there will be another steel door but its locked, check the panel next to it and you'll find a small poem, you have to place the 4 crest's in here for the door to open. We've already found two of them, so if you still have the two in your inventory or just the one we picked

just now, enter it in the panel. Now exit back to the dark hall.

Back here, remember the two doors on the right wall, unlock the blue door from your side and enter through it, you'll come out in a familiar place, this is the hall which has the door which leads to the first save room, where we got the CHEMICAL from. Head back in the save room and re set your inventory, save your game if you wish, take out the BROKEN shotgun from the item box and place it in your inventory. You'll know why. Exit the save room and head back to the dark hall.

Once back here, take the door we originally came in here from, and this time head to the single door I told you to ignore at first. In this new area just run for the other door and enter it. You'll come out in a trophy room or some sort, in the far corner of it is a shotgun on a rack, take the working shotgun and place the broken shotgun in its place. With the shotgun in hand now, exit back to the previous hallway, in fact make your way back to the save room where we got the CHEMICAL from.

In here, place the shotgun in the item box for now, make sure that you have the ARMOR key with you and exit the save room. Head up the stairs to the 2F and make your way to the red hall. Once back in here, head around the corner and open the big door in the middle with your ARMOR key. Enter it.

You will come into a display room full of suits of armor. There are 2 move-able statues, 2 holes in the ground and one switch in the center, so what do we do.

Obviously, first push the two move able statues over the holes and make sure they're properly covered, then press the switch in the center and you will see one of the display cases at the end lowering, check behind it and you'll find your third crest the SUN CREST. If you didnt cover the holes properly then the area will begin filling with poisonous gas causing serious harm.

Back in the red hall, check the only one door we haven't checked so far, it will unlock with the ARMOR KEY, Dont bother entering this room for now, as we dont need to. Put the ARMOR KEY in the item box next time you reach any.

With the sun crest in hand, its time to make another stop at any suitable save room, and put this crest in the item box as well. Now it time to check on Rebecca, so go and check on how she is doing at the Piano bar. But before you go there. Head for the dining room and take the wooden EMBLEM off the place where it is. Now head for the piano bar.

Once you reach back there Rebecca will tell Chris that she practiced it and she starts playing the piano again, she plays is perfectly and when she's finished a corner of the wall in the bar will rise up to reveal an area behind it. GO there, you will find a small statue with a gold EMBLEM on it, if you take the gold EMBLEM then the path closes again, so after taking it, place the wooden EMBLEM in its place, now exit back to the dining room and place the gold EMBLEM where the wooden one used to be. The grand father clock will move aside and reveal a shimmering item behind it. Check it its the third MANSION KEY. Check it from your inventory menu and it will turn into the

SHIELD KEY.

After taking the shield key, head back to the main hall of the mansion, and take the grand staircase to the second floor. Head back into the red hall, and enter the final door we opened with the ARMOR KEY. Inside run forward and take the 2 green herbs from the center area, we'll need them. Run a bit more forward and you will see the dead body of Richard, another former BRAVO team, his body has some huge teeth marks on it.

Enter the door at the end. In this small area quickly run ahead ignoring the zombie AND the path leading off to the left entirely and climb the stairs, check the door and open it with the SHIELD KEY, the key is useless now so discard it.

Enter the attic, once in here run forward and a HUGE ass snake will come out of a hole in the far corner of the attic, there's something important where the snake came out of, but for now. This boss fight just started.

BOSS FIGHT 1 : YAWN, the first coming

This will be your first, but not the last fight with this big ass snake, now the fight will start with the Yawn coming out of a hole in the back side of the attic, if you have quick eyes then you would also notice that there is another CREST behind the yawn, you should take note that even a single attack from this snake can inflict poison status on you, but dont worry about that, it will just lead to another scripted event.

If we were playing with Jill, this fight would be alot easier but Chris has some serious issues, so the only method I would advice you to take against this boss is the run quickly and grab the crest method.

This is my kinda method, as soon as the boss fight starts, you should take note of your surrounding, right in the middle of the attic is a pillar, now what you want to do is lure the snake so that it tries to go around the pillar, now dash for the CREST and take it, getting out will be the harder part but you should manage to do it, take the box of shotgun shells before exiting and escape the attic without firing a single shot.

Back outside the attic, drop down the small stairs, IF you were bitten by the snake during the course of the battle then you will have the following scene, otherwise the game will proceed normally as if nothing happened.

Chris will collapse because of the poison, Rebecca will walk in and notice Chris, now its her job to find some serum for him. We will take control of Rebecca for a little while now, do you remember the medical room where we first met Rebecca for the first time ? Sure you do, head there.

Once you've made it all the way to the medical room, check the

shelf with bottles on it and Rebecca will find the serum, take it and its time to head back to Chris. Once your back in the room Chris is in, Rebecca will automatically give Chris the serum and Chris will wake up in a little while. After some more chit chatting with Rebecca, she will run off again and you will be back in control of Chris.

Curing poison is one thing but if you had any physical damage during that battle and your status went from good to bad then it will still remain after the scene, use the herbs we found in the Richard hallway to cure yourself.

Now we have all the crests we need. So make your way to the CHEMICAL SAVE ROOM, it should not be terribly far from your current position. Once your back there, take out all of the crests from the inventory. They should be 4, three if you placed one earlier in the panel.

Now head to the dark hall and to the steel door, head back to the panel and use the remaining crests on the panel, once all four are placed inside it. The door shall unlock.

Enter through it, you'll come out in a small shed, here walk a bit forward, you'll see some moveable stairs, move them to the wall on the right side where there is something shining in a high place, align the stairs with that and climb them, you will find a CRANK up there. Take the crank, and exit out of the double doors, the only other one's besides the one we came in from in this area.

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You will come out in a garden area, here you will see 3 zombie dogs, ignore the path heading right of the screen for now and head down the screen, around the bushes and enter the gate at the other end.

In here, run forward and you will be blocked by a small lake, head to the right side of the lake and at the end you will find a small control box with a hole for a crank in it, use the crank we just found here and you will see the water falling down in the other direction, now the path is clear. Head back to the starting area of this room and you will see a ladder leading down where there was once water, climb down the ladder, run through the now empty area, climb the ladder up on the other end and start dashing straight. Small poisonous snakes will start falling down from the trees above, but ignore them, its very easy. Keep running till you reach the end of the walk way and a small elevator. Take it down.

You'll enter a wide courtyard, you should take note of a few things here, first off you will notice that the water fall that we have just created by using the crank is blocking

something behind it, you cannot see what it is until we do something about the water. Also in the far wall of the place you'll find a second elevator but its battery is taken out, so you'll need a battery to get it working.

Besides that there is just one door you can go through, oh and did I mention that there are some zombie dogs here too, they are easily avoidable so ignore them and head through the door. Another straight walk way. You will find some herbs near the door we entered from.

Run forward and turn the corners, until you reach the very end of the walk way, where a door is waiting for you, oh and there will be some zombie dogs in here too but thanks to the wide area's you can easily dodge them. Enter the single door at the end and you'll enter the guard house area.

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In the first area of the guard house, run forward and take the herbs if you wish to, now continue to the path heading right while taking note of the moveable statue near the door we entered from. You will see three doors clearly visible, also there is a path heading off somewhere to the right, its got a door at the end too, but along the way there is a hole in the floor, if you cross over it a vine will come out of it and strangle Chris for some health loss.

Push the moveable statue all the way over this hole and this problem will not happen again voilah. Now then, its time for some exploring. From the entrance of the guard house, enter the first door on the right wall. This is a save room with an item box in it, on the shelves near the type writer you will find a first aid spray and a handgun ammo clip. Take all those, now save your game if you wish. Also re configure your inventory from the item box, put the handgun and all of its ammo in the item box and take out the shotgun and any shells that you have. The shotgun is our primary gun for now.

Once your done, exit the save room, back in the hallway, enter the door right in front of the save room door on the left wall. This is a dorm room. Enter it. Once inside, immediately to Chris's left is another door, enter it, it will take you to the bathroom of the dorm. In here, drain the tub of all the water and then check. There's a C.ROOM KEY inside it. Take it and exit back to the dorm room.

Back in the dorm room, run forward and kill any zombies you see here, take the RED BOOK off the bed, if you happen to have found any SMALL KEY's that I haven't mentioned here then use one of those to open the desk to find some shotgun shells. There's also a small key in this room, search for it. Now exit the dorm room.

Back in the hallway, this time head up the screen to the big red doors on the top. Enter them, once in here you'll be in a bar room. Immediately head UP the screen from where you enter, take the ink ribbons off the round table and the handgun ammo off the barrel. Now head back towards the door, but dont enter it. Instead head to the DOWN area this time, turn to where the pool table is, check all the 4 sides of the table and you'll find a code on one of them. The code can change from time to time so remember it. I cannot tell you what it might be specifically.

Now exit back to the guard house main hallway. This time head for the area where we pushed the statue to cover the vine, and enter the door at the end of that path. You will come out in a new hallway, lets call this one BROWN hallway for now.

In the brown hallway, run forward and enter the first door you come across, you'll come out in another creepy room, now from where you come out, you'll see another door with a panel next to it, go to the panel and enter the code we just found on the table. The door will unlock, but dont enter it yet. Instead head to the other end of the area. You will see 2 doors and a path heading off left. Both the doors can't be opened yet so head to the left area. At the end of this area is a wild bee's nest and a key under it. Take it. Its the DORMITORY KEY.

Exit back to the brown area quickly after picking this key up since it will trigger the bee's to come out of their nest and attack you, they can inflict poison damage so be quick.

Back in the brown hallway, head further down it and at the end you'll find another door, ignore it for now and move the statue near it, behind the statue will be some herbs, take them or not depending on what your current situation is. Now use the key we picked up to open the door, discard the key and enter the door.

In here, dont bother entering the dorm bathroom as there is nothing inside. Head down to the bed area and check the file on the bed, its the Plant 42 report. Read it, and if you do have (highly unlikely) small keys then use one to open the study desk for more shotgun shells. Then push the two move able shelves in the far corner of the room to reveal a ladder heading down behind them. Head down it.

PS. You will also find the dormitory map here.

In this off colored straight hall, run forward, and keep running you'll see three wooden boxes along the way. At the end your path will be blocked by some water, and you have to think or some other way to get past it. Wood floats in water doesnt it ?.

Now, you have to do the most boring task of pushing the boxes until they are placed in the water, this can take alot of time so dont go to sleep. After you have successfully done that, you would be able to cross the boxes, which are now formed as a bridge, and cross over. At the other side keep running till you reach the end of the hallway, you will see that the water level has risen alot. Enter the large doors at the end. You'll enter the Water tank. Be aware.

In here quickly run to Chris's right, dont run up the screen for the love of god, on your way down enter the first door that you see on the south wall. In here run forward and you will see some huge roots, I bet there's an equally big plant above it. There's also a small key in this room, take it and exit back into the water tank. Remember the location of this room.

This time run straight ahead from where you come out, you will spot two doors on the far wall, but before that you'll probably be attacked by a big shark, the door on the right cannot be opened normally so ignore it, open the one on the left with the C.ROOM KEY and enter. In here first use the flashy light panel, this will dry out the water from the entire area, after that check the second panel near the door we came in from and you will hear a distant lock sound. Now exit to the water tank and enter the door on the right which should be open now.

This is a small storage room, even though most of the equipment here has been ruined by the water, you can still find 2 boxes of shotgun shells and 2 handgun clips, also take the shining item in here, its another DORMITORY KEY. Now exit the water tank.

In fact make your way to the dorm room we originally came down the ladder to this place from, once your back in that room exit into the brown hallway.

Once back in the brown hallway, go and enter the first door we entered originally again, this time run forward and among the two doors, open the small one with the key we found and discard it. Inside is another dorm room. Make sure your shotgun is equipped and loaded.

First head in the dorm bathroom, in here kill the single zombie and take the handgun ammo clip off the sink, then exit back to the room, in the room run forward and at the far end check the book shelf. Take the white book out of the red row, its a file too. Its the V-JOLT file, remember it well. Now place the RED BOOK we've had in our inventory in this row and the red row is complete.

Now another shelf will move showing you another hidden door, head inside and you'll see another scene. Chris will see plant 42 inside. But the plant grabs Chris and start so suck the life out of him. Suddenly Rebecca walks into the area, Chris tells her about the plant roots and throws the V-JOLT file to her automatically. Now Rebecca exits the area and we have to make something to kill the plant roots.

NOTE : This is worth noting that Rebecca's appearance here is determined by what you told her when you met her for the first time in the mansion medical room, if you told her to stay there and dont help then she will not come and you will have to kill the plant boss as Chris's, which gets very hard. But if you said yes then Rebecca WILL appear, and with this root thing it will make the boss easier.

So, according to the file we have to make this chemical by mixing together several different chemicals which can kill the plant root in a little while, but where's the chemical room. Do you remember the door we opened with the code we got

off the pool table but didnt enter it before, well that is your chemical room, enter it as Rebecca.

Inside, first take about three empty jars, then check where each of the chemicals are, here's a explanation.

