

Resident Evil 2: Dual Shock Edition FAQ/Walkthrough

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*RESIDENT EVIL 2: DUAL SHOCK EDITION
*SONY PLAYSTATION
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Hello again! CVXFREAK here and my latest project as of August is a FAQ/Walkthrough for Resident Evil 2: Dual Shock Edition. There isn't a full walkthrough for Resident Evil 2: Dual Shock Edition so I'll make one. This will be my longest project since my CODE: Veronica X FAQ, so it'll be tough! Please be forewarned that this is for the Dual Shock Version of Resident Evil 2. The Dreamcast and N64 Version information can't be found here, a good example being the RE2 EX Files exclusive to the N64 Version. They WILL NOT be found here, since this is still strictly a Dual Shock RE2 FAQ. Well, enough ranting! Onto my third favorite Resident Evil game, Resident Evil 2!

CONTENT

1. INTRODUCTION/FAQ HISTORY
2. CONTROLS
3. MY RESIDENT EVIL 2: DREAMCAST EDITION REVIEW
4. STORYLINE OF RESIDENT EVIL SERIES
5. CHARACTER BIOS
6. HERB MIXING GUIDE
7. MONSTER AND BOSS LIST
8. ITEM AND WEAPON LIST
9. WALKTHROUGH- LEON SCENARIO A
10. WALKTHROUGH- CLAIRE SCENARIO B
11. WALKTHROUGH- CLAIRE SCENARIO A
12. WALKTHROUGH- LEON SCENARIO B
13. WALKTHROUGH- HUNK: 4TH SURVIVOR
14. WALKTHROUGH- TO-FU SURVIVOR
15. WALKTHROUGH- EXTREME BATTLE MODE
16. RESIDENT EVIL 2 FILES
17. VERSIONS OF RESIDENT EVIL 2
18. WESKER'S REPORT
19. THE TREVOR LETTERS
20. CONCLUSION

1. INTRODUCTION/FAQ HISTORY

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INTRODUCTON
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Welcome! This is CVXFREAK's RESIDENT EVIL 2- DREAMCAST EDITION Game Guide. BIOHAZARD/Resident Evil are trademarks of CAPCOM ENTERTAINMENT, so I have no ownership over BIOHAZARD/Resident Evil. This guide is made to understand easily. It is divided into "areas." Areas are sections in the game. Within an

area are puzzles and locked doors, etc. Areas end usually when you leave a certain area of the game (ex: Prison) and begin whether you have gained new areas, gotten a new item or have beaten a boss.

When fighting bosses, a special paragraph is available for each boss, even if it is a boss you don't have to kill. This guide will be structured to follow item needs as well and will follow all the modes in the game, as this guide is intended for players who need help with the game. Now on to the game, RESIDENT EVIL 2.

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HISTORY (NOT STORYLINE)
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Now here's a little stroll on memory lane of RESIDENT EVIL...

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INCOMING: RESIDENT EVIL
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When the first Resident Evil was released in March of 1996, it was called the best game of 1996. With incredibly great graphics at the time, it sparked a starting point for Survival Horror, with the exception of Aline in the Dark, which came out before Resident Evil.

You controlled 2 characters named Chris and Jill as they explored a creepy, puzzle-full mansion. As usual, there was a traitor and zombies around.

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DIRECTOR'S CUT THEIR PROMISES!
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Then came Resident Evil: Director's Cut. It was released later that year to feature the edited scenes in the original Resident Evil in Japan. Despite extra modes, different camera angles and slightly better graphics, the scenes were edited and this version of RE1 was shrugged off.

Capcom also said that the scenes that were cut were going to be in it, but they lied. It even said on the box! Capcom did post the scenes on their website for awhile, but ack, the quality stinks!

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RESIDENT EVIL FLIES TO SATURN
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Then came Resident Evil for Saturn. It had considerably worse graphics than the PSX Version, but featured still edited scenes. But there were more costumes and an extra mini-game. This version is pretty rare and expensive (COST ME \$40 USED! At mcvans.com)

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2 CAN PLAY AT THAT GAME
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Then, in January 1998, in came Resident Evil 2 (FINALLY). It was twice the size of the original Resident Evil. It had 1 disk for each character and featured disk swapping. The graphics were really improved and the characters had MUCH more detailed.

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DUAL RERELEASE SHOCKS PSX!
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When Dual Shock controllers arrived for the Playstation, Resident Evil: Director's Cut and Resident Evil 2 were re-released with Dual Shock support.

While Resident Evil: Director's Cut remained intact, aside from the different soundtrack, Resident Evil 2 was renamed Resident Evil 2: DUAL SHOCK VERSION. This had Dual Shock capabilities, but more difficulty modes and another mini game were added.

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NEMESIS!

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Finally, in November 1999, the third of the series, Resident Evil 3: Nemesis, arrived. It had better graphics and back rounds than RE2 and had a strange relationship to RE2. Part of it took place BEFORE RE2. It made sense, since some RE2 areas work their way into RE3.

RE3 had only one character. It was RE1's Jill valentine as she tried to escape Raccoon City. RE3 was like RE2's 3rd scenario. It was the same story from another view!

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IMPOSSIBLE! BACKWARD IN TIME

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Later that month, Capcom took another step, but it was a back step. They released Resident Evil 2 AGAIN! But this time it was for Nintendo 64. The N64 was basically the original PSX Version, with updated graphics and grainy sound and FMVs. But it had EX Files, which tied RE2 and RE3 and RECVX together, because previous versions of RE2 didn't really fit with RE3's storyline.

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BACK TO THE FUTURE

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About a few months later, in March 2000, CODE: Veronica hit Dreamcast. It had the best graphics of ANY RE. It was 2 disks, but longer than RE2. It had 2 characters again. They were RE1's Chris and RE2's Claire.

But something was missing from CV. Wesker didn't have a big enough roll. Even with those restrictions, people still enjoyed CV as the best RE since RE2 and RE3. How would they fix it...?

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SURVIVOR GETS VOTED OFF!

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In September 2000, Capcom headed back to PSX and released Resident Evil Survivor. It was a first person RE game. It was supposed to solve any questions raised in RE2 and RE3. It took place between the end of RE3 and the start of CV. It was mediocre, with graphics worse than RE2. But the game did have more re-playability.

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REVISITING THE PAST! AGAIN!

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Capcom's RE series had taken a downfall thanks to Survivor, and CODE: Veronica fans on Dreamcast needed more RE games. So Capcom decided to port Resident Evil 3: Nemesis over to Dreamcast.

It had better graphics than the PSX Version, too. It also sold amazingly cheap for \$20 USD. But nothing new in terms of storyline came. Only new costumes arrived and the mini game, Mercenaries, was unlocked. It's the best version.

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LEAVING THE PAST- FOR GOOD?

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RE3 and CODE: Veronica sold well on Dreamcast. But Capcom needed another RE game for Dreamcast. Resident Evil 2 had sold well on PSX and N64, so why not Dreamcast?

Capcom ported over the Dual Shock Version of RE2 and released it on Dreamcast. Like Nemesis for Dreamcast, it had great and unblocky graphics like any previous version. But as did the N64 Version, the storyline stayed intact. Sigh. But this wouldn't be the last of the past... 0... Zero...

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RACING THROUGH TIME
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In October 2000, the PS2 arrived. It had MUCH better graphical features than the Dreamcast. In order to keep PSX fans hooked, they ported RE CV to PS2, called RECVX. The game has more cut-scenes about Wesker. This game is it. RECVX is the best game of the series, at least to me. The American Version is due out August 22, 2001.

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VISITING THE PAST IN THE FUTURE
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In end-2001 and start-2002, Capcom will release Resident Evil 0 and Resident Evil 4 for Nintendo' GameCube and PS2. RE0 takes place before RE1 and RE4 takes place after CV. No other details yet.

This guide is for RESIDENT EVIL 2: DUAL SHOCK EDITION.

2. CONTROLS

DUAL SHOCK VERSION:

- R1 Trigger: Ready Weapon (press and hold)
- L1 Trigger: Change Targets (when R trigger is held)
- X Button: Action/Confirm Selection
- TRIANGLE Button: Status Screen/Cancel
- SQUARE Button: Dash (with D-button UP)/Cancel selection
- Start Button: Option menu, skip movie/cut-scene
- Analog Thumb Pad: Moves character and options
- D-Pad: Moves character and options

To move character:

- UP: Forward
- DOWN: Backward
- RIGHT: Rotate right
- LEFT: Rotate left

Remember, this FAQ is for the Dual Shock Version!

3. MY RESIDENT EVIL 2- DREAMCAST EDITION REVIEW

This is my exact review that was found on GameFAQS.com. Remember, this is a personal review. Others may differ. Please note that though this is for the Dreamcast Version, there really isn't much difference in gameplay.

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DREAMCAST VERSION REVIEW

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Resident Evil 2 is a great game. I've played the PSX and N64 Versions and this. But the Dreamcast Version, to me, was rather THE BEST compared to the PSX and N64 Versions. You'll see. This is also called BIOHAZARD 2 in Japan and is the name I use for this game.

CONTROL: 8

The controls are something that confuses everyone in the RE world. But you'll learn it in a bout a half-hour or so. They really aren't too difficult to learn, but you'll be stuck in a muck for the first minutes of the game.

