

Resident Evil 2 Complete FAQ/Walkthrough

by ChandooG

Updated to v0.0 on Jan 10, 2004

RESIDENT EVIL 2 WALKTHROUGH

ADNAN JAVED

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RESIDENT EVIL 2 WALTHROUGH
BY ADNAN JAVED
AJ/ChandooG

PSX, GC, PC, DC, N46

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#
# RESIDENT EVIL 2 / BIOHAZARD 2 #
# FAQ / Walkthrough #
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# Updated on 06/1/04 #
# Original version 12/4/03 #
#
# www.planetdreamcast.com/residentevil #
```

```
# www.rebiohazard.com *under repairs* #
# #
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FAQ/Walkthrough for Resident Evil 2 for all systems written by Adnan Javed, better known as AJ amongst his friends and as ChandooG on the gamefaqs.com message boards.

Enjoy !

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VERSION HISTORY

v 1.0 Again another one of my walkthrough's goes for the first and last version until someone desperately wants me to update this walkthrough then i wont do it, so buzz off, enjoy the guide and take a chill.

v 2.0 The difinitive final version for this walkthrough, added some more content. Now this guide is over 300 kb.

v 3.0 Added more timeline and, i guess this is the final version .

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GUIDE INFORMATION

!!!!!!!!!!!! 'キ.ク)`'キ.ク)`'キ.ク) !!!!!!!!!!!!!

Author : Adnan Javed
Game : Resident Evil 2
System : All formats (PSX, PC, N64, DC, GCN)
Size : 282 KB
Verion : First and Final

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INTRODUCTION

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After the smash hit Resident Evil by capcom in 1996 it was imminent that capcom would make a sequel, they got to work just a year later, but the prototype game was scrapped,it in now known as Resident Evil 1.5 on the internet, capcom scrapped the game from the start and decided that they needed a better storyline cause the previous one was alot like the story from RE1.

So here we have Resident Evil 2. This game was first released in 1998 for the Playstation. Now this game is on more than a few consoles and is the only RE game to be on 5 consoles. The recent release of Resident Evil 2 on the Gamecube has increased its sales even more.

This is a fun game to play which retains all of the originality and the gameplay elements of the original while adding new and more terrifying enemies, bosses and puzzles. The graphics have been improved ALOT from the times of Resident Evil 1. Now we have realistic looking character models and well animated backgrounds, but one fault which this game has is that the FMV's don't have real people like the original RE had.

Some people may also complain that the half made RE1.5 was a better game than we have here, but I still like this game, it's quite a fun game to play, and there is a lot of replay value in the game, plus this is the longest RE game if you compare the total game times. There are 4 scenarios in the game including 3 bonus games one of which allows you to play as Chris from RE1.

There are 4 possible endings to the game, but each one to a single scenario so not much to say here, there are more weapons than the original here and more wider well detailed areas to explore. All in all this game was and still is a winner in every way, and it's highly enjoyable even to this day.

From Capcom :

If the Suspense Doesn't Kill You,
Something Else Will

Face your fears in the ultimate test for survival. Something is desperately wrong in Raccoon City. A mutagenic virus has broken loose and the entire town is infested. Blood-thirsty zombies, hideous mutations now overwhelm the community. When Leon and Claire arrive in town, their nightmare is just beginning... Now, you control their destiny.

One of the most terrifying survival horror games of all time... Resident Evil? 2... comes to the NINTENDO GAMECUBE™ system. In chapter one, the case of the disastrous T-virus outbreak---a mutagenic toxin for use in biological weapons---was eventually closed but the experiments were far from over. Now a new virus runs rampant! Control the destiny of Leon Kennedy and Claire Redfield as their nightmare begins when a biotech terror unleashes itself in Raccoon City.

If the suspense doesn't kill you ... something else will.

Game Features

1. 2 Separate Adventures. Play as Leon Kennedy or Claire Redfield in an all out struggle for survival.
2. Loaded with hidden items that contain vital information relating to the entire Resident Evil series
3. Hidden game modes --play the panic struck '4th Survivor' mode or as the hidden character, Tofu

4. Special settings to adjust the intensity of the game according to players skill and experience

From THE SURVIVOR's GUIDE :

With the success of the first Resident Evil it was obvious that Capcom would make a sequel. This time taking what was good in the first and making it even better! The demo was included with the director's cut of RE1.

Again sticking with the traditional 2d backgrounds w/ 3d models. They made a number of improvements to the gameplay. More zombies!! In RE1 most of the time you were battling 1 or 2 at the most on one screen. This time you can have as much as 10 attacking you from all around you.

Following the recent mansion incident Umbrella did its best to cover it all up and silence the witnesses. The S.T.A.R.S were finished; Chris, Jill, Barry, Rebecca, Barry and Brad were branded as liars and disappeared.

Days past and suddenly zombies started appearing around the city. The police couldn't figure out why, as days passed their numbers increased and they over ran the city. Army, SWAT and Police held a final standoff against the horde of zombies and were soon over-run.

Raccoon City was finished.

Meanwhile, Claire Redfield; Chris' sister arrives in the city searching for her lost brother and Leon S. Kennedy; a rookie police officer arrives for his first day on the job. Pretty soon they'll be fighting for their lives...

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STORY

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Resident Evil 2 takes place in Raccoon city, the city where the STARS office is made. Something is wrong with the city, something bad has just happened, no one even had a chance.

On one side of the town Leon comes in via his jeep, he has just been transferred to the RPD as a new recruit. But as he enters the city he notices that the city is just too quiet, something is not right about this place ! where are all the people.

On the other side claire redfield enters the town on a moterbike of her own, she came here to find her lost brother, chris !, she stopped in front of a diner and enters it to get something to eat, but that is when her world goes upside down.

Leon stops his jeep when he see's a body in the middle of the road but he fails to notice the shadow's closing behind him. Both the characters are

introduced to the undead in a fashion they didn't want, they have no choice but to run away from these zombies. Colliding together in the back alley of the diner, Leon suggests that they should both head for the Police station as it will be safer there. Claire agrees and they enter a nearby police cruiser.

Claire finds a gun inside the glove compartment, but before long a zombie attacks from behind the seat, the rookie cop loses control of the car and smashed into the wall. Noticing the truck closing in behind them they both make a run out of the car and are able to survive, that is when their adventure begins.

On other sides, they start their journeys, can they make it out of this nightmare alive? That is up to the player, along the way they must uncover secret puzzles, save other alive humans and also find out what was the cause of this destruction, how once a metropolis raccoon city got to be the home of the dead.

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CHARACTERS

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LEON S KENNEDY

Capcom says:

Leon is an idealistic rookie cop. He has quickly become disenchanted with the very system he is trained to uphold, as he learns the harsh realities of the real world. He is somewhat reckless and brash, and certainly not as naive as his outward demeanor would have the casual observer believe. Leon is highly qualified for his job, and his sense of humor makes him a very likeable officer despite his rowdy attitude.

I says :

Leon is the hero of this game, not really the hero look alike many people were looking for, he looks like a young and innocent face, not worthy of being a cop, but he is one tough cookie, he can take a lot of damage and he gets to handle the heavier weapons in the game, namely the shotgun and magnum.

ADA WONG

Capcom says:

Ada is a very professional woman, highly skilled and intelligent. However, she also can come across as very condescending, with her tendency to talk down to those she deems "inferior" to herself. This is most evident in the tone of voice when she addresses others. She is a Chinese-American who is engaged and to be married in the near future

I says :

Ada is the side character for Leon's scenario, she's a fast runner then any of

them and a much faster shooter, Ada is a spy sent to get the G virus, but during the course of her mission she falls for the rookie cop, and that is a big No for spies, let's see how she copes up with it.

CLAIRE REDFIELD

capcom says:

Claire is a light-hearted and articulate modern woman. Her intelligence and optimism combine to make her both worldly and keenly aware of her surroundings. While Claire is somewhat of a tomboy at times, she is very attractive and retains very feminine qualities. Her demeanor softens considerably when she deals with children. She can also be described as somewhat of a wild girl. Both extroverted and self-confident, she is typically the first to try things many others would not. With her strong opinion on most issues, she can come across as quite sarcastic.

i says :

Err.. well what can i say, she's the sister of Chris Redfield, acts like her brother, acts all macho like her brother, and kills as good as her brother. She is the main focus of this game, since the RE series is based around the Redfield siblings. Claire gets the weaker of the weapons in the game, and she has to meet that god-awful chief Irons.

SHERRY BIRKIN

capcom says:

The daughter of William Birkin, Sherry is a bit insecure yet very intelligent for her age of 12. She is very shy and when she speaks she always sounds a bit unsure of herself like a lost little girl. Her father William Birkin is a brilliant scientist working for the Umbrella Corporation.

I says :

Don't read above, Sherry is NOT intelligent, she is the dumbest character in all of RE series, she is 12 but acts like an 8-year-old, she runs like a snail, no guns, she sucks big time, damnit Capcom should've killed her in the game.

WILLIAM BIRKIN :

The creator of the G virus, William Birkin was shot for his work, but before dying he injected himself with his own creation, now he is a monster looking for Sherry. William just wanted to keep his work to himself, but Umbrella tried to steal it from him and they paid the price.

ANNETTE BIRKIN :

The wife of William Birkin and the mother of Sherry, Annette is not the best mom any child would want, she works all day at the chemical plant, but now that her child is in danger, her maternal side awakes and she does all her best to save her Sherry.

CHIEF BRIAN IRONS :

Chief irons is the chief of the whole RPD, he was working with umbrella and william birkin before the city crisis, now he's just mad at umbrella because he thinks its their fault that this all happened. The mayor asked him to look for his daughter, but the chief killed her, he also killed a few of his officers, and scattered the ammo cause he wanted to make sure no one leaves the city alive. Only claire meets him, and he gets killed in either scenario by william.

BEN BERTOLOUCI *Sp* :

The famous report ben himself, locked in one of the prison cells of the RPD. He claims to be hiding from the large monster, he also helps out leon and ada in their search for an escape route, but in the end he dies by the hands of the same monster he was hiding from. Sad fate.

MARVIN BRANANAGH

The wouned cop you find in the start of the A scenario's, he was just waiting for leon to arrive so they could throw a party in his favor, but the whole city went mad, and when you find him he's already pretty badly wounded, he goes on to tell you some information and give you an important key card. He dies after becoming infected with the T virus and turning into a zombie before your eyes.

ROBERT KENDO

The owner of the gunshop, he doesnt have a big role in the game, he just comes and dies after 2 minutes, poor old man, he gave away all his weapons to the town's people, but dies himself as zombies chew him to death.

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CONTROLS

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PLAYSTATION :

X
Action, opens doors, shoots with R1 held, pick up and check items

SQUARE
Run, cancel decisions, head back in items menu

TRIANGLE

Open up the inventory screen

CIRCLE

Open up the inventory screen.

R1

Raise weapon, it will be raised to closest enemy if autoaim is on

L1

Change target, only if auto aim is enabled

D Pad

Move the character around in the given direction of the key

Start

Pauses the game

Select

Show options menu

NINTENDO 64

A

Action, opens doors, shoots with R1 held, pick up and check items

B

Run, cancel decisions, head back in items menu

Y

Open up inventory screen

C UP

Show the map

C DOWN

Open up the options menu, game is paused too

R

Raise weapon, if auto aim is on then it will target the closest enemy

L

Change target, only if auto aim is enabled

Control Stick

Move the character around in the given direction

Control Pad

Move the character around in the given direction

C Stick

Quick 180 turn

Start

Pause the game

DREAMCAST

X

Action, opens doors, shoots with R1 held, pick up and check items

A

Run, cancel decisions, head back in items menu

B

Open up the inventory screen

Y

Open up the map

R

Raise weapon, if auto aim is on then it will target the closest enemy

L

Change target, only if auto aim is enabled

Analog Stick

Move the character around in the given direction

Control Pad

Move the character around in the given direction

C Stick

Quick 180

Start

Pause the game and open up the options menu

GAMECUBE

A

Action, opens doors, shoots with R1 held, pick up and check items

B

Run, cancel decisions, head back in items menu

Y

Open up the inventory screen

Z

Open up the map screen

R

Raise weapon, if auto aim is on then it will target the closest enemy

L

Change target, only if auto aim is enabled

Control Stick

Move the character around in the given direction

Control Pad

Move the character around in the given direction

Start
Open up the options menu and pauses the game

PC VERSION

UP
Forward/Up

DOWN
Backward/Down

LEFT
Left

RIGHT
Right

X
Raise weapon, if auto aim is on then it will target the closest enemy

C
Action, opens doors, shoots with R1 held, pick up and check items

V
Run, cancel decisions, head back in items menu

Z
Open up the inventory screen

A
Open up the map screen

Ctrl
Open up the options menu

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ENEMIES AND BOSS BATTLES

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Enemies

Zombies :

These are the regular enemies you find in any RE game, in this case these are the people of the Raccoon city who have turned into zombies due to the T virus, zombies basically bite you from front or behind, if a zombie falls down they

sometimes grab your legs and have a bite out of them. Pretty easy to kill but its just best to avoid zombies if they are less and the area is wide enough to escape. Along the game you will find various kinds of zombies, there are zombies later who can only spit acid at you cant bite, and later you'll even find the famous naked zombies.

Cerebrus :

This is proof that the T virus also affects animals, these are the dogs which have turned vicious due to the virus, their flesh is hanging over their bodies, they move pretty quick but their attacks wont do alot of damage, easily killable by the knife if there are only 1 or 2 around, otherwise use your knife.

Crows :

These are the once beloved crows of raccoon, they have also turned into more vicious things due to the virus, they fly around and hit you on the head whenever they have the chance, its really hard to shoot at them cause they are too fast, but they wont take more then 1 handgun shot to kill.

Cokroaches :

Found later on in the game, these little bugs can only be found in the ventilation shafts, they damage you almost like none, its really hard to kill them, and there is actually no need to kill them, its just best to avoid them and run whenever you meet them.

Plants :

Found later on in the game near the ending parts, we get the proof that even plants can be infected by the T virus, these plants can now walk their own path and can shoot poison or hit you with their veins if you get close to them, since plants dont like fire very much it is adviced you use flame based weaponry when fighting agianst them like leon's flamethrower or claire's flame rounds for her grenade launcher.

Lickers :

According to Resident evil survivor, lickers are made when a person is directly transmitted with the T virus, or something like that. But they are completely different then zombies, more agile and they walk on all four legs, they have no eyes but instead have great sense of hearing and can attack you by your footprints, they can use their tongue as a lance because its long and sharp, and their razor sharp claws can deliver a one hit kill shot which takes off the players head completely. Lickers should be ran away from as best as you can, but if your about to fight them make sure your not using the handgun, cause lickers should be killed with stronger weapons like the shotgun.

Super lickers :

just another form of the lickers, these one's can only be seen near the end of the game in the umbrella lab area, these are like the normal licker in any other way but they can take more damage and cause more damage with their strikes.

Bosses

G- Offspring :

This is the boss which comes out of the chests of either ben or cheif irons, only for the first scenario's . This boss is quiet simple to beat actually, when the battle starts just start shooting at the boss with your most powerful guns, it will throw smaller critters at you, when they attack you quickly press the action button to throw them away, just keep on shooting at the boss, dont waste ammo on the smaller one's Soon this battle will be over and the boss will roar and fall down, head out the room and back in again and the smaller critters would have disappeared.

Mr X .. * normal form *

This is mr X , the nemesis look alike who only comes out in scenario B. He walks slowly towards you and when he's near enough he gives a punch or two, his punches do medium damage so its best to avoid him whenever you have the chance, if you are with good weaponry then you might wanna take him down, whenever he falls down he drops some ammo for random guns. You can technicaly kill him before the end of the game, and on most of the area's it is recomended that you escape him, you may take a punch or two while running but that is the most.

Alligator:

This boss is probably the easiest of them all if you know what to do ! dont be scared by its massive size and huge teath, when the battle begins retreat back to the yellow light which you should have passed in the middle of the wide corridore. Now its read press action with it and a gas canister will fall down, now wiat for the boss to come , it will take the canister in its mouth, now take out the handgun and just one shot will finish off this boss for good. This seems to be taken directly from JAWS .

William Birkin 1st form ** B scenario's only **

As soon as the fight begins back off a few steps cause he has alot of range with that pipe in his hand, back off and start shooting, it will walk slowly towards you, but before it can get close you should have made enough shots to finish the battle already, it will walk to railing and intentionally fall down.

William Birkin 2nd form ** A scenario's only **

As soon as the battle starts get some room between you and him, dont get too far away, sometimes he can jump to get you, as soon as you have a little distance start shooting at it with your most powerful guns, whenever it gets near you run away a little and again start shooting at it. soon it falls down to one knee, a few more shots and the battle is over.

William Birkin 3rd form ** B scenario only **

As soon as the battle starts get some room between you and him, dont get too far away, sometimes he can jump to get you, as soon as you have a little distance start shooting at it with your most powerful guns, whenever it gets near you run away a little and again start shooting at it. Watch out for when it raises its claw's that means that he is about to go for a combo strike, whenever he does that just run away from him as far as you can, keep on shooting and it will start to bleed badly and the battle is over.

William Birkin 4th and 5th form ** A scenario only **

As soon as this fight starts shoot it straight away, while he's still doing his pose make sure you get 3 or 4 shots at him, and a small cutscene starts in which the boss mutates even more and now it looks like the G-Dog. Start singing " who let the dogs out " and shooting at it. This time he can jump up on the test tubes and can run really really fast then you can imagine, and his strikes can cause a lot of damage to the player, check your health each time he hits you , get in shots each time he drops to the ground and soon this battle will be over and the boss will fall down to the ground.

Mutated Mr X *** B scenario only ***

This boss is quiet the bomb, it looks alot like the final tyant from RE1 and it runs and slashed you in the same manner too, its charges can cause quiet some damage to you so check each time you are slashed, hit it 3 or 4 times with your best gun and a cutscene will start in which ada will throw the rocket launcher form above, grab it quickly and aim for the boss, make sure you dont miss and fire away to end the battle in the similar method as in RE1.

William Birkin 6th form *** B scenario only ***

This boss looks more like a bowl of jelly then anything else, you saved one rocket launcher didnt you ? well now is the time to use it, fire at it with the rocket then take out your most powerful gun and start shooting, dont worry about ammo cause this is the final battle of the game , ammo is no obect here, shoot it alot and the boss will melt down and the battle is over.

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WEAPONS

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Handgun :

This is the basic handgun of the game, both leon and claire have different version of it , but the ammo requiered for both is the same, the only

difference is that leon's can carry 18 rounds and claire's can carry 13. Handguns are best used to kill zombies and dogs, only use them for lickers if you are desperate, mr X's the same case , only use when you dont have anything else. This gun can get pretty useless for claire from the start of the game, but leon's handgun parts can make it more usefull for him even in the later stages of the game.

Knife :

The knife is probably the most useless weapon in the game, both leon and claire start off with it, only and only use it when your completely out of ammo or you have a death wish or you just want to kill a lone zombie, put this thing in the item box as soon as you can and make it stay there, using the knife means certain death.

Shotgun :

This is the best overall weapon of the game, but sad as it is only for leon, claire cant take it, the shotgun can be used on the smaller as well as bigger enemies, from zombies to lickers to big bosses, the shotgun can sometimes blow a zombie's torso in half, if you aim upward while shooting then it will definetly take their heads off for a quick kill. When combined with the shotgun parts this baby gets twice powerful and also starts to look more cooler, now it can blow zombies torso's completely and it is good enough to be used on all bosses. The custom version of the shotgun can hold more shells then the normal mode and it can kill normal lickers in 1 shot at close range, even overpowering the magnum.

Magnum :

This is the bad boy for leon, only and only leon can handle this weapon because its too strong for claire to handle, normally the magnum is quiet strong and it can kill the normal lickers in one shot alltogether, and it can take the heads off zombies, the magnum is the ideal weapon to fight bosses with, when the magnum is combined with its parts it makes it more powerful and now it can kill anything except for the bosses in one shot, if there are more then one zombie stnding in a line then this baby can take off all their heads, i've done it myself, i took down 4 heads in a row. Really awesome.

Bow gun :

This is a claire only gun, not a really one at that too, why does claire get the weaker guns i wonder ?! This gun is best used when you are up against more then one zombies because it fires 3 arrows at a time and the can spead, the arrow's can be seen sticking to the zombies bodies which is really cool, use it against lickers if there is only one in sight, if more then one then dont use this gun, dont even think of bowing down any of the bosses or you'll get a face full of blood.

Grenade launcher :

This is the best gun claire can find in the game, well actually its 3 guns in one as the grenade launcher has 3 kinds of grenade to offer in the game, the normal grenade rounds are best used against zombies and single lickers, these are quiet useless, use them at your own will, the second kind are the flame rounds, these are more powerful then the normal rounds, best used against the plants as they will die quickly, they can also kill lickers quickly, the third kind is the acid rounds, these are the most powerful one's and should be saved for bosses or for whenever your attacked by more the 1 lickers, this can kill even a super licker in

1 shot, good against bosses, this is claire's only good weapon, dont leave any of its ammo you find, you'll use it through out the game.