So basically what you have to do is make the desired chemical that you can create the right chemical. Check on the writings written on either side of the chemical room and it will tell you what the right orders of the chemical you want to mix are also it will tell you about the chemicals.

Note that WATER is UMB 1 and you can get that from the sink all you want, the remaining two chemicals are on the shelves for you to take. I wont spoil you or tell you what you want to do here step by step since its already easy enough.

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Once you have the desired chemical in your hand, and you are playing as Rebecca dont forget that, quickly exit to the brown hall, and make your way to the door at the end of the hall. Take the ladder down to the underground area, and head into the water tank area. Remember the room where we saw those huge roots ?.

Head inside that room and use the V JOLT while standing next to the roots, they will contract and die. Rebecca automatically exits the room. The action now shifts to the above floor.

BOSS FIGHT 2 : PLANT 42

Now the plant will let go of Chris Redfield and compress itself as if its dead, but when Chris gets up the plant comes back to life again, and we have to kill its upper part to finish it off. The boss itself is quiet easy as all you have to do is shoot at it a couple of times, the shotgun works best against this boss. While fighting him be sure not to stay in the same place for a long time because the boss will hit the ceiling and cause some of it to fall down on where you were standing. The best method to fight this boss is to fire a shell, then run around a bit, then fire another shell, then round around a bit more. Repeat the steps until the fight is over.

After the plant has been killed, move to the fire place in this room, and check in it, you will find the final MANSION KEY which is actually the HELMET KEY upon further checking, now exit through the big double doors in the plant room. You will come out directly in the previous greenish room.

Rebecca will be standing here, she and Chris will have another little chat in which Chris thanks her and all, now Rebecca tells her that she found some chemicals she can help with and she runs off into the chemical room. If you want to get your health restored for free then give her a visit at this time.

Once your done with this, exit back to the brown hall. Another scene will happen here, Chris will run into Wesker who is killing some bee's. He will be er.. happy to see Chris alive, Chris will ask where Jill is but Wesker has no idea as well. Then Wesker asks Chris to go and check the mansion since there are a lot of locked doors in there. Thank you captain obvious.

After Wesker leaves the area, make your way back to the first save room in the guard house. Once back here save your game if you wish and re organize your inventory, nothing short of the shotgun and all of its shells should be in it. Now exit the guard house area entirely. Head back to the mansion.

Head through the garden the same way we came from originally, and make your way into the shed which leads into the mansion. Be ready since a new kind of enemy is about to infest the mansion.

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Once your back in the shed you found the crank in, head back inside the mansion, be warned how ever that you are about to come face to face with a new enemy which will be a complete pain in the ass from now on. Forget the zombie, the HUNTERS will be infesting the mansion from now on.

Right then, when you enter the hallway outside the art puzzle room, run forward and you will see a FMV sequence or something following the hero's and rushing towards them from the garden area. It will reach the room Chris is in and open the door.

IN-game now you will spot the hunter, and it will immediately spot you too, dont wait for it to start attacking, you do the first attack and shoot it with the shotgun shells, if it falls down after taking one shell then keep your aim at it and shoot it again as soon as it stands back up again. Thats just one of them.

Now after you kill it one of the two things will happen, either nothing and you will proceed with the game normally. Or you will have a scene in which Chris will hear Rebecca's scream coming from somewhere in the mansion. If that happens then quickly make your way to the room where we got the Botany Book from, you'll find Rebecca inside and she is cornered by a hunter. Quickly kill the hunter or else its game over for Rebecca.

NOTE : The above scene only happens if you told Rebecca to stay in her place when you first met her and if you take a really long time to get through the guard house area. Its very rare.

Im just assuming that it didn't happen, all right so from the dark hall where we fought the first hunter, check the second door on the same wall with the blue door on it, it couldn't be opened previously but thanks to the HELMET key we can open it. Head in.

Inside this dark room, quickly run forward and turn the light of the desk lamp on. Then check the item thats next to it, its a box of magnum rounds !!. Also take the red DOOM BOOK 1 from the side shelf and exit.

This time make your way through the blue door and head towards the Chemical save room. You will run into another hunter along the way but you know how to kill 'em.

Outside the chemical save room's door you'll find a notice on the wall, its from Wesker, he's stashed some ammo for us inside. How nice of him. Head inside, take all the ammo you see here and also the first aid spray and put it in the item box, we'll need all this later. Also, before leaving the save room, go and take the ARMOR KEY out of it. Now exit.

Back outside, head up the stairs to the second floor, once at the second floor, head UP the screen, to the area we haven't been to for now. Here, you will see a hunter facing the other side, kill it quickly. Now along the path you will come to a door which is locked, you can open it with the ARMOR KEY. They key might go useless now so discard it. Enter this room.

You will come out in a small room with a deer head in front of you, there's one door to the above and one door at the bottom wall. Enter the top door first. You'll come into a researchers room. First read the file off the desk at the end, now check on the insect board near the entrance door and press the switch in it. You'll see the aquarium drain out of water. Now head to the corner of the aquarium, the corner which is with the brown shelf and push it aside so that the brown shelf can be safely pushed in that direction. Now push the brown shelf and check the cavity behind it, you'll find more Shotgun SHELLS inside. Take them and exit back to the previous room.

Once back here, check the door on the bottom wall, inside take the lighter off the cabinet, also check behind the second bed to find another clip of handgun ammo. Now exit back to the previous room and exit back to the previous hall entirely.

Back here, run down to the very end of the hallway, we've never been here before. Enter the door at the end you see. In this small room, run forward and take the herb, use it if you are injured. Now see the fire place, use the lighter we just picked on it and the slate above it will turn into the 2F map. Take it. Besides the door we entered from there's one more door here. Use the SHIELD KEY to open it. But for the love of god. DONT ENTER. UNLESS YOU HAVE PLENTY OF SHOTGUN SHELLS. INFACIT DONT ENTER.

Return back to the chemical room save room, and dispose of the lighter and any thing useless, only keep the shotgun and shells and the helmet key in your inventory, also keep a herb or two if you have them stored in your item box. Now make your way back to the door we came back from.

Head inside, and you will run into a huge art room. In here run forward and you'll notice another piano, oh man not again. Check on the piano but before you can do anything, the huge ass snake comes back out of the fire place, it attacks Chris but misses and makes a hole in the floor. This time the fight is personal and its

till death.

BOSS FIGHT 3 : YAWN, the second coming

This time its a fight to the death and there is no escaping for the snake, we'll do with it entirely. The good news for this fight is that the snake has lost its ability to poison you, the bad news is that its very dangerous even without it. The snake will be very close to you when the fight starts, so I would advice you to get some room between you and it. Run near the door where we entered this room from and start potting its head with shotgun shells from a distance. This fight is really not that hard and dont worry if you are hit a few times, you did bring a healing item or two with you didnt you !? .. after not so many shells the snake will slither and die.

After the boss fight is over, you should heal yourself first off, then check on the hole that the snake made prior to the boss fight and drop down it. Down here, run forward and you'll see a small grave..creepy. Check the grave and Chris will find a switch on it, press it and the grave will open revealing a ladder heading down.

Down here listen to the funky music and start running from where you come out, you will see 2 zombies eating another zombie, and there are herbs near them too, if you have some spare shells then kill the zombies and take the herbs since we'll need them. After that make your way to the end of the hallway and enter the door. Another linear hallway awaits you, lke before make your way to the end of the hall avoiding all confrontation and unlock the door at the end from your side and enter it.

You'll come in the kitchen of the mansion, all this to get to a friggin kitchen. Sheesh. In the kitchen on one of the counters you'll find a small key. TAKE IT. Now head to the area to the RIGHT of chris from the entrance, DONT head in the other direction yet. On the right side you will see a zombie who is playing dead and a passage behind him. Get rid of the zombie permanently and head the area behind him. There's an elevator back there, take it up.

From where you come out of the elevator, there will be a gap in the wall near you, in it are a few herbs. Take them if you feel like it. Down the screen from the elevator is a big blue door, dont bother entering it yet. Ignore the zombie here too, head UP the screen from the elevator and turn around the corner. Here you will see a single door in the way and the path further heading forward. IGNORE THE FORWARD PATH. You cant go there, instead for now just enter the small door along the path.

This is a small storage area, inside you will find a battery and a few boxes of shotgun shells. When you take the battery, Chris will himself say that he can now solve the courtyard problem, I think we know what to do now. But first. Exit this small room, head towards the direction of the elevator again, but this time

run past it and enter the Big Blue doors. Its a huge library.

In this area, kill the zombie in front of you then open the study desk with the small key and you'll find more magnum rounds inside. Head down through the shelves of books and you'll find a move able brown shelf, push it to the side and enter the door behind it. Inside you'll find some more ammo, check the open window and Chris will spot a helipad in the distance, maybe we can escape, but the problem is getting there alive.

Exit back to the library, and run straight forward from where you came out of, you'll find another zombie and a big file titled SCRAP BOOK here, read through it. There's only one more door in this library we can go, head through the only left door. You'll come out in another library.

In here, dont run straight forward but head around the corner, you will spot a move able statue in the other corner but we dont know where to push it yet, there is a switch on the wall here, push it and a light in one corner of the library will get lit, THAT is where you have to push the move able statue. After the statue is in that place, turn the light off and a small part of the book shelf will move revealing an item behind it. Its a MO DISC. TAKE IT !!..

NOTE : THE MO DISC IS AN ESSENTIAL ITEM FOR GETTING THE GOOD ENDING, NEVER FORGET THEM.

Exit the library entirely now, make your way back to the elevator and take it back down to the kitchen. Once your down in the kitchen head to the other side of the huge kitchen we haven't been to yet. In the corner is a door but before you can reach it you will have a little FMV sequence of a zombie coming down some stairs and opening a door.

The door was the one right in front of you and the zombie will pop out right in front of Chris. Quickly blow its head off and when thats done exit through the same door that the zombie used to get to you. In here quickly run up the set of stairs that is right in front of you. Up the stairs, head around the corner and enter the door at the end.

You will now come out in a familiar area, this is the kenneth hall where we saw the first zombie remember, but there should be a hunter here now. Run forward and dodge the hunter if you can and enter the door leading into the WHITE HALLWAY.

Now the following part is really difficult but the reward at the end will be very good, so if you want to risk it for something good then continue on. In the white hall, you should know what the way to the medical save room is, quickly make your way there while dodging all the hunters in the way. Once your in the medical save room, save your game just for the hell of it. Get some free space in your inventory but make sure that you are carrying the HELMET KEY.

Now with that done, exit the medical room and take the stairs right next to you up to the second floor. From where you come up there will be a hunter very close to you, quickly dispose of it. Now check this side of the stairs, there are two doors here,

one on the far wall and one on the left wall near you. The one on the far wall can not be opened. period. Open the door on the left wall with your helmet key, if it becomes useless discard it. Enter the door.

You will come in some sort of taxidermy room with a lot of animal heads inside it. Before anything turn the light switch off near where you came in from, the room will go dark. Run forward and you will see a bright shining item in the deer head's eye socket. Luckily there is a move able staircase next to it, so while staying in the dark, move the stairs next to the deer head and climb it to retrieve the item. Its a RED JEWEL.

Now turn the lights back on and take the other items in the room, there is a very revealing file in the center table, also there is a box of shotgun shells and magnum rounds each on the shelf behind the file. DONT forget to take that. Exit this room now and make another trip to the medical save room.

Put all useless items in the item box but keep the RED JEWEL with you, with that in hand exit the medical room and make your way to the white hall. Once your at the white hall make your way to the tiger statue room, remember. Once in here, by the way there will be a hunter right outside it so be careful.

Use the RED JEWEL on the tiger statue and it will move aside and you can get the other item behind it, its a COLT PYTHON !!!.
WOO HOO.

Take the Colt Python, and make your way all the way to the chemical save room, its a bit far from your current position but that is where we're going any way, so make your way there.

Once you've reached the chemical save room, use the item box and make sure that you have the battery and the crank in your inventory. Exit the chemical save room now, make your way back through the dark hallway to the steel door and enter the shed leading into the garden again, we're heading for the garden again.

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#####  
#                                     #  
#      GARDEN REVISITED              #  
#                                     #  
#####
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We're only here for a very small while so get to it.

First before anything else I would ask you to take a herb or two from the first room in the garden since where we're going there wont be much healing items and we'll need it.

Right then, back at the garden, proceed as you would normally and take the elevator down to the main courtyard area. After you've reached the court yard head for the second broken elevator and use the battery that we have in the battery slot next to it. Now take this newly working elevator back up and you will come out in the first room of the garden area again.

Head back to the area where we used the crank when we first came here, remember, and use the crank on the panel AGAIN. The water level will rise again and the water fall will stop. Now head for the second elevator again and take it down to the court yard. The water fall would have stopped and you can now see whats behind there. Its a ladder going down. Take it.

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#####  
#                                     #  
#          CATACOMBS                 #  
#                                     #  
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Right then, your in the most confusing area of the game now, so from where you come down the ladder. Quickly enter the door to Chris's right. Ignore the path heading down for now as there's nothing for us there.

Inside this new area, check the panel next to the door and you will be able to pick up a FLAME THROWER from it, but the panel will lock the door, this means that if we wish to go back out of this place we'll need to place the flame thrower back in.