STORY: 8

The story is about Claire Redfield as she goes to Raccoon City to loom for her lost brother, Chris from RE1. Leon Kennedy is also here to help fight the zombie onslaught of the day before. This story also takes place after the beginning of BIOHAZARD 3: Last Escape (or RE3: Nemesis) so you'll find out why when you play. This game is also about William Birkin, who injected himself with the G- Virus to survive an onslaught from Umbrella, the mad company that makes the T- Virus, which turns people into zombies. William Birkin becomes a monster and attacks humans as people turn into zombies. The T- Virus turned them into zombies. It got to Raccoon City through rats that ate William Birkin's T- Vials. It also features Mr. X, a mad Tyrant after William Birkin and his G- Virus. Mr. X is a T- Virus Tyrant by Umbrella. An overall good storyline.

PORT QUALITY: 7

Here's where it falls: IT WAS PORTED IN A SLOPPY, INCONSISTENT WAY! It doesn't have the EX Files from the N64 Version and some errors are still present, such as file and spelling errors. Annette Birkin, for example, is spelled 3 different ways in one game. In a file, she is spelled Annette (the correct way). In the credits she is spelled: Anette (incorrect). In the actual game she is spelled Annet. Oh please, at least fix THAT error.

Another thing the port falls in is the fact it uses 2 disks again!!! The Dreamcast disks can hold the data of an N64 cart or 2 PSX disks and that's what RE2 is: a one cart N64 game and a 2 disk PSX game. It's nothing big, but it is more convenient to have it on 1 disk.

Also, the N64 Version's Randomizer and Violence Control were gone aswell. Those N64 features were cool. Why'd they leave it out is mystery, but whatever.

GRAPHICS: 10

OK. BIOHAZARD 2 for Dreamcast is VERY good in graphics. They are crisp, superb, and come very close to CODE: Veronica's graphical capabilities. They also don't 'rub' like the PSX's version. They are simply outstanding and wipe the N64's out of the water.

REPLAYABILITY: 8

Well, there are 2 ways to play BIOHAZARD 2. You can officially start as Leon and end as Claire, or start as Claire and end as Leon. Who ever you start with sends the game in a different direction because one of them encounters some events earlier than the other.

GAMEPLAY: 8

There are many features in BIOHAZARD 2. There is HUNK, TO-FU and EXTREME BATTLE minigames where you control characters and try to escape!!! Fun!!!!!! There is also the new gallery, where you get to view movies from the game! Very cool. The whole point of this game is to blast zombies, which is cool.

OVERALL: 10 (not an AVERAGE, but a HOLISTIC)

Well, this is the best BIOHAZARD 2 version to date. Besides the lack of a better port, it is great, well done and simply outstanding. Get it even if you have the PSX and N64 Versions, as it only costs \$20.

Pros:

CJayC for owning GameFAQS

The PSX RE2 board for being the most active RE board

Sega for releasing Dreamcast

Capcom for porting it in the first place

Cons:

People who hate BIOHAZARD

Plagiarists

Thanks for reading!

-CVXFREAK aka CVFREAK

4. STORYLINE OF RESIDENT EVIL SERIES

RESIDENT EVIL 2 obviously isn't the first game of its series. So far, there have been 5 chapters of the series: RESIDENT EVIL, RESIDENT EVIL 2, RESIDENT EVIL 3: NEMESIS, RESIDENT EVIL SURVIVOR and RESIDENT EVIL CODE: VERONICA X. Each game was unique with its own special features. RESIDENT EVIL featured many endings, while RESIDENT EVIL 2 had the "zapping" scenario system where you start with Leon Kennedy and end the game with Claire, or vice versa. RESIDENT EVIL 3 NEMESIS had live selections that would affect the game's ending. RESIDENT EVIL SURVIVOR was a game in the first person. RESIDENT EVIL CODE: VERONICA X features things from all the games, such as different paths (sorta), a first person mode, two characters and a minigame.

Those are all the games. I will give you a brief summary of all the games. If you want detail, check out TWILDE'S RESIDENT EVIL PLOT ANALYSIS, found at GameFAQS.com, where this guide can be found.

NOTE: THESE SYNOPSIS CONTAIN SPOILERS! Don't read if you haven't played RE1, RE3, RE:SVR or RECVX yet!

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RESIDENT EVIL 1
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July 1998

Raccoon City, a mid-western U.S. town is experiencing reports of cannibalism near its forest. The local police department sends in a special force to stop it, called STARS, Special Tactics and Rescue Service, to seek information about it. Umbrella Inc, a pharmaceutical, also controls Raccoon City. The STARS are divided into 2 teams, Bravo and Alpha. Bravo heads in first. Bravo team is consisted of Rebecca Chambers, Enrico Marini, Forest Speyer, Richard Aiken, Ed Dewey and Kenneth Sullivan. Enrico Marini was the team's leader.

Bravo Team heads to the forest in the Arklay Mountains. They investigate the origins of the zombies that wandered into Raccoon City. A day later, Alpha Team loses communication with Bravo Team. Albert Wesker decides to send in the other STARS Team to find them.

When their helicopter sees wreckage, they land. Wesker, Jill, Joseph, Barry and Chris examine the chopper. Joseph finds a hand separated from its body. Suddenly, a skinless dog mauls Joseph.

Brad Vickers, the pilot, flies away because he is scared. The remaining STARS members run into a nearby mansion. Inside, Wesker tells all of them to separate to find the remaining Bravo Team members.

Jill Valentine and Barry Burton discover the destroyed body of Kenneth Sullivan of Bravo Team. Chris Redfield sees the dead body of Richard Aiken. When he sees the body, Rebecca Chambers of Bravo Team, alive, meets Chris.

Jill seems suspicious as she and Barry discover Forest Speyer's body. As Jill and Barry separate, Chris reaches the guardhouse behind the mansion. There, Chris and Rebecca duel with a vicious and giant plant called Plant 42. They destroy the plant.

Jill, back at the mansion, destroys a giant snake. Teaming up with Barry, she explores the basement of the mansion. Chris and Rebecca return to the mansion with nowhere to go for now. There, they discover the scarred snake that Jill just fought. With new ammo from the guardhouse, the snake dies for good.

As Chris and Rebecca look around, a new type of monster invades the mansion. It's called the Hunter. They are a lot worse than the zombies Jill, Barry, Chris and Rebecca have been running into.

Jill finds her way into the underground tunnels with Barry. There, Jill finds Enrico Marini. He tells Jill Umbrella had planned this just before he is shot.

Jill and Barry chase the sniper into a lab. Finding some notes Jill and Barry left near some typewriters, Chris and Rebecca find their way to the tunnels. Chris and Rebecca kill a Giant Spider and find their way into a lab.

Jill discovers Barry and Wesker were working together to kill all the STARS. Barry didn't want to, but his family was in danger. Barry betrays Wesker and gets him to get impaled by Tyrant, Wesker's creation.

Chris and Rebecca find Jill and Barry and they signal Brad to escape. Tyrant catches up to them, but Chris destroys the thing with a Rocket Launcher. All 5 STARS members escape.

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RESIDENT EVIL 3 NEMESIS: PART 1
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SEPTEMBER 1998

Chris, Jill, Barry and Rebecca must stop Umbrella for spreading the virus through the mansion. Chris and presumably Rebecca go to Europe to take out Umbrella, while Jill and Barry stay behind.

On the 22nd, a scientist named William Birkin finishes his G- Virus, an upgrade of the T- Virus. Umbrella, impatient, sends a squat team that attacks Birkin and steals his virus. Birkin injects himself with his G- Virus and becomes a monster, worse than the zombies and Tyrant, kills off the squat members. Because Birkin is now a monster, he causes a T- Virus leak and now the Raccoon citizens are zombies.

SEPTEMBER 28, 1998

Jill Valentine escapes infection. On the 28th of September, armed with an

Assault Rifle, Jill fights her way out of town. She runs into Brad Vickers, the pilot of STARS. He tells Jill that something is coming for STARS members. What?

As Jill makes it into the RPD Building, that thing Brad was speaking of arrives. Brad Vickers is murdered by the Nemesis. Jill's weapons don't damage it too much, so she retreats into the RPD Building.

The RPD STARS Office is untouched. Jill finds a Magnum, which is effective against Nemesis. After finding a set of lock-picks, Jill fights her way out of the RPD. Nemesis returns, but Jill's Assault Rifle and her new Magnum are powerful enough to put the thing down, but it rises up again quickly.

Jill runs as fast as she can, loses the Nemesis and reaches the downtown area. She runs into a man named Carlos Oliveira. He is part of Umbrella BioHazard Countermeasure Service. They were sent by Umbrella to save Raccoon Citizens. But they don't know anything that Umbrella does. They are grunts.

Jill runs into Mikhail Victor and Nicholai Ginovaef, more UBCS. Nicholai seems suspicious, while Mikhail is fine. Mikhail is seriously injured, though. Jill runs to a trolley and plans for escape with them. Jill explores a power station over by the RPD and grabs a needed fuse.

She also finds even more added power- a Grenade Launcher and a Shotgun. When she runs into Nemesis again, the Grenade Launcher puts it down almost instantly. The Shotgun puts zombie groups down with relative ease. Jill finds some oil at a gas station and some cables around town and prepares the trolley.

On her way back, she sees Nicholai shoots someone and is then attacked by zombies. Thinking Nicholai is dead, she finds Carlos and Mikhail and ride the trolley out of town.

The Nemesis returns. Mikhail takes a grenade and blows himself and Nemesis out of the car. The car breaks and crashes in the clock tower. Carlos and Jill, now with Mikhail sadly dead, try to signal a helicopter by ringing the clock building's bell.

Jill finds the keys to them and rings them with ease. As she signals, Nemesis uses his own Bazooka to destroy the chopper. With the help of Carlos, Nemesis' Rocket Launcher is destroyed.