Sparkshot :

This is another claire only gun, pretty neat if you can use it correctly, using it on zombies will fry them and using it on bosses is quiet useless at best, if you are going to use it keep it for the zombies, it looks good and its electrical charge is nice looking too, if you are close enough then 1 shot can kill more then 1 zombies at a time.

Flamethrower:

This is a leon only gun, found in the ending parts of the game, best used against plants they will die very quickly if you flame them with this, pretty useless against the zombies and lickers cause it wont be even able to stop them in their tracks, the best use for this rather useless gun is agaiainst plants, if more then 1 are standing together then the flame will reach from one plant to the other, damaging it aswell.

Sub Machine Gun :

Found in 2 places in the game, and also accessable by the A ranks and cheat codes, this gun is pretty fun to play with, although its power is even less then the handgun, still it can stop even the lickers in its track, best to be used agianst lickers or a group of zombies this gun is a winner.

SECRET WEAPONS

Colt S.A.A :

This is a claire only gun, you can find it in the locker with her special costume, but you'll need the special key for it, to see how to get that key go to the cheats section. This is just like the handgun at firepower but its faster and looks cooler, and in conjunction with claire's special costume it really makes her look like a cowgirl.

Gattling Gun :

Probably the most unusual gun in this whole game, but the funnest, this is like the same one used by Arnold in Terminator 2. It takes about 3 seconds for the engine to start but when it starts shooting there's no stopping this bad boy and nothing, and i mean nothing can stand in its fire for too long.

Rocket Launcher :

This is the boss of all guns in this game, or in any other RE game, normally you'll only get this at the end of the B scenario's but by getting the A rank you can get it for the whole game, its a gem or a gun and one shot is enough for any normal enemy, for bosses no more then 2 or 3 shots will do the trick, if this is with you then you have nothing to worry about in this game.

8.

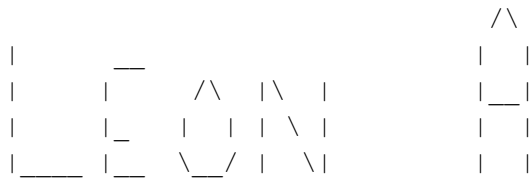
!*!*!*!*!*!(`キ.ク ク.キ'I)ク.キ'I)ク.キ'I)!*!*!*!*!*!

FULL WALKTHROUGH

!!!!!!* 'キ.ク)`'キ.ク)`'キ.ク) !!!!!!!*!!!!!!*

This game is split on 2 discs, now it is up to you to select the player you want to begin with, as for me im gonna do it leon A first then claire B, then claire A and leon B.. Hope you enjoy and hope this makes the game easier for you.

Keep in mind that in this walkthrough i may or maynot have missed a few files, so dont worry if you dont get everything, oh and the secrets wont be described in here, tahts what the cheat column is for.



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STREETS OF
RACCOON

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After your done with the gung ho style american movie rip off opening FMV or if your still watching it sit back and enjoy the finest Capcom have to offer you for now. Once your done with the FMV and are finall in control of your character, make your movememt test first, make sure your character dont have a broken leg or something, ok just kidding.

When your finally in control of leon after the long opening FMV make your way forward, no need to shoot anything for now, you'll see zombies in front of and behind you, so its just best to avoid them, there are 5 to 7 zombies in the opening area, this will also improve your dodging skills, dodge them all and head forward to the end of the road where you'll see a jeep and a door. Enter the first door of the game.

When your inside you thought it was safe but walk forward a step and a cutscene will start in which you'll be introduced to the first NPC of the game, his name is kendo and he is the owner of this small gunshop, after some nice chit chat in which kendo claims to know nothing about whats going on here, you'll be back in control, now search the shop for 2 boxes of handgun ammo, and when your about to leave through the backdoor some zombies crash in through the window and eat poor ol' kendo, oh well , that was short. Now you have a choice, either kill them all and take the shotgun from the dead body, or just run to the exit like the cowards you are.

Alternately if you dont pick up the ammo and just go to the back door you'll hear kendo's scream in the next room, anywho make your way to the next room, here just run through the single alley and you'll see a chain door with zombies behind it, shoot the closest of them and run forward to the end to the van and take the handgun ammo , then the zombies will break through the door, kill the closest one again, and run through the small basket ball court to the next door. Now you enter a small alley, walk a little forward and climb the stairs, make your way to the other end of the stairs and head down, you'll see a dumpster with zombies on the other side, first take the hidden ammo box from the trash cans, and then climb the dumpster, once on top of it quickly descend to the other side and quickly dodge the close zombies and head to the exit on the other end.

In this room you'll hear some chewing sounds, head forward and you'll see some zombies snacking on one of their brothers, another zombies, let them enjoy their meal and just head to the door of the crashed bus and enter it, dont shoot anything. When your in the bus take the ammo box which is right behind you and then walk forward to the next screen and you'll see a female zombie crwaling towards leon, NOW THATS THE AXE AFFECT.

Dont let her bite you and shoot quickly, then shoot the other male zombie wlking towards you then go to the other end of the bus and drop down. Here you'll see a pandora of zombies and they are a little hard to avoid, now is your test time, if you can make it to the other side unharmed then you are quiet good in dodging, if you get bitten, then YOU SUCK.

Once your at the other door enter it, now you wont be able to go back to the previous area's cause " its too dangerous to go back outside, your in the police station courtyard now, there are 2 ways to reach the police station door, one is the smaller but dangerous way through the grassy area, cause there are 2 zombies there, the other way is the safer but longer way via the tunnel, which leads you to the back side of the main door, anywho dont forget to take the herb in the bushes near the other end of the tunnel and head inside the large doors marked RPD

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RACCOON CITY
POLICE DEPARTMENT

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Now you'll get a nice long view of the police station, isnt it a little large to be a police station, oh well who am i to complain, just a game player i guess, anyways when your in control of leon again head down the small stairs and head to the second door on the left side cause thats the only one you can enter right now, heheheh,...see im smart. When you enter that door another cutscene starts in which your introduced to the second NPC of the game, his name is marvin and he's a cop in the RPD, but he looks in pretty bad condition, after a usefull chat in which marvin tells u of whats goin on and tells you some things about the first Resident evil, he asks you to leave and threatens to shoots, poor old leo has no choice but to leave and when he does, marvin locks the door behind him, the dumb man.

Once your in control of leo again, curse marvin a little bit and head to the small cubicle type thing in the middle of the main hall , here just go to

the blinking pc and use it, you'll be asked to use the card automatically, use it and you shall have unlocked the other doors in the main hall of the RPD. Now take the ink ribbon near the typewriter and save if you wish, and dont forget to take the handgun ammo off the table and head to the large double doors, not the entrance doors, the other one.

Once your in this door take the file off the bench and use the itembox, put the knife in their forever, cause now its useless, and before heading out to the other door take note of the small desk and .. WOAHH WHAT THE HELL WAS THAT !!! .. dont worry people.. you'll find soon enough.

Once your on the other side of the door you'll start hearing dripping soudnds, but from where run down the hall and check the headless officer along the way, double check him and you'll find a handgun ammo box, now head to the little pile of blood and another FMV starts in which your introduced to the substitute of the hunters from RE1. The lickers. They are just as bad and have a head taking off attack aswell. Once your back in control of leon shoot it if you took the shotgun from kendo, otherwise run like hell, it takes only 2 shots from shotgun, so it would be wise to shoot it. Now take the green herb near the far door and enter the far door, dont worry about the middle door, its locked right now.

Once your in the new BOARDED up room, head forward and enter the first double doors in the middle of the hall you see, once your inside , you'll see some scattered desks and a white board, maybe this was the planning room, anywho pick up the file from the table and head to the small room which is joined together, in this room see the disturbing painting in the middle of the room, and use the handy dandy lighter which leon always has with him. Once you use it you'll see that the painting has more to offer then the eye can see, and a red gem will drop from it. Take the red gem the search the corner of the room for another hidden box of handgun ammo. Now head out the door back to the boarded up hallway.

Now back here just go down the hallway and enter the door you see at the far end of the hall. Here you'll see some zombies, close.. err kill them right now, cause you'll be coming through this place more then once, here just avoid the door on the up of the screen cause its locked right now, grab the 2 green herbs besides the other door and enter it, this is the dark room here you got some stuff to pick up, first off there is a file on the table, and a ink ribbon too, err then search the shelves for some ammo, and if you have the secret key check the locker for some goodies, (((check the secrets section to know how to obtain the secret key)))

there is also a photo developing area in this room, and any reels you find, you can come here and have them developed for picture files... ok .. now save if you wish and head out the room.

Once your out here again, just head up the stairs to the second floor of the RPD... once your up here head up the small stairs and follow the hall where it goes, you'll see a door in the middle but wont be able to open it cause its locked from the other side, ok now here you will see three statues, one in the middle one on the left and the other on the right, if you check the inscription on the middle statue you'll know that your at the start of a small puzzle.

This one's actually quiet simple, to make it easier to understand, let me put it this way that you have to make the two statues who are facing away from each other, look at each other, got it ? meaning that push the left statue to the brown tile on the floor on the right side, and the right statue on the brown tile on the left side. Once you've done this correctly, the red gem from

the fist of the central statue will drop and you can pick it up. Now check directly behind the central statue and you'll find a handgun box ammo , now head to the only door at the end of the hall.

When your in this hall go forward a little and enter the door which you see , if you check the plate outside the door you'll see that this is the STARS office, enter it and look around, there's alot of stuff which can be done here, so first the items, there's a handgun ammo box in the desk to leon's left, and there's a first aid kit in the medical pack in the rookie's desk , check the locker for your shotgun, second one if you took the one kendo had on him, now if you go and check the leader's desk 50 times you'll get a secret film which you can have developed in the dark room, the girl in the picture is rebecca if you didnt knew already.

Check the STARS group photo and see how many you can identify, check the trophy cabinet and you'll see that Chris was the marksman award winner.

Now for the work part, check chris's desk and you'll find a file there, take it and when your done reading you'll see a golden medal under it, pick it up and a cutscene in which claire enters the office, after some chit chat leon hands her the file over and before leaving he also handles a radio, now couldnt they have just went along ?

Now when your done with the cutscene head out the STARS office, and head to the previous hall, now you have to backtrack all the way to the main hall of the RPD, everything else will be same except, when your running through the boarded up hallway, some hands will try to grab you through the boards, but they dont cause much damage and can be easily avoided, so ignore them.

When your back at the main hall check the big statue in the centre of the hall and use the gold medal you found, now you'll see a small fmv and after that you will be in possession of your first precient key, check it and you'll see that its name is club key.

Now head back to the hall where you fought the first lickler, remember ? and use the key to open the other door which was previously locked, now it shall open and you shall enter this new room This is actually the file room and you should see many files scattered here and there, check the cabinet to leon's left for an ink ribbon, then go forward and push the stool all the way to the end, and climb it to get your reward, a crank, check it to find that its actually the square crank. Now drop down and check the shelf right to find a file, now exit this room.

Now head all the way back to the hall which had the STARS room in it, and use the key again to open the door at the end of the hall, and discard the key when asked, now enter this room and you'll see some zombies enjoying a meal, kill them all right now, and head down the hall straight, and check the locker for some handgun ammo , now head back and take note of the small desk and enter the door besides it.

Now your in the library, first go forward and take the red herb off the small table, then climb the small stairs, but dont enter the door at the end, instead run to the end of the walkway and it'll break allowing you to fall down, dont worry your still in that room, now check the red switch and you'll start another puzzle. In this puzzle you have to make the bookcases alligned in a particular way, i'll tell you the right way.... turn the left most bookcase one right and the next one in that order to one right aswell, and your puzzle is done.

When your done you'll see what you got from that puzzle , get it and its one

of the four plugs the BISHOP PLUG , which your gonna need later on in the game, take it and head out the double doors in the library.

Now your in the balcony of the main hall of the RPD, you can see everything down there from here. In this balcony there are some zombies, but they shouldnt be a problem, run along the balcony and in the middle you'll see a machine, use it and it'll open the emergency ladder.

But dont go down it just yet, dont worry we'll be using it alot in the game, for now head along the balcony to the door at the very end and enter it, this is the secretaries office, but before you do anything i advice you to pick up the small key and head back to the room with the small desk, remember ? just before the library ? head back there and use the small key on the desk and you'll find some parts for leon's handgun. Combine these parts with the handgun and you'll see what these babies can do, they make leon's handgun burst and it can now fire 3 rounds at once, and zombies wont be a threat anymore. Now head all the way back to the secretaries office.

Once your back here take the items you see, like the ink ribbon and the file, now use the item box and reset your inventory. Make sure that you have the 2 red gems with you right now. Save your game if you wish and exit through the other door in this office. When your in the next room quickly head to the door on leo's right you see. Enter it and you'll find yourself in a dark hallway. In this hallway run forward but ignore the door you'll see in the middle of the hallway right now, head down the hall and some crows will attack you, quickly avoid them and enter the door at the very end of the hallway.

Your oin the roof of the RPD right now, walk a little forward and you'll see the burning wreckage of a chopper, ignore it for now and head to leo's right and at the end head down the stairs. You'll find yourself in a small street with some zombies, ignore them cause they are just too easy to avoid. Run down the street and enter the door at the end. Your in a small boiler room now. walk forward and take the red valve handle from near the typewriter, take the ink ribbon too, dont think of heading to the other door, cause if you go there your just gonna get attacked by zombies and nothing else. Head back to the previous room.

DOdge the sleepy zombies again and head to the roof of the RPD again, now head to the area behind the wreckage and use the valve handle where required. A small cutscene starts in which the fire of the chopper is put out, now you can access a door previously usaccessable, now head back through the crow hall, to the previous hall where you entered after the secretary room. Here walk to theother end of the hall, directly to the camera and you'll see that the cockpit of the chopper is also out of fire, see the door behind it ? enter it right now.

In this room walk forward a little and you'll see 1 big statue and 2 small one's again, first pick up the key from the side, check it and you'll see that its the diamond key, now use the 2 red gems you have.. you have em right ? .. on the 2 smaller female statues, after this is done a small FMV will start in which the large statue will open revealing another plug, the KING PLUG .take it and exit the room.

Now head back, all the way back to the hall with the STARS office. Head there and one more room back where you took the stairs to get to the first floor, enter the dark room and save your game if you want and reset your inventory, now head out of the dark room , and head to the silvery room at the end of the right side of the hall which was previously locked.

You will be inside the evidence room, which is realy small , but stil there

are 5 zombies in the small cramped up space, kill them all quickly ,and when the room is clear go to the back part and search the lockers for a film, get it developed at the dark room if you want, then check the locker in the front part for shotgun shells, and exit through the other door in this room.

You'll now come to a little recognizeable room, this is the same room where you met the black cop at the start of the game, so now where could he be ? check the small joined office and you'll see him sitting on the floor. Go to him and a small cutscene will start in which the poor man will turn into a zombie right before your eyes, kill him out of his misery and take the keythere,check it to find out that this is the heart key search the area where he was sitting when you met him for the first time for an ink ribbon and exit the other door to the main hall of the RPD.

Once your in the main hall of the RPD head to the main exit door, but dont go there yet, climb the small stairs and head to the single door at the right of the main door. Once you enter it you'll start hearing shuffling sounds, head forward and you'll see some zombies coming towards you, kill em cause this room will be passed more then once, once your done with them ignore the large blue doors for now and head down the hall to the door at the very end. Enter it and you'll be in another hall, walk forward and kill the zombies, then enter the first door you see with the help of the diamond key , and discard it when asked. In here take the first aid spray off the table, but ignore the wire cause its almost useless, and take the third plug off the shelf in the corner,the ROOK PLUG now head out, when your about to.. a licker will break through the magic mirror, giving the best scare of this game. Quickly avoid it and exit this room.

Now head all the way back to the blue double doors i told you to ignore first, and enter them your now in a large office room, kill any zombies you find here and take the ink ribbon off one of the tables, then enter the small joined room and kil the zombies here, check the safe and use the combination you found in the police memorandum file, when its opened you'll see some shotgun shells and a map of the RPD in there, take them both and check behind the desk here for 2 green herbs, take them both and head to the main office room, now walk forward to the other small joined room, head to leo's left and use the key to open the door and discard the key, ignore the other door for now cause its useless.

Once your inside the heart key room walk forward and head down the stairs, now your in the basement of the RPD, walk forward and kill the doggies you see here, when your at the fork head to leo's right and enter the first double doors you see, this room has a small puzzle but first take the 2 green herbs and walk forward to the panel and check it. Here you have to make the voltage just right, for taht you will have to push the switches in the right order, the easiest way to do is push them in this order.

up, up, down, down, up

When your done you'll see a small cutscene of a door reader turning green, now take the B1 map from the shelf nearby and head out the door agian, once your in the main B1 hall again head to far leo's right and when you see the last door marked with parking, enter it. Your now in a quiet large parking lot, but its a straight way, head forward and a cutscene will start in which you'll be introduced to another character of the game, ada, she claims to be looking for a reporter named ben who knows where her boyfriend is, and she asks leon to help him move the van, leon being the good cop that he is helps her and its up to you to move the van, when your done moving go to the right side of the parking lot for a herb and then enter the door which the van was blocking.

Once you enter ada will run off leaving leon alone, so head forward aswell, ignore the first door you see and head down the hall and take the film off the table then enter the chained door besides, your in the cell room now, walk forward a little and another cutscene will start in which you finally meet ben, he's a little stubborn isnt he... then ada walks in and they have a nice chit chat, after hearing the large roar ben gets a little friendly all of a sudden and tellls you how to escape and ada runs off again. Take the manhole opener from the side and exit this room. Head to the door you ignored before and enter it. Your in the kenel of the RPD now. There are 2 dog cells, with a red herb beyond them, if you go to take it then the dogs will be let loose, so ignore it.

Now use the manhole opener to open the lid of the manhole and go down the ladders, you'll be in a watery area now, head forward and you'll see 2 spiders here, its just good to ignore them so head forward and climb the stairs at the other end, here enter the first door you see. This is a little storage room type thing. There is a blue herb here, take it if you were poisoned and then take the ink ribbon and use the item box to reset your inventory, now save your game if you want to and head out the room again, head forward and you'll see a door marked with septic, enter this door, walk forward and you'll see another door but this one is locked, check the panel besides it and you'll find out that you need 4 plugs to open this door, well we already have 3 of the 4 required, so use the 3 here, and now only one will be left, head back out the previous door.

Now you'll see another small cutscene in which leo introduces himself to ada but she doesnt take slightest interest in him, bad luck leon, ada asks you to boost him on the other side and leon does so , now your gonna be in control of ada for the first time in the game, keep in mind that she is alot faster then leon or claire, and she can shoot much faster then leon. When your finally in control of ada walk forward and enter the only door you see, now your in an open area with 2 dogs, dont shoot at them and just run, turn right at the fork and head down the small elevator, down here, head forwad and take the shotgun ammo, now back up the elevator head to the other end of the fork , there will be a door there, so enter it.

In this room , first take the map off the wall, then drop down the ledges and you'll be at the bottom, here you'll see some craters, and its time to make them into a small bridge, meaning that we have to get them in a straight line, err this is like a classical boxes game, really boring sometimes, anyways, first move one of the 2 boxes together to the very end, then make room forthe box in the middle, then arrange the first box, make a straight line with the wall, and when your done head up the ledges again.

Ok now go and press the switch up there, and you'll see that the water level rises and you can now safely cross the water without getting wet, once your on the other side of the water walk forward and take the key from the cabinet, this is the final precient key, check it and you'll find out that its name is the CLUB key. NOW you must head back all the way to the room where leon dropped ada off, when your back there another cutscene will start in which leon will chat with ada, but ada will only throw the things you found in her adventure, she is unable to come back to leon is left alone to go back.

When your back in control of leon take all the items which ada dropped off and head back to the store room, here reset your inventory and head back out the door again, head down the stairs again and to the other side climb the ladder and exit the kennel room, now head back through the parking lot to the main entrace area of the B1 area . Now that you have the club key you can open other doors, head down this hall, and look at the doors on maleo's right,

there's only one double doors so use the key and enter it. This is the autopsy room so i think you can guess what kind of surprise you'll get in this room, anyway, head forward and to the end take the red card key from the cabinet and you'll be attacked by some zombies, kill the closer one and exit through the door quickly before anything bad happens.

When your back here, go to the only other door left, the door with the card reader on it, remember the door which turned green with the power, this is the one, use the card on the reader and the door lock opens up allowing you access to the armory. This maybe be named the armory but there certainly aint much for you to take here, take the 2 handgun ammo boxes and the shotgun shells then go forward and check the large locker for some NICE things. Namely a sub machine gun and a sidepack which will allow you to take 2 more items with you all the time. NOW this is your own choice time, you can either take both the items if you wish, or leave them here and claire can pick them up later in claire B.. Dont worry anything you leave here will remain intact, so its your choice if you want to take it all or leave something for claire.