NOTE : The flame thrower has really less fire power but it can stop an enemy in its track if your firing continuously, but be warned how ever as the fuel burns out really quickly.

Right then, so from where you start, after taking the flame thrower, head down the path and down the screen, take the door at the end. You will come out in a weird place, run forward and check the generator like area to find some shotgun shells and a first aid spray. Enter the door we came from in here.

Back here, this time run to the exact opposite direction of the hall, and enter the door at the end. In this area quickly run forward, you'll see another door in front of you on the right wall. Enter it.

In this tunnel area, run forward around the corners and at the end a scene will take place. Chris will find the STARS BRAVO captain injured but alive, Enrico, he thinks that Chris is the traitor in the STARS and tries to shoot him, but before he can some one else shoots Enrico and runs off, we never get to see who it is. After Enrico is dead, check his dead body for another clip of handgun ammo. Now head back the path we entered from in this area.

Along the path you will be ambushed by a hunter, get rid of it and run towards the door, near the door you will find another CRANK on the floor, take it and exit. Now exit back all the way to where we got the flame thrower from. Put the flame thrower back on the panel and exit through the door back to the first area in the catacombs.

Once your back here, run down the hall and around the corner, in the middle area you'll find a type writer but I doubt that you brought any ink ribbons, now continue down the path and

around the second corner, run as far as you can until your path is blocked by a chasm in the floor. Take note of the panel near you and use the new CRANK we found on the hole. The whole damn chasm will move and you will be able to cross over.

Cross over the chasm and enter the door at the end, you will come out in another area with a flame thrower panel. Take this one too, so now head up this area and you will see a huge rock aka a boulder standing still there, check on it and try to run back to the in-area near the flame thrower panel. The boulder will start to run towards you and you have to dash like hell.

Once you reach near the door, the character will automatically avoid the boulder and it will go into the south wall creating a huge hole there. But ignore the hole for now, instead head up the screen where the boulder once used to be. There is a cavity in the wall there, before you can reach it a hunter will walk in this room, ignore it for now and check the cavity for some more shotgun shells.

Now that we have a free flame thrower to use, try to kill the hunter with it, but if its getting harder then just kill it with the shotgun. Now check the hole that the boulder made in the wall. Head through it and enter the door at the end of the hole. Its another boss fight time.

BOSS FIGHT 4 : BLACK WIDOW

Do you remember those big ass spiders we fought in the guard house area, this is just the same, except its way bigger then them and it will take a lot more ammo to kill this bad boy. But the basic fighting routine is the same, and yes this one can also poison you so you have to be on guard. Okey, so this is the fight situation, besides the door you entered from, there is one more door in this area but it is covered with spider webbing's. Now on the top corner of this room there is a combat knife sitting on a barrel. You can Finnish this fight in 2 methods.

METHOD 1

This is the manly method, take out the colt python or the shotgun which ever suits you more and start shooting the spider, note that there is a very high chance of you getting poisoned during this battle but we'll find a blue herb after wards so dont worry about it. So, the boss moves really fast and can poison you, but its general attack does not do that much damage, so you can easily stand toe to toe with it and emerge the victor. After killing it about a thousand small spiders will come out of it, dont bother with them, just exit out of this area and come back in again and they will disappear. Take the combat knife and cut the webbing's on the other door. Enter it after wards.

METHOD 2

This is the very dangerous but fast method, the trick with this one is that you ignore the boss, immediately go and pick up the combat knife off the barrel and start cutting away at the webbing's, the boss will be right on your ass attacking you ever so frequently,

so just hope to god that you can cut the webbing's before the boss cuts you. After the door is completely open enter through it.

Alternate METHOD 2

Since Chris can use the flame thrower unlike Jill, you can just run up to the webbing and burn the hell out of it with the flame thrower, mind you it will cut through the webbing alot quicker then the knife will. So it should be safer.

After your through one way or the other, in the next area, first run to Chris's left hand side and enter the door at the end, be aware of the small snakes falling down here. Inside the door, you will come in a save room with item box, there's also an ink ribbon here and a first aid spray, there's also a blue herb here, use it if you were poisoned during the previous battle. Now sort your inventory, TAKE THE DOOM BOOK 1 out, and put the OLDER crank in the item box, keep the new one though.

Now exit the save room, this time head to the entirely opposite direction of this hall, near the door on the other end of the wall will be a panel for you to put the flame thrower in, you will not be able to open the door unless you put it in so do that. Once the door is open go through it.

In the next area head up the screen and continue down this path, you will see another boulder at the end, but dont get near it, instead near where there is a chasm on the upper wall, use the new crank on the hole three times so the chasm shifts to the left side wall. Now head for the boulder and trigger it, enter the safe area and let the boulder pass you, then check the area behind it and you'll find a second MO disc. After that head to the chasm on the wall we just created and enter the door there.

Inside, you'll run into another small puzzle, there is a patch of light at one place in the room, if you walk over it a small part of the wall rises up to show something behind but it closes as soon as we move off the light. There is also a moveable statue in the room but its stuck with a wall so we cant push it in a general direction. There is ALSO a hole in the wall for a crank.

First use your crank on the hole and a part of the wall will come out entirely, remember that part, now use the crank again to make the wall go back inside. Now push the moveable statue to where the wall came out of and THEN use the crank, the statue will move along with the wall. Use the crank again to restore the wall to its original state and the statue will be push able in all directions now. Push the statue over the patch of light and take the item. Its the DOOM BOOK 2.

Now we've got the two doom books in our inventory, exit out of this room and head for the door we came in this area from, but dont enter it, instead head south this time and at the end of the south path you will see an elevator going up. Take it up.

You will come out in an open area with a few herbs near you, use

them to restore your health if needed, then run to the center of this courtyard like area and you'll see a big fountain with two holes on either side, which shapes of an eagle and a wolf.

Now check your doom book 1 from your inventory, and rotate it so that the part where the pages are visible is in front, then press the action button again and the book will open up revealing a EAGLE MEDAL inside it. Do the same to the other book for the WOLF MEDAL. Now use the two medals on their respective holes on the sides of the fountains and another FMV will begin. The fountain will open up revealing a elevator.

Head to the elevator and take it down, we're about to enter the final parts of the game, the Labs.

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#####  
#                                     #  
#          UMBRELLA LABS             #  
#                                     #  
#####
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Listen to the funky music and get ready, from where you exit out of the elevator run forward and you'll see a huge door and a ladder leading down. The door is closed and cannot be opened under normal circumstances. Take the ladder down. You will come in a small room with a item box in it. Take out both the MO disc's and put them in your inventory. Then exit out of the other door in this room.

Your in floor B2 of the LAB, remember that for now. All right in this room, run forward and you'll see some zombies, mind you the zombies at this place are much more stronger then before and the best method to kill them is by head shots with the shotgun. The handgun is virtually use less at this point.

After killing the zombie, take note of the staircase leading down but dont take it yet. Instead head for the little passage to the left of it. There is a door here with the place "Visual Data room" but its locked, next to the door is a desk with the third and the final MO DISC. There are also 2 herbs in this area too. Take them if you need to, now head down the stairs.

Now your in floor B3, remember that as well. Now from where you come down, there is a door right in front of you, enter it. In this next door again, enter the door right next to you.

In this room run forward and read the diary, its a sad read if you ask me, the diary will hint to the puzzle's answer, i'll just tell you what it is when we need to figure it out so lets head out of this room for now. Head to the main room of B3 floor now. Once back there run to the right of the area, and then enter the door on the same wall as the staircase, this is the computer room. First check the computer here.

The computer will ask you to enter a user name and password. Enter the user name JOHN and password ADA. Then the computer will ask you to select floor. Select B2 and it will ask you to enter another password, enter MOLE. This will unlock the Visual

Data room, after that select B3 on the computer, this will unlock another door we don't know about yet.

Before exiting this room take the SLIDE's off the floor, now exit the computer room. Back in the main hall of B3, head back up the stairs to floor B2. Enter the visual data room which is now open. In here check the cabinet near the door we entered from for a story revealing file, afterward run to the far corner of the room where you will see a projector. Use the slides we just found on the projector and you will start to understand what this all is about.

Now check the small panel on the left wall to the projector and open it, press the switch in there and one of the pillars in this very room will move to reveal something shimmering behind. Take it. This is the LAB KEY.

Now head out of this room and take the stairs back down to the B3 floor. Enter the nearest door again (to the hallway with the door leading to John's diary room), but in this hallway, this time run forward and enter the second door you come up to.

In here you will face several zombies, shotgun their heads off and when the room is clear of zombies take the file off the wall, it will reveal even more about whats going on. Then run past the HOT poster and at the far corner of the room you will find a strange machine. Use one of the MO disc's on it and it will give you a passcode. We dont know what this is for, for now.

Now exit back to the previous hallway, this time head to the other end of the room and you will see a big door which is locked by three passcodes, we already found one of them but we have to find the remaining two. Exit back to the main hall of floor B3.

This time head down the screen while dodging or fighting the famous naked zombies down here, once your touching the south wall start heading towards Chris's left, you will run across a door that is locked from the other side and you can't open it just yet.

At the end of this hallway you will find a huge door, you can open it with your new LAB KEY, discard it afterwards and enter the door. In the new area run forward and enter the first door you see on the left wall. You will come out in a small lab like room.

In this room you will notice two moveable crates and a switch in the center, do you remember that little puzzle we did in the room with the suits or armor, we have to do the same here thing here but you should know that the switch is pressure sensitive and it will be triggered when you even walk over it. So carefully push the two boxes around the room till you have covered both the vent holes in the room with the moveable crates, after that is done, push the moveable stairs over the switch so that it is lined with the vent hole. Now climb up the stairs and enter the vent hole.

Now you will come out in a small morgue, if you triggered the switch pre maturely then the poison that was spreading in the other room will also come in here through the vent. But we wont be here for long, in this morgue check the shelf in the far corner of the room to find more magnum rounds. After that check the other corner of the room to find another MO DISC machine, use the second MO DISC on

it and you'll get the second passcode. Now exit the morgue via the only door here. You will come out in the main hall of floor B3.

Enter the huge door we used the lab key to open. This time run past the lab door and run forward till you come at an intersection, there is a path heading up and one heading down and one door right in front of you. Enter the front door first, its a save room. Save your game if you wish and check the item box to reorganize your inventory.

After that check the shelf in this room for an ink ribbon, now when your done exit this room entirely and head down the screen at the intersection. Enter the big doors at the end.

You will come out in the first POWEE ROOM. In here you will come across the new type of enemy, the CHIMERA. In here run straight forward and make your way across the area while dodging the chimera's and enter the door at the end.

In the second power room, run straight forward, dont take any turns, and at the end of this straight path you will find the third and final MO DISC machine, use the final disc on it and you will get the final code. After taking it head back towards the starting part of this room and take the path turning left when you can, now continue down this pathway while dodging or fighting the chimera's and keep running till you reach the end of the hall, where a big door is waiting for you.

Enter it, now your in the main generator room, and the noise is unbearable. In here run towards Chris's left and check the machine and you will turn the power back on to the blacked out areas.

Now run back to the first power room, and continue towards the exit door as if we were exiting the power room area entirely. But from the main door, turn towards the left of the screen and continue down this path until you reach the end of it where there is a computer console on a wall. Turn that on and you would have turned the power back on to the main elevator.

Now, exit the power room area entirely and head back to the save room and save your game since we're about to face a big boss. Take the shotgun shells or Python (I prefer it) with all of its ammo if you dont already have it equipped and exit the save room.

This time head up the screen from the intersection and at the end of the upper path you will find an elevator, turn its power back on from the switch on its right side but before you can head down it. Rebecca will come running into the room, damn I thought she was dead or something. Oh well... Rebecca will be glad that she finally caught up to Chris at last, they both decide to go down the elevator together.

Once you've reached down the elevator, be ready for the entire story to be revealed to you. Down here, Chris and Rebecca will run into Wesker who is standing in front of some huge doors. Chris has already figured out that Wesker was playing a double agent and is actually a member of Umbrella, they have a hot exchange of words between them, when Chris says that Wesker is the one who killed Enrico, Rebecca butts in and wesker shoots her. yeAH !!!!.. Wesker then forces Chris to get in the big lab

behind him.

IN here, another scene, Chris will see the huge tyrant monster inside the stasis tube, its sleeping for now. Wesker says that this is his ultimate creation, but Chris thinks that its a failed experiment and starts laughing. Wesker, obviously pissed, releases the tyrant from its sleep but the tyrant turns on Wesker and kills him in front of Chris. After disposing of Wesker, the tyrant spots Chris, and the boss fight is on.

BOSS FIGHT 5 : TYRANT, first fight

This is the first fight with this big mother of a monster. As soon as this fight starts the first thing you should do is get some serious space between you two, since the tyrant is still weak and sluggish from its slumber it will not do any running attacks on you and will just walk slowly like Frankenstein.

Take out the Colt Python from your inventory and after you've gotten to a good distance, start shooting at it, if it gets a little too close then retreat back a few more paces since its claw attack can do a massive amount of damage. This fight shouldn't last that long and the tyrant will go down after a few perfect aimed shots. The fight is over.