Nemesis then infects Jill with the virus. With her Magnum, Shotgun and Grenade Launcher, Jill manages to put Nemesis down. She then blacks out...

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RESIDENT EVIL 2

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SEPTEMBER 29, 1998

As Jill lays unconscious, Claire Redfield, the sister of Chris Redfield, rides into town to find him. Leon Kennedy rides into town on his first day of job. Leon and Claire run into the zombies. After running from them, Claire runs into Leon.

They work together to get to a police vehicle. Claire and Leon get hold of guns. Suddenly, their police vehicle crashes thanks to a zombie. Since the RPD Building is nearby, they decide to meet there.

(Notes: When Jill was in the RPD the day before in RE3, half the place was blocked off. It isn't anymore by the time Claire and Leon arrive because zombies broke through the barricades after Jill left.)

Leon and Claire take different paths to the RPD Building. They eventually meet in the STARS Office. Leon finds a Shotgun in the STARS Office and Claire finds a much needed Grenade Launcher in the main desk of the main lobby. Leon and Claire decide to find any survivors so they can have more weapons to get through the streets.

As Claire wanders, Umbrella drops a Tyrant into the RPD for an unknown reason. Claire sees Tyrant, which she nicknames Mr. X. Her Grenade Launcher puts it down though.

Claire runs into a young 12-year old named Sherry Birkin, the daughter of William Birkin, who is now a monster. Leon runs into Ada Wong, a woman looking for her boyfriend, John. Claire and Sherry meet the RPD chief, Brian Irons. He is strange.

Ada and Leon meet up with Ben Burtolucci. He seems to know something about John, but isn't cooperating. Ada and Leon try to escape via the sewers, but they only find keys for the RPD's locked rooms.

Claire and Sherry run to the sewers to look for Sherry's parents. They don't find them, but they find keys which might work in Chief Irons' room. They return to the RPD.

Sherry and Claire run to the chief and discover his secret layer. On the way, Mr. X returns several times to haunt Claire. They find out Irons was working for Umbrella. William Birkin, now a monster, kill Irons.

Ada and Leon get back to Ben after exploring the rest of the RPD. William Birkin implanted Ben with a parasite. The parasite escapes Ben's body, cutting him up. Leon and Ada contact Sherry and Claire to go back to the sewers for escape.

Leon and Ada see the growing parasite. Earlier, Leon found a Magnum. It and his Shotgun are very effective against the G-Imago. The G-Imago dies.

Earlier, Claire found a Submachine Gun. It and her Grenade Launcher are effective against William. William falls into a pit. After receiving the call from Leon and Ada, Sherry and Claire find their way off the RPD building via and underground sewer.

Leon and Ada find the exit of the RPD to the sewer at last. As Leon and Ada go down a lift, a woman in a lab coat shoots Leon. Leon blacks out, but Ada chases the woman through the sewer. The sniper then corners Ada after a merry chase through the sewers.

Sherry and Claire see Mr. X looking for something. They run away. As they enter the sewer proper, leaving the RPD for good, Claire sees Sherry fall down a drain. She looks for her and runs into Leon, who just woke up from that bullet wound in his arm. Leon tells Claire to find Ada and Sherry. Claire moves ahead, leaving Leon to rest.

Ada and the sniper are talking. Annette Birkin is William's husband and Sherry's mother. Annette tells how Umbrella stole the virus. Then Ada pushes Annette over the railing and she falls into a sewer after telling her that her boyfriend John is dead.

Wanting to rejoin Leon, Ada runs down into a pit and sees... a GIANT ALLIGATOR! Claire runs into where Annette fell. She tells Annette that Sherry is in the sewer. Annette faints, just after telling Claire that Sherry has a sample of

the G- Virus somewhere.

Leon wakes up. He decides to look for Ada, Claire and Sherry. He eventually finds Ada being attacked by an alligator. His Shotgun and Magnum put the thing down. Ada tells Leon that John is dead. After healing his wound, Leon and Ada go to the tram and ride it across town.

Claire finds Sherry eventually. She asks Sherry if she has G- Virus, like Annette had told her, but she says no. As Ada and Leon ride the tram, William Birkin attacks them. They shrug him off, though.

Unable to find Leon and Ada, Sherry and Claire ride another tram to follow Ada and Leon. Ada and Leon ride an elevator car down. During the ride, Birkin wounds Ada. Leon uses his artillery to stop him.

Claire and Sherry reach another elevator car. Birkin, since Leon had hurt it, is now mutating again. Mr. X interrupts Claire as she powers the place up. Birkin is then defeated in a fight with Claire.

In the lab, Leon decides to heal Ada. He looks around and runs into Annette Birkin. Annette is about to shoot Leon, but Birkin attacks Annette. Annette drops a G- Sample. Leon takes it and runs into Ada, who is now threatening him.

Apparently, Annette said Ada worked for some company out for the G- Virus. Ada then falls down a chasm, thanks to Annette. Leon, in a rage, throws the G- Sample over. Since the lab's explosion sequence has now started, Leon must get out quickly.

Claire and Sherry run into Mr. X. Words from Annette then add up on why Mr. X is after Sherry. Sherry has the G- Virus in her pendant. Sherry and Claire use the pendant to cause Mr. X to fall into a lava pit. Mr. X disrupted a power surge, which is why the lab will explode in only a few minutes.

Leon gets to the escape elevator. Birkin returns, but Leon deals with him accordingly. Claire and Sherry reach see a hurt Anette near where Ada fell. Annette tells Sherry to escape. Annette falls unconscious, giving Sherry and Claire an escape key.

Claire and Sherry use an elevator to get to the elevator. As Claire and Sherry power the train up, a hot and flaming Mr. X returns and now has grown a claw. Claire's weapons only slow it down. Claire knows she's about to die... but suddenly, Ada, a dark shadow of herself, throws a launcher to save Claire! Ada runs off..

Claire destroys Mr. X once and for all. Seeing as Ada is nowhere to be found, Claire powers up the train and Leon comes in. The lab then explodes in a blast, the train barely making it out. In the back of the train, Birkin returns. Since Leon was injured in his fight with Birkin, Claire deals with the Birkin monster.

But Birkin is still alive. The only solution is to destroy him in a blast. They activate the train's explosion sequence. Sherry, with great reflexes, stops the train and they all get out. Birkin is consumed in a blast with the lab's escape train.

SEPTEMBER 30, 1998

Outside, Leon, Claire and Sherry reoperate. After a small argument, Claire, Leon and Sherry decide to find Chris Redfield, whom back at the RPD Building they discovered he went to Europe, decide to find him there. They run off into

the morning of September 30, 1998.

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RESIDENT EVIL 3: NEMESIS: PART 2
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OCTOBER 1, 1998

Meanwhile, Jill is infected with the virus back at the clock tower. Carlos decides to find a cure in the hospital. There, Carlos discovers Nicholai is alive. Nicholai shoots UBCS member Tyrell Patrick. Carlos dodges Nicholai and finds Jill's cure.

Jill is cured. The Nemesis returns, but Jill can handle it again. She gets to an escape plant. After dumping Nemesis into corrosive acids, Carlos tells her that the town will be nuked.

Jill sees Nicholai escape in a chopper. After letting him go, Jill kills Nemesis for the final time. Barry Burton suddenly saves Jill and Carlos just before the town of Raccoon is nuked... Jill and Carlos have escaped. Now they wanna kill off Umbrella!

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RESIDENT EVIL: GUN SURVIVOR
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NOVEMBER 1998

On an isolated island in the Atlantic, a guy named Ark Thompson sneaks into an Umbrella controlled city. He was sent by RE2's Leon to check up on the base and its commander, Vincent. When Ark gets to the base, he fights Vincent. Vincent, who was ready to get kicked out of Umbrella, spilled the T- Virus into the island, called Sheena Island.

Ark Thompson loses his memory. The place has been zombified like Raccoon City. Ark only has one gun for protection. After a phone call from someone he questioned, Andy Holland, Ark thought he was Vincent. Ark goes through the city, uncovering secrets about Umbrella and how they created Tyrants. Mr. X, a Tyrant Claire ran into in Raccoon City, chases Ark around the island.

Ark, still thinking he's Vincent, runs into Lott and Lily Klein. After joining them in an escape, Umbrella sends in a "Cleaner" crew team to wipe them out. Ark and the others eventually discover that many Mr. X were being produced on the island.

Ark, Lott and Lily encounter a new type of Tyrant, similar to the one Chris Redfield saw on the Spencer Estate. They slay it and finally escape, before Vincent, the Cleaner crew and Andy Holland are consumed in a blast.

One month after the Sheena Island incident and 3 months after the Raccoon City incident, Claire Redfield goes to Europe to find Chris. She eventually gets captured for trespassing on Umbrella's Paris Lab. She is taken to an island near Antarctica and that's where RESIDENT EVIL CODE: VERONICA X begins.

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RESIDENT EVIL CODE: VERONICA X
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DECEMBER 17, 1998
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CODE: Veronica X first starts December 17, 1998 in Paris as Claire gains some

leads on her brother, Chris and his whereabouts. It has been 2 and a half months since Claire and her new partner Leon escaped Raccoon City just a day before it was bombed.

Claire and Leon traveled to Paris, once again, to gain a lead on Chris Redfield. Unable to contact his partners Jill, Barry and Rebecca, Claire and Leon invade Umbrella's Paris Lab. Leon and Claire are separated because the guards of the base see them.