When your finally done with your shopping exit this room, and head to the stairs you used to get to the B1 area in the first place, climb them and head to the door behind the stairs, this door was previously locked but now you have the club key and it can be opened. Open the door and enter it, check the lockers in front of you for some shotgun ammo, and head to the back side of the room for a dead corpse a file and a MAGNUM !! mwahaha.. tahts right.. a magnum. Take it and exit this room again. Exit the room , but before going anywhere, walk straight forward and press the action key for another shotgun shells, ok now exit this room to the big double blue doors, remember them ? head towards them.

When your at the double doors head to the door at the end of the hallway, and enter this door remember this hall ? this is where you used the diamond key to get one of the plugs, ok now head down this hall to the door at the very end, the blue door. Open it with your club key and discard the key when asked, ok in this room you'll see a licker so quickly kill it before anything bad happens, take the film off the table and have it developed at the dark room if you wish, then its time to solve the puzzle of this room.

First go and check the painting in the right hand corner of the room, you'll see that the wheel of the cart if something else, and the main objective of this puzzle is to get the wheel off, now to do this head to the other corner of the room and you'll see some statues and a furnace on the left side of the statues. First light the furnace with the lighter leon has handy and you'll see that the other smaller one's will also be ready to ignite, the thing we have to do is light them in a particular order so that the wheel falls down, the easiest way to accomplish this is by going in this order..

middle, right, left

So when your done with this the painting will drop off the wheel and you can go and pick it up. This is the G.cogwheel, this is really important so keep it , now its time to head back to the main hall of the RPD.. go there quickly, when your at the main hall enter the double doors you first entered and use the item box here, make sure you have both the wheel and the crank you found earlier in the game in your inventory, make your way back to the main hall and use the emergency ladder to head to the second floor.

When your at the second floor you'll see a licker right besides you ,kill it quickly and head towards the double doors which lead you to the library, when you enter it walk a little forward and you'll hear some glasses shatter, then you'll see a small cutscene in which you'll see that the zombies have entered

the RPD through the windows. But no time for you to see that now, for now just head up to the small stairs and enter the only door up there your now on the third floor of the RPD. You can see all the way down from here, anyway kill the lickler in the walkway and head towards the door at the end and enter it. Once you enter this make sure you have the crank in your inventory again and head to the hole in the wal , use the crank there and a staircase will drop down, ascend it and walk forward and use the wheel you found on the large machinery, you will be asked to press a switch, do so and the machinery will start and a small door at the side will open.

Actually it is a dust shoot but what the hell, take the final plug lying there, the KNIGHT PLUG and when you are asked to go down the dust shoot do so, you'll magically drop down to the basement area very ner ben's cell. speaking of ben you should hear his scream just about now, you'll witness a cutscene in which something large and with a large eye will force feed ben something and he collapses down, now its your job to see if he's ok , so head to ben's cell which is very near, when you enter it a cutscene will start in which ben hands you over some files and then dies a horrible death, after your done reading the file another cutscene starts and ada runs in the room, after some nice chat ada runs off again. When your back in control of leo head out again and head to the kennel, here enter the ladder and go up the stairs at the other end, save your game at the store room cause your about to enter your first boss battle of the game. Once your done saving head out again and enter the door marked septic.

Once your here wlak forward a little and a small cutscene will start in which you see that the thing which came out of ben has mutated into a larger thing, this boss is quiet easy actually, all you have to do is make sure it doesnt hit you itself, it will drop off more smaller one's but they shouldnt be a problem, if they get on you just press the buttons quickly to get rid of them, concentrate your fire power on the boss and soon it shall be dead.

Once its dead head back to the previous hall and enter this room again and you'll see that the smaller one's would have disappeared by now, now go to the door at the end and use your final plug there and the door lock should open up itself. Enter this newly unlocked door. Once your in it another cutscene shall start in which ada drops out of no where and leon says some harsh things to her, but leon being the good cop he is tells ada that he worried for her safety and she decides that they should work together from now, so this is how RE0 concept got in way.

Ok when your back in control of leon again you'll notice that ada will run where ever leon will go so its like she's your partner for a part of the game now. Drop down in the water and head towards the large double doors you see and enter em. Now your heading in the Sewage system of the RPD.

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RPD
SEWAGE SYSTEM

'キ.ク) ` 'キ.ク) ` 'キ.ク)

When your here go forward in the water until you see the ledge, climb it and take the blue herbs here and enter the door at the end you see, now your in a control room of sorts, take the ink ribbon near the typewriter and then head to the large shelf you see besides the elevator, push it and you'll

reveal a door, enter it and light the alcohol lamp with leo's lighter, you'll see something sparkling, get it and its some magnum rounds, head round the corner and light the other alcohol lamp and take the shotgun shells under the red barels. Now head back to the previous control room and save your game if you wish, take the red valve handle from the item box cause its the most impotant item here, dont forget it at any cost, now head to the small elevator and take it down.

When you are down there another cutscene starts in which leon almost gets shot to deaht, he goes unconscious and ada runs off to follow the shooter, a women in a white lab coat. Now your back in control of ada again, head in the area where the women went and take the map off the wall and enter the first door you see, now you'll see the women runing so follow her and enter the ladders, this is the ventelation pipe, run quickly cause there are large cokroaches here. Get down from the other side of the ladder and walk forward until another cutscene starts in which the women introduces herself, she is annette, the wife of william birking, the man behing the creation of the G virus, annete tells you some information and then you see the BEST FMV of the entire game and you'll see what the monster is thats doing this all and how it came to be.

After this scene is over a catfight will start in which ada will end up the victor and she'll punch annete off the railing and she falls down below in some water, ada will pick up her gun again and you'll be in control of her. Run across the small bridge for now and on the other side jsut drop down the ladders, when your down her another cutscene starts which ends with ada's scream and leon waking up. He hears this scream and decides that he should go and find ada.

Now your back in control of leon, head towrads the same path again and if you didnt take the map last time do it now and enter the door again, you cannot enter the same ventilation fan area where ada went because the fan is moving too fast now, instead head to leon'e left, all the way left until you see a small alcove in the corner, enter it and check the 2 dead soldiers for 2 items, a shotgun shell box and a wold medal, this medal is really important to keep it. Drop down to the water again and this time head to the right side,, all the way to the right until you see a door at the end, enter this door and you'll be in another watery room, but this room has 2 spiders in it, spiders can poison you with their acid so it is wise to run away from them at once, run forward and you'll see a door being blocked by the waterfall, you cannot enter it yet look at the panel to the right of the door and you'll see that you need 2 medals to open the door, and the good part is that you alredy have one of them, use the medal here and its time to go and get the other medal , see the double doors at the left, enter them.

Once you enter them you'll be in a room with water, so what you need is something to cross the water with, head forward to the red light and use the valve handle, see i told you it was important once you use the handle the bridge above starts to come down, this was the same bridge ada used. Ok now cross the water and when your on the other side use the valve handle again to send the bridge up again, trust me. Now tae the shotgn shells and the herb from the table and enter the door you see. Once your in the door you'll find yourself in a wide hallway, head down it and along the way you'll see a light, check it and it'll tell you that this is in case of emergency. Head down the hall again and at the end of the hall you'll see ada shooting at something in the water, the mother of all large alligators, it see's leon and in a little cutscene almost bites leon in half, when your back in control run back towards the light.. remember ?

When your at the light press the action key and a gas canister will fall down, time to feed the gator something, when the gator gets close it will mistake the gas canister for some food and put it in its mouth, now is your turn and just a single shot with the handgun can kill the gator for you ((looks like mr mikami really likes Jaws))

Once the gator is dead in its own blood run down the hall to the now locked door and open it and enter, leon sees ada so run towards her, when you reach ada aother cutscene starts in which leon starts to feel the pain but ada bandages him quickly, then she tells leon the bad news that her boyfriend is dead and they should just get out of this place at once.

Saying his ada runs up the ladder and leon follows, when your back in control of leon you'll see that ada's back with you, so now head to the path ada took to get here, meaning the bridge, but instead of going towards the fan head to the other higher side, when you reach the area's end you'll see a dead corpse and along with it a file and the second medal you need, now take the medal and head towards the fan, use the valve handle again on the fan's controls and it'll stop now climb the ladder and quickly drop down through the ladder at the other end of the vent shaft.

Now head to the room which had the panel where you have to put the panels, dont worry about ada, she can take care of herself, she can shoot if anything comes near, when your at the panels again use the second medal and you'll see a small cutscene in which the water clears off and you can access the door behind it, quickly enter this door and head down the single hall, ignore the thump and the dust faling down and enter the door at the end, your at the tram station now head towards the right side of the tram and use the control panel there, and leon will turn on the electricity of the tram, enter the tram through its only door, when your in it a small boss fight starts, you will be attacked upon by williams claw, its quiet simple actually as you dont even have to shoot a single round to finish him.

Just let ada shoot it off, whenever you see the dust falling on leo's head quickly step out of the way cause that is where his claw will strike, just let ada shoot it, and soon one of its fingers falls off and the battle is over, when you step out of the tram dont worry about it cause he wont bother anymore.

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FACTORY

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Out of the tram, head to leon's left and use the lighter to turn the flare gun on, this will show you a little sparkle, pick it up cause that is the W box key, now head back to the only other door in this area and enter it. Your now in a small hallway , head forward and at the fork turn to leon left, kill the zombies you see and at the end of the hall search the dead body for some shotgun parts, AWESOME.. these make the shotgun much more powerful and now it looks like the shotgun from RE1. You can completely blow off zombie torso's now.

Head back to the other end of the fork and enter the door you see, now your in another small hallway, head forward and there will be another fork and some zombies too, kill them and this time head to the right side of the fork frist, take the green herbs at the end of the hall and head back to the other end of the fork, now climb the ladder and your in another control room. This control room has a shotgun shells box, a magnum clip, a ink ribbon and a first aid kit in the cabinet, use the item box and reset your inventory and dont forget to make a save game cause your about to face one of the worst bosses in the game, when your done saving head out the door.

Go up the screem and take the ammo box from the bench like thing, and go down the screen again and take the map off the wall, then go forward and to the back side of the train and enter the door you see, once inside head forward and take the magnum bullets, take the key aswell and head back out again, use the key on the control box besides the train and now it shall start, sirens ringing, and in a small FMV you'll see the traind decending, after that a cutscene in which ada will get seriously wounded by mr CLAW again, but this time leon decides to teach him a lesson, so we head out the door, but as you are, a message tells you that you wont be able to enter back here again for a while, how long you ask.. as long as the boss fight i tells.

Step out and you'll hear the door lock behind you, now move forward a little and you'll see mr CLAW himself, he's huge and ugly, he'll jump down and the battle begins, either use the magnum or the advanced shotgun for this battle, the easiest way to make this battle easy for you is the old run and shoot method, shoot a round and when he gets close to you run away, but dont run too far away cause he can jump across and charge at you, shouldnt take more then 7 or 8 magnum bullets, and the fight will be over and he will fall down,now you can enter the door again, enter and another cutscene later you would have arrived at.. the umbrella lab.

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UMBRELLA SECRET
LABORATORY

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Once your down here you'll see a small cutscene of leon taking ada to a room, inside another emotional cutscene in which ada tells leon to leave her alone cause she's just gonna slow leon down, but leon being the nice cop he is tells her that they will be getting out of this place together, when your back in leo's control check the room for a magnum clip a green herb and a ink ribbon, reset your inventory and save if you wish, then exit the room.

(((for those of you who dont
know this is the
same elevator and the same
hall as in one of the FMV's of
RE0 in which wesker and birkin
are shown talking and walking down
to the lift)))

Head to the left of the screen to a door with a light on top of it. Enter this pull up door and you'll find yourself in a chamsy room, head forward to see a fork, for now take the path with teh blue light on it and enter the door at its

end, when your in ignore the other doors and head to the left and enter the frosty door.

In here you'll see a lot of fog, head forward and take the first aid spray off the table and the fuse case too, see the small blue light, use the fuse case on it and a mechanical cutscene starts which ends up with you having the main fuse, now head back to the fork and use the main fuse in the machine in the center and the power shall be restored to the area and you can go to the other side now, now head to the area with the red light on it and enter the door at the end. Dont open the shutter yet and head to the right of the screen and enter the door at the very end, here take both the files you see and use the computer terminal to turn the anti BOW gas now, then check the locker for an almighty flamethrower, equip it and head to the other end of the room to see a large vein covered with oil, so what should we do ? hmm .. howz about flaming it a little, do so and the vein will burn off giving to access to the shaft, go thugh it and you'll end up in another room, here you'll see 2 gray lickers, they are like the normal but they can take more ammo. Kill them quickly and search the lockers for 2 boxes of shotgun ammo, take the ink ribbon and unlockd the door and step out.

Your in the same area again , so this time go to the shutter and open it , you'll see 2 plants on the other side, equip the flamethrower again and kill the veins with them for quick kills, then enter the door they were guarding, in here kill the single vein and take the 2 herbs, now head down the ladder and here just enter the door, equip your shotgun and walk forward until a licker drops down from the vents above, quickly kill it and wait for 2 more to come, kill them too and head down the hall. Here you'll see three herbs, dont take them now, leave them for now, head down to the final door at the end of the hall and enter it.

This rather large room is the monitor room, walk forward and check the blue light for a map of the umbrella base, then go to the item box in the end and reset your inventory make sure that you have the W box key with you and exit through the door, here walk forward and turn to leon left,take the red herb and enter the large double doors, here you'll see a locker with a blue light on it, use the wbox key here and it shall open to reveal magnum parts..
AWESOMUNGOUS ..

Combine them with the magnum to make your magnum even more powerful, now head to the side room through the pull up door, kill the zombie, head to the other side door and enter it there are a few zombies here but you wont be coming again so no point in shooting them, just go to the end and take the red card and exit the large doors alltogether, now head to the right side and use your newly found card to open the door. Here you'll fight a small boss fight with a large moth, it shouldnt take alot of ammo, so kill it quickly and kill the small critters besides the computer, unless you wont be able to use it, use the PC and enter your name as the one you found in the file in the room where you got the flamethrower.

You will register with umbrella now, head out the door again and head to the monitor room again. Reset your inventory and head to the other exit, walk forward and a licker will attack, kill it and exit through the door at the end of the hall to the ladder area, climb the ladder and enter the door at the end, now head back to the fork where you used the main fuse. This time head to the area with the blue light again and enter the door, now enter the door directly in front of you with the card key and discard it, here you'll see first aid kit and a magnum bullet clip in sight, take it walk forward kill the zombie and turn on the light switch to reveal some more zombies in this small room, kill them all and take the mo disk at the table.

Now head out the door again and you'll have another cutscene in which annette almost shoots leon but she gets hit herself, and after the cutscene leon is in possession of the G virus Look at the large shutters on his left, open em and inside use your fingerprints f you registered to partially unlock the door, this door cant be opened in the first scenario, only in the second one, ok ? now head back outside and to the fork road agin, head to the red light area again and another cutscene starts in which ada's real identity is revealed, she tried to shoot leon out cant do so, and annette shoots her in return, ada falls off the chams and annette collapses after the cutscene leon throws the G virus away cause everyone's been dying for this cursed thing.

Once your back in control of leon head to the door to the red light side and enter it, head to the door with the ladder again and head down them, enter the door and this time take the three herbs and mix them to make one big one, before you use the MO disk head to the monitor room and use the item box, make sure you have the magnum advanced with ammo and alot of healing items, save your game cause its almost the end and now go back to the sealed area and use the MO disk, the door rises, head inside and enter the only door here, once you step inside a small cutscene informs you that your just 5 minutes away from this place's total destruction.

Quickly run forward and press the elevator calling switch, but before the elevator, the final boss comes crashing down, this is william, looking very large and huge, as soon as your in control shoot it with the magnum and it will undergo another mutation, this time it turns into a dog like thing. This is a little harder to kill, shoot and run, shoot and run, keep an eye for your health meter, and use a healing item at once if required.

Soon the battle will be over and the boss will be history. As soon as it falls dead the liftwill come, and you should enter it immediately, once the lift is down head forward and you will see a train at the end, run towards and the ending FMV will start. Enjoy the finale.

Once your done with the FMV and the credits save your game then pop in claire's disk for her side of the story.



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STREETS OF
RACCOON

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After watching claire's side of the opening FMV you will start the game on the

other side of the crashed car as Leon did, you'll find yourself on the street with some zombies, run forward dodge em all cause they are too easy and head to the door at the end of the street. Once in your in the RPD grounds already, turn to Claire's right, avoid the 2 zombies and head to the small cabin, here take the key and now head to the extreme left area, and open the door with the key and discard it. Once you enter this door you'll find yourself in familiar grounds. This is the room where you picked up the valve handle for Leon.

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RACCOON CITY
POLICE DEPARTMENT

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Here take the ammo and the ink ribbon and head out the door at the other end, your in the street again, avoid the too easy to dodge zombies and head up the stairs at the other end, now you'll watch an excellent FMV in which you'll discover how the crashed chopper ended up on the roof of the RPD. After that FMV is over with head to the door which leads to the crow hall. Enter the hall, avoid the crows and enter the door in the middle of the hall, here you'll see a herb head down the small stairs and you'll see 2 more herbs, take em all and enter the door down the stairs. Once your here, you'll see that this is the room with the door to the heart key, cant enter it now so enter the large office area, kill the zombies here cause you'll be coming through this place more then once, take the red valve sticking out of the shelf and enter the small joined office, use the same code as you did for Leon and open the safe, take the items and take the 2 green herbs from behind the table, then head back the way you came to the roof of the RPD.

When your at the roof put the fire of the chopper out again, and head back to the crow hall, when your about to open the door you'll see another FMV in which you'll be introduced to the boss of the B scenario, its big, its huge, its ugly, its MR X. Head in the door and you'll almost get crushed by the roof, walk forward and you'll see Mr X for the first time, its your choice if you want to kill him now or run past him, keep in mind he doesnt DIE until the end of the game. When ever you kill him he'll drop an item, do what you wish and exit through the door at the end of the hall.

If you chose to kill him you'll see a small cutscene in which he rises again, damn. Now your in the hall where the cockpit of the chopper was burning, head to it and its out now, head to the door beyond it and you'll hear the scream of a woman, but cant check it right now cause the door where it came from is blocked by the chopper wreckage so enter the door at the very end. Here take the blue key card shining and take the ink ribbon from the large vase, now head back to the previous room and you'll be attacked by a lickier, kill it quickly and exit this room. Now enter the door which leads to the secretaries office, in here take all the items you see, the ink ribbon, the file and use the item box to set up your inventory, put the knife for good and exit through the door at the other end.

Your in the balcony of the RPD, run forward and again turn on the emergency ladder, but dont go down it yet, head to the end of the balcony and kill all the zombies, take the golden medal they were guarding and NOW take the emergency ladder down to the first floor.

Down here check the table and you'll find the GRENADE LAUNCHER, the best gun
claire's got take it now, and use the terminal in the centre of the
cubical and you'll unlock the doors again. Now head towards the statue
and use the gold medal on it to see a small FMV and you'll get the spade
key. Now head towards the double doors, use the item box and reset your
inventory. Now open the small desk with claire's handy lockpick and you'll
get a first aid kit, exit through the other door in this room, your in the
first licker hall but there aint none here yet, head down the hall and use
and discard your spade key on the door in the middle of the hall.

Your in the file room again, take the ink ribbon from the shelf on claire's
left and head down the room, push the stool and take it to the end, climb it
and take the item from the top of the shelf, the item is a lighter, climb
down the stool and check the right shelves for the patrol report, take
it and exit this room, now head down the hall and take the green
herb then enter the boarded up hallway.

Head forward and as you near the double doors some zombies will break in
through the baords kill them quickly and enter the double doors, in here take
the file, then enter the small adjoint room, here take a look at
the disturbing painting in the middle of the room and use the lighter u
just found on the picture and you'll see that the painting has more then the
eye can see and you get the first red gem. Search the far area of the room for
a hidden box of handgun ammo and exit back to the boarded up hallway, here head
to the other end of the hall and enter the door at the end, no zombies in
this hall for the B scenario, head to the dark room, in there take the
handgun ammo from the shelf, the file off the table and the ink ribbon by
the typewriter, save your game if you wish and use the item box to
reset your inventory. Exit the dark room and head up the stairs to the second
floor of the RPD.

Run a little forward and you'll see a door but you wont be able to enter it ,
walk a little forward here you will see three statues, one in the middle one on
the left and the other on the right, if you check the inscription on the
middle statue you'll know that your at the start of a small puzzle.

This one's actually quiet simple, to make it easier to understand, let me put
it this way that you have to make the two statues who are facing away from
each other, look at each other, got it ? meaning that push the left statue to
the brown tile on the floor on the right side, and the right statue on the brown
tile on the left side. Once you've done this correctly, the red gem from
the fist of the central statue will drop and you can pick it up. Now check
directly behind the central statue and you'll find a handgun box ammo , now
head to the only door at the end of the hall.