After this fight is over, laugh over Wesker's dead body and exit the lab, outside you will see Rebecca fine and well, NOOOOO !. Apparently she was wearing a bullet proof vest and thats what saved her. Now back in control of Chris, head back to the elevator and take it back up.

Once back up here, you will have another scene in which Rebecca and Chris decide that its better if they blow up this entire mansion since there's tons of deadly information still here. Rebecca will go alone to set off the triggering system and now we have to go and look for Jill.

Exit this hall and make your way back to the main hall of B3. Here you will hear the announcement from the computer that the triggering system has been activated now, this means the mansion will explode in a little while, we'd better hurry.

In here, run in the hallway which had the triple coded door in it. In here head for the door and since we should have all three of the codes by now , the door will open. Enter the newly opened door. Inside run forward and enter the only other door. Another scene.

Chris will finally have found Jill who is all right, she was locked in here thanks to Wesker, but its all okey now and we can concentrate on escaping.

Now exit this room and head back to the hallway, Jill will run off ahead and tell Chris to hurry too, once your back in control of Chris, run quickly to the main hall of floor B3 and take the stairs up to the floor B2. Once here make your way to the item box room where the elevator is. In here

you will meet up with Jill again, time to use the item box for the last time, set it up like this.

Take the Python, all of its ammo, three healing items and keep the final slot empty. Now take the ladder back up to the B1 floor where we originally came into the lab from.

Here your entire team will meet up, Enter the huge door in front of you which was locked before, but its unlocked now thanks to the triggering system. Enter through the door and run down this linear hallway.

In the middle of it you will have a little scene in which Brad will automatically contact the radio and start saying that this is his last call, if there is anyone listening give him some sort of sign since he's running out of fuel.

After the scene is over run to the end of the hall and you will find an elevator here, its battery socket is empty but luckily there is a battery just a foot away from it. Take it and put it in the socket. Another scene will start now, Jill and Becky will stay down to take care of the approaching monsters and will ask Chris to go up and signal Brad.

By the way you now have only three minutes before the entire mansion explodes. Chris will automatically take the elevator and make it to the roof of the mansion. From where you come out of, there is a box right next to you, check it and you will find a FLARE inside. Use it anywhere and Chris will fire it signaling the chopper to come down.

The chopper will arrive safely, but before it can land entirely a corner of the roof breaks from the inside out and the angry Tyrant jumps to the roof. Its time for the final boss fight.

BOSS FIGHT 6 : TYRANT, final fight

This is it folks, the moment of truth, this is the final boss fight of the entire game and its based on a strict time since you have less then two and a half minutes to finish this one, there are two methods you can proceed.

Method 1

Take out the Colt Python, and start blasting away at the tyrant with it, now that the tyrant is fully awake from its sleep it will run towards you at great speed and do a running claw attack which will damage you a whole lot. Use a herb immediately after this sort of attack. Continue your firing on the tyrant while dodging its claw and keeping an eye on the timer, after you've hit it sufficiently, Brad will drop off a Rocket Launcher from the helicopter and will ask Chris to destroy the monster. Do so, take the Rocket launcher from the center of the helipad and take a good aim at the tyrant. Fire one and its all over.

Method 2

If your less on ammo then use this method, from when the boss fight starts, you start running around in circles, and make sure that the tyrant doesn't get you, keep an eye on the timer, we have to keep on running till only 30 seconds are left on the clock. Once the time reaches there Brad will drop the Rocket launcher from the chopper anyhow. Grab it and quickly kill the tyrant since the time is running out.

The tyrant will look towards the chopper as the huge Rocket flies towards it, it strikes the tyrant and blows him up into small pieces. The fight is over. The chopper will come and land now and it will take all the remaining members to safety before the mansion explodes.

The ending FMV will now start, if you did get the good ending then all of your team will be alive. Chris Jill and Rebecca will get into the chopper and it will take off just in time as the mansion starts to explode. Chris will still be thinking about the mansion incident, Jill falls asleep on Chris's shoulder because of exhaustion, Rebecca is also sleeping on the seat on the other side. Chris looks at his partners, raises a rare smile and the chopper flies off into the sun rise . The game is over.

THE END

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eddd

Here is a list of the different endings you can get in the game, the methods to obtain them and what you will get in that ending.

CHRIS REDFIELD's ENDINGS

BEST ENDING : Chris, Rebecca and Jill survive.

----- mansion explodes.

How to get :

Make sure that you keep both of your partner characters alive during the game, Rebecca should stay alive if the hunter has has trapped, and you must rescue Jill from the pass coded room in

order to get this ending.

In this ending, Chris Jill and Rebecca will escape the mansion on the chopper right as the mansion starts to explode under their feet. After the chopper has reached the safe distance, both Jill and Rebecca will fall asleep because of the tiring mission, and Chris will still be thinking about the loss of their partners during this incident. He will look at his partners, and raise a rate smile. The chopper flies into the sun rise and the game ends.

GOOD ENDING : Chris and Rebecca survive, Jill is MIA
----- mansion explodes.

How to get :

To get this ending make sure that you keep Rebecca alive through out the game, to do that proceed as if you were going for the best ending but dont rescue Jill from the prison cell, just head for the ending.

In this ending Chris and Rebecca will make it into the chopper as the mansion starts to explode under their feet, Chris tries to get his mind off his partner's loss and talks to Rebecca about her first mission, and says that she did a good job, but this case was just too weird for anyone to handle. Their friends didn't die in vain.

AVERAGE ENDING : Chris and Jill survive, Rebecca is dead
----- mansion does not explode.

How to get :

To get this ending you must get Rebecca killed, that is really hard to do. First when you meet her tell her to stay in the mansion, then intentionally take a lot of time to finish the entire guard house area. When you reach the mansion Rebecca will be trapped by a hunter and you must save her, but instead of saving her, exit the room she's in. The hunter will kill Rebecca.

In this ending, Chris and Jill will board the chopper and escape but the mansion will not explode since the triggering system was not activated. Chris and Jill hold hands while thinking about the loss of their friends, back down at the mansion, the tyrant is now roaming free in the forest. The chopper heads off home.

BAD ENDING : Chris survives, Jill MIA, Rebecca dead
----- mansion does not explode.

How to get :

Get Rebecca killed by the above method, and when you reach the final parts of the game, dont help out Jill in the cell and just make for the helipad. In this ending you will not have to fight the tyrant a second time. You can escape quickly.

In this ending, Chris will be alone in the chopper thinking about the death of his friends, in the NON-censored version of the game, he takes out a cigarette and starts smoking, but in the cut game he just sits there in style and the chopper heads off home. The mansion did not explode so the tyrant is loose in the forest now.

JILL VALENTINE's ENDINGS

BEST ENDING : Jill, Chris and Barry survive

----- mansion explodes

How to get :

For this ending, make sure that Barry is alive, after the second snake fight, wait there for Barry to drop the rope, and in the catacombs area agree to go first yourself. Barry should be alive by the ending, also save Chris from the cell before exiting.

In this ending, Jill Chris and Barry will escape the mansion on the chopper as it starts to explode under their feet, Jill tired from the missions falls asleep on Chris's shoulder, Chris looks over at Barry who is checking the barrel's of his revolver, probably for the next encounter, as the chopper heads off into the sun rise.

GOOD ENDING : Jill and Barry survive, Chris MIA

----- mansion explodes

How to get :

For this ending, you must keep Barry alive by following the methods of the good ending, just do all that until you reach the ending parts, dont save Chris from the cell and head for the ending.

In this ending, Barry and Jill will escape the mansion on the chopper right as it starts to explode under their feet, in the chopper Barry looks at the picture of his family, Jill asks him about the picture, but Barry says that he's sorry for Chris. Jill still believes that Chris is alive and she'll find him. The chopper flies off into the sun rise.

AVERAGE ENDING : Jill and Chris survive, Barry is dead

----- mansion does not explode.

How to get :

To get this ending, you must make sure that Barry does not live through the incident, to do that first off do not trust Barry after the second snake fight and head down from the grave. Then in the catacombs dont go with Barry, later near the ending when wesker tells Barry to go back up, he does not knock Wesker out and you can see Barry about to die in the ladder/item box room. He hands Jill his family's picture and dies.

In this ending, Chris and Jill will board the chopper and escape but the mansion will not explode since the triggering system was not activated. Chris and Jill hold hands while thinking about the loss of their friends, back down at the mansion, the tyrant is now roaming free in the forest. The chopper heads off home.

BAR ENDING : Jill survives, Chris MIA, Barry is dead

----- mansion does not explode.

How to get :

To get this ending you must follow all the steps from the above ending to get Barry killed, but also make sure that you do not save Chris from the prison cell. You will not have to fight the tyrant a second time and the ending will play as soon as you reach the heliport.

In this ending, Jill be alone on the chopper, she will take her barrette off and comb her hair, she's still sad about the loss of her friends. The chopper heads off home but the tyrant is still loose in the forest as the triggering system did not go off.

12.

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gils

Here is a list of all the items you can find in the game written in the alphabetical order. You can siff through this list to find the right item your looking for if you can't find it normally.

002 KEY

Found : Under the nest of the bee's in the guard house
This key will open the door leading into the dorm room no 002 for you. Enter it and discard the key.

003 KEY

Found : In the water tank, one shelf of the storage room
Open the door to the final dorm room with this key, and discard it when your done. Leads to Boss fight.

ARMOR KEY

Found : Behind the deadly vines in the small garden in mansion
You can open various doors which are locked with a sign of armor on them, discard this key when your done.

BATTERY

Found : Storage room near library and near escape elevator
Use the first battery in the court yard on the elevator battery slot, use the second one on the slot of the escape elevator.

BAZOOKA

Found : Only Jill can use it, found on Forest's dead body
The bazooka is one of the best weapon in the game, the ammo comes in three different kinds, explosive, fire, and acid.

BARETTA

Found : Jill has her with her, Chris finds it in the mansion hall.
This is the basic gun in the game, plenty of ammo to go by, but not that powerful. Discard it after you've got enough shells.

BLUE JEWEL

Found : Dining room after pushing statue down the open balcony
Use this jewel on the tiger statue in the white hall, and it will move around to the side revealing the wind crest.

BROKEN SHOTGUN

Found : Small room opened with the armor key, near medical room
This is an optional thing as Jill but playing as Chris you must have this if you want to retrieve the working shotgun.

CHEMICAL

Found : Chemical save room, the room under the stairs in west wing
Use this chemical on the open water pumping machine in the small garden area to kill the vines that block your path onward.

COLT PYTHON

Found : After using the red jewel on the tiger statue in mansion
This is the most powerful gun in the game, keep any ammo you find for it safe for the ending parts of the game. Kills in 1 shot.

COMBAT KNIFE

Found : Starting inventory, also in the black widow boss room
The combat knife is a last resort weapon when your all out of other ammo, also you need it to cut the webbing's in the boss room.

C.ROOM KEY

Found : Drain the bathroom tub in dorm room 001
You will need this key to access the door to the control room
in the water tank area. Discard after wards.

DOOM BOOK 1

Found : Inside study room in west wing of mansion, locked door.
Flip the book to its side and press the check button, the book
will open to reveal the eagle medal inside it. That's all.

DOOM BOOK 2

Found : Secret room in the catacombs area, use crank 3 times.
Flip the book to its side and press the check button, the book
will open to reveal the wolf medal inside it. That's all.

EAGLE MEDAL

Found : Check inside the doom book 1, you'll find it.
Use it on one of the sides of the fountain after you've gotten
out of the catacombs area to open the elevator.

EMBLEM

Found : Dining room on mansion 1F, check near the blood.
Use this one in place of the gold emblem in the piano bar
after the passage closes down to open it again.

EMPTY BOTTLE

Found : Chemical room in the guard house are, a total of 4.
Use the bottles to store various chemicals also found in the
same room, needed to make the V-JOLT chemical.

FIRST AID SPRAY

Found : Various places, check around.
These will restore your health to full in just a single use
but be warned that they do not cure poison status.

FLAME THROWER

Found : 2 different can be found in catacomb passage ways.
A very quick draining weapon, very weak in power but it can
cut through the webbing's quickly allowing you a quick escape.

FLARE

Found : Heliport, use this to initiate the final boss fight.
Use the flare anywhere on the heliport and you will either start the final fight or the ending, depends on your ending.

GOLD EMBLEM

Found : Secret passage behind piano bar room. 1F mansion
Take out the gold emblem from its place and put it where the other emblem used to be to reveal an item.

HELMET KEY

Found : Check the fire place after you've killed plant 42.
You can open various doors which are locked with a sign of helmet on them, discard this key when your done.

HEXAGON CRANK

Found : Tunnel where you meet Enrico, after he's been shot
You can use this crank to move the chasms's in the catacomb floor around, also to reveal the secret passageways.

INK RIBBON

Found : All over the shop, just check around
You will definitely need these if you want to save your game, a must item. Always have a few in the item box.

LAB KEY

Found : You can find this in the visual data room, press switch
Check it to see its real name, Power room key, use it to open the big door in the corner of main hall B3.