Leon manages to escape during the attack, but Claire isn't so lucky. Suddenly, a chopper loaded with a Gatling Gun begins to attack Claire. (In the Beta Version, Jill's enemy from RE3 (Nicholai) is piloting the chopper.) The guards are still chasing her. She ducks into a hallway. The guns kill the guards chasing her.

Claire runs down the hallway, barely missing the choppers' guns. She ends up on the base's rooftop. She uses a slick move to wipeout the guards. Suddenly, a Hispanic man captures her at gunpoint. Claire is captured.

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DECEMBER 27, 1998
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10 Days later, she is taken to an isolated Umbrella Base, called Rockfort Island. After being told her identity number, she is butted in the head by a rifle butt. Time passes and Claire wakes up to a huge explosion. Up above her seemingly underground cellblock, she hears guns roaring and people screaming. Moments later silence hits.

The door to the cellblock opens. A heavily breathing man comes in. Somehow the guards managed to not see Claire's lighter. She lights the lighter and she sees the man who captured Claire at Paris. The man frees Claire and sits down because he was wounded in the chaos above.

Claire discovers he needs Hemostat. Looking at the list, Claire finds out his name is Rodrigo Juan Raval. Grabbing a nearby Combat Knife, Claire leaves the cellblock. She eventually climbs a flight of stairs to a graveyard.

As she passes through, a burning truck explodes. A burning man goes toward Claire. It's A ZOMBIE! It seems the attack caused a viral leak in the area. Claire was luckily to avoid the zombies.

Claire arrives in the main hall of the prison complex. She is then attacked by a Gatling Gun. Claire sees a pistol and dispatches the gun. Apparently, Steve Burnside, a prisoner, sees Claire and thanks her for not being a zombie. After rudely introducing himself, Steve runs off for the island's rumored airport.

Claire looks around the prison, which is now a zombie's hell house. As she explores the prohibited areas, Claire catches up to Steve, who is looking up on Chris Redfield on a computer. Steve asks Claire to contact Chris to come save them. Claire does that, though Steve wasn't serious about the idea. Claire can't contact Chris directly, but she figures Leon can. She e-mails Leon to get Chris to help them. She gives Leon the coordinates of the island and Chris himself. Steve runs off angrily.

After finding the right keys, Claire escapes through prison's main gate, near where she met Steve. After finding her way up a cliff, Claire sees a military training complex. She explores the area, but shutters block off most of the complex.

She manages to find a Bow Gun, though. And she also sees a man get slaughtered

by a yellow zombie in a locked lab. Claire sees a picture she think may be important later on.

Claire decides to find the key cards elsewhere on the island. Leaving the military complex for now, she sees a big palace up ahead.

She enters the palace and looks around for the key cards. She finds a few locked doors. One of them is different. It needs to be unlocked using 2 special pistols. Claire looks on the first floor and after unlocking a strange movie, she fins the 2 guns she needs. The movie was shot, showing 2 twins, a boy and a girl, feeding a wingless dragonfly to a hill of ants.

Claire grabs the pistols, but then the room locks her in and the room heats up. She inserts them back in. She decides to exit the palace to look for the military complex's keys elsewhere. But as she exits, she hears Steve's scream. She runs back to the Luger trap to see Steve caught in it.

Using the reflexes she learned in Raccoon City, she saves Steve. Steve has the Lugers Claire needs for the door. He offers to trade for 2 fully automatic weapons. But Claire's 3 pistols and her bow gun don't satisfy Steve.

As Claire gears up to leave, she sees Alfred Ashford, the owner of the island. Alfred tells Claire she attacked the island. Alfred continues to shoot and miss at Claire with his sniper rifle.

Alfred also says his grandfather founded Umbrella originally. Alfred leaves with a death threat to Claire. Seemingly not intimidated, Claire continues her mission to find the military complex's card keys.

Claire sees a submarine beside the palace. She works the controls and sees it going down. It stops. She gets out to see she's at an underwater military airport.

She looks around and finds an airplane she can use to get out. She needs 3 special keys to activate the plane, though. She looks around to find another locked shutter. Looking at some maps, she sees a giant elevator behind the shutter and remembering the maps of the military complex, she thinks the broken elevator in the military facility's yard leads down the airport.

To her surprise, Claire finds a key card she needs for the military complex. Taking the submarine back to the palace, Claire continues for the military complex. As she passes by the palace gates, she notices a smaller private mansion on top of a hill behind the palace.

Continuing for the military complex, Claire eventually arrives. In the yard, she sees a giant worm attack her. Like the dead alligator she saw in the sewers of Raccoon City, this thing is huge, but not too smart. Claire escapes the thing by ducking into the facility.

She gets through the locked shutters. In a room, Claire is ambushed by Alfred, but thanks to his bad aim, Claire chases Alfred further into the complex. In a medical room, Claire finds the hemostat she needs for Rodrigo.

Claire gears for the prison, but she then discovers that Alfred lowered a shutter that leads to the exit. Claire goes further. That yellow zombie that killed the scientist then attacks her. It is a cross between a zombie and tyrant. Using her twin pistols, she shrugs them off.

Continuing, the another yellow zombie attacks her. But Steve them saves her with the Lugers. Claire trades Steve the Lugers for the Submachine Guns she

found a few moments ago.

Alfred suddenly lowers them into the complex's basement. Steve runs ahead of Claire and destroys a fresh set of zombies for her. Claire catches up to Steve. Questioning him about his family, Steve runs off.

She catches up to Steve in an unstable balcony. They fall through. Suddenly, a zombie rises and then runs toward Claire. Steve hesitates to shoot it. When it is about to eat Claire, Steve unloads the rest of his bullets into the creature, while yelling, "father!!!" After the zombie dies, Steve starts crying.

He tells Claire that his father took Umbrella info and sold it. Steve and his family were caught, his mom was killed and Steve hates his dad for doing this to him. Claire leaves Steve to mourn his dad's death. Apparently, Steve just shot his zombie dad.

Claire finds Alfred's crest in a room with the facility's diorama. She uses it on a little box she found earlier. She finds the last key card needed to explore the facility. She finds a key for the airport's plane.

Claire also finds her way into the lab where the yellow zombie killed that scientist. Claire sees the painting she wanted. Noticing a resemblance to a painting she saw in the facility's diorama room, she hooks it on to the wall where the eagle plate was. As she leaves, albinoid experiments escape the lab and run up vents. Claire escapes before the lab is locked.

A wall in the diorama room is raised, revealing the actual diorama the wall was hiding. She sees a key, gold colored. Claire sees that this can open a door at the palace.

Claire races for the palace. She opens the door she wants to open and sees a room full of paintings of Alfred's ancestors. After looking around, Claire finds a strange queen ant model.

Claire travels to the door with the luger engravings. Using the lugers, Claire unlocks the door to an office. There, she discovers that Alfred has a twin sister, Alexia, and according to Alfred's butler, he's seen her in Alfred's private house.

Claire finds her way to a bridge. Up ahead, Claire sees the private house on the hill she's been wanting to explore for more clues. She explores the house and nearly runs into Alexia Ashford. She's talking to her brother about Claire and Steve's destruction. They then leave.

The house has been damaged by the island's attack, but Claire finds a key she needs for the palace's remaining doors. Heading back to the palace, Claire finds another eagle plate. She then remembers a door she saw in the prison complex that had an eagle engraving.

After looking in a slot room, Claire decides to head back to the prison. There, she goes to the cellblock and sees a dying Rodrigo. Fortunately, Claire saves him in time with hemostat. After thanking each other, Claire trades her lighter for Rodrigo's lockpick.

Claire explores the door behind the one with the eagle plate. Claire discovers an infirmary. After confronting a powerful zombie, Claire unlocks the path to a secret basement.

There, she finds a piano roll that fits perfectly into the piano at the palace.

Claire gears for the palace. In the yard, someone familiar attacks her: Albert Wesker. Wesker tells Claire he attacked the island and is after Chris now. As Claire is attacked, she notices a key she needs for the airport. Wesker tells Claire he'll use her to get to Chris.

Wesker, after getting a call from his men, jumps over a wall, toward the palace's dock. Collecting the airport key, Claire heads into the palace's piano. Claire finds a king ant model, like the queen model she found earlier.

Heading back to the private residence, Claire discovers the ant models where keys to a secret lair above Alfred and Alexia's bedrooms. Claire discovers the final airport key and decides to find Steve and Rodrigo and leave.

Alexia Ashford attacks Claire on her way out. She has a sniper rifle like Alfred's. Suddenly, Steve comes in and shoots Alexia through a door. The door is easy passage between Alexia and Alfred's bedrooms.

Claire sees Alfred with make up on. Apparently, he's been dressing like his sister. Claire decides that Alexia is just Alfred's imagination. Alfred runs off crying. He sets off the self-destruct sequence.

Claire and Steve run to the palace gates, near where Claire was attacked by Wesker. Steve leads Claire to the airport. Claire inserts the keys to the plane. Unfortunately, the drawbridge is in the way of the plane. Claire volunteers to raise it.

Claire runs to the controls and raises them. In a room she couldn't access before, Claire finds the keys to the shutter blocking the elevator.

Claire decides to ride the elevator up to the military complex and head back to the plane via the palace's submarine. She does just that. After fixing the elevator, the 5 minute timer for the explosion begins. As Claire rides the elevator up, Alfred releases a monster after Claire... Can it be? Yeah it's...

Claire steps out of the elevator and as she expected, she ends up in the military complex's yard. Dodging the giant worm, she gears for the palace.