Your in the hallway with the STARS office, when you enter the STARS room
you'll see the cutscene from claire's point of leon giving her chris's diary
and the radio, check the locker for a BOW gun, check the desk in the
right hand corner for a first aid kit, and check under the STARS banner for
a handgun box ammo. Now take the Precient key from chris's table and check it to
make it the diamond key .

When your about to leave the room a cutscene starts in which a fax arrives at
the spot , this fax was meant to be read by chris, but its her
sister claire who's gonna read it, read it and exit the room.

Once you exit the room you'll see another small cutscene in which you'll see a
zombie after a small girl, in advance her name is sherry and you'll be with her
for alot of time later on. When the girl runs away, either kill the zombie

or dodge it and enter the door at the end of the hall. Once your here you'll see some zombies, kill them all, and head down the hall for some handgun ammo, then head to the place with the small desk and open it to get some flame rounds, then enter the door besides it and your in the library.

Walk forward a little and you'll hear some glasses shattering and a small cutscene in which you'll see alot of zombies entering the RPD through the broken windows. Now in the library your in for another small puzzle, first go forward and take the red herb off the small table, then climb the small stairs, but dont enter the door at the end, instead run to the end of the walkway and it'll break allowing you to fall down, dont worry your still in that room, now check the red switch and you'll start another puzzle. In this puzzle you have to make the bookcases alligned in a particular way, i'll tell you the right way.... turn the left most bookcase one right and the next one in that order to one right aswell, and your puzzle is done.

Head back to the area behind the book cases to find what you got, its one of the colored stones SERPENT STONE claire would need later in the game, take this item and head back now, no need to enter the double doors now.

Instead head back to the STARS office hall, go to previous hall and head down the stairs to the first floor of the RPD again, now head to the silvery door at the corner, use your key and enter this room, your in the evidence room now, take the bowgun shots from one of the lockers, and check the lockers in the back area of the room for a film you can get developed at the dark room. Now check the large locker in front of the door you entered from and you'll find a plastic explosive.

Dont worry these things dont just blow themselves up, unlock and enter the door at the side and your in the room where the black cop was in the first scenario. You'll see some zombies here this time, kill them and take the green herb and enter the small office and take the detonator off the table, combine the plastic explosive and the detonator to make the complete bomb, now head to the other door and exit to the main hall of the RPD.

Now head towards the emergency exit and head up the second floor, once there head towards the secretaries room, inside make sure you setup your inventory and you should take the 2 red gems with you asap. Head to the crashed chopper cockpit hall and go to the door at the left corner use the 2 red gems at the female statues and a small FMV will reveal half of another colored stone ,JAGUAR STONE .Take it and head back to the previous room, use the bomb on the wrecked door and in a small cutscene the door will explode allowing you access to the next area.

Head in the new area and enter the door at the end, this looks like a nice room, walk forward and you'll see the body of a dead girl lying on the table check it and a cutscene starts in which your introduced to the police chief of the RPD, mr Irons. In the cutscene he claims that the girl died cause of the zombies, but the wound she has is clearly a bullet shot, meaning irons shot him.

Once the scene is over head to the other door in irons room, here you'll come face to face with a tiger, but he's stuffed , dont worry. Head down the hall and enter the room, here you'll hear some footsteps, follow them to the dark room, here click on the switch to the light, then walk forward and you'll see another cutscene in which you are formally introduced to the little girl She tells you that her parents work at the chemical plant and they asked her to go to the police station, but after warning you of something large and upon hearing the huge roar she escapes.

Once she's gone pick up the file and check the small box for some ammo, now head back to the chiefs room, once here you'll see that both the chief and the body are gone, in his place now lye's a file and a key, take the key and see that its the heart key, read the file and exit the chiefs room all together, head through the secretaries office and down the emergency ladder to the first floor.

Once your down here head towards the main entrance, climb the small stairs, but dont exit, instead head to the left side to enter a small door, in here you'll be attacked be a few zombies from go. Kill the closest one quickly then run a little far to kill the other one, then stand your ground to kill the other zombies, once they are dead head down the hall, ignore the blue double doors for now and enter the door at the very end of the hallway. In this hall run forward killing the zombies in your path, open the first door you see with your diamond key and discard it when asked, enter this room and take the first aid spray and the third colored stone, EAGLE STONE from the shelf, now when you try to exit a licker breaks through the magic mirror to give the best scare of the game. Head back out ignoring the other doors, and head to those large blue double doors.

This is the same room where you got the valve handle from the start of the game, if you killed the zombies here before then you wont have em here, head straight forward and to the small adjoint room at the end, turn left and use the heart key and discard it when asked. In this new room you'll see some zombies, kill them all and at the end head down the stairs. Your in the B1 of the RPD now.

Here walk forward, remember that this place had dogs in leon's scenario, they are replaced by zombies in the B game, head forward and at the fork turn to claire's left and enter the first double doors you see, inside take the 2 green herbs and head forward to solve the power puzzle press the switches in this order to complete it.

up, up, down, down, up.

Once you have the power back online head to claire'e right, pick up the grenades and take the map of the B1 and head out this room, now head to claire's left all the way until you reach double doors at the end of the hall, enter them, take the red herbs, ignore the dogs and head down the ladder, in here head to the first door you see, this is a storage room, take the blue herb and the ink ribbons, save your game if you wish and use the item box. Head out the door for another cutscene in which you meet sherry again, after this one's over your gonna be in control for one of the baddest parts of the game.
NOOOOOOOOOOOOOOOoo.

Sherry is the WORST player ever, she runs like a snail and she doesnt have any weapon aswell, just a first aid kit, when your in control of sherry head forward and climb the elevator, remember ada had dogs in this area ? sherry has got acid spitting zombies here, head out of the elevator room and run forward, at the fork turn left and enter the door at the end, run forward and pickup the grenade rounds, then head out the door and at the fork head the other way and enter the door at the end. Take the map off the wall and fall down the ledges for a small puzzle. Considering that this is sherry, your gonna be hellualot of bored.

Here you'll see some craters, and its time to make them into a small bridge, meaning that we have to get them in a straight line, err this is like a classical boxes game, really boring sometimes, anyways, first move one of the

2 boxes together to the very end, then make room for the box in the middle, then arrange the first box, make a straight line with the wall, and when your done head up the ledges again.

Now press the switch and the water level will rise allowing you to cross over to the other side of the bridge, go forward and take the key, now head back to the other side and exit. Head back to the room where you started as sherry and another cutscene starts in which sherry tells that she cant reach back anymore and she runs off after throwing the items she found, then leon radio's in for a short message.

When your back in control of claire take the items which sherry dropped now head to the store room again and BE SURE to take the lighter with you then head back upthe ladder again, now head back through the double doors, head forward and enter the first double doors you see with the help of your new club key. This is the autopsy room and inside will be 2 lickers atleast, quickly run to the corner and take the red card key and quickly run out completely ignroing the lickers, now head to the door with the card reader in front of it and use the card key there, enter this room which is actually the armory. Remember with leon you had the choice to leave any items you wanted for claire to pick up, well if you left anything then it should be here for claire to take, take those items then take the handgun ammo and the bolts and exit this room altogather.

Now head to claire's right and at the end you'll see a door marked with parking, enter it here you'll see some doggies but ignore them and head straight to the door at the other end. Here just walk forward and enter the first door you see, 2 more doggies here, kill them and take the crank by the manhole lid, now head back to the parking lot, back to the previous room and back up the stairs to the first floor of the RPD.

Go to the door directly behind you and open it with the club key you have, head inside search the lockers for grenade launcher ammo , head around the corner to find a dead body with a file and some acid rounds there, take em all and exit this room altogather, now head back to the blue double doors, remember them ? head to them.

Head to the door at the right end of the hallway and enter it, remember you came here to use the diamond key ? this time head down the hall to the single blue door and open it with the club key. Once your in here your gonna see another puzzle

First go and check the painting in the right hand corner of the room, you'll see that the wheel of the cart if something else, and the main objective of this puzzle is to get the wheel off, now to do this head to the other corner of the room and you'll see some statues and a furnace on the left side of the statues. First light the furnace with the ligher claire has handy and you'llsee that the other smaller one's will also be ready to ignite, the thing we have to do is light them in a particular order so that the wheel falls down, the easiest way to accomplish this is by going in this order..

middle, right, left

But as soon as you head to get the wheel Mr X drops breaks through the wall, and tries to get you.but its more easier to avoid him right now, take the wheel quickly and head out the door, now head back to the door to the exit, mr X will again burst through the wall, this time its a little harder to avoid him to i avoid to kill him and exit the exit door, now head to the main hall of the RPD.

Head towards the yellow double doors and inside use the itembox, and make sure taht you have the crank and the wheel in your inventory, head up to the emergency ladder and take it to the second floor, now head to the library double doors and enter them. Head up the small stairs and throught the small door you see here, your on the third floor of the RPD now, you can see all the way down there. Head to the only other door here and upon entering it use the crank on the hole, a staircase will drop down, climb it, head forward and use the wheel on the machinery there, the blue door besides will open revealing the second piece of the half colored stone making it a complete one, now head back down the stairs and through the door.

Once your about to exit mr X will attack you in a dramatic way, how does he do it ? Quickly shoot him before anything bad and exit the room altogether, now head to chief iron's room and along the way in the secretaries room make sure that you have the 3 complete colored stones with you, enter chief's room and anothe cutscene starts in which you see that sherry is still alive.. DAMN.

After the scene check behind the chief's seat and you will be able to press a button, press it and you'll reveal the areato put in your 3 colored stones, once you do that a secret area will open up revealing a file too, enter that area take the file and head to the lift in the corner, once your about to enter it sherry comes running and a small scene later you'll be heading down there. Once your down, run forward and enter the only door at the endof the hall you see, once you enter it a little long cutscene starts in which chief irons confronts claire and agree's that he has been working for umbrella, but he's mad at them cause they ruined his town, he says that if he's gotta go he'll take claire with her, but before he can do anything the wooden board breaks and a large claw pulls him down there.

Check the ladder which are revealed and the half torn corpse of irons will come crashing through, look at his fate, take the acid rounds from the table nearby and head down the ladder. Once your down there you'll see what killed irons, its mr Birkin himself in his early stage of mutation, he rips off a piece of pipe to hit claire with and the battle begins, the easiest method to finish this is to keep away from his as far as possible cause he has alot of range with the pipe and he can cause some major damage. Keep your distance and shoot it with acid rounds, soon it'll be over and william will drop over the ledge.

Now head all the way back to the room where you left sherry alone, small cutscene later claire and sherry will be heading down, go through the irons body room again down the ladder agian, this time nothing's here so go to the end of this room and press the switch to reveal a ladder, climb it and head forward for a cutscene in which the girls drop in the water, and mr X appears to make things worse, but the girls run for it. In the next room another small cutscene after which sherry disappears for a little time THANK GOD.

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RPD

SEWAGE SYSTEM

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Head forward in the merky water and when you have the chance to climb do so and take the 2 blue herbs and enter the door you see, here take the file and the ink ribbon, then useclaire's lockpick to open the shutter like door and climb down the stairs, down here take the bowgun bolts and the grenade launcher ammo and head back up. Now go to the item box and set up your inventory and

make sure that you have the red valve handle in your inventory then head down with the small elevator.

Down here you'll see an injured leon, he asks you to go and look for ada, claire agrees and when your back in control head to the door and take the map along the way and enter the door. Drop in the water and head to the up of the screen, ignore the fan cause its moving too fast , in the upper corner climb the ledge and search the 2 dead bodies for a wolf medal and flame rounds, then head down to the water again, now head down the screen and to the far down corner until you come to a door enter it. In this room you'll face 2 poison spitting spiders, head down the watery hall and you'll see a door which is hidden due to a waterfall and you cant enter it now.

Use the wolf medal on the panel besides and you just need one more, now head to the large double doors on your left and you'll see another cutscene in which annette who just came out of the water after being punched by ada tells claire the same story and you see the same FMV again. When the FMV ends annette ends up collapsing, ignore her now and go forward and use the valve handle where it is required and the bridge comes down.

Cross the bridge and use the valve handle when your on the other side to re raise the bridge, take the grenade launcher ammo and the ink ribbon and exit through the door. Now head down the large hall, if you killed the alligator in Leon's scenario then it wont be here now, but if you didnt , then its gonna be here for the taking. Head down the hall and enter the door at the end, run to the ledge climb it and head up the stairs, walk over the bridge and on the fork turn to claire's left and head up, take the file and the eagle medal, then head to the other side of the fork and use the valve handle on the red light to slow the fan down, then enter the vent shaft and drop down the other side, head back to the room with the medal panel and use the eagle medal there aswell, now the water will go down allowing you to enter the door behind it. Once inside run forward and enter the door at the other end of this hall. Once here walk forward and sherry will come behind you. DAMN.

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FACTORY

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When your back in control head to the tram controls and use them to call the tram back, enter it and you'll cross to the other side, no claw fight here like the one leon had. Once your on the other side, take the w box key after using the flare gun and enter the door at the end. Enter it and run down the small hallway, at the fork turn left and kill the zombies too. Check the corpse at the end and you'll find the SPARK SHOT !!! really amazing weapon. It is up to 100 %.

Now head to the other end of the fork and enter the door you see, your in another hall like the previous one, again head forward till the fork and this time head right first, take the 2 green herbs at the end and return to the other side of the fork, climb the ladder and your gonna be in a control room. Here you'll 2 separate grenade launcher ammo, an ink ribbon and a first aid spray , use the item box and reset your inventory, head out the door, take the factory map and head to the place where the train used

to be, head down the small lift and head to the only door in sight, inside run to the end and take the key, then use the monitor to see something scary.

Mr X will come down and punch the camera off, head back and kill MrX along the way , once you killed him head back to the control room, use the key on the panel and the train would have arrived outside, now sherry's with you again, head out and use the panel outside the train and the girls enter it, once inside a small FMV and a cutscene later you discover that there is an unwanted passenger aswell, claire decides to head out, but the panel tells her that she wont be able to reenter the train for a certain period of time, that certain period being the time it takes for the coming boss battle i presume.

Head out the train, make sure you have the grenade launcher full of acid rounds, head forward and you'll see what your up against, this is a tough battle, the easiet method of finishing this fight quickly is to keep at a medium distance from the boss, if you run away too far then he can also jump towards you, if he raises his claws run far away cause that means he's getting ready for a combo strike. Shoot when ever you have the chance and keep your distance from the boss. Soon the boss will start to bleed alot and he'll escape the battle, head back into the train, another small FMV and cutscene later you find out tht the train has stopped due to engine heating, head out the train again.

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UMBRELLA SECRET
LABORATORY

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This time head to the back part of the train and enter the vent shaft, once you drop on the other side a small cutscene and the train went down leaving claire here. Once your back in control of claire head towards the screen and enter the large double doors, head straight forward and use the item box if you wish and take the green herb, now see the large black crate its time to push it alot. First push it on the lift going down and make sure you leave enuogh room to move around the crate easily, take the elevator down, and get on the left side of the crate and push it all the way to the right, get to its south and push up, then right again, get it in the small alley, and make sure you have enough room to get on its south, once its in the right place, push it all the way to the north until the end of the wall, if you want to you can climb it to see where it leads, but the door is locked right now and you'll come here later.

Now head to the south of the screens and you'll see a dead body with a file, take it and save your game at the typewriter if you wish, then head through the small path to the elevator leading further down, use it, in the next area you'll hear the clicking of some lickers, these are the super gray lickers, kill them and press the switch at the end of the room. Now head back all the way to the room where you started this area from, meaning go back to the area where claire fell down the vent from.

Now head to the other side and you'll see a lift, enter it and take it down and enter the hall.

(((for those of you who dont
know this is the
same elevator and the same
hall as in one
of the FMV's of REO in
which wesker and
birkin
are shown talking and walking
to the lift)))

Go straight forward and enter the door on the right of the screen, here you'll find some items, an ink ribbon, herb and some grenade launcher ammo, take em all and save your game if you wish then go out the room again, now head to the left of the screen to the pull up door with the light on top of it. Enter it and head down to a fork, for now head to the path with the blue light on it and enter the door at the end, ignore all other doors and head left to the frosty door and enter it. Inside you'll see alot of fog, head forward in the room and take the first aid spray and the fuse case, then use the fuse case on the machine with the small blue light and after a mechanical cutscene you will have the main fuse, now head back to the fork and use the main fuse in the machine in the centre of the area, now the powers back on, this time head to the area with the red light on it.

Enter the door and head to the right side and enter the door at the end, search the locker for bow gun darts and take the 2 files along with the red key card, if you have flame rounds use em ont the vein and it'll burn allwing you access to the other room, enter the shaft and in the other room you'll see 2 superlickkers, kill them and search the locker for 2 grenade ammo boxes take the ink ribbon too and exit through the door.

Your in the same area again, head to the shutter and open it, 2 plants will be waiting, but they dont like fire so if you got flamers kill them quickly with them, then enter the door beyond, here kill the single plant take the herbs and head wdown the ladder, here just enter the door, walk forward a little until a licker drops down, kill it and wait for 2 more to come, kill them too and head down the hall, you'll see 3 green herbs, take em and head to the door at the very end of the hall, this is the monitor room.

Walk forward and search the small blue light for the map of the umbrella lab, head down and use the item box and reset your inventory , make sure you have the W box key with you and save your game if you wish and enter the door, head down the door and turn left and enter the large doors you see. Enter it and use the W box key to open the locker with the light on it, it will contain 2 boxes of grenade ammo, take it and head to the pull up door, kill the zombie and enter the other pull up door, there are alot of zombies here but you wont be coming here again so no use in killing them all, head down the room and take the p-room key from the table at the end and head out the double doors again, now head to the right corner of the room and enter the door.

You will start another small boss fight with a large moth, no problem here, kill it quickly and kill the small critters and use the computer, use the name you found in the file in the room with the large plant vein and you'll register claire for umbrella. Now head back to the monitor room, head down the hall for another cutscene in which you'll confront annette and find out that sherry is in trouble and MR X is chasing her, also you find that the G virus is in her pendent.

When your back in control of claire head up back the hall's and rooms to the fork, head to the path of the elevator you took originally to get to this

floor, the one wesker and birkin walk to remember ? and head down it. When you head down it run forward to the room and to the place where you set the crates up remember ? head up and use teh P room key to open the door, head a little forward and a dramatic cutscene starts in which claire outsmarts mr X and forces him to fall ALOT of feet down into the hot molten septic pool, with some nice dialogues aswell.

After this scene is over head back out the previous room and you'll see that mrX is still not dead, but infact something terrible has happened to it, now when your back in control head all the way back to the elevator wesker and birking took and use it to go up. Now head to the door with the gray light and when you reach the fork you'll see another cutscene which will show you the final few moments of annette's life, an emotional cutscene later, she's dead. Take the master key which is besides her and sherry will come with you now, head back to the same elevator and this time use the master key on the panel in the backside of the elevator

Claire will open up a secret passage which will lead them to the escape route, press the button and the elevator will head there , once its stopped you'll see the gigantic train which willl be used to escape, small cutscene later your in the train. When your finally in control of claire, head to the back cars of the train, at the very end you'll see a item box a typewriter and a key which will le lying on the floor, make sure you save your game and have alot of healing items, when your done here exit the train through the same door where you entered it from.

Now head to the top side of the screen and use and discard the key and enter the platform door. Walk forward and you find out that you have 5 minutes till the place blows up, no time to waste now so quickly head up the stairs on top fo the bridge, go down the other end of the bridge and walk forward press the switch to lower a small grid. Take the 2 plugs inside and head to the back side of the stairs you just came down from, there will be a door there so enter it.

ONce in here walk forward and use the 2 plugs on the machine infront, and a cutscene, some gruesoe music and a huge roar later your in for the fight of your life, yes folks this is the same mr X, mutated with claws on both hands, as soon as the battle start run a little away from him cause he will charge asap.

This battle is kinda like the final battle from the original RE, shoot at it and run from it quickly, its slashed can cause a lot of damage so be sure to check your health after everytime your hit, dont hesitate in using healing items.

Shoot it a few times and a small cutscene will start in which somone will drop a rocket launcher, claire demands to know who it is but she doesnt tell claire and runs off

(((NOTE : THIS IS
ADA, IF YOU DONT
AGREE
THEN GO AND SHAVE
YOURSELF)))

As soon as you get in control again quickly head towards the rocket launcher and equip it, aim at the beast and shoot, and after some quick camera work the battle will most definetly be over, no time to waste now so head back to the previous room, up the bridge and through the door you originally came, quickly unequip your rocket launcher and take something else out, kill all the zombies you see and head directly down the screen, press the switch and

Alternately if you just exited the door not taking the handgun ammo, then you'll hear kendo's scream in the next alley, anyway make your way to the next alley one way or the other and run forward, you'll see a chained door with zombies banging it, kill the closest one right now and run forward, head to the van at the end and take the handgun ammo, then head back and the zombies will have opened the door by now, kill the closest one again and head through the small court avoiding the zombie and enter the door at the end.