LIGHTER

Found : Room to the south of researcher's diary room
Only used twice, once use it to reveal the second floor map and secondly use it to light the candles in room before yawn fight.

LOCK PICK

Found : Barry will hand this to you at the start of Jill's game. You can use it in various places, you can either open some doors with this or open study desks to open them to get items.

MO DISCs

Found : Three of them atleast, the first one in library. second one in the catacombs, third one outside visual data room. Use these MO disc's on the MO disc machines to reveal the three pass codes you'll need to rescue your partner characters.

MOON CREST

Found : In the attic room where you fight yawn for the first time. Use this with the other crest's on the panel to open the shed which will lead you into the garden area.

MUSIC NOTES

Found : Push the cabinet aside in the piano bar room to find them. Jill can use the music notes herself, but you'll need to give Rebecca some time to practice as Chris. Takes alot of time.

RADIO

Found : Rebecca gives it to Chris, Richard gives it to Jill. The radio is broken so all you can do is receive messages from it, you can listen to various messages from Brad in it.

RED BOOK

Found : Dorm room 001 in the guard house area. Use this red book in place of the white book to fill in the red book row, this will open the plant 42 boss fight room.

RED JEWEL

Found : Inside the deer head in the taxidermy room 2F mansion. Use it on the tiger statue to reveal the colt python, the best gun in the entire game, its optional but really worth the effort

ROCKET LAUNCHER

Found : Brad will drop this to you during the final tyrant fight. The rocket launcher is the ultimate weapon, aim at the tyrant

and fire at him to blow him into several pieces, to end the game.

SERUM

Found : Medical room, same room where you meet Rebecca as Chris.
You will need this serum in Jill's game when you first meet Richard
or in Chris's game if he gets poisoned, Rebecca will get it.

SHIELD KEY

Found : Behind classic clock in dining room after using gold emblem.
The shield key only opens one door in the entire game, this will
lead you into the attic for the first fight with the Yawn.

SHOTGUN

Found : Sitting room, use the broken shotgun to re-set the trap.
The shotgun is one of the best guns in the game, it can take out
any normal zombie in one shot by aiming up for a head shot.

SLIDES

Found : On the floor of the computer room, floor B3 of labs.
Use the slides with the projector in the visual data room, you
will learn the code names for all umbrella experiments and more.

SMALL KEY

Found : Many places, check for shimmering items.
Chris does not have the lock pick to start off so he has to find
these small keys which will open the desks with ammo's for him.

SPECIAL KEY

Found : You start with it if you finish game under 3 hours
Head for the room with the big mirror on it, in the corner of
the room is the closet door, open it for new costumes.

SQUARE CRANK

Found : On the ledge in the shed leading to the garden
Use it on the panel in the garden area to lower the level
of the water, use it again to raise the water level again.

STAR CREST

Found : In the room with the paintings puzzle. Solve it.
Use this with the other crest's on the panel to open the shed
which will lead you into the garden area.

SUN CREST

Found : Solve the little puzzle in the suit or armor room.
Use this with the other crest's on the panel to open the shed
which will lead you into the garden area.

SWORD KEY

Found : Medical save room where you meet Rebecca as Chris.
Use it on various doors where Jill would normally use the
Lock pick, discard it after its no longer useable.

V-JOLT

Found : Made after mixing the chemicals in the right order.
Use this on the roots of the plant to make the boss fight
easier, optional for Jill but mandatory for Chris.

WIND CREST

Found : Behind the tiger statue after using the blue jewel.
Use this with the other crest's on the panel to open the shed
which will lead you into the garden area.

WOLF MEDAL

Found : Check inside the doom book 2, you'll find it.
Use it on one of the sides of the fountain after you've gotten
out of the catacombs area to open the elevator.

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gifs

Here is a list of files you can find in the game, they are

written in alphabetical order. (from A to Z)

BARRY's PICTURE

Something is written on the back of the picture. "My dearest Moira and Poly. I hope you will grow up to be a strong and beautiful woman and help to cheer up mother. Your father will watching you all from heaven. Dad"

BOTANY BOOK

As you may know, there are many plants that have medicinal effects. Since ancient times, humans have been healing wounds and diseases using various plants.

In this book, we're going to sample three herbs that grow around the Raccoon Mountains and give their outlines as examples of those plants with medicinal properties.

Each herb has different colors and different effects as medical plants: the green one recovers physical strength, the blue one neutralizes natural toxins, while the red herb does not have any affect by itself. The red herb is only effective when it is mixed with other herbs.

For example, if you mix this herb with the herb that recovers physical strength, the recovery effect will be tripled. By adjusting the amount and experimenting with these three herbs, you can create various kinds of medicines. But I'll leave the details in your hands, because that is the best way to acquire true knowledge.

FAX

To: General Manager of Sanitation Division

From: Special Committee on Disasters Raccoon Special Research Dept.

This memorandum is strictly confidential and must be destroyed as soon as it is understood. Regarding the "T-Virus" outbreak which occurred recently, this Committee conducted a field survey. According to the results, estimates on the amount of damage caused by the accident are considerably greater than reported earlier.

First, although it is very difficult to obtain accurate data in terms of actual numbers, it is thought that more than half of the researchers died after exposure to the "T-Virus". The body count will almost likely increase since nearly all of the survivors show symptoms peculiar to the "T-Virus".

Second, our security system is still in operation. However, our special security guard squad has been nearly destroyed. Because of that, research information considered by our company to be top secret has been made available to outsiders. Counter-measures should be taken as soon as possible.

Finally, many of the "subjects" from the experiments have escaped and are out of control. We believe that some of the researchers were killed by these "subjects" and their bodies were mutilated. By a curious coincidence, these events are proof of the success of our research. However, there is also a very high risk that this news may be leaked to the press if we don't act immediately.

The condition is very serious. Our operation to cover-up the situation is difficult to attain, however we hope the problem will be solved quickly. We are especially concerned that the State Police and S.T.A.R.S. are intervening too quickly. We need to act on this situation as well.

KEEPER's DIARY

May 9, 1998

At night, we played Poker with Scott the guard, Alias and Steve the Researcher. Steve was really lucky, but I think he was cheating. What a scumbag.

May 10, 1998

Today, a high ranking researcher asked me to take care of a new monster. It looks like a gorilla without any skin. They told me to feed them live food. When I threw in a pig, they were playing with it... tearing off the pig's legs and pulling out the guts before they actually ate it.

May 11, 1998

Around 5 o'clock this morning, Scott came in and woke me up suddenly. He was wearing a protection suit that looks like a space suit. He told me to put one on as well. I heard there was an accident in the basement lab. It's no wonder, those researchers never rest, even at night.

May 12, 1998

I've been wearing this annoying space suit since yesterday. My skin grows musty and feels very itchy. By way of revenge, I didn't feed those dogs today. Now I feel better.

May 13, 1998

I went to the medical room because my back is all swollen and feels itchy. They put a big bandage on my back and the doctor told me I did not need to wear the space suit any more. I guess I can sleep well tonight.

May 14, 1998

When I woke up this morning, I found another blister on my foot. It was annoying and I ended up dragging my foot as I went to the dogs pen. They have been quiet since morning, which is very unusual. I found that some of them escaped. I'll be in real trouble if some

of the higher-ups find out.

May 15, 1998

Even though I didn't feel well, I decided to go see Nancy. It's my first day off in a long time. But I was stopped by the guard on the way out. They say the company has ordered that no one leave the grounds. I can't even make a phone call. What kind of joke is this?!

May 16, 1998

I heard a researcher who tried to escape from this mansion was shot last night. My entire body feels burning and itchy at night. When I was scratching the swelling on my arm, a lump of rotten flesh dropped off. What the hell is happening to me?

May 19, 1998

Fever gone but itchy.
Hungry and eat doggy food.
Itchy itchy Scott came.
Ugly face so killed him.
Tasty.

4

Itchy.
Tasty.

ORDERS

TOP SECRET

July 22, 1998 2:13

To the Head of the Security Department

"X-Day" is approaching. Complete the following orders within the week.

- Lure members of S.T.A.R.S. into the lab and have them fight with the B.O.W. in order to obtain data of actual battles.
- Collect two embryos per B.O.W. type making sure to include all species except for Tyrant.
- Destroy the Arklay lab including all researchers and lab animals in a manner which will seem accidental.

White Umbrella

PASS CODE 1

PASS CODE No.1

"I swear by myself", declares the Lord, "that because you have done this and have not withheld your son, your only son, (Genesis 22:16)

PASS CODE 2

I will surely bless you and make your descendants as numerous as the stars in the sky, and as the sand on the seashore. Your descendants will take possession of the cities of their enemies,
(Genesis 22:17)

PASS CODE 3

and through your offspring all nations on earth will be blessed, because you have obeyed me."
(Genesis 22:18)

PLANT 42 REPORT

4 days have passed since the accident and the plant at point 42 is growing amazingly fast.

It has been effected by the T-Virus differently than other plants have been and shows unique shape in addition to its size. Looking at the way it behaves, it is now difficult to determine what kind of plant it was originally.

There are two ways in which Plant 42 gathers nutrition. The first is through its root that reaches into the basement. Immediately after the accident, a scientist went mad and broke the water tank in the basement. Now the basement is filled with water. It is easily imaginable that some chemical elements were blended in the water and promotes the incredibly fast growth of Plant 42.

Another part of Plant 42 from the basement grows through the duct and hangs down like so many bulbs from the ceiling of the first floor. Many vines come out of those bulbs and they are the second resource for its nutrition.

Once sensing movement, Plant 42 shoots its vines around the prey and holds it. Then it starts sucking up blood, using the suckers located at the back of its vine.

It also has some intelligence. It blocks the door by twining its vines around it especially when it captures prey or is sleeping. Several staff members have already fallen victim to this.

May 21, 1998
Henry Sarton

RESEARCHERS LETTER

June 8, 1998

Dear Ada,

Ada, by the time you read this, I'll be something... different. Today's test turned out to be positive, just as I expected. I feel like going crazy when I think about becoming one of them.

Ada, you're not infected and I hope you never will be. In case you're the last one left, take the material in the Visual Data Room and go to the Power Room to operate the Triggering System before you escape. And make all this public through the media.

If everything is in order, all the locks can be opened by the security system. You can access the system if you log in with my name from the terminal in the small lab and enter the password. The password is your name. To unlock the door at B2 where the Visual Data Room is located, you'll need to access with our names first and then enter another password.

I've written the code below. I'm sure you'll understand it easily. And this is my last hope - if you find me completely changed, please kill me yourself.

PASSWORD:

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Yours, John

RESEARCHERS WILL

My dear Alma,

The fact that you have received this letter is both a joy and a sadness for me. I could not even talk to you because of that guy in the sunglasses. Alma, be calm and read this.

I think I've told you that I moved to a pharmaceutical company's lab. They headhunted me. Last month, there was an accident in the lab and the virus we were studying escaped. All my colleagues who were infected by the virus are dead. To be accurate, they've become the living dead. They still wander around. Some of them are knocking on my room door desperately right now. But there's no sign of intelligence in their eyes. That cursed virus takes away all humanity from the human brain. Love, joy, sorrow, fear, humor... eternally.

And Alma, even the memories of the days I spent with you...

Yes, I'm infected. I did everything I could, but I could only delay the progress by a few days. The most frightening thing is, that I forget more about you by the day. So I chose a peaceful death, rather than become the living dead. Within an hour, I will have entered my eternal sleep. I do hope you'll understand my decision...

Goodbye and Forever Yours,
Martin Crackhorn

SCRAPBOOK

RACCOON TIMES MAY 27, 1998
ANIMAL ATTACK? WOMAN MUTILATED

May 20. At around 10pm a 20-year old young woman's body was found by a passer-by on the left bank of Marble River in the Older District of Raccoon City. Raccoon police assume it to be a grizzly or other animal's doing because there are teeth marks along her mutilated arms and left foot that show considerable power. Since she was wearing a hiking boot on her remaining foot, it has been determined that she was attacked in the Arklay Mountains and fell into the river. They are hurrying to identify this woman.

RACCOON WEEKLY JUNE 16, 1998
MONSTERS IN ARKLAY MOUNTAINS?

Some people claim they've seen monsters in the Arklay Mountains. The monsters are supposedly about the same size as large dogs and usually run in a pack as wolves do. This may sound like a group of ordinary wild dogs, but these monsters are surprisingly fierce and hard to hurt. They say these dogs won't bother you unless you wake them, so you smart readers should stay out of the Arklay Mountains for the time being. But if you're looking for adventure, check it out! You wanna try?

RACCOON TIMES
MYSTERY ON ARKLAY MOUNTAINS! MOUNTAIN ROAD BLOCKED

Due to excessive disasters in the Arklay Mountains, the city authorities have decided to block the road leading to the foothills. At the same time, Raccoon police intend to begin the search for lost people with the help of S.T.A.R.S. team members. They expect great difficulty because of the vast size of the Arklay Mountains and the primeval forest that covers most of the area. Also people are still reporting sightings of grotesque monsters in the mountains.

SECURITY SYSTEM MANUAL

BASEMENT LEVEL 1
HELICOPTER PORT

Executives and Government Officials only on helicopter port.
This restriction may not apply in case of an accident.