On her way, a fire traps Claire. Tyrant comes from the fence. Apparently, it's the monster Alfred released. Claire uses her bazooka she found earlier and manages to put Tyrant down. Claire dashes passed the palace and down the submarine into the airport.

Steve manages to pilot the plane and then the plane lifts off from an exploding island. As the plane circles the island, the prison, palace and private mansion are consumed in the blast, but the military complex seems to withstand it.

Not caring, Claire and Steve fly off. They apologize for everything mean they said to each other. Suddenly, the plane rocks. In the back, Claire sees Tyrant. Claire uses her bazooka to weaken it and then catapults it off the plane. It looks like her encounter with Mr. X on Raccoon City did her some good.

Back on the exploding island, Alfred runs into the somehow surviving military complex. He sees the tank and moves it to reveal a secret lift. The lift leads to a different area of the airport. Alfred hitches a ride on one of the 2 harrier jets and flies away from the island.

On Claire's plane, Alfred controls the plane and changes it's direction. Steve can't change it so they have no choice. Hours later Steve attempts to kiss a sleeping Claire, but fails. Moments later, the plane crashes into an Umbrella Base in Antarctica.

Claire and Steve get off the broken plane and look around separately. Claire finds the diary revealing that a monster named Nosferatu is trapped somewhere in the base. Also, it seems Alfred Ashford spilled the T- Virus around the base, so there are now zombies in the area. Looking in a private office, Claire finds the evil monster trapped in a chair beneath wire mesh. What has Alfred been up to?

Claire looks around and asks Steve to lift a digging car with a crane. Steve looks at Claire and causes a gas leak in the room. Claire fixes it. Suddenly, Alfred, still wearing make up and talking like Alexia, tries to shoot Claire, but Steve comes in and shoots Alfred down a deep chasm.

Nosferatu suddenly feels agitated. He breaks free of his prison and runs off... Claire grabs Alfred's sniper rifle and Steve and Claire dig out of the room with the digging car. They eventually get to a heliport above the base.

Nosferatu suddenly attacks Steve. Steve is KO'ed, while Claire must fight him on his own. Using the sniper rifle, Claire punctures Nosferatu's once human heart and kills him. Claire rescues Steve.

They find a car and drive off to an Australian Base. Meanwhile, Alfred, nearly dead, releases his sister from cryogenic sleep. Alfred tells Alexia to kill Claire. Alfred then dies of blood loss.

Alexia uses her mind to attack Claire and Steve's car. The car burns. Did Claire and Steve survive?

Meanwhile, on Rockfort Island, Chris Redfield arrives. Leon managed to contact him. Chris climbs a cliff and arrives in a cave. There, he sees Rodrigo. After Rodrigo tells Chris he saw Claire and Steve leave the island, that worm Claire saw swallows up Rodrigo.

Chris chases the worm throughout the cave. Finding some Submachine Guns, Chris kills the thing. Rodrigo is swallowed up, but dies shortly after, giving Chris the lighter before he dies. Chris finds his way into a lightly damaged military complex.

Chris looks around and finds his way to Alfred's harrier jet bay. He needs a halberd that was on the eagle plates Claire found to open the harrier doors.

Chris finds his way to the control room. He sees Alexia Ashford singing on the wide screen. Down in the airport where Claire boarded the plane with Steve, Wesker is happy that Chris is finally here. He sends Hunters after Chris.

Chris finds the eagle plate Claire used to open the box. But unfortunately, it falls down into the sewers below thanks to a giant hole caused by the explosion. He finds his way into the lab area thanks to a hole in the wall.

Chris sees a knob-less door Claire didn't explore. Chris decides to find a doorknob in the basement. There, he explores a lab where the T- Virus was leaked from.

He finds a chemical he thinks he needs for getting halberd. It's called Clement E. It, mixed with Clement A, can melt the alloy part of Alfred's eagle plate.

Chris finds his doorknob and then is scanned by a scanner. Moments later, Hunters attack Chris. Chris, using a shotgun he found, kills them. Chris sees the scanners when he gets back to the knob-less door.

Avoiding them, Chris ends up on the other side of the broken balcony that Steve and Claire fell through. Finding a small tank object resembling the tank outside the facility, Chris inserts it to the little hole in the diorama. The paintings in the room slide to reveal 3 little keys needed and a turntable key.

There's also a note from Alfred saying there's a passage beneath the diorama that takes Alfred from the military complex to his private residence. Chris notices the 3 key holes and notes them.

On his way, Chris sees Albert Wesker. Wesker attacks Claire and says Claire won't live long and that she's in the Antarctic with Steve and the evil Alexia. Suddenly, Alexia Ashford appears on a screen and laugh. Wesker seems to have super powers, as he has yellow eyes... Wesker vanishes and a yellow zombie attacks Chris. Using his submachine guns, he kills it.

After finding his way to the main yard thanks to the turntable key, Chris sees that he can't get to the palace.

Taking the elevator down to the airport, Chris sees the keys Claire used to board the plane. They also fit into the 3 key holes in Alfred's diorama room. Grabbing them, Chris tries to use a submarine he saw on a map to get to the palace.

Unfortunately, the submarine somehow got docked up at the palace, so access to the palace is impossible. Taking the 3 keys back to the diorama in the military complex, Chris manages to find the ladder.

Following a tunnel, Chris discovers that the door leading to the private residence is locked. But nearby, Chris sees Alfred's private swimming pool. In it is the eagle plate. There's also a monster on the pool.

It's the albinoid Claire released from the lab. It matured really fast. Chris uses his shotgun to dispose of the electric monster. Chris grabs the eagle plate. But Clement E alone can't dissolve the alloy.

Chris backtracks to the basement area. He finds the final Clement A and then mixes it with Clement E. The mixture solution causes the eagle plate to dissolve, leaving the halberd.

Using the halberd, Chris gains access to the harrier bay. He jumps on the last plane and flies to Antarctica.

There, Chris immediately looks for Claire. It seems that the place was filled with ice from when Claire and Steve tried to escape. This helps Chris access new areas.

In an area that looks like the Spencer Estate, Chris finally finds Claire. After saving her, Claire and Chris decide to find Steve. Alexia comes and curses at them. Claire and Chris give chase toward Alexia, but a giant tentacle separates them.

Claire wakes to see Chris' foot and knees injured. Chris tells Claire to find Steve. Suddenly, they hear Steve scream. Claire chases Alexia through a few doors.

Using her guns, she kills a few of Alexia's tentacles. Claire finally sees Steve in a prison. It's the room Nosferatu was stuck in. Steve tells Claire that Alexia performed the same experiment that she performed on her own father.

Steve suddenly expands and mutates into a giant toad-like monster. It then

begins to attack Claire. Claire runs off to the exit. But since the door was locked by Alexia, Steve begins to attack Claire.

Suddenly, a tentacle grabs and constricts Claire. Steve is about to kill Claire, but his human personality comes back and Steve cut the tentacle. The tentacle whacks Steve at about 50 miles an hour and Steve is flung into the wall.

Steve tells Claire he loves her and that he can't keep his promise of leaving with her. Slowly, Steve dies. Claire cries and cradles over the body of Steve Burnside.

During the death of Steve, Wesker calls Alexia to come with him because she has her experiment, T- Veronica Virus, in her. Alexia then begins to burn. Her clothing begins to shrivel. Alexia's choker falls to the floor.

Alexia is now a gray evil mad woman. She looks like a cross between a dragonfly and ant. Wesker gets punched across the room. He moves across, tells Alexia he's coming with her and then punches Alexia. Wesker sees Chris and then lets him take care of Alexia.

Chris uses his shotgun to kill Alexia. He keeps moving and eventually 10 shotgun shells put Alexia down. Chris, judging from a file he found earlier, thinks Alexia's choker can access a door behind the painting above the staircase of the mansion main hall replica.

Chris looks at the file some more and sees that Alexander Ashford was turned into a monster thanks to Alfred and Alexia. Chris leaves the main hall and then heads down an elevator. As Chris exited the mansion, Alexia rises. She's still alive. Chris is now in a room with a giant anthill.

Searching around, Chris finds the room Alexia was stored in. He plays with the controls and then out of the tube falls Alfred Ashford's dead body. Chris grabs Alfred's ring. Looking around the base a second time, Chris learns that Nosferatu was implanted in the ice thanks to Alexia.

In the file, Alfred said Alexander Ashford was turned into a monster. Thinking the dead Nosferatu will have the 3rd jewel to open up the painting.

Using a crane to get Nosferatu's body, Chris grabs the 3rd jewel. Chris opens up the painting and finds a lab. It's where Alexander Ashford tested the T- Veronica Virus. It also reveals Alfred and Alexia where created through inserting a sperm cell into an embryo that belonged to Veronica, their ancestor.

The lab leads to where Steve died. Unfortunately, there's a locked door between Chris and Claire. Claire tells Chris that Steve id dead and tells him to set the explosion sequence like in Raccoon City and Rockfort Island. Chris does just that.

After inserting the CODE: Veronica thanks to the file, Claire and Chris rejoin each other. Suddenly, a tentacle separates them again. Alexia has returned.

After nearly destroying Claire, Chris shoots Alexia with an acid round and causes her to mutate into a large monster. Claire gets away. Chris fires every weapon he has against the giant Alexia. Suddenly, the ants beneath in the hill start to attack Alexia.

Alexia shrugs them off by growing wings and now flying. The bulk of her body dissolves. Chris grabs a nearby plasma rifle and shoots a ray into Alexia.

Alexia screams and then the next second, she is liquified.