In this door walk forward and climb the stairs, walk to the other side and climb down the stairs again, search the trashcans behind Claire for a hidden handgun ammo box, then climb the large dumpster and fall down the other side, no need to shoot anyone of them, too easy to dodge, run to the other end of the hall and enter the door. Now you'll hear some crunching sounds, walk forward and you'll see some zombies taking a snack off their own buddy, another zombies, ignore them all and enter the door to the bus. In here walk to the next screen and you'll see a female zombie crawling towards Claire, shoot it quickly and the other zombie walking towards you, then take the handgun ammo box from behind you and head out the door at the other end of the bus.

This area will be a small test for you, if you are able to dodge all the zombies here and exit the door at the other end, then your good at dodging, otherwise you suck.. alright? Head to the door at the other end, once you enter it you won't be able to go back to the previous area's now cause "its too dangerous to go back outside". You're in the police station courtyard now, you have 2 ways to get to the RPD now, the longer safer way: go through the tunnel at the end, and you'll pop up very near the main gate of the RPD.

Shooter dangerous way: Run through the 2 zombies in the grassy area to Claire's right, whatever path you take be sure to take the green herb from the bushes near the area where the tunnel comes out. Then enter the large double doors with RPD marked over them.

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RACCOON CITY
POLICE DEPARTMENT

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Once you enter the police station you will get a nice long view of it via a small cutscene, when your back in control of Claire, head down the small stairs and head to the second door to the left, cause that's the only one you can enter right now, the others are locked. Once you enter it another cutscene starts in which Claire is introduced to Marvin, a cop of the RPD, he tells Claire about her brother Chris, and about the mansion incident, then orders Claire to get out after giving her a blue key card.

When you exit, he locks the door behind him, the idiot !!! . When your back in control of Claire head to the cubical in the centre and head to the computer there, use it and you will automatically use the key card, now the other doors of the main hall are also open. Take the handgun ammo box and the ink ribbon here and enter the yellow double doors.

Once in here pick up the file and use the itembox if you wish, put the knife in it for good cause its useless now, head forward and open the small desk with Claire's handy lockpick she always has with her, inside you'll find a first aid spray, keep it in the item box and head to the other door in this

room and.. OH MY GOD WHAT THE HELL WAS THAT BY THE WINDOW ? err dont swaet you'll soon find out.

Enter the door and immediately you'll hear some dripping sounds, run forward, but check the head less body twice for a handgun ammo box, then go and check the pool of blood and a small FMV starts in which claire will be introduced to the lickers, these are the hunter substitutes for RE2. If you had kendo's bowgun then you can kill it now, otherwise run to the end of the hall and pick up the green herb, then enter the door there, ignore the door in the middle of the hall cause its locked right now. Enter the boarded up hallway.

Once inside here run forward and ignore the double doors for now with claire, she doesnt have the lighter with her now so there aint no use entering right now, run forward and enter the door at the end of the hall. You will come face to face with 4 zombies in this hall, kill them all quickly cause you'll be coming through this area more then once, then pick up the 2 green herbs and enter the door besides them, this is the dark room, here collect the handgun ammo box from the shelf the ink ribbon and the file off the table and if you have the secret key, claire can get an extra gun and a costume from the locker.

Save your game if you wish and reset your inventory, check the dark area of the dark room, when ever you find a film, you can come here to have it developed, capiche ?. Now exit the dark room and head up the strairs you see, your in the second floor of the RPD now, run forward a little and you'll see a door but wont be able to enter it, walk a little forward and you'll see some statues, time for the first puzzle.

Here you will see three statues, one in the middle one on the left and the other on the right, if you check the inscription on the middle statue you'll know that your at the start of a small puzzle.

This one's actually quiet simple, to make it easier to understand, let me put it this way that you have to make the two statues who are facing away from each other, look at each other, got it ? meaning that push the left statue to the brown tile on the floor on the right side, and the right statue on the brown tile on the left side. Once you've done this correctly, the red gem from the fist of the central statue will drop and you can pick it up. Now check directly behind the central statue and you'll find a handgun box ammo , now head to the only door at the end of the hall.

Run forward in this hall and you'll see a door in the middle of the hall, check the plate besides it to find that this is the STARS office, enter it , no one's here, there are alot of things here to be done actually, first head to the desk in the right for a first aid kit, this is the rookie's desk, then head to the extreme left for a handgun ammo box, check the locker for a grenade launcher claire's best weapon throughout the game. Check the STARS group photo and see how many you can identify. Now head to chris's desk and take the file off the table, you'll find that chris isnt even here to begin with. Take the unicorn medal from under the file and exit the room.

Now you have to backtrack all the way to the main hall of the RPD. Nothing new will occur but when you are going through the boarded up hallway, some hands will try to grab you through the boards, but they dont do much damage, so ignore them and head to the main hall of the RPD. Once your back here head to the huge statue in the middle and use the medal you found here. A small FMV and you'll have the first precient key with you, its the spade key, head back to the first licker hallway an tthis time open the door in the middle of the hall with this key, enter the room, this is the file room , take the ink ribbon from claire's left, and head around the corner, push the stool to

the end and climb it, get the item at the top, its the crank, now drop down, search the shelves on the right for a file and exit this room.

Now head all the way to the stairs to the second floor of the RPD, then to the STARS office hallway, you will see a small cutscene in which a zombie will chase a small gir, in advance her name is sherry, she runs off and your back in control, either kill or avoid the zombie and this time open the door at the end of the hall with the key and discard it when asked. Enter the door, here you will have a cutscene in which leon and claire will have some chit chat. After the chitchat leon gives you the radio and asks you to look for any survivors and get the hell outta here, oblige to what leon said, and head down the hall from where he was walking. At the end you'll find some handgun ammo in the locker, head back and to the other end this time, check the small desk for some flame grenades, and enter the door besides it.

Now your in the library, first go forward and take the red herb off the small table, then climb the small stairs, but dont enter the door at the end, instead run to the end of the walkway and it'll break allowing you to fall down, dont worry your still in that room, now check the red switch and you'll start another puzzle. In this puzzle you have to make the bookcases alligned in a particular way, i'll tell you the right way.... turn the left most bookcase one right and the next one in that order to one right aswell, and your puzzle is done.

Head to the back area again and find what you got, its one of the colored stones, SERPENT STONE claire will need later on in the game, take it and enter the large double doors, your in the balcony of the RPD now, you can see the first floor from here, there are zombies here too, ignore them and head down the balcony, in the middle of the hall, activate the emergency ladder, but dont go down it, head do the end of the balcony and enter the door at the end, here you'll find some items, ink ribbon, a file and a LIGHTER. This is important take the lighter right now.

Now some major backtracking, head back to the balcony, down the emergency ladder, enter the double doors, then the first licker hallway, then the boarded up hallway, enter the large double doors in the middle of the hall, take the file off the table here and enter the small adjoint office, take a look at the disturbing painting in the middle of the room, and use the lighter once your done looking, you'll see that the painting has more to offer then the eye can see and it will reveal the second red gem for you to take. Search the far corner of the room for a handgun ammo box. Now head out this room. All the way back to the emergency ladder and climb it. Head to the secretaries office again.

This time reset your inventory and make sure that you have both the gems with you right now. Save your game if you wish and exit through the other door, in this hall, go to left and you'll see a burning cockpit of a chopper, now head to the door at the right corner and enter it, this is the crow hall, run down it, ignore the door in the middle of the hall and run down it, you will b attacked by some crows, ignore them and enter the door at the end of the hallway. Your now at the roof of the RPD, walk forward and you'll see the rest of the crashed chopper. Ignore it and head to claire's right, to the very end, and down the stairs, you'll find yourself in a street. Three zombies, too easy to dodge, avoid them, run down the street and enter the door at the very end.

Once here walk forward and take the red valve handle and the ink ribbon off the table, dont forget the bow gun too and never try to open the other door or you'll be just attacked by zombies, now head back through the previous door and to the roof of the RPD. Once here head to the backpart of the chopper area

and use the valve handle where required, a small cutscene later you would have put the chopper out of the fire, so now head back to the crow hall, back to the hall with the burning cockpit, but it won't be burning anymore, one door is wrecked, so head to the other at the end of the hall, you'll hear a girl's scream but there is nothing you can do here, so enter the door at the end of the hall. Here walk forward and take the diamond key off the boxes, then use the 2 red gems on the 2 smaller female statues, and in a small FMV the center one will open to reveal half of a colored stone, JAGUAR STONE Claire would need.

Take it and head all the way back to the balcony of the RPD.

Head back to the library, to the STARS office hallway, and back to the previous hall where you took the stairs to get to the 2nd floor, head down them, and this time head to the silver door at the end of the hall which was locked, use the diamond key to open it and enter it, this is a small evidence room but there are a lot of zombies here, kill them all quickly, once this is done, search the lockers for some bowgun darts, then check the locker in the back area of the room for a film, go to the dark room if you want it developed, back at the evidence room, check the large locker right in front of you and Claire will use the lockpick to open it, inside it will be a plastic explosive.. OH YEAH !!!..

Now enter the small door besides it, this room looks familiar, this is the room where you met the black cop, head forward, pick the herb up and enter the small joint office, you'll see him here, but the poor man will turn into a zombie right in front of you. Kill him quickly and take the detonator on the desk, then head through the other door in this room to be back at the main hall of the RPD.

Head up the emergency ladder and to the secretaries office, enter it and through the other door, combine the plastic explosive and the detonator and use it on the wrecked door by the crashed chopper cockpit. A small cutscene later Claire would have cleared the path to the next area, run in it and enter the door at the end of the new area, this room looks quiet nicer than the others, don't it? Walk forward and you'll see a dead girl's body on the table, check it and a cutscene starts in which you are introduced to the police chief Irons. He claims that the girl was killed by the zombies, but we can see that the wound is a bullet mark. After the scene is over and your back in control of Claire again head to the other door in Iron's room.

You will come face to face with a tiger, but it's stuffed so head down the hall and enter the door at the end, Claire will hear footsteps so follow them to the dark room, press the light switch and walk forward and a cutscene starts in which you are formally introduced to the little girl, she tells you that her parents told her to go to the police station. After informing you of something large and upon hearing the huge roar the girl flees the scene and Claire is left alone again, take the file off the table and head back to the chief's room. Once here you'll see that he is gone, and so is the body. In his seat now lies a file and a precious key, check it to find that this is the heart key. Now head all the way back to the balcony of the RPD and take the emergency ladder to the first floor, here head to the main entrance, climb the small stairs, but don't exit, instead head to the left and enter the single door at the corner.

Immediately you will be attacked by zombies, kill them quickly and then kill the one's coming slowly, once they are all done, head down the hall, ignore the blue doors for now and go to the corner of the hall and enter the single door. Once here run forward kill the zombies and use and discard your diamond key on the first door you see, enter it and take the first aid kit and the

third colored stone, EAGLE STONE, off the shelf, ignore the wire cause its completely useless now. Now as you try to exit a licker breaks in through the magic mirror giving you the scare of the game, ignore it and exit this room, now head all the way back to the blue doors, remember ? head to them and enter them, you will enter a large office room.

Kill all the zombies here quickly, take the ink ribbon off one of the tables then enter the small joint office, in here kill the zombie and open the safe with the code you found in the police memorandum file, inside will be acid rounds and a map of the RPD. Take em both, then search behind the desk for 2 green herbs, take em and head to the nothern part of the office room, enter the small joint room and head to claire's left to the door and open it with your heart key and discard the key, in this hall, take the 2 herbs and head forward and head down the strais.

Once down here your in the B1 of the RPD, head down the hall, kill the 2 doggies you seehere then enter the first double doors you see at the right side of the fork and to claire's rigt, this is the power room with a small puzzle, walk forward and take the herbs, then go to the machine and use it, you have to set the power in such an order that it ends up at 80. The easiest way to do is pressing the switches in this order.

up, up, down, down, up.

Once this is done you'll see a small cutscene of the power being restored, now take the grande launcher ammo and the map off the shelf and exit this room, now head all the way to claire's left and enter the double doors at the end of the hall, grab the red herb you see here, ignore the 2 dogs and head down the ladder. Down here enter the first door you see, this is a kind of a store room, take the inkribbon and the blue herb here and reset your inventory, make sure you HAVE the ligher with you, save if you want and exit the door.

Now you'll see another cutscene in which claire meets sherry again, this time sherry runs off again, and after the scene you will be in control of sherry NOoooooooo. Sherry is the WORST player ever, she runs like a snail and she doesnt have any weapon aswell, just a first aid kit, when your in control of sherry head forward and climb the elevator, There will be some dogies here and if you dont be careful they can slice shery up good ,head out of the elevator room and run forward, at the fork turn left and enter the door at the end, run forward and pickup the grenade rounds, then head out the door and at the fork head the other way and enter the door at the end. Take the map off the wall and falldown the ledges for a small puzzle. Considering that this is sherry, your gonna be helluvalot of bored.

Here you'll see some craters, and its time to make them into a small bridge, meaning that we have to get them in a straight line, err this is like a classical boxes game, really boring sometimes, anyways, first move one of the 2 boxes together to the very end, then make room for the box in the middle, then arrange the first box, make a straight line with the wall, and when your done head up the ledges again.

Press the switch and the water level will rise and now you can safely cross over, head to the other side and take the key, then head back and now its time to head all the way back to the room where you started to control of sherry, once your done there again another cutscene later sherry throws the items you find with her and then runs off cause she cant reach the vent anymore.

Once your back in control of claire, thank god that she is gone and take the items which she dropped then head back up the ladder, back through the double

doors, head forward and use the club key to open the first double doors you see, this is the autopsy room so i guess you can guess whats coming now, run forward take the red card key from the drawer in the end, then the zombies will get up, quickly kill the closest one and head out the door before anything bad happens. Now that you have the card head to the door with the card reader in front of it. Use the card there and open the door, enter it.

This is the armomry, not much, but eh.. who cares, take the bowgun darts and the handgun ammo, then check the locker directly in front of you for a sub machien gun and a side pack, its your choice here, if you want to take these items take em, but if you leave em here, then leon in Leon B will find them still here, make your choice quicckly and exit the armory. Now head back up the stairs which you used to come to B1 back to the first floor, head to the door directly behind the stairs and use your club key to open it, head inside, check the locker for some grenade ammo, head round the corner to find a dead body with a file and some acid rounds, take em and exit this room. Now head to those blue double doors again, remember em ?

Head to the end of the hall and enter the door, remember you came here to use the diamond key ? In the same hall head down and to the last room which is blue, enter it and discard the club key, kill the licker you see now and your at the start of another small puzzle

First go and check the painting in the right hand corner of the room, you'll see that the wheel of the cart if something else, and the main objective of this puzzle is to get the wheel off, now to do this head to the other corner of the room and you'll see some statues and a furnace on the left side of the statues. First light the furnace with the lighter claire has handy and you'll see that the other smaller one's will also be ready to ignite, the thing we have to do is light them in a particular order so that the wheel falls down, the easiest way to accomplish this is by going in this order..

middle, right, left

So when your done with this the painting will drop off the wheel and you can go and pick it up. This is the G.cogwheel. Take it and head back to the main hall of the RPD. Head to the double yellow doors, in here use the item box and make sure you have the crank and the wheel with you now, exit again and this time head up the emergency ladder, kill the newly arrived licker and head to the library door, enter it, walk forward and you'll hear some glasses shattering with a cutscene in which you'll see alot of zombies entering the RPD through the windows.

Once your back in control of claire head up the small stairs in the library and enter the small door you see, now your at the third floor of the library, you can see all the way down from here, kill the licker and enter the only other door here, now use the crank on the hole in the wall and a staircase will magically come down for claire, head up and walk forward, use the wheel on the large piece of machinery and you'll be asked to press a switch, do so and you'll open a metal lid on the right side revealing the second half of the broken colored stone. Now head back to the library, down to the second floor, and head to the balcony of the RPD again, this time head to the secretaries room, and once your there use the item box and make sure you have all the colored stones with you, combine the 2 halves to make a complete stone, you have 3 complete colored stones now, head to the chief's room.

Once you enter the chief's room another cutscene starts in which you find out that sherry did survive DAMN !!. After some small chit chat you will be back in control of claire, go to the chief's seat and take a look at the painting,

press the switch besides it and the painting will move to the side revealing a place to put 3 stones in, put the three colored stones you have and a secret passage will open, head there pick up the file and try to enter the lift, a small cutscene in which claire tells sherry to stay here cause it could be dangerous down there, move to the elevator again and head down, down here wlk a little forward and you'll haer a scream, a cutscene starts in which something large with a large eye on its arm force feeds chief irons something . When your back in control of claire head to the door at the end of the hall and enter it, a cutscene begins.

Chief irons will be up and well now, he'll tell claire that he worked with umbrella but he's really mad at what they have done, then he tells her about sherry's father, mr Birkin. Suddenly someting wrong happens to irons and something bursts out of him killing him. Once your back in control of claire take the acid rounds off the small table then head down the ladder. Once down here walk forward a little and a small cutscene will start in which you see that the thing which came out of irons has mutated into a larger thing, this boss is quiet easy actually, all you have to do is make sure it doesnt hit you itself, it will drop off more smaller one's but they shouldnt be a problem, if they get on you just press the buttons quickly to get rid of them, concentrate your fire power on the boss and soon it shall be dead.

When its gone time to go and get sherry. head all the way back to the room where you left sherry and a small cutscene in which claire thinks to herself that she cant believe that sherry's father is the monster causing all this, after that ride the elevator down again. Sherry will be with you now, run with her to the room with iron's corpse and head down the ladder, now there wont be anything here to run to the end of the hall and press the switch. Once the ladder comes down, you climb it. Walk forward and a little cutscene begins in which the girls jump in the water, then william appears and scares the hell outta shery then they both make a run for it. Your now in the

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RPD
SEWAGE SYSTEM

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After the cutscene your back in control of sherry again, this time run forward and climb the ledge you see, enter the door here, then head to the left of sherry, avoid the zombie quickly and enter the ventelation hole, in here run forward avoiding all the cokroaches and exit through the vent at the other end. Run forward to the trash dump and pick up the wolf medal here, cutscene time now, the garbage dump will fall down and sherry goes unconsciousness.. whats worse ? william just found her !.

Now your back in control of claire, head forward and climb the ledge you see, take the 2 blue herbs and enter the door, here take the file off the table and use claire's lockpick to open the large looking door besides the elevator, open the door and head down the ladder, you'll find youself in the same room where sherry was, kill that zombie and take the bowgun darts and the grenade launcher ammo. Head back up the stairs, this time take the ink ribbon off the typewriter and the first aid kit in one of the lockers nearby. Reset your inventory and make sure you have the valve handle and the lighter with you from now on, when your done here head to the small elevator and take it down.

Once your down here head down the hall and turn to claire's left and take the map off the wall then go ahead and enter the door, here drop into the water then head up the screen and to the small ledge, enter it and take the flame rounds off one of the dead soldiers body, dont bother trying to climb the ladder, cant do so. Now head down the screen to the very end and you will see a door, enter it. You will come in a room with 2 poison spitting spiders, run quickly forward avoiding them you'll come across a door which is unreachable cause the waterfall is blocking the path, you need 2 medals to open it, you dont have any yet. Head to the double doors on claire's left and enter them. Walk forward and a cutscene starts in which your introduced to the mother of sherry, annette birkin, she tells you her story and then you watch a cool FMV. Once done claire and annette hear sherry's scream and they separate to search for her.

Once your back in control of claire head forward and use the valve handle with the red light and a bridge form above will come down to allow you access. Cross the bridge and on the otherside use the valve handle again and you will raise the bridge again, take the grenade ammo and the ink ribbon and exit through the door at the other end. Now your gonna be in a large long hall, head forward and along the way take notice of the yellow light, then head to the end where through an open door in a cutscene you will see that claire see's sherry lying on the garbage dump, but something else is there too, A GIANT ALLIGATOR, this is the mother of all gators and it see's claire too. It almost kills claire with one shot, when your back in control of claire head back to the yellow light, remember ? and press aciton with it, a gas canister will fall down, wait for the gator to come and take it in its mouth, then just 1 shot from the handgun and the gator's history.

((Note : mikami was a big jaws fan))

When the fight is over with head to the end of the hall and enter the now locked door. You will see sherry, head over to her and another cutscene starts in which you see something crawling from underneath sherry and escaping. Sherry wakes up, but she starts to complain about her stomach, somethings wrong with her. When your back in control take the wold medal and along with sherry head up the ladder.

Up here run forward and cross the bridge then head to the left higher side and once your up in the higher place take the file near the body and take the eagle medal too. Now head to the other side of the fork and use your valve handle on the red light by the vent fans, the fans will stop and you can enter the vent area now, head in and drop via the ladders on the other end, your back in the same area again. Now along with sherry head to the same place where you had to put the 2 medals. Once there put the 2 medals in and the water will clear out allowing you access to the door beyond the water, enter the door quickly.