PASSAGE TO THE HELICOPTER

No one is allowed to enter unless they are attended by a Research Consultant or Security Director. All others will be shot on sight.

ELEVATOR

The elevator stops during all emergencies.

BASEMENT LEVEL 2
VISUAL DATA ROOM

Visual Data Room is within the control of Special Research Division. Keith ArVing, the Room Manager, is designated to have jurisdiction over room usage.

BASEMENT LEVEL 3
PRISON

Sanitation Division controls the usage of the prison. Consultant Researchers (E. Smith, S. Ross, A. Wesker) must be present if virus is used.

TRIPLE LOCK DOOR

No one is allowed to enter unless he presents all pass code documents. Pass code documents must be created on the specialized output machine by the Chief Researcher of each block.

POWER ROOM

Only Headquarters Supervisors may enter. This restriction may not apply in the Consultant Researcher has received special instructions.

PASS-CODE OUTPUT MACHINE

No one is allowed to use the pass code output machine but the Chief Researchers.

BASEMENT LEVEL 4
TOP SECRET

Regarding the progress of "Tyrant" after the use of t-virus...
(Remaining document is unreadable)

V-JOLT REPORT

As I stated in the last report, there are some common features found in the cells of the plant infected by the Tyrant virus. We also have found another interesting fact through some experiments.

We found an element that destroys these plant cells rapidly in "UMB No. 16", one of the series of UMB chemicals that we used for that experiment. We named this "UMB No. 16" as "V-JOLT".

In our calculation it will take less than 5 seconds to destroy Plant 42 if we put the "V-JOLT" directly on the root.

You need to mix some of the UMB series chemicals in a specific order to create a "V-JOLT". But the UMB series chemicals may generate a poisonous gas which is harmful to the human body. Extreme caution should be taken when handling these chemicals.

Following are the types of UMB series chemicals and their brief characteristics.

UMB No.2 Red NP-003 Purple

UMB No.4 Green Yellow-6 Yellow

UMB No.7 White

UMB No.13 Blue (stimulating smell)

V-JOLT (UMB No.16) Brown

14.

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tc&c

UNLOCKABLE CHEATS

Taken from Resident Evil : The Survivor's Guide
(www.planetdreamcast.com/residentevil)

SPECIAL KEY

Finish Resident Evil with either Chris or Jill, after the credits roll and it shows your time and number of saves. Another screen appears displaying the Special Key and the wardrobe room. You are given the opportunity to save your game, start a new game using that saved game. You'll notice that you have the special key in your inventory. Find the Mansion's Wardrobe room and use the key to open the door next to the mirror. There you can change your character's clothes (Jill wears a low cut top and jeans. Chris wears a leather jacket and brown pants).

ROCKET LAUNCHER

Finish Resident Evil with either Chris or Jill in under 3 hours. You see a different ending, once its done rolling you should see a rocket fly by near the center of the screen. It asks you if you want to save your game, save it and start a new game with that file. Check your inventory and you'll notice that you're carrying a rocket launcher and when you look at the amount of ammo it should show the infinity symbol.

VIOLENT ENDING

Get the unlimited ammo Rocket Launcher (see above), and beat

the game. You'll see a new violent ending. You will see your characters getting killed by different enemies in it. Really awesome to watch.

DIRECTORS CUT VERSION ONLY CHEATS

INFINITE COLT PYTHON

Play the game as either Chris or Jill in the advanced mode, and rescue all your team mates. Let the credits roll and save the game when it asks you. Start a new game using that file and check inventory, you'll notice that you have a Colt Python with unlimited ammo

DOUBLE ITEMS

Hold Right on the control pad for three seconds with Advanced Highlighted. Advanced should change from gray to green. This code gives you twice as many bullets and ink ribbons as well as increases your weapon strength.

SEGA SATURN VERSION ONLY CHEATS

Yes folks, there actually WAS a Sega Saturn version of this game.

ALTERNATE COSTUMES

Start a new game, when the text appears "They have escaped into the mansion" Hold the L and R buttons on the second controller until the game starts. Your character will be wearing his/her alternate costume.

BATTLE MODE CODE

On the title screen using the second controller, push the start button while holding X, Y, and Z buttons. Battle mode should now be available.

ALL VERSIONS :

ALTERNATE SCENES AND MAKE YOUR GAME EASIER (Jill only)

This is not a cheat, its more of a glitch, well not a glitch too

its sort of an in-game thing, it can be done for all versions as far as I know. This is a bit big so read through it entirely to understand what and how it changes Jill's game. It only works in Jill's game by the way.

From the start of the game when your in the Dining room and Barry is checking on the blood, head back to the main hall and Wesker will send you back to the Dining room automatically. Try to exit back to the main hall once more and Barry will get up and say " Lost courage already, its not like you "

When this happens, run from the side which has the grand father clock towards Barry, when Jill is near the clock, the Kenneth hallway door will open and the zombie who was supposedly eating him will come out into the Dining room. He will try to eat Jill but Barry will shoot its head off from where he was sitting. Now Supposedly when this happens, it will make your game easier and the enemies will go down quickly, I haven't noticed anything personally so I can't comment it.

But thats not all, after that continue to the main hall like you normally would for the Wesker scene, After Barry gives you the Lock Pick and heads off, immediately head for the Second floor and enter the Forest room where the Grenade Launcher is. Once you get in here, Barry will come in Behind you and aim his gun at you. But after realizing its Jill, Barry will walk up to Forest's body and GIVE you the grenade launcher.

If the above series of scene's happened, then when you reach the dormitory area, before you can enter the 002 DORM room, Jill will hear Barry talking to some one inside, the other person's voice is not clear. When Jill enters the other person would have gone and Barry will just blow off the whole deal by saying that he was talking to himself because of the tension. Then he says that he should get some fresh air and exit the area.

The rest of the game will proceed normally, but by doing the above series of scenes you should get an early idea that Barry might be up to something.

TIPS

- * Want to save some ammo, when your on the balcony above the dining room with the statue, get behind the statue so that the zombie is on the other side, the zombie will not be able to get to you but you can easily slash away with the knife from the safety of the statue, saves a couple of bullets.
- * Want to see a terrifying scene ? When your in the main hall of the mansion, try to exit out of the main mansion doors, the character will avoid a close call with the zombie dogs but it can only be done once. After that the character will wimp out and not open the door entirely.

- * If a zombie has fallen down and your not so sure if its dead or not, then there are two things you can do, either if you have the auto aim system on, the character will automatically aim towards the downed zombie, otherwise walk RIGHT next to the zombie, and press the back button, if the zombie is dead then the character will just walk back normally, if it is alive then the character will do a cautious back walk.
- * Whats a tip section without the shotgun trick, its pretty obvious from all the RE games that when you have the shotgun equipped aim high and take off the zombie's head in a single shot, if your in an area with a lot of zombies in it then dont hesitate to shoot at mid level, thanks to the wide scatter of the shotgun you can take out 3 or 4 zombies at the same time, this really helps saving the ammo.
- * When you have a couple of herbs in front of you, be sure to always have atleast one red and green herb combo in your inventory, it does the same healing as a first aid spray, I-e restores your health completely, add a blue herb to it and it'll cure poison too.
- * Always remember the location of the item box rooms in the mansion area since you'll run out of inventory space on A LOT of occasions, especially in Chris's game, clear out the zombies or hunters on or near the path leading to these save rooms so that you can head in and out easily.
- * If you ever start hearing beeping sounds from your character then check the radio item from your inventory at that exact moment, you can catch a convo or two from Brad in the chopper.
- * This tip only applies for the directors cut version of the game you will notice in that version that the Barreta you normally would have is silver now, its a custom version now. With the custom Baretta you can easily score head shots over zombies which makes it an awesome weapon to use against zombies in all stages of the game. Even the naked zombies.

GAMESHARK CODES FOR NA VERSION

Infinite Health 1
300C51AC 008C

Infinite Health 2
800B8BC6 0301
800B8BC8 FF00
800B8BCC 00FF
800C51AC 0060

Overall Game Playing Time At End of Game is 00'00'00
800C867C 0000

Play As Chris With Jill's Voice & Storyline
800C8668 0000

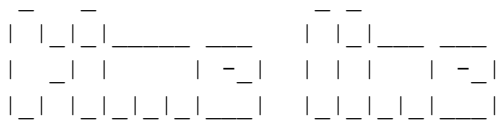
Play As Jill With Chris's Voice & Storyline
800C8668 0001

Turn Knife Into Rocket Launcher
D00C8784 0001
800C8784 FF0A

All Weapons, Key Items, Keys, F.-Aid Spray In Chest
(GS 2.2 Or Higher Needed!)

- 50000902 0001
- 800C8724 FF02
- 50000102 0001
- 800C8736 0F1B
- 50000D02 0001
- 800C8738 0F1D
- 50000302 0001
- 800C8752 0F2C
- 50001302 0001
- 800C8758 0F30

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!***!***!***!(`. , , . ') , . ') , . ')***!***!***!***!
ttml

NOTE : This is a brief time line, which leads to the events
of the first Resident Evil game.

NOTE 2 : Time line derived from the official Resident Evil
website.

1950's
Doctor James Marcus, Lord Edward Ashford and Oswell E Spencer
discover the mother virus.

1953
Birth of Kenneth J. Sullivan S.T.A.R.S. Bravo Team Scout.
Deceased July 23, 1998 inside Spencer Mansion. Devoured
by Zombie.

1957
Birth of Enrico Marini. Captain of the S.T.A.R.S. Bravo Team.
Wounded during Spencer Mansion penetration. Killed July 23,
1998 by a single gunshot wound. Murderer unknown; possibly
Barry Burton under the command of Albert Wesker.

1960's

Birth of Albert Wesker, captain of STARS Alpha team

Early 1960's

Alexander ashford graduated with a Ph.D in biogenetics and joins his father in research for the mother virus.

1960

Birth of Barry Burton. Ex S.W.A.T. team member; currently part of S.T.A.R.S. Alpha Team. Working under threats to his family by Albert Wesker. Competent helicopter pilot.

1961

Michael Warren, an engineer, moves to Raccoon city and begins work the city's cable car system. He eventually becomes mayor.

1963

New york city architect George Trevor is hired by spencer to build a huge mansion in the arklay forest.

Birth of Brad Vickers. Part of S.T.A.R.S. Alpha Team. Known as "chickenheart" he pilots the helicopter (and abandons the team) during a botched team disembark at the Spencer Mansion.

1967

November 10, 1967

Progenitor Virus administered to Jessica and Lisa Trevor, wife and daughter of famed architect, George Trevor. Kidnapped and held in the Spencer Mansion, Jessica eventually dies, Lisa lives. Trevor's Diary: George Trevor's aunt becomes ill and is sent to a nearby hospital. Jessica and Lisa Trevor intend to visit her.

November 13, 1967

Trevor's Private Papers: Architect George Trevor arrives at the Spencer Mansion, which he designed over a five-year period for Lord Ozwell E. Spencer. Spencer tells Trevor that Trevor's family has recently departed to visit a sick aunt. Both gentlemen feast in the dinning room before viewing the mansion's art collection. Trevor mentions the house's "numerous secrets."
Lisa Trevor's Letters: Part torture subject, part bio-experiment, Jessica Trevor writes a final, emotional note to her daughter, pleading for an escape plan and fearing the worst is upon them.

November 14, 1967

Trevor's Private Papers: Trevor views Lord Spencer's collection of European paintings and parchments. Spencer tells Trevor he is contemplating turning the residence into a seaside resort. He also wishes to start an "international industrial medicine company." The company's name would be "Umbrella."

Lisa Trevor's Letters" Lisa Trevor feels dizzy from the shot she was given four days ago. She wants to escape the mansion, but her mother hasn't returned.

November 15, 1967

Lisa Trevor's Letters: Lisa finds her mother and they eat together. Lisa is happy until she realizes her mother is a "fake" and "different inside." She locates her mother's face,

peels it off her skull, and attaches it to herself.

November 18, 1967

Lisa Trevor's Letters: Lisa mentions a coffin under the house where her mother rests. Little else of the letter is comprehensible.
Trevor's Private Papers: Trevor notes in his diary that his wife and children have not returned from their Aunt Emma's. There are no telephones, so he can't check their whereabouts. Trevor heads to a second floor terrace. Large crows perch here; Trevor feels strange, as if he is being watched. He spies a lower courtyard with a ladder leading down into a hole this wasn't in his design.

November 20, 1967

Trevor's Private Papers: Trevor notices that the shotgun gave Lord Spencer has been swapped for a broken one. Trevor is alarmed at his family's disappearance, and his employer wants him back at work.

November 21, 1967

Trevor's Private Papers: Trevor is ushered into an enclosed reception chamber, where a man in a white lab coat tells Trevor that his family is dead. Trevor feels pain in the back of his neck; he falls to the floor.

November 24, 1967

Trevor's Private Papers: Trevor is imprisoned in the room' the man in the white coat brings him "revolting" food. Only he and Spencer know the mansion's terrible secrets. He mentions preternatural entities roaming the manor grounds. Trevor wonders if Spencer is testing the mansion's "secret mechanisms" on him. A strange ant-like creature lands on Trevor tramples a number of them. Trevor's Diary also notes these occurrences.