Chris starts to run as explosions begin to occur. As Chris gets down to the prison cells and to the elevator, he sees Wesker folding Claire by the neck. Nearby, the door leading to where Steve died is open.

Wesker pushes Claire through a hole in the wall. Chris chases Wesker through a horde of zombies and catches up to them. Chris and Claire discover Wesker took Steve Burnside to get the T- Alexia Virus.

Claire runs off and then Chris and Wesker battle. Explosions are still rocking the base. Wesker and Chris are separated in a blast. They vow to kill each other next time. Chris runs to the plane and escapes the exploding base with Claire.

They apologize for leaving each other and then decide to take out Umbrella once and for all.

That's the low down for the entire storyline!

5. CHARACTER BIOS

=====
LEON S. KENNEDY
=====

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

=====
CLAIRE REDFIELD
=====

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

=====
ADA WONG
=====

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

=====
SHERRY BIRKIN
=====

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

=====
ANNETTE BIRKIN
=====

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

=====
BRIAN IRONS
=====

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

=====
BEN BURTOLUCCI
=====

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

=====
WILLIAM BIRKIN
=====

He is the scientist behind the creation of the G- Virus. He is paranoid about giving away his G- Virus, which leads to his ordeal. Umbrella's swat team member, HUNK, attacked William Birkin. Birkin would have died, but saved himself by injecting the G- Virus. Now he is a monster out to perpetuate his G-species.

=====
HUNK
=====

Hunk is the man who attacks William Birkin. He is pretty tough to survive in the sewers for 4 days. He is seen without his mask in his RE3 Epilogue.

6. HERB MIXING GUIDE

RED + GREEN = FULL HEALTH

GREEN + GREEN + GREEN = FULL HEALTH

GREEN + GREEN = 50% HEALTH

GREEN + BLUE = 25% HEALTH AND POISON HEAL

BLUE = POISON HEAL

GREEN = 25% HEALTH

GREEN + GREEN + BLUE = 50% HEALTH AND POISON HEAL

GREEN + RED + BLUE = FULL HEALTH AND POISON HEAL

7. MONSTER AND BOSS LIST

This list is used for the amount of bullets it takes to kill the monsters WITH THE SUGGESTED WEAPON.

MONSTER: ZOMBIE
PISTOL BULLETS: 8

MONSTER: CEREBERUS
PISTOL BULLETS: 5

MONSTER: CROW
SHOTGUN/BOW GUN: 1

MONSTER: LICKERS
SHOTGUN/G. LAUNCHER: 2-3

MONSTER: ULTRA LICKERS
MAGNUM/G. LAUNCHER: 3-5

MONSTER: IVY PLANT
FLAMETHROWER/SUBMACHINE GUNS: 3-6%

MONSTER: SUPER IVY PLANT
FLAMETHROWER/SUBMACHINE GUNS: 3-6%

MONSTER: BUGS
NO WEAPON- JUST RUN!

BOSS: TRENCHCOAT MR. X
SHOTGUN/G. LAUNCHER: 3-6

BOSS: G-IMAGO
MAGNUM/G. LAUNCHER: 4-6

BOSS: WILLIAM I
MAGNUM/G. LAUNCHER: 5-6

BOSS: WILLIAM II
MAGNUM/G. LAUNCHER: 7-9

BOSS: WILLIAM III
MAGNUM/G. LAUNCHER: 10-13

BOSS: WILLIAM IV
MAGNUM/G. LAUNCHER: 15+

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

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

8. ITEM AND WEAPON LIST

=====

KEYS

=====

DIAMOND KEY

LOCATION: RPD

HEART KEY

LOCATION: RPD MARVIN ROOM (LA, LB)

CHIEF IRONS ROOM (CA, CB)

SPADE KEY

LOCATION: RPD MAIN HALL

CLUB KEY

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

BLUE CARD KEY

LOCATION: RPD'S MARVIN (LA, CA)

CHIEF STORAGE ROOM (LB, CB)

RED CARD KEY

LOCATION: RPD BASEMENT

CABIN KEY

LOCATION: RPD BACKDOOR

SPECIAL KEY

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

POWER ROOM KEY

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

MASTER KEY

LOCATION: ADA'S BODY (LB)

ANNETTE'S BODY (CB)

PLATFORM KEY

LOCATION: ESCAPE TRAIN SAVE ROOM

=====

WEAPONS

=====

SHOTGUN

LOCATION: GUN SHOP (LA)

RPD STARS (LA)

RPD MAIN HALL (LB)

SUBMACHINE GUN

LOCATION: RPD BASEMENT (LA, LB, CA, CB)

LAB TANK ROOM (CB, LB)

GRENADE LAUNCHER

LOCATION: RPD STARS (CA)

RPD MAIN HALL (CB)

BOW GUN

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

MAGNUM

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

ROCKET LAUNCHER

LOCATION: FINAL TYRANT BATTLE (LB, CB)

GATLING GUN

LOCATION: OBTAINED AS SECRET WEAPON

FLAMETHOWER

LOCATION: LAB GAS ROOM (LB, LA)

SPARK SHOT

LOCATION: SEWERS EXIT TUNNELS (CA, CB)

SHOTGUN PARTS

LOCATION: SEWER EXIT TUNNELS (LA, LB)

MAGNUM PARTS

LOCATION: LAB LOCKERS (LA, LB)

PISTOL PARTS

LOCATION: RPD LOCKED DESK

=====
QUEST ITEMS
=====

LIGHTER

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

RED JEWEL

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

GOLDEN COGWHEEL

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

ROOK PLUG

LOCATION: RPD INTERROGATION ROOM (LA, LB)

KNIGHT PLUG

LOCATION: RPD CLOCK TOWER (LA, LB)

BISHOP PLUG

LOCATION: RPD LIBRARY (LA, LB)

KING PLUG

LOCATION: CHIEF IRONS STORAGE ROOM (LA, LB)

SERPENT STONE

LOCATION: RPD LIBRARY (CA, CB)

JAGUAR STONE

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

EAGLE STONE

LOCATION: RPD INTERROGATION ROOM (CA, CB)

VALVE HANDLE

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

BOMB

LOCATION: MARVIN'S ROOM (CA, CB)

DETONATOR

LOCATION: RPD CABINET ROOM (CA, CB)

MANHOLE OPENER

LOCATION: BEN'S CELLBLOCK (LA, LB)

CRANK

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

WOLF MEDAL

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

EAGLE MEDAL

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

CONTROL PANEL KEY

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

MAIN FUSE

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

VACCINE CARTRIDGE

LOCATION: ANNETTE IN LAB (CA)

BASE VACCINE

LOCATION: LAB VACCINE ROOM (CA)

MO DISK

LOCATION: LAB VACCINE ROOM (LA, CA)

JOINT S PLUG

LOCATION: ESCAPE TRAIN AREA (LB, CB)

JOINT N PLUG

LOCATION: ESCAPE TRAIN AREA (LB, CB)

9. WALKTHROUGH- LEON SCENARIO A

=====

CITY AREA 1

=====

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

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

=====

RACCOON CITY POLICE STATION

=====

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

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

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

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

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

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

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

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

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

Dodge the zombies until you reach a small Cabin Area. In this area, go to the

desk and grab the bullets and the Valve Handle. Don't bother opening the backdoor because it only leads back to the fire from the beginning of the game. Go back to the roof of the Police Station. Once back on the roof, go through the fence opening left of the door. Go to the hole on the wall and use the Valve Handle. Water will spill from above and put out the fire. Go back to the Bird Hallway.

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

Once back, go back to the Save Room where you found the Small Key. Grab the 2 Red Jewels you got a while back and head to the now extinguished helicopter. Go passed the wreckage and head through the door (you'll notice a blocked door; don't worry about it). You'll be in a room full of valuables. Notice the statues beside the Knight Armor Statue? Place a Red Jewel on each of the women statues and a King Plug will fall from the Knight Statue. Also, grab the Diamond Key from the crates to the left and the Shotgun Shells hidden amongst the boxes left of the door. Return to the Save Room you just went to. Deposit the King Plug because you don't need until the near end of the game. Now go back to the STARS Reception Room.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

DIFFICULTY: MEDIUM

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Run back down the tunnel. Fire a shot from the Submachine Gun or Magnum to slow it down. Run to the canisters and examine them to press them down. Arm the Shotgun now, because it has a wide shooting range. Run back to the entrance and

wait for the Alligator. It should now have the canister in its mouth. Now SHOOT it with the Shotgun! The Crocodile's head should blow up!

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

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

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

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

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

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

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

DIFFICULTY: EASY

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

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

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

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

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

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

To get back, follow the tram back through the tunnels into the sewers. Head up

the lift to the save room and passed the room where you fought the G-Imago. Head outside Ben's cell to the RPD basement and grab the Submachine Gun, but ONLY if you are desperate for ammo! You can still get back to the RPD for anything you may have left, so here is your last chance!

Head out and into the elevator car. In the back, grab the Control Panel Key and activate the elevator car outside in the panel. Back inside, the arm boss injures Ada again. Head out with the Shotgun equipped.

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

DIFFICULTY: MEDIUM

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

William falls down- dead? Nah.

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

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

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

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

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

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

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

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

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

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

DIFFICULTY: EASY

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

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

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

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

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

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

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

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

DIFFICULTY: MEDIUM

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

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

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

DIFFICULTY: HARD

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

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

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

10. WALKTHROUGH- CLAIRE SCENARIO B

NOTE: THIS GUIDE WILL NOT BE *AS* SPECIFIC AS THE LEON A OR CLAIRE A ONES BECAUSE YOU KNOW YOUR WAY AROUND NOW.