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FACTORY

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Now run forward in this straight corridore and enter the door at the end. Once here run to the tram controls and use them to turn the tram on, enter the tram, once your on the other side and off the tram use the lighter on the flare gun and you will see the W box key, take it and head towards the door at the

other end. Enter it and run down the small hallway, at the fork turn left and kill the zombies too. Check the corpse at the end and you'll find the SPARK SHOT !!! really amazing weapon. It is up to 100 %.

Now head to the other end of the fork and enter the door you see, your in another hall like the previous one, again head forward till the fork and this time head right first, take the 2 green herbs at the end and return to the other side of the fork, climb the ladder and your gonna be in a control room. Here you will find some Grenade and Flame rounds on the computers and a first aid spray and an ink ribbon too, take em all and reset your inventory with the help of the item box, keep the grenade launcher with acid rounds if you have them handy. Then save your game cause a boss fight is about to come and exit the room.

Run up the screen and take the handgun ammo from the bench, then run down again and take the map off the wall, then forward a little and you'll see the train, head to the backside of the train and enter it, here run forward and take the control key and exit the train, use the key on the panel outside the train and an alarm starts to ring, the girls run in the train and a FMV starts in which you see the train going down. Along the way a cutscene in which sherry goes numb due to the pain and you find out that there is an unwanted passenger onboard. Before you can leave the train the panel tells you that once out you won be able to reenter the train for a certain period of time, how long ? as long as the boss fight lasts.

Head out the train, make sure you have the grenade launcher full of acid rounds, head forward and you'll see what your up against, this is a tough battle, the easiest method of finishing this fight quickly is to keep at a medium distance from the boss, if you run away too far then he can also jump towards you. Shoot when ever you have the chance and keep your distance from the boss. Soon the boss will start to bleed and then he will sit on one knee, that is the final shot, 1 more shot and he will fall down in a pool of his own blood . Head back in the train and another small FMV later you will have arrived at the...

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UMBRELLA SECRET
LABORATORY

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A cutscene in which claire takes sherry to a room, then sherry suddenly comes to consciousness and starts babbling a speech, no need to listen to any words she says, claire asks her to wait there and she'll be right back, once your in control of claire again take all the items in the room, the green herb, the ink ribbon and the grenade launcher ammo , reset your inventory and save ur game if you want to then exit to the previous hallway.

(((for those of you who dont know this is the same elevator and the same hall as in one of the FMV's of REO in which wesker and birkin are shown talking and walking down to the lift)))

Now head to the door at the left of the screen with the light on top of it, enter it and walk forward and you'll come to a fork , for now take the path with the blue light on top of it and enter the door at the end, now turn left and enter the door with the ice all over it. Once inside walk forward and you'll see a first aid kit and a fuse case, take both of them then use the fusecase on the machine with the small blue light. Once this is done a small mechanical cutScene starts at the end of which you will have the main fuse, take this and head back to the fork, use the main fuse at the machinery in the centre and the power comes back online, now head to the path with the red light on it and enter the door at the end, in here run to the right of the screen and enter the door at the very end, here take both the files especially the USER REGISTRATION file and take the bowguns darts from the locker, now turn on the computer, if you have the lighter with you or the flame rounds head toward the plant vein hanging from the vent and use it.

The plant will burn and you can enter the other room with the vent, in here you will see 2 super gray lickers, kill them quickly then take the 2 grenade launcher rounds from the locker and the ink ribbon then exit through the door. Now your back in the same area, use the shutter this time and you will see 2 plants behind it, kill them quickly and enter the door behind them. In this balcony of sorts kill the single plant and take the 2 green herbs then go down the ladder.

Down here just enter the door you see, now walk forward and a super licker will drop from a vent above, kill it and wait for 2 more to come, kill them and go forward, see the 3 green herbs dont take em now, head to the door at the very end of the hall, enter it. This is the monitor room. Head forward and check the small blue light for the map of this underground base. Head forward and reset your inventory at the item box, make sure you have the wbox key with you save your game if you wish and enter the door. Run forward and take a left, pick up the green herb and enter the large door. Use the wbox key on the locker with the blue light on top of it and you'll find 2 grenade launcher ammo boxes.

Take em and the first aid kit and go through the small pull up door, now head inside the other one after killing the zombie here, if you have alot of ammo kill all the zombies here and take the card key from the furthest table. When your done here head outside the large door for a cutscene, annette is furious at claire cause she thinks that claire killed william, bad news william is still alive, the cutscene ends with annette getting sliced and diced by william's new shark look alike form, ignore her for now and head to the door at the right corner, open it with your card key and inisde you will have a small boss fight, its a large moth, kill it quickly and the smaller one's which are guarding the computer terminal, once they are dead use the PC and enter your name as what you found on the USER REGISTRATION file.

When your done here claire would have registered with umbrella , exit the room and head over to annette's body, a small cutscene later she will die, but not before telling you a cure for the problem sherry is having. Once she is dead take the file she left and head over to the monitor room. Run forward and you will have a cutscene in which claire see's leon from one of the monitors and they have a little chat over the radio. After that is over you will be in control of claire again, this time you have to backtrack all the way to the area with the fork and the three paths with the lights over them.

When you DO reach that area head to the path with the blue light on it and enter the door at the end, now head to the shutter door and open it, then use the panel inside and claire will use her fingerprints on the lock... dont worry you wont be able to open it in this scenario, this is only

for leon in the B scenario, now head to the only other door in the area and open it with your key card then discard it. Head inside and take the vaccine cart.. Turn on the light via the switch in the corner and kill any zombies you see in this room, then take the MO disk from the corner, use the vaccine cart on the machine in the center, and then press the switch besides the place where you got the MO disk. Now you shall have the BASE VACCINE.

Head out this room again, head to the fork again, take the red light path again, head down the ladder to the monitor room again, head past annette's body and enter the double doors now head to the machine in the left hand corner of the large room and use the Base vaccine on the machine. Now you shall have the VACCINE. Your mission is complete, we can head for the end game boss now. Head back to the monitor room, save your game immediately and reset your inventory, make sure you have the grenade launcher and the acid rounds full. Take alot of healing items with you.

Head out the hall with the three greenherbs and take them this time, then use the MO disk on the large panel besides the larger door, the gate will rise slowly, head inside and enter the door at the end, head forward and a cutscene will tell you that there are only 5 minutes left until the place blows up. Quickly run forward and press the elevator calling switch, but before the elevator, the final boss comes crashing down, this is william, looking very large and huge, as soon as your in control shoot it with the acid rounds and it will undergo another mutation, this time it turns into a dog like thing. This is a little harder to kill, shoot and run, shoot and run, keep an eye for your health meter, and use a healing item at once if required.

The dog form of william may be a little hard, but you'll have to live with it, shoot him whenever he lands on the floor, dont attempt shots when he's up the test chambers, shoot him a couple of times and the battle will soon be over. William will fall down, dead. The elevator comes just in time, head to it quickly and ride it down.

Once down run forward and you'll see a train in the distance, run forward and the finale will start, watch it and the credits, then save your game and put in the Leon CD for his side of the story ... namely Leon B.



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STREETS OF
RACCOON

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After watching the opening FMV from leon's point of view you'll see that he jumped on the other side of the car in the end, you'll start the game and will

be on the other side of the crash as oppsed to claire. Well the good news is that you will have a shorter run to the RPD The bad news is that..
err well there is no bad news.

When your finally in control of leon run down the street and avoid all the zombies you see, no need to shoot anything now, run forward dodge em all and enter the first door you see at the end of the street.

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RACCOON CITY
POLICE DEPARTMENT

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In the next room turn to leon's right and dodge the 2 zombies you see, head to the small cabin and inside take the key and head out again, head to the left of the screen and open the door with the key and enter, your in familiar area's now, this is the room where claire got the valve handle from in the first scenario remember ? take the handgun ammo and ink ribbon from the table then exit through the other door. Your in the street now avoid the zombies and at the end climb the stairs to the roof of the RPD.

Once on the roof you will see a cool FMV in which you will find out what the crashed chopper was doing on the roof of the RPD and how it crashed, once the FMV is over head to the other door, enter it and take the herb, this is the crow hall, avoid the crow's and enter the first door you see in the middle of the hall, take the herb and head down the small stairs, take the other 2 herbs and enter the door. This is the large office room where you used the heart key remember ? Head into the big room and kill the zombies, you'll be heading through this door more then once so kill them all.

Take the valve handle sticking out of the shelf, and go to the safe room, if you still remember the code from the first scenario use it here and open the safe, take the shotgun shells and the map, take the 2 green herbs from behind the desk and head back to the roof of the RPD.

once back at the roof use the valve handle where it is needed and after a small cutscene the chopper will be put out of fire, so head back to the crow hall. When your about to enter you'll see a small FMV of soemthing huge dropping in the RPD. Head inside the crow hall and you'll almost get crushed by the roof, head forward and you'll see the large thing. Its Mr X. He will haunt you for the rest of the game.

You cant technically kill him before the end of the game, he only goes unconscious and drops an item usually. This time its your choice if you want to kill it or dodge it. Anyway make your way to the door at the end of the hall. If you killed him you'll see a small cutscene of him getting to his feet. Once your in control again, head to the place where the burning chopper cokpit used to be dodging the 2 lickers here . Then head inside the door at the far corner, here take the ink ribbon from the big vase and take the blue card key from the box. Head back out again and this tiime head to the only door left, the secretaries office.

Take all the items you see here, like a file, ink ribbon, a small key and save

your game if you wish, re set your inventory and make sure you have the card key with you. Head to the other door, your in the balcony of the RPD now, head forward, dont use the emergency ladder right now, instead head all the way to the end of the balcony, kill all the zombies and take the unicorn medal shining. Once taken head back to the emergency ladder and use it to go to the first floor main hall of the RPD.

Here head to the cubical in the center and use the PC , leon will automatically use the card key, now you have opened all the locked doors, take the shotgun off the table. WOO HOO. and the ink ribbon, then head to the big statue, use the unicorn medal there and you shall see a small FMV after which you have the first precient key, the spade key.

Take this key and head to the yellow double doors to leon's left. Enter this door and use the item box if you want to, dont use the small key on this desk yet. Kill the zombies and enter the other door. This is the first licker hall, but no licker this time.

Head down the hall and use and discard the key to open the door you see. Enter it, this is the file room, head in and take the ink ribbon to the left of leon, head down the room and push the stool to the very end, climb it and get the item on top, first aid spray.

Now head out the room again and take the green herb and enter the door at the end of the hall. This is the boarded up hall, run down it and when you near the door in the center, 2 zombies break through, kill them and enter the double doors, take the file off the table and go to the small joint room, look at the disturbing painting, use the lighter on it and you'll see the painting has more then the eye can see and you'll be in control of the first red gem. Get out of this room again, and head to the end of the boarded up hall. Enter the door at the end.

Take the 2 green herbs here and enter the door besides them, this is the dark room, take the handgun ammo from the shelf, and the file from the table and the ink ribbon too, save your game if you want and reset your inventory. Exit the dark room, now climb up the stairshead down the hall and you'll see a door but wont be able to enter it, walk forward and you'll see three statues, this is the start of a small and simple puzzle.

This one's actually quiet simple, to make it easier to understand, let me put it this way that you have to make the two statues who are facing away from each other, look at each other, got it ? meaning that push the left statue to the brown tile on the floor on the right side, and the right statue on the brown tile on the left side. Once you've done this correctly, the red gem from the fist of the central statue will drop and you can pick it up. Now check directly behind the central statue and you'll find a handgun box ammo , now head to the only door at the end of the hall.

This hall will have 5 zombies, kill them all if you wish and enter the door to the STARS office. Here take the diary of chris, and the handgun ammo off the desk at the left corner and the first aid spray from the desk in the right corner, take the magnum *** WOO HoO *** from the locker and exit the room. Head to the door at the end of the hall and enter it.

Here you'll see a small cutscene in which sherry will run away from you, take the diamond key she drops and shotgun shells from the cabinet, head back and another cutscene, this time its claire, after some nice long chit chat head to the other end of the hall, use the small key to open the small desk for the handgun parts, combine them with the handgun to get the advanced handgun.

Now head to the door at the end and you'll enter the library. Walk forward a little and you'll hear some glasses shattering, then a small cutscene is shown in which you see a lot of zombies entering the RPD through the windows .

First go forward and take the red herb off the small table, then climb the small stairs, but don't enter the door at the end, instead run to the end of the walkway and it'll break allowing you to fall down, don't worry you're still in that room, now check the red switch and you'll start another puzzle. In this puzzle you have to make the bookcases aligned in a particular way, I'll tell you the right way.... turn the left most bookcase one right and the next one in that order to one right as well, and your puzzle is done.

Before you go anywhere else, head back to the STARS office corridor. Head back to the statue puzzle hall, then back down the stairs you took to get to the 2F of the RPD. Head to the silver door at the very end, and use the diamond key to enter. This is the evidence room. Take the shotgun shells from one of the lockers and a film from the lockers in the back part. Have the film done at the dark room if you wish and then enter the other door. This is the room where Claire met the black cop in her game, there are zombies here now, kill them all and take the herb, take the precious key from the small joint office and the file off the table. Exit through the other door and your back at the main hall of the RPD.

Climb the emergency ladder to the 2F and enter the secretaries office, head through the door, and head to the small door behind the chopper cockpit, kill the licker if you missed it before and use the 2 red gems on the women statues, a small FMV and you'll be able to take the KING PLUG from the statue. Take it and head out to the balcony room again.

This time head down the emergency ladder, head towards the main entrance of the RPD. Climb the stairs and instead turn to the left and enter the small door at the end of the way. Here you will be attacked by 5 zombies, kill them quickly, ignore the double blue doors for now and head down the hall. Take the green herb and enter the door at the end of the hall.

Once in here walk forward and kill the zombies, enter the first door you see with the help of the diamond key, and discard it. Here take the first aid spray and the ROOK PLUG from the shelf. When you're about to leave a licker breaks through the glass to give you the best scare of the game, ignore it and head out again, head all the way to the double blue doors.

Enter them, you have been here before... remember ? if you killed the zombies before they won't be here, and if you didn't open the safe before, do it now ! anyways head to the end and use and discard the heart key.

Kill all the zombies you see here, and head down the stairs to the B1 of the police station. Here run forward the hall, remember Claire had doggies here ? Leon will have zombies to kill. Head down the hall and at the fork turn right and enter the double doors you see, inside take the herbs and head forward to the electric panel and check it for a puzzle.

Here you have to arrange the power level in such a way that the power gets right, the easiest way to do is by pressing the switches in this order.

up, up, down, down, up

Once this is done the power will come back on and you'll see a small cutscene of a door getting the power, take the map of B1 now and exit back to the previous room. Head down the extreme right of Leon, you'll pass the door which got the power, ignore it and enter the final door which is marked with

parking.

Run forward and you'll see a cutscene in which you're introduced to Ada. After some nice chit chat she asks you to help her, do so and push the van with her, when it is out of the way enter the door it was guarding. Here head down the hall, take the film off the table and enter the chained door besides it.

Walk forward and you'll have a cutscene in which you will be introduced to Ben, Ada walks in and after some nice chat and upon hearing the loud roar Ben becomes friendly all of a sudden and tells you how to get out.

Once the cutscene is over take the manhole opener and head to the other cell and take the herbs, then head back to the previous room, and this time enter the door in the middle of the hall, this is the kennel. Use the manhole opener of the lid and you'll open it, head down the ladder.

In this room you'll see 2 spiders here, just dodge them cause they are too easy and head up the stairs at the other end. Once up enter the first door you see, this is a store room, take the blue herb and the ink ribbon, then save your game if you wish and reset your inventory, head back out again.

Go and enter the door marked with septic, run forward and check the panel besides the locked door, you'll see that you need 4 plugs to open it, you already have 3 or them. Head back to the previous room and you'll see a small cutscene in which Leon introduces herself to Ada.

After the scene you will be in control of Ada. Another small cutscene later Ada will have the pendant Sherry had, now head out the door, remember Sherry had dogs here, there will be zombies now! Kill them and head to Ada's right at the fork head down the elevator, take the shotgun shells, and head back up again, now head to the other side of the fork and enter the door.

Take the map and drop down the ledges.

Here you'll see some craters, and it's time to make them into a small bridge, meaning that we have to get them in a straight line, err this is like a classical boxes game, really boring sometimes, anyways, first move one of the 2 boxes together to the very end, then make room for the box in the middle, then arrange the first box, make a straight line with the wall, and when you're done head up the ledges again.

Press the switch and the water level will rise and Ada will be able to cross the water now, do so and go to the other side, take the club key from the shelf and exit the door. Now head back to the room where you started the game is Ada. A cutscene in which Ada tosses all the items she found to Leon, then she runs off.

When you're back in control of Leon take these items and head back down the stairs and up the ladder at the end, head to the parking lot and through it again to the door at the other end, more zombies will be here now, head down the hall and open the only double doors on Leon's right with the club key, this is the autopsy room but there are 2 lickers in here. Quickly run to the other end of the room, take the card key from the drawer and exit this room before any of the lickers even get aware.

Now head to the door with the card reader and use the card there, this is the armory. Take the handgun ammo and the shotgun shells here, and check the locker in front, if you left anything here as Claire then it would still be here, take whatever you left and exit the armory.

Now head back up the stairs you used to come to the B1 area, and use your club key to open the door behind the stairs, enter it and search the lockers for shotgun shells, then head to the back part of the room to see a dead corpse, take the file with it and the magnum bullets now exit the room and walk 2 steps forward, search the shelf for a hidden shotgun ammo box. Now head to the blue double doors corridor, the one with the vending machines. Head down the hall and enter the door at the end. Remember this corridor ? you came here to use the diamond key.

Head down the same path to the final blue single door. use and discard your club key here. Once done enter it, first go and check the painting in the right hand corner of the room, you'll see that the wheel of the cart if something else, and the main objective of this puzzle is to get the wheel off, now to do this head to the other corner of the room and you'll see some statues and a furnace on the left side of the statues. First light the furnace with the lighter Leon has handy and you'll see that the other smaller one's will also be ready to ignite, the thing we have to do is light them in a particular order so that the wheel falls down, the easiest way to accomplish this is by going in this order..

middle, right, left

Once your done you'll see the wheel fall off, go for it but you'll be interrupted by mr X, its easy to run away from him right now, so take the wheel and quickly get out. Head back to the exit door and again mr X will come through the wall. Kill it this time cause its hard to avoid him, then exit the room . Head to the main hall of the RPD.

Head to the emergency ladder and up it to the second floor, kill the lickler and head to the secretaries office, head through it to the crashed cockpit room, you'll see that the door wreck has been cleared by claire. Head in that area and enter the only door. This is the chief's room, but no one here, head to the other door. In this hallway, just head to the door at the end. Again just head to the end of this room, through the small adjoint room, take the file and search the small box for a crank. Take it and head back.

When your passing through the tiger statue hall, mr X will again attack , just ignore him and exit this hall, now head back to the secretaries office and save your game if you wish reset your inventory and make sure you have the crank and the G.cogwheel in your inventory.

Head out to the balcony and this time head to the library door. In the library climb the stairs and enter the only door you see, this is the third floor of the RPD, you can see all the way down from here, enter the only door at the end of the balcony, in this room use the crank on the hole and a staircase will come down, head up it and walk forward, use the wheel on the machinery and you will be asked to press a switch. Press it and a dust chute will open on the side, take the KNIGHT PLUG here and you have the choice of using the chute.

use it and head down, once you fall down you'll be very near ben's cell. Speaking of ben, you should head his scream just about now. A cutscene will be shown in which something large and huge will slash benny down and he'll fall down in the pool of his own blood. Once your back in control of leo again, head to benny's cell and you'll see another cutscene. A near death ben will give you a file and tell you some information, after he dies ada runs in the room and after some chat she run off again, really pissing leon off

" WHY DOESNT ANYONE EVER LISTEN TO ME "

When your back in control of leon head back to the previous hall and this time head to the kennel, head back down the manhole, and up the stairs at the end of this room, head in the store room first, save your game now cause a boss fight is coming up, reset your inventory, and make sure you have the magnum and bullets with you. Now exit this room and again head to the room with the septic mark on it, inside you will see a little cutscene in which you see mr William in the early stage of his mutation. He rips off a piece of metal to hit you with.

This fight is really really easy if you follow this pattern, just stay away from him as far as you can and use your magnum to kill it, it wont take more then 8 shots, when he's done for he'll walk to the railing and drop down.

When this fight is over head to the door and use the 4 plugs on the door and it opens up. Head inside it, in here you'll see another cutscene in which ada drops out of nowhere, after a good lecture ada decides that she would stick with leon now. When your back in control head down in the water and enter the large door.

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RPD
SEWAGE SYSTEM

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Once your in here walk forward and climb the ledge you see, take the blue herbs and enter the door, in here take the file off the table, and the ink ribbon by the typewriter, then head to the cabinet and push it to reveal a door, enter this door and light the lamp with your lighter, take the magnum bullets, then light the other lamp and take the shotgun shells.