November 26, 1967

Trevor's Diary: George Trevor loses his favorite lighter the one Jessica gave him.

November 27, 1967

Trevor's Private Papers: George Trevor escapes from his room, but the mansion is securely locked. He mentions Crests, an eye needed for a statue, and a Golden Emblem. He hasn't time for these games.

November 29, 1967

Trevor's Private Papers: Trevor begins to lose his mind. He stumbles upon a room with a giant plant growing through it. He describes it as "absurdly gigantic." Trevor escapes the mansion and moves through a laboratory, in to a cave system. He mentions high-heeled shoes. He hopes his wife escaped by this route. Trevor's diary entries become increasingly disjointed. He hasn't had food or water for days. He feels trapped.
Trevor's Diary: Trevor continues to ramble on about being trapped, writing about large glass tubes and wet, eerie caves.

November 31, 1967

Trevor's Private Papers: Trevor is in the dark. He scrambles through a secret tunnel that ends in a damp chamber. Something monstrous looms in the shadows. With his final match, he illuminates the room. Near him is a headstone carved with his name carved into it. Trevor scrawls a final goodbye to his wife.

Sometime in 1967

It is assumed that Lord Ozwell Spencer and Alexander Ashford completed the experiment known as the T-virus.

Sometime in 1967

The Special Tactics and Recovery Squad (or S.T.A.R.S.) is formed in New York City as a special branch of the police force. Its specially trained troops deal with cult-affiliated terrorism.

1969

Birth of Forest Speyer, S.T.A.R.S. Bravo Team sniper and vehicle specialist. Deceased July 23, 1998 on a balcony inside Spencer Mansion. Devoured by an unknown entity.

1970

Estimated "birth" of Alfred Ashford and Alexia Ashford, twins in a long line of Ashfords. Their father Alexander (along with Lord Spencer) created the T-virus. The twins then experimented on Alexander, turning him into a "Nosferatu". After the invention of the T-Veronica Virus, Alexia enters a cryogenic state chamber to mutate and strengthen her powers.

1971

Birth of Joseph Frost, S.T.A.R.S. Bravo Team vehicles specialist, who joined Alpha Team under orders from Albert Wesker. Deceased July 23, 1998 on Spencer Mansion grounds. Devoured by zombified hounds.

1972

The Raccoon City chapter of S.T.A.R.S. is established.

1973

Birth of Chris Redfield S.T.A.R.S. Alpha Team member. Dishonorably discharged from the Air Force, Chris is recruited from S.T.A.R.S. by Barry Burton.

1975

Birth of Richard Aiken, S.T.A.R.S. Bravo Team communications specialist. Bitten to death July 23, 1998 on Spencer Mansion grounds.

14th Feb 1975

Birth of STARS alpha team member Jill valentine.
Current status. Active.

1978

Wesker's Report II: Albert Wesker arrives at the Arklay Laboratories ignoring the Umbrella president and remaining aloof to the other staff. He commences research on the Ebola Virus, and attempts to create a Bio Organic Weapon (B.O.W. Entities). Wesker first encounters the "woman," a creature who has been constantly experimented on with multiple viral strains since her first injection on November 10, 1967.

1980

Birth of Rebecca Chambers, S.T.A.R.S. Bravo team medic and part-time pianist. One day before Alpha Team's arrival in Raccoon Forest, she investigates a mysterious train. Albert Wesker shoots her in the chest, but she survives and escapes the mansion. Her status is currently active.

1981

Birth of Steve Burnside. An immature but good-hearted child, he is held on the remote Rockfort Island with his father as a prisoner of Umbrella, Inc.

July 27, 1981

Wesker's Report II: Ten-year old Alexia Ashford is given permission to head up Umbrellas' remote Antarctic research station. Her family's reputation is legendary (her father, Alexander Ashford first discovered the T-virus), although Alexander's son, Alfred, is useless. Wesker vows to commence research on the laboratory's older workers, but Dr. William Birkin is envious of Alexia and isn't mentally capable of helping Wesker. An imprecise killing machine, name the Zombie, is created. However its infection ration isn't perfect. The "woman" still lives, and Wesker is surprised at how resilient she has become.

1983

January 30, 1983

Alfred's Diary: Alfred Ashford, inside the secret Umbrella Antarctic base keeps a diary where he mentions a hidden passageway, accessible only by using three family brooches. He cannot retrieve his father's brooch.

February 17, 1983

Alfred's Diary: Alfred manages to secure the brooches and enter the sealed room. He makes a shocking discovery-his DNA was spliced from a family ancestor and surrogate mother; both Alfred and Alexia are experiments. Angry and jealous that his father chose Alexia (she exhibits genius intelligence, but Alfred does not), Alfred is determined to avenge his blundered birth.

March 3, 1983

Alfred's Diary: Alfred and Alexia begin to experiment using the T-Veronica Virus on a "human body" they find- most likely their father. Alfred worries that the family butler will find out about this macabre experiment.

April 22, 1983

Alfred's Diary: Alexander Ashford is turned into a freakishly mutated being that comes to be known as "Nosferatu," and he's locked away in a secret basement room. Alexia, meanwhile, continues to experiment on herself, and she informs Alfred that she needs to be frozen for 15 years before the T-Veronica Virus can completely consume her. Alfred, now alone, mentally degenerates completely.

December 31, 1983

Wesker's Report II: Wesker hears that Alexia died after injecting herself with the T-Veronica Virus. He can't rely on Alfred to help with research. Wesker begins to wonder why Oswell Spencer locate the laboratory here, especially as Wesker believes other species (both animal and vegetable) could be affected by the virus. He realizes that placing a base in the Antarctic wasn't so crazy after all. The "failure" at the laboratory (the woman infected back in 1967) has been forgotten. Wesker's true intentions- that he's been planted in the Umbrella organization by another company are still secret.

1986

Birth of Sherry Birkin, daughter of Umbrella scientists, Doctor William Birkin and Annette Birkin. Sherry wears a small neck pendant that carries the G-virus. Albert Wesker's forces may be holding her against her will.

1987

Residents of Raccoon City elect Michael Warren (the engineer who pioneered the town's cable car system) mayor of Raccoon City. Warren holds this position until the town is destroyed; he dies in the nuclear explosion.

1988

Wesker's Report II: Wesker can't believe Birkin is bringing life into the world when he works in such a place, especially as work has begun on the Tyrant, a genetically superior soldier. However, very few "test subjects" could survive with the T-Virus inside them; most turn into Zombies. Only 10 people in the United States have the correct DNA. Hear the Umbrella France has recently started the Nemesis Project, Wesker requests appropriate samples, realizing that a tremendous soldier can now be created. The Nemesis parasite has a short life expectancy outside of the host body, so Wesker resolves to plant the Nemesis parasite into the "woman." The results are surprising she devours the parasite and lives. Wesker switches his research completely and begins to work on the "failure".

1992

After five years as mayor of Raccoon City, Michael Warren begins to rely heavily on Umbrella's "charitable" donations. The money helps to build a hospital, a public utility works, a municipal building, and helps "keep the public peace."

1993

The newly appointed Raccoon City chief of police, Brian Irons, begins to take bribes from Umbrella, Inc. to ignore the disappearance of locals, Umbrella's "experimental" areas of the city, and other atrocities. Chief Irons becomes more erratic.

1995

July 31, 1995

Wesker's Report II: Wesker returns to the Arklay Laboratories after a four-year absence. Birkin heads the G-Virus experiment that Wesker began. The G-Virus continuously mutates its host, creating a creature that resurrects itself from the dead. Spencer spends less and less time at the Raccoon facility. A new lead researcher named John arrives, and the experiment on the "woman" begin to turn violent she rips the faces off careless researchers and wears them on her hunched back. She is destroyed, but Wesker wonders what Spencer has in store for Umbrella.

1996

While Mayor Warren and Police Chief Irons stonewall any protests, Umbrella, Inc. is permitted to construct the Arklay Laboratories near the old Spencer Mansion, away from the main business district, but still within Raccoon City Limits.

1997

Barry Burton leaves his job as S.W.A.T. team sergeant to become a full-time member of S.T.A.R.S. Burton recruits Chris Redfield,

and both move to Raccoon City to revamp the S.T.A.R.S. team there. Ada Wong, a spy infiltrating the Umbrella organization to gain more information on their viral experiments, manages to become intimate with an Umbrella researcher named John. The Raccoon City Police Department moves into the disused Raccoon City Art Gallery. Artwork remains in the building during the move, but many more expensive paintings and statues arrive shortly afterward. They belong to Chief Irons.

1998

April 25, 1998

Manager's Diary: A technician is hired to manage Arklay Laboratories and "disposal" facility. The lab is near the mansion, disguised as a factory.

May 10, 1998

Keeper's Diary: The keeper looks after a new specimen, which may be a Chimera. The beast dismembers and disembowels its meat (a wild pig) before eating. Secretary's Diary: Chief Irons acquires another disgusting painting; a naked human, being hanged.

May 11, 1998

Keeper's Diary: A T-Virus leak shuts down the Arklay Laboratories basement area. The keep dons a haz-mat (hazardous materials) suit.

May 12, 1998

Keeper's Diary: the Keeper feels "musty" and "itchy" after 24 hours in the haz-mat suit.

May 13, 1998

Keeper's Diary: The Keeper goes to the laboratory clinic when his itchy back becomes swollen. He removes his haz-mat suit, and they bandage his back.

Prisoner's Diary: On Rockfort Island, a prisoner complains that his cell "stinks of death." He shares a bunk bed with an "interesting" fellow named Bob.

May 14, 1998

Keeper's Diary: A blister appears on the Keeper's foot; he hobbles to the dog pen. Some of the hounds have escaped.

Manager's Diary: Arklay Laboratories tests a special, but unstable, gas that decomposes living cells.

May 15, 1998

Keeper's Diary: An armed guard prevents the Keeper from leaving or making phone calls.

May 16, 1998

Keeper's Diary: A scientist is shot trying to escape from the secured Laboratory. That night, a piece of rotting flesh falls off the Keeper's arm.

Prisoner's Diary: Bob says that he was the assistant to Alfred Ashford, but was imprisoned over "a tiny little mistake."

May 17, 1998

The T-Virus accidentally saturates a laboratory plant in Arklay Laboratories, creating Plant 42. An angry researcher floods the mansion's lower rooms, freeing sharks infected with the T-Virus.

May 19, 1998

Keeper's Diary: The T-Virus metamorphosis is almost complete. The Keeper attacks and eats the guard.

May 20, 1998

A female hiker is found on the bank of the Marble River. The body shows signs of animal lacerations.

Manager's Diary" Despite possessing a keycard, the Manager is accidentally locked inside a "treatment room" in the Arklay Laboratories. Prisoner's Diary: Military personnel move Bob to a building from people never return.

May 21, 1998

Plant 42 Report: Umbrella researcher Henry Sarton writes about a mutating plant that attacks by crushing its victims in its vines or by bloodletting with its tendrils. This monster has preyed on several scientists.

May 27, 1998

The Raccoon Times writes a report on the discovery of the dead hiker. The police think a grizzly bear attacked her.

June 7, 1998

Manager's Diary: Staff members are becoming unruly and will not correctly dispose of experimentations.

June 8, 1998

Researcher's Note: John, a researcher, tells his sweetheart how to correctly exit the Arklay Laboratories. Pass codes are mentioned.

June 16, 1998

The Raccoon Weekly runs a story about strange "dog-like" creatures roaming the Arklay Mountains near the Spencer Mansion. The paper urges people to try to photograph or capture a specimen.

July 9, 1998

The Raccoon Times: "Mystery in the Arklay Mountains" reports that local authorities closed the roads into the wilderness area; they summoned S.T.A.R.S. to help investigate. Grotesque monsters are still in the area, and more families have vanished.

July 16, 1998

Manager's Diary: Bodies in the facility are still being dumped into exterior containers and not burned per instructions. The plant disposal system cannot cope with "demand." The workers feel a little strange, they're taking medicine, but it isn't working.

July 22, 1998

White Umbrella: A clandestine organization give strict orders about an "X-Day." S.T.A.R.S. members are to be lured into a laboratory to battle the mutating experiments.

Suicide Note: A researcher, writing to his wife, details a viral outbreak in the Arklay Laboratories. He destroys his colleague with an ornate pistol and then hangs himself.

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tvrn

Note : Not many people are familiar with the original Trevor's notes, in the first Resident Evil's beta, these notes were supposed to be scattered through out the mansion describing the fate of the person who had actually designed the entire mansion. But it was scrapped from the final version because it was just too much info for a single game.

This information can be found on various Resident Evil related websites as its been leaked on the internet for quiet some time.

In the Resident Evil remake Capcom included a shorter version of the Trevor's letters as a diary.

November 13th 1967

After having finished my work and leaving New York I finally arrived at the Mansion around 6.00pm. The hall is very spacious. The central stairs leading to the second floor are also impressive. All these things make me nostalgic all over again. Designing the plans of this place is the work I'm most proud of.