=====
CITY AREA 1
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>From the crashed truck, head down, passed the hoard of zombies. Keep going until you reach the back Area. In the back Area, kill all the zombies. Grab the

Cabin Key nearby and use it on the locked back door.

Carefully run passed the zombies until you reach some stairs. Enter the gate. You're now in the Raccoon City Police Department's Roof. Watch the FMV.

=====

RACCOON CITY POLICE STATION

=====

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

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

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BOSS # 1: MR. X

=====

DIFFICULTY: EASY

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

=====

BOSS # 1: MR. X

=====

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

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

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

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

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

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

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

Save up and reorganize your inventory. Make sure you have the Diamond Key, 2X Red Jewels, G. Launcher w/ Acid Rounds, Handgun w/ Bullets. Head into the door leading to the Cabinet Room. Inside, pick the flashing cabinet for a Bomb. Exit into the Marvin Room. Go to where Leon got the Heart Key and grab the Detonator. Combine it with the Bomb to make the bomb and detonator.

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

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

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

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

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

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

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

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

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

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

of luck. Grab the other ammo elsewhere.

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

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

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

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

DIFFICULTY: EASY

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

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

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

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

DIFFICULTY: EASY

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

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

Notice the similarities between boss 2 and 3? Hehehehehehehe.

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

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

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

Now go back to the Library. Climb the staircase in the Library. Go passed the

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

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

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

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

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

DIFFICULTY: EASY

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

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

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

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

DIFFICULTY: MEDIUM

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

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

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

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

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

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

=====
CLAIRE EXPLORES THE SEWERS

=====

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

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

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

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

=====

BOSS # 6: GIANT ALLIGATOR

=====

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

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

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

=====

BOSS # 6: GIANT ALLIGATOR

=====

=====

GETTING OUT OF THE SEWERS

=====

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

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

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

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

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

Head out and down the lift. Follow the tunnels and grab the Control Panel Key.

Another boss comes in.

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

DIFFICULTY: EASY

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

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

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

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

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

DIFFICULTY: MEDIUM

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

William falls down- dead? Nah.

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

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

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

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

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

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

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

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

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

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

=====

BOSS # 9: GIANT MOTH

=====

DIFFICULTY: EASY

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

=====

BOSS # 9: GIANT MOTH

=====

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

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

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

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

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

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

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

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

=====

BOSS # 10: MUTATED MR. X

=====
DIFFICULTY: HARD

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

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

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

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

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

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

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

DIFFICULTY: EASY

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

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

Now watch the extended ending! You have just watched the OFFICIAL events of RE2 (see Wesker's Report below)! Now try the opposite scenario, Claire A and Leon B!

11. WALKTHROUGH- CLAIRE SCENARIO A

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

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

>From the shop, turn left, passed the locked basketball court gate to the truck at the back. Grab the Handgun Bullets. The gate you just passed will suddenly break open because of the zombies. Kill the zombies and then head through the metal door in the basketball court. It leads to a staircase. Climb the staircase, head across the catwalk and down another set of stairs. Dispatch the 3 zombies and head through the next door. Dodge the zombies and enter the Bus. Collect the Handgun Bullets behind Claire. Dispatch the zombies and exit the

Bus through the other door. Carefully run passed the zombies until you reach a gate. Enter the gate. You're now in the Raccoon City Police Department's Front Lawn.

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

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

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

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

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

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

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

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

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

Save Room with the Dark Room in it and deposit the Crank.

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

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

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

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

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

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

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

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

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

Once back, go back to the Save Room where you found the Lighter. Grab the 2 Red

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

DIFFICULTY: MEDIUM

Arm that G. Launcher and start shooting. The G-Imago will spit out infant monsters in the process. Be careful- they can damage. After 1 full G. Launcher clip has passed, switch to the Submachine Gun. Another 10% Submachine Gun clip will finish it off.

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

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

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

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

=====
SHERRY AGAIN

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Rounds!

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

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

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

Head out and into the elevator car. In the back, grab the Control Panel Key and activate the elevator car outside in the panel. Back inside, the arm boss appears. Head out with the Spark Shot equipped.

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

DIFFICULTY: MEDIUM

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

William falls down- dead? Nah.

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

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

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

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

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

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

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

Through the next door is yet another save room. Run passed this room. In the

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

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

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

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

DIFFICULTY: EASY

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

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

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

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

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

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

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

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

DIFFICULTY: MEDIUM

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

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

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

DIFFICULTY: HARD

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

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

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

12. WALKTHROUGH- LEON SCENARIO B

NOTE: THIS GUIDE WILL NOT BE *AS* SPECIFIC AS THE LEON A OR CLAIRE A ONES BECAUSE YOU KNOW YOUR WAY AROUND NOW.

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

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

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

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

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

=====
BOSS # 1: MR. X
=====

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

=====
BOSS # 1: MR. X
=====

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

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

In this room, head to the back area and use the lighter on the fireplace. The

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

DIFFICULTY: EASY

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

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

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

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

DIFFICULTY: EASY

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

BOSS # 3: MR. X

=====

Notice the similarities between boss 2 and 3? Hehehehehehehe.

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

Handgun
Bullets
Submachine Gun
Shotgun
Shells
Plug

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

=====

BOSS # 4: MR. X

=====

DIFFICULTY: EASY

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

=====

BOSS # 4: MR. X

=====

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

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

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

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

=====

BOSS # 5: WILLIAM BIRKIN I

=====

DIFFICULTY: MEDIUM

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

=====

BOSS # 5: WILLIAM BIRKIN I

=====

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

=====
BOSS # 7: WILLIAM'S ARM
=====

DIFFICULTY: EASY

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

=====
BOSS # 7: WILLIAM'S ARM
=====

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

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

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

=====
BOSS # 8: MR. X
=====

DIFFICULTY: EASY

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

=====
BOSS # 8: MR. X
=====

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

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

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

DIFFICULTY: MEDIUM

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

William falls down- dead? Nah.

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

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

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

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

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

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

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

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

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

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

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

DIFFICULTY: EASY

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

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

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

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

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

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

DIFFICULTY: EASY

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

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

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

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

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

Submachine Gun
Shotgun
Magnum
Platform Key
3 Full Healing Items

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

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

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

DIFFICULTY: HARD

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

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

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

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

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

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

=====

BOSS # 12: WILLIAM V

=====

DIFFICULTY: EASY

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

=====

BOSS # 12: WILLIAM V

=====

Now watch the extended ending! You have just watched the UNOFFICIAL events of RE2 (see Wesker's Report below)! Now try the opposite scenario, Leon A Claire B, or the Hunk, Tofu or EX Battle games!

13. WALKTHROUGH- HUNK: 4th SURVIVOR

You earn Hunk by beating Leon A and Claire B or Claire A and Leon both with A Grades on Normal Mode. Check out the walkthrough dedicated to Hunk for more information.

In the Sewer Area, use the Handgun to put DOWN the monsters and then run by.

Against Lickers and Ivy, use the Magnum and Shotgun carefully.

Against Mr. X, RUN!

Against Crows, Shotgun them and then run by.

Try using the herbs after the last save room on 2F RPD. The guys there can be devastating!

14. WALKTHROUGH- TO-FU SURVIVOR

To earn him, beat the Normal Difficulty Scenarios in order. You have 2 choices.

Beat RE2: Claire A, Leon B, Hunk, Claire A, Leon B, Claire A, Leon B.

OR

Beat RE2: Leon A, Claire B, Hunk, Leon A, Claire B, Leon A, Claire B.

To-FU is tough to describe. For a good strategy, go to residentevilfan.com and download a video of Tofu's walkthrough!

15. WALKTHROUGH- EXTREME BATTLE MODE

To earn this, beat either Leon A, Claire B with As on Normal or Claire A, Leon B with As on Normal.

You can control Chris Redfield, Leon Kennedy, Claire Redfield or Ada Wong. Ada

Wong and Chris are unlocked after beating Level 2 and 3 difficulties.

Simply fight your way to the RPD from the lab. In the RPD, look in these locations for the bombs.

1. Ben's Cell
2. Iron's Side Room
3. Back Door Area
4. STARS Office
5. Clock Tower
6. Watchman Room
7. Red Jewel Fireplace

There may be more, since they vary by character. Good luck!

16. RESIDENT EVIL 2 FILES

These are the files I found. These also EXCLUDE the EX Files EXCLUSIVE to the NINTENDO 64 VERSION of RE2.

=====
FILE: POLICE MEMORANDUM
=====

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

2 2 3 6
Raccoon Police Liaison Dept

=====
FILE: PATROL REPORT
=====

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

We received a report of a suspicious individual skulking around the sewer in the outskirts of Raccoon City. I searched the area and located the individual, but he ran away before I had a chance to question him. I recover the following items: - A small amount of C4 plastic explosives - An electronic detonator - 9x19 parabellium rounds - Infrared scope (broken) End of report.

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

-Operation Report-

September 26th

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

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

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

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

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

Reporter : David Ford -Additional Report-

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

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

-Operation Report-

September 28th Early Morning 2:30am.

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

Recorder : Elliot Edward

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

August 8th

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

August 24th

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

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

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

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

- 1) Regarding the G-virus currently under development by Umbrella Inc. So far it is unconfirmed that the G-virus even exists. We're continuing with our investigation.
- 2) Regarding Mr. Brian Irons, Chief of the Raccoon Police Dept. Mr. Irons has allegedly received a large sum of funds in bribes from Umbrella Inc. over the last five years. He has apparently involved involved in the cover up of the mansion case along with several other incidents in which Umbrella appears to have direct involvement. Mr. Irons had been arrested under psychiatric evaluation as a result of the charges but released due to circumstantial evidence as well as his phenomenal academic standing. As such extreme cautions advised when dealt with him.