Head back to the previous room, this time save your game if you wish and use the item box to reset your inventory, make sure you have the red valve handle with you from now at all times. Now head to the small elevator and take it down, you'll have a small cutscene in which someone unknown shoots leon almost through the heart, ada is in our control now and we have to follow the shooter, head in the place where she went and take the map off the wall, then enter the door.

You will see the women running towards the fan, you do the same and enter the fan through the vent, once here quickly run forward cause there are large bugs in the vent, drop off at the other side, here run forward until you see a cutscene, the woman introduces herself her name is annette, and she's the wife of william birkin. Now you'll watch the coolest FMV in this game, after the amazing FMV annette see's sherry's pendent in ada's neck and a cat fight starts in the end of which ada is the victor.

When your back in control of ada head down the bridge and on the otehr side drop down the ladder. Now you'll see a cutscene at the end of which leon wakes up, he calls for ada and gets up. Head in the same direction she went and enter the door. Drop in the water and head up the screen, the fan is moving too fast so you cant enter the vent hole, instead keep going up and

enter the small alcove, go in and take the wolf medal from the dead body and drop down in the water again. Now head all the way down the screen until you come to a door, enter it.

Here you will see 2 spiders, they can spit acid at you so be quick, head forward and you'll see a door but its blocked by waterfall, take a look at the panel besides it and you'll see that you need 2 medals to open it, you already have one of them so use it here, and then go and enter the double doors to leon's left.

Once you enter it walk forward and use the red valve handle on the red light, the bridge will come down, head to the other side and use it again on the red light on the other side and the bridge will go back up again, take the shotgun shels and the ink ribbon and enter the door here. This is the alligator corridore, if you killed the gator in the A scenario then it wont be here, so head forward and enter the door at the end of the looong tunnel like corridore.

Once in the next room leon will see ada standing there, run to the place where she is, when leon reaches her another cutscene starts in which leon feels the pain but ada bandages her. After the scene is over leon and ada would have reached the top of the ladder. Head across the bridge and head to leon's left at the fork ,head up and take the file and the eagle medal from near the corpse.

Head to the other side of the fork and use the valve handle on the red light besides the vent fan and the fan slows down and stops, quickly climb it and head down to the other side and drop down via the other ladder, now your back in the old area. Head tothe area with the panel for putting the medals in and put the eagle medal in its place.

A cutscene will start in which the water will drain and you will now be able to enter thatdoor, enter it and run forward to the other end of the area, enter the door at the end.

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FACTORY

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HEAd over to the tram controls and call the tram back , enter the tram and get ready for a little boss fight. you will be attacked upon by williams claw, its quiet simple actually as you dont even have to shoot a single round to finish him.

Just let ada shoot it off, whenever you see the dust falling on leo's head quickly step out of the way cause that is where his claw will strike, just let ada shoot it, and soon one of its fingers falls off and the battle is over, when you step out of the tram dont worry about it cause he wont bother anymore.

Out of the tram, head to leon's left and use the lighter to turn the flare gun on, this will show you a little sparkle, pick it up cause that is the W box key, now head back to the only other door in this area and enter it. Your now in a small hallway , head forward and at the fork turn to leon left, kill the zombies you see and at the end of the hall search the dead body for some shotgun parts, AWESOME.. these make the shotgun much more powerful and now

it looks like the shotgun from RE1. You can completely blow off zombie torso's now.

Head back to the other end of the fork and enter the door you see, now your in another small hallway, head forward and there will be another fork and some zombies too, kill them and this time head to the right side of the fork frist, take the green herbs at the end of the hall and head back to the other end of the fork, now climb the ladder and your in another control room. This room will have a shotgun shells box, magnum bullets, ink ribbon and a first aid kit for the taking, take em all and head out the door.

Now head down the screen where the train should be, but it isnt there ? Head down with the small elevator and then go to the only door in sight. Enter it, its a surveillance room go to its end and take the key, then turn on the monitor to watch something scary. Mr X comes into the room and punches the camera. Head back and fight mr X. kill him, take the item he gives and head out the room again, head to the control room, and use the key you just found at the controls, you'll hear some noise and the train would have come up.

Save the game right now and reset your inventory, make sure you have the magnum with ammo and step out, just press the key at the control panel outside the train and a FMV will start in which the train will go down. A cutscene starts in which ada gets injured really bad and does unconsciousness. Leon decides to teach william a lesson for good but before you can exit the room the panel tells you that once out you wont be able to enter for a certain period of time.. how long ? as long as the boss fight lasts.

Head out the train, make sure you have the magnum full of magnum rounds, head forward and you'll see what your up against, this is a tough battle, the easiet method of finishing this fight quickly is to keep at a medium distance from the boss, if you run away too far then he can also jump towards you, if he raises his claws run far away ause that means he's getting ready for a combo strike. Shoot when ever you have the chance and keep your distance from the boss. Soon the boss will start to bleed alot and he'll escape the battle, head back into the train, another small FMV and cutscene later you find out tht the train has stopped due to engine heating, Now you'll have an emotional cutscene in which ada tells leon to leave her and get the hell out, but leon being the nice cop he is tells her that they will go together. GO out the train now.

Now hed to the back part of the train and climb into the vent hole you see, when you fall down the other side you'll see a cutscene in which the train will leave you and you'll be alone at the..

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UMBRELLA SECRET
LABORATORY

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Once your in control of leon head towrds the camera and at the end enter the large door, run straight forwrd and use the item box and take the green herb from its site, now head back, see the large black crate First push it on the lift going down and make sure you leave enuogh room to move around the

crate easily, take the elevator down, and get on the left side of the crate and push it all the way to the right, get to its south and push up, then right again, get it in the small alley, and make sure you have enough room to get on its south, once its in the right place, push it all the way to the north until the end of the wall, if you want to you can climb it to see where it leads, but the door is locked right now and you'll come here later.

When your done here drop down the crate again and this time head to the downmost part of the screen, use the ink ribbon if you wish and take the file from the dead corpse. Now head back to the small path going in the middle and at its end is a small elevator going down. Take it down once your down here walk forward and you'll hear the clicking noise of lickers, walk forward and you'll see that these are the super lickers. Kill them then go to the end of this path, press the switch now backtrack all the way to where you fell down in the vent.

Once here head to the other corner and enter the elevator you see, ride it down and exit it to the hall with a few zombies, kill these zombies

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(( (for those of you who dont know this
    is the same elevator and the same hall
    as in one of the FMV's of RE0 in which
    wesker
    and birkin are shown talking and
    walking down to the lift )))
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You wont be able to enter the door at the right side of the screen right now so head to the left of the screen and enter the pul up door with the light on it. Here run forward in the cat walk and you'll come to a fork, turn to the area with the blue light on it and enter the door at the end. RUN to the left and enter the door with the ice all over it.

In here you'll see fog, run forward and take the first aid spray and the fuse case , use the main fuse on the small blue light and after a mechanical cutscene you will be in posession of the main fuse. Now head back to the fork and use the main fuse on the machine in the centre of it, and the power will come back online.

Now head to the area with the red light on it and enter the door at the end, once in head to the right of the screen and enter the door at the end. Here kill all the naked zombies you see and take the items, take the 2 files especialy the USER REGISTRATION file, and take the card key and the flame thrower from the locker. Use the flamethrower and burn a hole in the plant coming through the vent, now climb through the vent to the other room.

Here kill the 2 super lickers and take the ink ribbon off the table and the 2 shotgun shells from the locker, then open the door and exit, your back in the same hall again, this time head to the shutters and open them, you will see 2 plants there, kill them with the flamethrower for a quick kill, then enter the door behing them, kill the single plant and take the 2 green herbs. Then head down the ladder. Now just enter the door you see.

Make sure you have the shotgun equipped and walk forward a little until a licker breaks through the vent hole, kill it and wait for 2 more to come behind, kill them too and head forward, take the three green herbs lying there and go to the door at the very end of the hall. This is the monitor room, run forward and search the small blue light for a map of the umbrella base, then go tothe item box at the end and reset your inventory, make sure you have the Wbox key with you then exit through the door.

Now head down the hall and take a right, head to the door at the corner and enter it, once inside head forward and you will start a small boss fight with a large moth, kill it quickly, it wont take too many bullets, then kill the smaller critters and use the PC. Enter your name as whatever you saw on the USER REGISTRATION file and you will get leon registered for umbrella.

Now head out this room and to the other side of the hall, take the red herb and enter the largedoor. Walk forward and use the Wbox key on the locker with the blue light on it, it will open and you will get MAGNUM PARTS !!! these babies make your already strong magnum into a HORSE STRONG.

Now take the first aid spray and enter the small join room through the pull up door, kill the zombie and head to the next pull up door. There will be many zombies here but since you wont be coming here again i guess we have no choice but to avoid and dodge them. Head to the end of this large room and take the P room key from the table at the end and head out this room again.

Now head back to the monitor room and save your game if you wish and use the item box again, head out the other way and kill the licker who drops in on you. Now you have to do some backtracking, head back to the three way fork and this time again take the path with the blue light on top of it. Enter the door at the end, use the shutter and open it, then head inside and open the lock with leon's fingerprints. Remember scenario A ? If you used claire's fingerprints too then this door shall now open. Head inside.

Inside you'll find 3 super lickers, a broken test tube and a corpse at the corner, the corpse will have a sub machine gun. Take it and exit this lab. Now head to the only door left here and enter it. Inside you'll find 2 plants, kill them and turn on the light switch, then check on the operation table and you will find a magnum bullet's clip, take it, this one clip will give you 2 times the ammo, take it and head back to the multi path fork.

Now take the path you originally took to get here, the path with the whitesh light on it, take it and enter the door at the end, head back to the same elevator you took to get to this floor, once down head forward and you'll see a cutscene at the end of which you will be up against mr X again, how the hell did he get down here !

Its really hard to dodge him in this small coridore so its best to kill him quickly, take whatever item he drops and head through the large door. Quickly head to the crates you lined together, and climb then, then open the door with the P room key and enter it.

once inside head forward and you'll have another cutscene, an action full this time, first mr X traps leon, then ada comes and saves the day, then she gets smashed, but mr X also gets thrown in the septic pool down there, then leon kisses ada, and then ada dies. SAD.

Listen to leon's scream and take the key, now head back out the door you came and you'll have another cutscene in which claire tells you to go and get sherry, and you also find out that mr X is still alive. Once your back in control of leon, head down the crates and head back through the large door, up the elevator agian, this time head to the door on the right side of the screen which was previously locked and open it with the master key.

Inside you'll see another cutscene in which leon finally gets to meet sherry, but no time to chat, cause sherry is feeling major pain, leon does the right thing and takes her to the elevator. In the elevator when your in control of leon, head to the panel in the center and use the master key again, you will see a secret route, take it, when the elevator comes to stop , leon goes out, and another cutscene in which you'll see the train your gonna be using to escape. Leon enters the train automatically, and another small cutscene in which leon calmes down shery, then when your back in control of leon.

Head to the back cars of the train, at the very end you'll see a item box a typewriter and a key which will le lying on the floor, make sure you save your game and have alot of healing items, when your done here exit the train through the same door where you entered it from.

Now head to the top side of the screen and use and discard the key and enter the platform door. Walk forward and you find out that you have 5 minutes till the place blows up, no time to waste now so quickly head up the stairs on top fo the bridge, go down the other end of the bridge and walk forward press the switch to lower a small grid. Take the 2 plugs inside and head to the back side of the stairs you just came down from, there will be a door there so enter it.

ONce in here walk forward and use the 2 plugs on the machine in front, and a cutscene, some gruesome music and a huge roar later your in for the fight of your life, yes folks this is the same mr X, mutated with claws on both hands, as soon as the battle start run a little away from him cause he will charge asap. This battle is kinda like the final battle from the original RE, shoot at it and run from it quickly, its slashed can cause a lot of damage so be sure to check your health after everytime your hit, dont hesitate in using healing items.

Shoot it a few times and a small cutscene will start in which someone will drop a rocket launcher, leon demands to know who it is but she doesnt tell leon and runs off

(((NOTE : THIS IS
ADA, IF YOU DONT AGREE
THEN GO AND SHAVE
YOURSELF)))

As soon as you get in control again quickly head towards the rocket launcher and equip it, aim at the beast and shoot, and after some quick camera work the battle will most definetly be over, no time to waste now so head back to the previous room, up the bridge and through the door you originally came, quickly unequip your rocket launcher and take something else out, kill all the zombies you see and head directly down the screen, press the switch and you will open the door blocking the train's passage, head inside the train and to its cockpit and press the action key for the ending FMV or is it ???

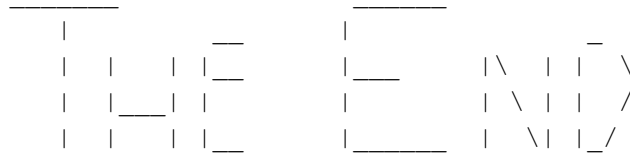
Upon hearing the thud leon decides to go and check out whats going on, claire dont help.. dont worry. When you reach the car separating gap you'll find that the train will blow aswell in some time, no time to waste so head to the back parts of the train, run forward and a large tenticle will attack you, and a cutscene late you see the final boss of the game, its good old mr Birkin mutated further yet, this time he's just a big pool of jelly.

When the fight starts quickly head as far back as you can, then equip the rocket launcher and shoot the final rocket at it, this should make him weak,

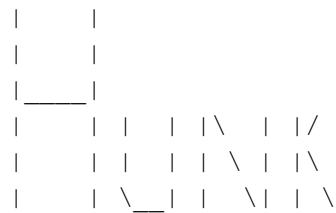
noiw take out your strongest weapon and start shooting at it, soon the boss will melt down and the battle is over, run back to the car 1 and you'll see the final action packed FMV of the game.

" Persistent... arent we ?"

This was the true final of the game, to find out what happened to claire , go and play code veronica X, and to find out what hapened to leon, wait for Resident Evil 4.



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This is the walkthrough for the special 4th survivor mini game, im only going to do hunk, no tofu cause hunk and tofu have the same mission objective, the only diff is their weapony, while hunk starts off with quiet a few things, tofu only has a knife, so you get the picture. Im indicating each door with a number cause this mission is based on time and doors, ok ? you'll get it.

START

1. After listening to the message from headquarters, get ready to start, equip your magnum and head up the stairs and enter the door (this is the place where leon goes through)
2. 5 zombies in here, shoot the female zombie with the magnum, equip the shotgun then head to the door, kill the 2 zombies with a single shotgun shot and enter the door quickly.
3. 4 zombies here, walk forward and blow the first one's head with the shotgun, then run zig zag through the zombies and head down the stairs.
4. 2 spiders here, run past them and climb up the ladder
5. 3 dogs in the kennel, wait for 3 seconds, when you hear the dogs running make a shotgun shot and the dogs will all get hit, then run towards

the door at the end.

6. 6 zombies in all here, kill the one's on the floor quickly, then head towards the door to the parking lot, kill one walking towards you then zigzag the other and enter the door to the parking lot.
7. 3 dogs here, just run past them, no need to even fire a single round here, run past them in zig zags and enter the door at the end.
8. Lotsa crows here. Ignore the crows, if you stop to kill them they will make alot of damage on you, just ignore them and head to the stairs to the first floor and climb them.
9. 3 dogs here, take out your handgun and point towards the narrow hall, one of the dogs will be walking towards you, start shooting at the area with handgun shots and you'll hear 3 dogs screaming, keep on shooting when you hear their getting up growl and soon they will all be dead, now head to the door at the end and enter it.
10. Lotsa zombies here, take out your shotgun again, run forward to the doorway, kill the zombie near it and run forward to the other door way, kill the approaching zombie and head towards the double doors, kill any zombies blocking your path and enter this door.
11. 6 zombies here, As soon as you enter aim up and shoot immediately, killing the first one, then turn to left and kill the other one, ignore the other 2 and head to the door. Kill the zombie near the door and enter the door to the main hall of the RPD.
12. The main hall is enemy free, reload your weapons and enter the yellow double doors.
13. 2 spiders here, watchout cause if you get hit you'll be poisoned, swirve around the first spider and just run past the second one, easy, and enter the door at the end.
14. 3 lickers here, as soon as you enter you'll hear licker sounds run forwrad and the first one will drop by you, ignore it and run forward, around the corner you'll see 2 lickers, shoot a shotgun shell to stun them and run past them, enter the door at the end.
15. 2 plants here, run forward and lure the first plant to follow you, get alot of distance and take out the handgun, keep the large gap between you and shoot at it, 16 shots should do it. Do the same trick for the other plant, lure it out and make it folow you then make a large gap and shoot it with the handgun. Then go forward and enter the door at the end.
16. 2 poison plants here, as soon as you start turn right and head to the corner of the room take your magnum out and shoot 4 rounds at the plant each, if they still dont die take out the handgun and shoot away, soon they should both be dead, head up the stairs.
17. Mr x here, dont mess with him or he can surely take you down quickly, and dont waste any ammo on him, head to the small wall besides the railing and wait, as soon as he comes out run AROUND him and it should be safe, you'll eat as much as one punch but thats all, run down the hall and enter the door quickly.
18. 7 crawling zombies here, run a little forward and make one or two of them crawl after you then when your at a distance from the others kill it or

just like the 4th survivor game, the way to unlock this game is also similar, as you must achieve A ranks in a complete scenario. There are 4 characters in this game one of which is the unmistakable series hero, chris.

1. ADA WONG
2. CHRIS REDFIELD
3. CLAIRE REDFIELD
4. LEON S KENNEDY

This is a real simple game to play so i will provide no real walkthrough for this game just some information you should know, this game will be divided into 3 parts and once you complete each part you will be shown how much time you took in completing one part. Along the way you will find ammo and supplies plus alot of undead monsters.

If you are playing any other version then the PC version then you would have to finish the game with claire and leon to unlock chris and ada, they are already unlocked in the pc version of the game, the basic description of the missions is as follows.

Mission 1

You will start off in the monitor room and your mission objective will be to head to the police station and find 4 special viral bombs, once your in control head back all the way to the train you took to get down the umbrella lab, along the way many threats await but there will be herbs and ammo scattered too, if you head to the place where the mr X killed ada then you can find a sub machine gun there. ok ? enter the train and the first mission is over. Console players, if you finish this in a good way then you will unlock ada.

Mission 2

This time your mission objective is to reach the RPD, along the way again more zombies and more herbs, take whatever you want, and save your game if you want to too, this will cause you a little time but if you head to the path where you fought the large alligator and head to the garbade dump and up the ladder, here you will find a rocket launcher will some ammo in it. Take it and head by either the way leon took or claire, that is your choice. Console players if you finish this part in a good fasion then you will unlock chris redfield.

Mission 3

This is the third and final mission, here what you have to do is find the 3 bombs, no point in saving ammo now, the possible bomb locations are :

1. Clock tower
2. STARS office
3. Planning room, where you burned the painting for the gem.
4. Ben's cell
5. Iron's office, where you met sherry
6. Furnace room where you find the cogwheel.

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9.

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GAME ITEMS AND LOCATIONS

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Common items

ACID ROUNDS

These are the acid rounds for use with the grenade launcher

BLUE HERB

Herbs which can be used to cure poison

BOW GUN BOLTS

Ammo for the bow gun claire has

CORD

Use it to lower the shutters in any one of the 2 rooms where the zombies come through

F AID SPRAY

This can instantly restore your health to full

FILM

Have it developed at the dark room to see whats in it

FLAME ROUNDS

Flame rounds for the grenade launcher

G-Rounds

Grenade rounds for the grenade launcher

GREEN HERBS

These can restore a small part of your health

HAND GUN AMMO

Ammo for all types of handgun

HAND GUN PARTS

Parts for the handgun which improve performance for leon.

INK RIBBON

Use em to save your game

LOCKPICK

Claire can open simple doors with this

MAGNUM BULLETS

Bullets for the magnum for leon

RED HERB

This herb can combine with others to make them powerful

SHOTGUN SHELLS

Ammo for the shotgun.

Key's

DIAMOND KEY

Found : RPD, different rooms for different scenario's
use this key to open 2 locked doors in the RPD

HEART KEY

Found : Marvin's office OR Chief iron's room.
Use this key to open the door which leads to the RPD B1

SPADE KEY

Found : Main hall of the RPD, the statue.
Use this key to open 2 locked doors in the RPD

CLUB KEY

Found : B1 of RPD, after the water box puzzle
Use it to open 3 locked doors in the RPD

BLUE CARD KEY

Found : Marvin gives it to you, OR, Red gem putting room.
Use this card key on the terminal in the main hall of the RPD.

RED CARD KEY

Found : Autopsy room, B1 RPD
Use this card key to open the lock to the armory room.

CABIN KEY

Found : Backside of the RPD
Use this key to gain entrance to the RPD in B scenario's.