From the day I first showed the model to Ozwell E. Spencer in his office, until the completion of the building, took me 5 years. Spencer's orders were really difficulty and I had to call upon all of my energy and ingenuity to realize it. At first sight no one would suspect anything to be out of the ordinary. While turning to face me, Lord Spencer shakes the white hairs from his shoulders.

He has an impressive stature, and at the first glance, one can feel that he has a high level of self-confidence. He initially announces me that my wife Jessica and my daughter returned to visit their aunt Emma, who is ill, and then we lift our glasses and toast. We are only ones to know about the numerous secrets contained within this building. Deeply satisfied with the complicity, we taste the wine.

The dining room is amazing. There is an incredible variety of food laid out hammoniously on a large table in mahogany wood. When someone would raise their eyes, they could see a statue of a goddess, in "Rodin" style, on the second floor which seems to observe is with desire. But despite all this splendor, the banquet can only be enjoyed by two guests (Spencer and I). We only hear the quiet clicking noise of the clock needles. Ahhh, if only Jessica and Lisa were there.

According to Spencer, they arrived three days before me and appreciated the house well. Lisa in particular benefited from the Spencer's kindness and was able to use the piano among others. She reportedly played the "Moonlight Sonata" of Beethoven (her specialty). In this evening of full moon where the melody seemed to surpass the satellite floating above the forest which surrounds the house, Spencer

had congratulated my wife for this superb moment. I imagine proudly that their two faces had to be illuminated with pleasure.

November 14th 1967

Lord Spencer guided me around in the mansion. He opened the doors of several rooms. Those rooms are decorated with the most marvelous art pieces : painting of De Vinci, sculpture of Raphael... In one of the rooms the eye of a stuffed beast has strangely sparkled, and in another room armors of Middle Age Knights were aligned in good order close to their captain.

All these art pieces were collected by Lord Spencer during past years and he deserves well to be one of the richest man on earth. "Do you like that ? I wish to use this residence as a seaside resort, for a new company. I foresaw that, not only for the employees, but also for the guests could use it."

His project is to design an international industrial medicine company. He told me that its company would be called "Umbrella". But I wonder why he hid as many things in his residence. He can say that he wants to make a seaside resort but it's exaggerated. Even in the case his actions had been led by his passion.

November 18th 1967

My family hasn't come back yet. "Is aunt Emma that sick ?". I doubt it. The telephone is not installed, which is not very convenient. I went out to second floor terrace to clear my mind. Crows, perched on a rail, looked at me and pushed strange croaking. I had a dark intuition. I continuously have the strange impression of being observed... I saw an astonishing thing, in a small court. It is a ladder leading down into an underpass, which is masked by a waterfall."It is not my work. When was this thing built then ?"

November 20th 1967

There is no trace of the shotgun my wife had offered Spencer for his birthday. I'm smoking a cigarette in the room where a broken shotgun can be found and estimate that it can fool people and pass for the original. I wonder who exchanged Spencer's shotgun for this unusable shotgun and why ? Neither my wife nor my daughter have reappeared and I getting very concerned. My rich employer informed me that my family and I couldn't remain at the mansion any longer and when I suggested that I could join them tomorrow, he laughed and said that it was useless to worry myself like that.

November 21st 1967

Luggage was gathered and somebody led me into a large room, without openings, on the first floor reserved for the receptions. As the Lord hadn't arrived yet, I was observing the painting in company of a man in a white blouse. He was one of the three unknown men on the courtyard. "Life is rich and short". On the painting, which were exposed on the wall, time was represented by the life of a man, from his birth to his death. "Your family died, now" -laughed the man while he was looking at me stily. Time seemed to stop. What was he talking about ? At the same moment I felt a terrible pain at the bottom of my neck, and I broke down on the floor.

November 24th 1967

How could he have become this kind of man ? What happened here ? And what is the objective of this company called "Umbrella" ? I was imprisoned in this room and time passed slowly. "The objective is to keep all this as a secret, and since you are an unknown...". One day, a man in a white blouse said this to me while bringing revolting food. What secret is more important than a human life ?

Lord Spencer and me are the two only ones to know the secrets of this manor, and if I die, he will be the only holder of this knowledge. Is it for that reason we have these creatures which prowl around the premises of the Manor ? I cannot remain here and be eaten of worse. It is necessary that I escape from here. The question is to know if, since the beginning, I didn't quite simply build my own prison. When I was creating this manor, and in accordance with Lord Spencer's strange fascination for enigmas, I conceived a way to escape for who ever would find himself imprisoned there.

It would seem that Lord Spencer wants to test this method on me... At this moment, one of the countless creatures which infest the floor and the ceiling, fell from the ceiling onto my body. For an unknown reason, it seemed to attract them. I jumped instinctively backwards and while getting upright I trampled a great number of them. What are these creatures ? Ants ?

November 27th 1967

I finally succeeded to escape from this room. But nobody can exit from the Manor on snap of a finger. You need the crests, the missing eye from the Tiger's statue and the Gold Emblem. I can't occupy myself find something else ! I have no time for this.

November 28th 1967

I can't find the words for it. A plant, absurdly gigantic, fills a whole room. God could not have created such a thing.

November 30th 1967

It is impossible to get out. It is impossible to come out of the room. A phantom laboratory, leading into a kind of underground cave without visible exit. And finally, I found it : One of the high-heeled shoes and the memory, that behind all it I will find a passage. Jessica. Were my wife and my daughter subjected to the same destiny as me ? No, I will escape at all cost, as they did before me.

December 5th 1967

My throat is dehydrated. I didn't eat for many days and I don't know how much time I'll still resist. I am becoming insane. Why ? Because I am like a rat, hopeless trying to escape from a laboratory labyrinth. Does my fascination for the abnormal architect of this residence was no reprehensible ?

December 7th 1967

I am in a dark and wet underground secret conduit. And there, suddenly, something monstrous opposite of me... I scrape my last match with a

trembling hand. A tombstone is here with my name engraved on it. What kind of a psychopath would make a similar thing ? "George Trevor" isn't me ? Spencer calculated since the beginning, that I would come up to here to take my breath, and prepared my tomb. Realizing, with success, to direct my attention away from each useful way to escape. Jessica, please forgive me. Little time... It's the time that remains me before joining you in paradise.

- George Trevor

17.

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Here are the Boss strategies listed separately for your reading pleasure. Chris and Jill's strategies are separated.

BOSS FIGHT 1 : YAWN, FIRST ENCOUNTER

CHRIS REDFIELD

If we were playing with Jill, this fight would be alot easier but Chris has some serious issues, so the only method i would advice you to take against this boss is the run quickly and grab the crest method.

This is my kinda method, as soon as the boss fight starts, you should take note of your surrounding, right in the middle of the attic is a pillar, now what you want to do is lure the snake so that it tries to go around the pillar, now dash for the CREST and take it, getting out will be the harder part but you should manage to do it, take the box of shotgun shells before exiting and escape the attic without firing a single shot.

JILL VANEILTINE

Method 1

Use this method if you have plenty of shotgun shells, now as soon as the fight starts, take aim with your shotgun and start firing off in the yawn's direction, if its close to you then take special care to aim right at its head, inflicting maximum damage. After a couple of shells, the yawn will retreat back to the hole it came out of , and the boss fight is over. Now go and collect the final CREST, the MOON CREST from there and exit

the attic. If your hurting for some shotgun shells, then there is one box in the attic, take that before leaving.

Method 2

This is my kinda method, as soon as the boss fight starts, you should take note of your surrounding, right in the middle of the attic is a pillar, now what you want to do is lure the snake so that it tries to go around the pillar, now dash for the CREST and take it, getting out will be the harder part but you should manage to do it, take the box of shotgun shells before exiting and escape the attic without firing a single shot.

BOSS FIGHT 2 : PLANT no 42

CHRIS REDFIELD

First make the V-JOLT chemical as Rebecca and put it on the roots of the plant, see the walkthrough for that.

Now the plant will let go of Chris Redfield and compress itself as if its dead, but when Chris gets up the plant comes back to life again, and we have to kill its upper part to finish it off. The boss itself is quiet easy as all you have to do is shoot at it a couple of times, the shotgun works best against this boss. While fighting him be sure not to stay in the same place for a long time becasue the boss will hit the ceiling and cause some of it to fall down on where you were standing. The best method to fight this boss is to fire a shell, then run around a bit, then fire another shell, then round around a bit more. Repeat the steps until the fight is over.

JILL VALENTINE

Unlike Chris's game, the boss fight will begin as soon as you enter this room, you will spot the huge plant in front of you and all you can do is fight it if you want to live, the boss itself is quiet easy as all you have to do is shoot at it a couple of times, the shotgun works best against this boss. While fighting him be sure not to stay in the same place for a long time becasue the boss will hit the ceiling and cause some of it to fall down on where you were standing. The best method to fight this boss is to fire a shell, then run around a bit, then fire another shell, then round around a bit more. Repeat the steps until the fight is over.

BOSS FIGHT 3 : YAWN, SECOND ENCOUNTER

CHRIS REDFIELD

This time its a fight to the death and there is no escaping for the snake, we'll do with it entirely. The good news forthis fight is that the snake has lost its ability to poison you, the bad news is that its very dangerous even without it. The snake will be very

close to you when the fight starts, so I would advice you to get some room between you and it. Run near the door where we entered this room from and start potting its head with shotgun shells from a distance. This fight is really not that hard and dont worry if you are hit a few times, you did bring a healing item or two with you didnt you !? .. after not so many shells the snake will slither and die.

JILL VALENTINE

This time its a fight to the death and there is no escaping for the snake, we'll do with it entirely. The good news for this fight is that the snake has lost its ability to poison you, the bad news is that its very dangerous even without it. Now you should take out the Bazooka and equip it with the ACID ROUNDS. The snake will be very close to you when the fight starts, so I would advice you to get some room between you and it. Run near the door where we entered this room from and start potting its head with ACID rounds from a distance. This fight is really not that hard and dont worry if you are hit a few times, you did bring a healing item or two with you didnt you !? .. after not so many acid rounds the snake will slither and die.

BOSS FIGHT 4 : BLACK WIDOW aka BIG SPIDER

CHRIS REDFIELD

METHOD 1

This is the manly method, take out the colt python or the shotgun which ever suits you more and start shooting the spider, note that there is a very high chance of you getting poisoned during this battle but we'll find a blue herb after wards so dont worry about it. So, the boss moves really fast and can poison you, but its general attack does not do that much damage, so you can easily stand toe to toe with it and emerge the victor. After killing it about a thousand small spiders will come out of it, dont bother with them, just exit out of this area and come back in again and they will disappear. Take the combat knife and cut the webbings on the other door. Enter it after wards.

METHOD 2

This is the very dangerous but fast method, the trick with this one is that you ignore the boss, immmediatly go and pick up the combat knife off the barrel and start cutting away at the webbings, the boss will be right on your ass attacking you ever so frequently, so just hope to god that you can cut the webbings before the boss cuts you. After the door is completely open enter through it.

Alternate METHOD 2

Since Chris can use the flame thrower unlike Jill, you can just run up to the webbing and burn the hell out of it with the flame

thrower, mind you it will cut through the webbing alot quicker than the knife will. So it should be safer.

JILL VALENTINE

METHOD 1

This is the manly method, take out the colt python or the shotgun which ever suits you more and start shooting the spider, note that there is a very high chance of you getting poisoned during this battle but we'll find a blue herb after wards so dont worry about it. So, the boss moves really fast and can poison you, but its general attack does not do that much damage, so you can easily stand toe to toe with it and emerge the victor. After killing it about a thousand small spiders will come out of it, dont bother with them, just exit out of this area and come back in again and they will disappear. Take the combat knife and cut the webbings on the other door. Enter it after wards.

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BOSS FIGHT 6 : TYRANT 1st ENCOUNTER

CHRIS REDFIELD

This is the first fight with this big mother of a monster. As soon as this fight starts the first thing you should do is get some serious space between you two, since the tyrant is still weak and sluggish from its slumber it will not do any running attacks on you and will just walk slowly like frankenstein.

Take out the Colt Python from your inventory and after you've gotten to a good distance, start shooting at it, if it gets a little too close then retreat back a few more paces since its claw attack can do a massive amount of damage. This fight shouldn't last that long and the tyrant will go down after a few perfect aimed shots. The fight is over.

JILL VALENTINE

This is the first fight with this big mother of a monster. As soon as this fight starts the first thing you should do is get some serious space between you two, since the tyrant is still weak and sluggish from its slumber it will not do any running attacks on you and will just walk slowly like frankenstein.

Take out the Colt Python from your inventory and after you've

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* CREDITS AND THANKS

- * God of course for making the whole world like it is today and a special thanks for making me lol ;-)
- * My hands, i can say without a doubt that i may be one of the fastest typers alive.
- * GameFaqs.com , for allowing people such as me to show off their writing skills, or even learn that common men can also make walkthrough's for games, I mean three years ago I didnt know what a FAQ was.
- * All the people who use this walkthrough for making their game easy, not for their profitable gains, a special thanks to the web sites who use it by asking my permission first , and keeping it in its original unedited .txt format.
- * The Survivor's Guide Network, for most of the cheats of the game and other information.

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