Jack Hamilton

Section Chief Internal Investigation United States Federal Police Department

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

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

September 24th

I was successful in spreading confusion among the police as planned. I've made sure that no one from the outside will come to help. With the delays in police station, no one will have the chance to escape my city alive. I've seen to it personally that all escape routes from inside the precinct have been cut off as

well. There are several survivors still attempting to escape through the lower levels, but I'll make sure no one gets out.

September 26th

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

=====
FILE: INVESTIGATE REPORT ON P-EPSILON GAS
=====

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

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

2nd R&D Room/Security Team

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

April 6th

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

April 7th

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

May 10th

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

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

June 8th

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

June 15th I finally discovered that the chief has been hiding all along...If he finds out that I know, my life will be in serious danger. It's getting late already. I'm just going to have to take this a day at a time...

FILE: MAIL TO CHIEF

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

We have lost the mansion lab facility due to the renegade operative, Albert Wesker. Fortunately, his interference will no lasting effect upon our continued virus research. Our only present concern is the presence of the remaining S.T.A.R.S. members: Redfield, Valentine, Burton, Champer and Vickers. It comes to light that S.T.A.R.S. have any evidence to the activities of our research, dispose of them in a way that would like purely accidental. Continue to monitor their progress and make certain their knowledge does not go public. Annette will continue to be your contact throughout this affair.

William Birkin

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

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

William Birkin

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

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

William Birkin

=====
FILE: WATCHMAN'S DIARY

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August 11th

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

September 5th

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

September 9th

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

September 12th

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

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

Charles Coleman Secretary Chief Umbrella Headquarters
=====

=====

June 28th

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

July 7th

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

July 21st

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

August 21st

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

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-Security measure in case of an emergency-

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

=====

FILE: USER REGISTRATION

=====

Temporary User Registration for the Culture Experiment Room.

User Name: "GUEST"

Password: None

Valid for 24 hours.

=====

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

=====

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

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

17. VERSIONS OF RESIDENT EVIL 2

Here are the countless versions of Resident Evil 2. There are MANY! WHOO!

RESIDENT EVIL 1.5

PLATFORM: PLAYSTATION AND SATURN

PRICE: N/A

Canned Beta Version of RE2.

RESIDENT EVIL 2

PLATFORM: SATURN

PRICE: N/A

Canned because Saturn can't handle RE2.

RESIDENT EVIL 2

PLATFORM: PLAYSTATION

PRICE: \$19.99

This is the original RE. It has no Dual Shock support, no EX Battle and no Arrange Mode.

BIOHAZARD 2
PLATFORM: PLAYSTATION
PRICE: ¥19000
Japanese Version of RE2.

RESIDENT EVIL 2: DEMO EDITION
PLATFORM: PLAYSTATION
PRICE: N/A
Demo that came with RE1: Director's Cut.

BIOHAZARD 2: DUAL SHOCK
PLATFORM: PLAYSTATION
PRICE: ¥19000
Japanese Version of RE2 Dual Shock.

RESIDENT EVIL 2
PLATFORM: GAME.COM
PRICE: \$30
Portable version of Leon's game on Tiger's Game.com. Fairly rare.

RESIDENT EVIL 2: DUAL SHOCK EDITION
PLATFORM: PLAYSTATION
PRICE: \$30
This has Arrange Mode and EX Battle, along with Dual Shock Support.

RESIDENT EVIL 2
PLATFORM: NINTENDO 64
PRICE: \$29.99
No EX Battle, but has EX Files, randomizer and violence control.

BIOHAZARD 2: VALUE PLUS
PLATFORM: DREAMCAST
PRICE: ¥19000
Japanese Version of RE2 for Dreamcast. Comes with CODE: Veronica Demo.

RESIDENT EVIL 2
PLATFORM: DREAMCAST
PRICE: \$19.99
Dreamcast Version of RE2 Dual Shock. Has in game soundtrack and movies.

18. WESKER'S REPORT

When RESIDENT EVIL CODE: VERONICA X was released in Japan for PS2, it came with a DVD featuring the character Albert Wesker. As you know, he survived the RE1 Mansion Incident by injecting himself with a virus. Read below and I will analyze below.

To add, this is now available in America if you pre-ordered this game at Gamestop.com, EBGAMES.com or Capcom.com!

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

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

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

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

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

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

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

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

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

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

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

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

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

At all costs I had to make S.T.A.R.S. pay.

=====
September
=====

Two months had passed since the mansion incident.

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

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

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

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

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

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

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

A spy's obligation and priority is in mission, to carry out the mission like a machine without any emotional interference. But through her interaction and involvement with Leon Scott Kennedy, there had been an affection growing inside her. My instincts sensed danger. Something had to be done, quickly. My instincts did not disappoint me.

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

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

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

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

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

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

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

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

END TRANSCRIPT

=====
ANALYZING WESKER'S REPORT
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Well, Wesker's Report answers a few things about the Resident Evil series.

=====
RESIDENT EVIL 1'S EVENTS
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First off, we know the official events of RE1 are a mix of Chris and Jill's games. Jill encounters the Yawn, while Chris runs into Plant 42 and Neptune. Chris also sees the first Hunter. Jill also sees Tyrant impale Wesker. Barry also is the one who killed Enrico. All 5 people (Rebecca, Brad, Chris, Jill, Barry) escape after Chris destroys Tyrant and the Spencer Mansion explodes.

Albert Wesker survived the incident by injecting himself with a special virus he got from William Birkin. It brings dead people back to life with super powers. Wesker also works for a company called "HCF." Wesker now owes A LOT to his company.

=====
RESIDENT EVIL 2'S EVENTS
=====

RE2's events follow the Leon A/Claire B mix, with only a few events pointing toward the other one. The only major event from Claire A/Leon B is Leon fighting final Mr. X. So Leon A/Claire B is the actual RE2 scenario.

RE2's events show Ada falling down the chasm. It shows Ada tossing the Rocket Launcher to Leon WITHOUT the pendant of Sherry. Also, it shows Claire powering the escape train and Leon coming down from the "A" Scenario elevator. Ada also survives because Wesker saved her. HUNK also got the G- Virus that Leon threw over the chasm.

=====
RESIDENT EVIL 3: NEMESIS' EVENTS
=====

RE3's events hint that Jill fights Nemesis and then escapes with Carlos and Barry, though Barry is never shown in the end film. Nicholai also survives.

=====

RESIDENT EVIL: GUN SURVIVOR'S EVENTS

=====

Survivor's events aren't explored.

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RESIDENT EVIL CODE: VERONICA X'S EVENTS

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CODE: Veronica X's events aren't explored (duh!)

=====

WESKER'S REPORT MISTAKES

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Here are the following mistakes:

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RESIDENT EVIL 1'S MISTAKES

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-Wesker hints that Barry killed Enrico, when actually HE did.

-It seems that neither Jill or Chris are captured by Wesker.

=====

RESIDENT EVIL 2'S MISTAKES

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-Wesker says Leon got the G-virus from Sherry, when he really got it from Annette.

-It shows Leon fighting Mr. X while Wesker speaks about the Birkin monster. It should actually show the battle at the end of Leon A.

-No one is wearing the pendant.

=====

RESIDENT EVIL 3: NEMESIS' MISTAKES

=====

-They show Barry's Chopper, but Carlos is flying it. Hmmm...

In conclusion, Wesker's Report is a pretty good RE plot solver, when you look deeper into the plot and ignore all the mistakes. I feel Wesker's Report has a bearing on the next RE. I enjoyed the report. You might, too.

19. THE TREVOR LETTERS

These are the Trevor Notes I found on mysticcat's RESIDENT EVIL: DIRECTOR'S CUT FAQ, whom I guess got from Survivhor.com. Thank Survivhor.com for uncovering those. These reveal about the mansion's creators and why the mansion is the way it is. The mansion in Antarctica is a replica of the one in RE1. Alfred's father and grandfather had a close relationship with Trevor and Spencer.

NOTE: George Trevor and Ozwell Spencer are NOT the same people!

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TRANSCRIPT OF THE TREVOR LETTERS

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November 13th, 1967

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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 difficult 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 harmoniously 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 us 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 men 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 was 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 stylish.

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 whoever 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...

Was 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

END TRANSCRIPT

=====
ANALYZING THE TREVOR LETTERS
=====

Well, this reveals why the mansion in RE1 was abandoned and why it was a trap house.

Basically, George Trevor was a nut-bag. He built the house to hide things valuable to Ozwell Spencer, the owner. He built traps for intruders and well, basically went crazy because of his missing families and was never seen again...

Once again, thanks to mysticcat and survivor.com for all this info.

20. CONCLUSION

Well, this guide is now finished. I will update it when needed!

Thanks to:

Capcom for porting RE2 to Dreamcast

CJayC for posting this on GameFAQS.com

Mysticcat for loads of information

Everyone else I forgot!

Check out my other guides:

RESIDENT EVIL 3: NEMESIS FOR DREAMCAST

RESIDENT EVIL CODE: VERONICA X FOR PS2 AND DREAMCAST

RESIDENT EVIL FOR SATURN

SILENT HILL: SPEED HANDGUN GUIDE FOR PSX

POKEMON CRYSTAL FOR GAMEBOY COLOR

RESIDENT EVIL 2: DREAMCAST EDITION

SEE YA!

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