POWER ROOM KEY

Found : The lab where william was shot
use this key to open the door to the power room.

MASTER KEY

Found : Ada's body OR Annette's body
Use this master key to open the secret passage to the exit train.

PLATFORM KEY

Found : Back cars of the escape train
Use this key to open the door to the platform leading to the final mr X fight.

GAME ITEMS

LIGHTER

Found : Secretaries office OR File room

This lighter can be used in many places, leon starts with it.

RED JEWEL

Found : Conference room AND 3 Statue puzzle

Use these jewels later on in the game to reveal an item

GOLDEN COGWHEEL

Found : Filming room, RPD 1st floor

Use this wheel to start the machinery of the clock tower.

ROOK PLUG

Found : Interogation room

Use it on a locked door later on

KNIGHT PLUG

Found : Clock tower

Use it on a locked door later on

BISHOP PLUG

Found : Library

Use it on a locked door later on

KING PLUG

Found : Storage room

Use it on a locked door later on

SERPENT STONE

Found : Library

Use it on the painting

JAGUAR STONE

Found : Half in storage room, half in clock tower

Use it on the painting

EAGLE STONE

Found : Interogation room

Use it on the painting

VALVE HANDLE

Found : RPD back entrance, AND Large office

This can be used on more then 1 place

BOMB

Found : Marvin's office

Use it on the chopper wreckage to clear the path

DETONATOR

Found : Evidence room

Use it with the bomb

MANHOLE OPENER

Found : RPD Prison cell room
Use it on the manhole lid

CRANK

Found : File room, Chief iron's colletcion room, kennel
Use it in the clock tower room to lower the staircase.

WOLF MEDAL

Found: Trash room, Bodies in sewer
Use it on the panel besides the watery door.

EAGLE MEDAL

Found: Bridge of sewer
Use it on the panel besides the watery door.

CONTROL PANEL KEY

Found : Inside train, control room
Use it on the panel outside the train

MAIN FUSE

Found : Cold storage room
Use it on the machinery in the centre of the fork

VACCINE CARTRIDGE

Found: vaccine lab
Use this with the machine to get the base vaccine

BASE VACCINE

Found : vaccine lab
Use it with the machine in william's lab to get the vaccine

MO DISK

Found : vaccine lab
use it to open the door to the final fight of scenario A

JOINT S PLUG

Found : Back of train area
Use it to restore the platform gate power

JOINT N PLUG

Found : Back of train area
Use it to restore the platform gate power

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GAME FILES AND EX FILES (n64)

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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 actions, 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.

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 that explosion; along with any incriminating evidence. Since Umbrella employs so many people in this 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 strange monsters 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 could put her in danger.

Please forgive me Claire.

Lab Security Manual

Laboratory Security Manual

-Security measures 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, all materials will automatically be transported from the loading zone to the designated high-speed train. At which point, all materials will be isolated and disposed of immediately.

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 northern most 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.

Mail to Chris

FEDERAL POLICE DEPT.
- INTERNAL INVESTIGATION REPORT

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 City Police Dept.

Mr. Irons has allegedly received a large sum of funds in bribes from Umbrella Inc. over the last five years. He was apparently involved in the cover up of the mansion lab case along with several other incidents in which Umbrella appears to have direct involvement.

Mr. Irons had been arrested under suspicion of rape on two separate counts during his years as a university student. He underwent psychiatric evaluation as a result of the charges but was released due to circumstantial evidence as well as his phenomenal academic standing.

As such, extreme caution is advised when dealing with him.

Jack Hamilton,
Section Chief
Internal Investigations
United States Federal
Police Department

Mail to the 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, Chambers and Vickers. If 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 appear to be 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 US \$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 an unknown number of 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

Memo to Leon

To Leon S. Kennedy,
Congratulations on your assignment to the Raccoon City police department.
We all look forward to having you as a part of our team and promise to take good care of you.
Welcome aboard!

From all the guys
at the R.P.D.

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 equipment was destroyed and we longer have contact with the outside.

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 terrorism due to a series of recent unresolved incidents. On the very day before 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 made it extremely difficult for us to locate all ammunition caches. It has become our top priority to recover these scattered munitions.

To unlock the weapon storage.

As stated earlier, it will be extremely difficult to secure all the ammunition. However, a considerable supply still remains in the underground weapon storage. Unfortunately, the person in charge of the card key used to access the weapon storage is missing and we have been unable to located the key. One of the breakers went down during the battle and the electronic locks are not functioning in certain areas. It has become a top priority to restore the power room and secure those locks.

Recorder: David Ford

-- Operation Report --

September 27th

1:00 PM. 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.

Recorder: David Ford

-- Additional Report --

Three additional people were killed following the sudden appearance of an as of 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 locations remains unknown. we have tentatively named this creature the "licker" and are currently in the process of developing countermeasures to deal with this new threat.

Operation Report 2

-- Operation Report --

September 28th

Early morning 2:30 AM. 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 continues 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 now guarantee the sewage disposal plant is free of any possible dangers. We know our chances in the sewers are slim, but anything would be 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 western 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

Patrol Report

-Patrol Report-

September 20th 9:30 PM

Reporter: Sgt. Neil Carlsen

We received a report of a suspicious individual skulking around the sewers in the outskirts of Raccoon City. I searched the area and located the individual, but he ran away before I was able to question him.

I recovered the following items:

- * A small amount of C4 plastic explosive.
- * An electronic detonator.
- * 9x19 parabellum rounds.
- * Infrared scope (broken).

End of report.

Police Memorandum

8/23/1998

This letter is just to inform everyone about the recent movement of equipment that has happened during the precinct's rearrangement.

The safe with [the] 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.

"2236"

Raccoon Police Liaison Dept.

P-epsilon Report

-This report demands immediately attention-

The P-Epsilon gas has been proven capable of incapacitating all know B.O.W.s (Bio-Organic Weapon). As such, it has been designated for emergency usage in the event of a B.O.W. escape. Reports 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 to take place immediately.

2nd R&D Room/Security Team

Secretary's Diary A

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 so important, then maybe he 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 thousand 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.

Secretary's Diary B

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 seriously thought for a moment that he was going to hurt me.

June 15th

I finally discovered what 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...

Sewer Manager Diary

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.

Sewer Manager Fax

-User List of the Connecting Facility-

On the first and third Wednesdays 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 or water vapors.

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 from you.

Charles Coleman Secretary Chief Umbrella Headquarters

User Registration

Temporary User Registration for the Culture Experiment Room.

User Name: "GUEST"

Password: None

Valid for 24 hours.

Vaccine Synthesis

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 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.

Watchman's Diary

August 11th

I finally had the chance to see blue skies for the first time in ages, but it did little to lift my spirits. 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 to be 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] just rude?

September 9th

Thomas was 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 quite 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...

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Brad's Note

No!! It's that monster in the black suit again! Why does that thing keep chasing me?! What did I do? This must be someone's sick idea of a joke. If I knew things were going to end up like this, I would have left the S.T.A.R.S. team a long time ago. But whining won't help me now. I know I'm finished...

Oh... In my hometown Delucia, I bet the flowers are in bloom. If I could only see them once more before I die...

Brad Vickers

Chris's Report

Dear Chief,

Below is my account of what led up to the explosion of the mansion:

On July 23rd, S.T.A.R.S. Bravo team, led by Captain Marini, went to investigate the bizarre homicides that occurred in the Arklay Mountains. After contact with team's chopper was lost, S.T.A.R.S. Alpha team, lead by Captain Wesker went in.

We found the remains of Bravo team's helicopter on the ground. After landing we were immediately attacked by bloodthirsty dogs. We later discovered that these dogs were actually zombie dogs as they did not even feel our gunfire. After Joseph Frost was killed, we were forced to retreat to a nearby mansion. After further investigating the mansion, we learned that it was actually a secret laboratory of Umbrella Inc.. All researchers were turned into zombies by some type of unknown virus. We also discovered that Umbrella was using that lab as a testing area for new Bio Organic Weapons.

We found the dead bodies of some of the Bravo team members including Enrico Marini, Kenneth Sullivan, Forest Speyer, and Richard Aiken. We believe that those Bio Organic Weapons caused their deaths. After that we discovered that Captain Wesker was actually working with Umbrella and that both Alpha and Bravo teams were being used as live test subjects for the Bio Organic Weapons. Wesker had betrayed us! We barely managed to survive that nightmare. However, since the mansion exploded, there is no evidence to support our claims of Umbrella's secret lab or the Bio Organic Weapons.

The zombie phenomenon that has been occurring in the city is extremely similar to the zombies we saw at the mansion. We suspect that Umbrella is somehow linked to all this. In order to solve this mystery and put an end to the zombies that are roaming the city, I propose we launch a formal investigation into Umbrella. Thank you for your attention to this extremely important matter.

Chris Redfield
S.T.A.R.S. Alpha Team

Dario's Memo

I can't help but wonder if anyone will read these words, but writing them will help me maintain my sanity if nothing else. After I've become a meal for those undead monsters, will the G.I.s responsible for sealing off the town laugh upon discovering my corpse? So is this how it's supposed to end? I don't want to die. I'm just not ready... My wife, daughter, mother... My entire family has been killed.

But none of that matters anymore. Right now, my life is the only important thing. That's all that matters. I never would have pictured my end to be like this.

I had so much left to do. Rather than becoming a salesman, I should have tried my hand at being a novelist. It's what I've always wanted, but my mother would only tell me you have a long way to go. Why did I ever listen to her?

But this looks like the end for the great Dario Rosso, novelist extraordinaire. Cut down before his prime...

David's Letter

My sanity is at its end... I still can't believe this is happening. We lost another man yesterday. Meyer; one of our better marksmen. He saw me panic once we were overrun by the zombies but he came back to save me. But when the time came to return the debt, I ran. I can still hear him calling out my name. I can still hear the screams coming from behind. The sound of his flesh being stripped from its bones. I was afraid... terrified...

It's the 27th. The fight to stay alive continues. I took out several zombies who managed to break through the barricades. Now I'm cutting through the chill with whisky, unloading my Mossberg on anything undead. That shotgun's become a close friend of mine. I've blasted many a zombie into fertilizer with it. We've lost 12 men as of yesterday. In 3 hours, we'll bicker about trivial things in the meeting room. It's a total waste of time. When I finish this bottle, my old friend Mossberg will be turning one last body into fertilizer.

Peace at last. I can hardly wait...

Jill's Note

It all began as an ordinary day in September. An ordinary day in Raccoon City. A city controlled by Umbrella. No one dared to oppose them. That and the lack of strength would ultimately lead to their destruction. I suppose they had to suffer the consequences of their actions, but there would be no forgiveness. If only they had had the courage to fight...

But it's true that once the wheels of justice began to turn, nothing could stop them. Nothing! It was Raccoon City's last chance...

And my last chance, my last escape...

Jill's Report

July 24th, 1998

Raccoon Forest: The following documents were obtained at a sanitarium owned by Umbrella Corp.:

"Umbrella Bio Organic Weapon Publicity Material" Div.

Code: MA-39 Cerberus Dev.
Code: MA-121 Hunter Dev.
Code: FI-3 Neptune Dev.
Code: T-002 Tyrant

In addition to the above, it is believed that several other B.O.W. were created by means of accidental infection. During the course of the tests. It was discovered that the contagion is not limited to human beings, and may pose a hazardous risk to plant and animal life forms. Effective means of controlling this contagion have yet to be found.

Raccoon City Police Department
S.T.A.R.S. Alpha Team
Jill Valentine

MA121 Progress Report

As a result of the scheduled product improvement plans for the MA120, productions of the latest multi Purpose B.O.W. MA121-Hunter has been completed. Although the Hunter has demonstrated high performance exceeding expectations as a B.O.W., in the interest of producing

improved products with higher levels of usability and enhanced power, Hunter-R and additional enhanced B.O.W.s are currently under development. There should be no shortage of practical applications for current products under development.

William Birkin

Mercenary Log

September 1st

Following six months of intensive training, my body's edge had returned. I was a good soldier, but they ordered my execution with no reason given. I was tortured and forced to give a false confession. But on the morning of my execution, a miracle happened. The company had helped me out, giving me a second lease on life.

September 15th

I ended my vacation shortly and returned to the HQ office. It looks like my UBCS unit's been called into action. Umbrella maintains its own paramilitary unit to counter corporate terrorism and VIP abduction. In addition, they have night men who specialize in handling problems caused by illegal products. I'm currently a member of the latter.

September 28th

Dawn's here, but we're still slogging through this nightmare. There are no provisions of any kind here. The undead walk the streets feeding upon the flesh of the living. Given the choice again, I would rather have been executed. Death row was a heavenly asylum compared to this place. I've chosen to pull the trigger myself, in the hope that my dead body won't come back to life.

Mother Virus Report

The Mother Virus was first discovered by Ozwell E. Spencer. And it was him, who founded Umbrella Inc. As time passed, Spencer's research was succeeded to Dr. J. Marcus. However, Dr. Marcus abused his power and had to be fired. Following Dr. Marcus came Dr. William Birkin. Dr. Birkin's experiments delivered many outstanding results including the T-virus. It is presumed that that he will be finishing work on the more powerful G-virus in the near future. Currently, research on the Mother Virus takes place at our laboratories all over the world. In the near future, we hope to discover many new viruses.

Operation Instructions

Orders for Special Agent Hunk are as follows:

Penetrate Umbrella research facility located outside of Raccoon City.

Recover G-virus sample from Mr. William Birkin. You are authorized to use any means necessary to secure this sample.

Upon recovery, sample is to be delivered to Loire Village. Failure on this mission is not an option.

French Division
R&D Facility Head Manager
Christine Henri

Raccoon Pamphlet

Hello and welcome to Raccoon City! As you will notice, our city is a clean and private town dedicated to families. Raccoon City has partnered with our friends at Umbrella Inc., in order to generate unprecedented growth and stability. Umbrella Inc. is a highly regarded and well funded corporation that cares about its employees. They have helped to create many public facilities to make this city a better place for everyone. As we look to the future, I will continue to support Umbrella Inc. in terms of new business developments. Please enjoy your stay in my lovely city.

Thank you.

Michael Warren
Raccoon City Mayor

Rebecca's Report

On July 23rd, an MP vehicle was found inside the Arklay Mountains. Corpses of MP members and an unidentified body were found near the vehicle. According to the information from military authorities, the unidentified body was identified as former ensign Billy [Coen], who was sentenced the death penalty following a court-martial on July 22nd.

While [Coen] was on transfer via Navy MP escort, they must have experienced some kind of accident. The corpses were severely mauled, apparently torn apart by unidentified wild animals. The following day we returned to the location to recover the bodies but they were nowhere to be found. Military authorities have requested that we turn over [Coen]'s body as proof of his death, but due to the circumstances described above, it will be a difficult task to recover the corpse. I am requesting that this case be temporarily closed until further notice.

Raccoon City Police Department
S.T.A.R.S. [Alpha] Team
Rebecca Chambers

Reporter's Memo

As I write this, my hands shake with anger and fear. The civilians of this town have been blockaded by the military. And though I sigh for the survivors of the town, I still feel that it's the best decision. They cannot take the chance of the disease spreading any further. I am going to make it my top priority to discover what has caused this incredibly dangerous incident. So far, I have only found out that the disease is not airborne.

Robert's Note

How could this have happened, Barry? The town's been overrun by zombies and has literally become a nightmare on Earth. As you know, my concern for the town is as great as your own. I have waited for your arrival on the assumption you were still in the area, but the threat of my shop being overwhelmed by zombies has become too great. I've already distributed the majority of weapons and ammo to the town's survivors including the Raging Bull you specially ordered. I hope you understand, given the circumstances. At any rate, I have no intention of pointlessly sacrificing my life and will be retreating to Stoneville. If you get this message, meet me there. We'll go fishing...

Robert Kendo

Umbrella Memo

Dear Dr. Birkin,

It has come to my attention that we are currently experiencing a shortage of APL-14. To counteract this problem I am asking you and several other labs to donate five cases of APL-14 to our facility immediately. For your information, we have discovered, that our base in the South Pole is primarily responsible for this shortage. We are currently taking steps to prevent this from happening in the future. And don't worry, the Ashford's reputation is now irreparably tarnished. Your quick response is greatly appreciated.

Regards,

Joel Allman
Vice President
USA Branch
September 15

Wanted Ad

NEW POSITIONS AVAILABLE!!
Umbrella Inc. Raccoon Branch FULL TIME (Includes benefits).

WHO ARE WE?
As the number one pharmaceutical corporation in the world, we are constantly reaching for new ways to expand and grow.

WHAT ARE WE LOOKING FOR?
We're looking for healthy, dedicated, and single individuals of any race, religion, or sex.

POSITIONS AVAILABLE:
Sales, Service, Production, etc. Requirements: No Experience needed, but you must have a clean bill of health.

Overseas positions are also available!

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11.

!!!!!!!!!!*(`'キ.ク ク.キ'工)ク.キ'工)ク.キ'工)!!!!!!!!!!*

MAPS

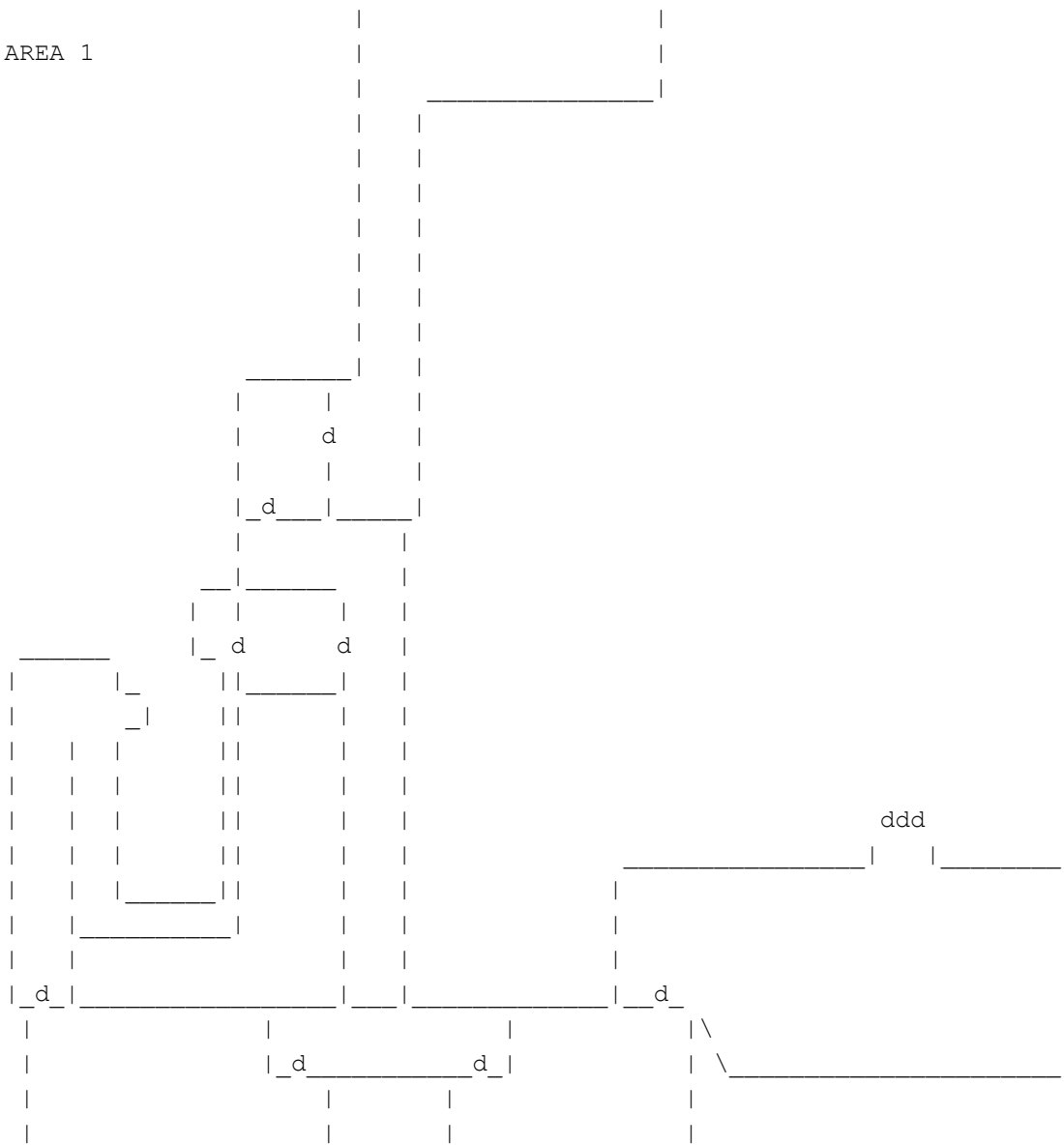
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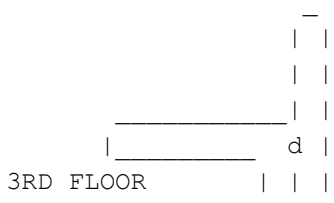
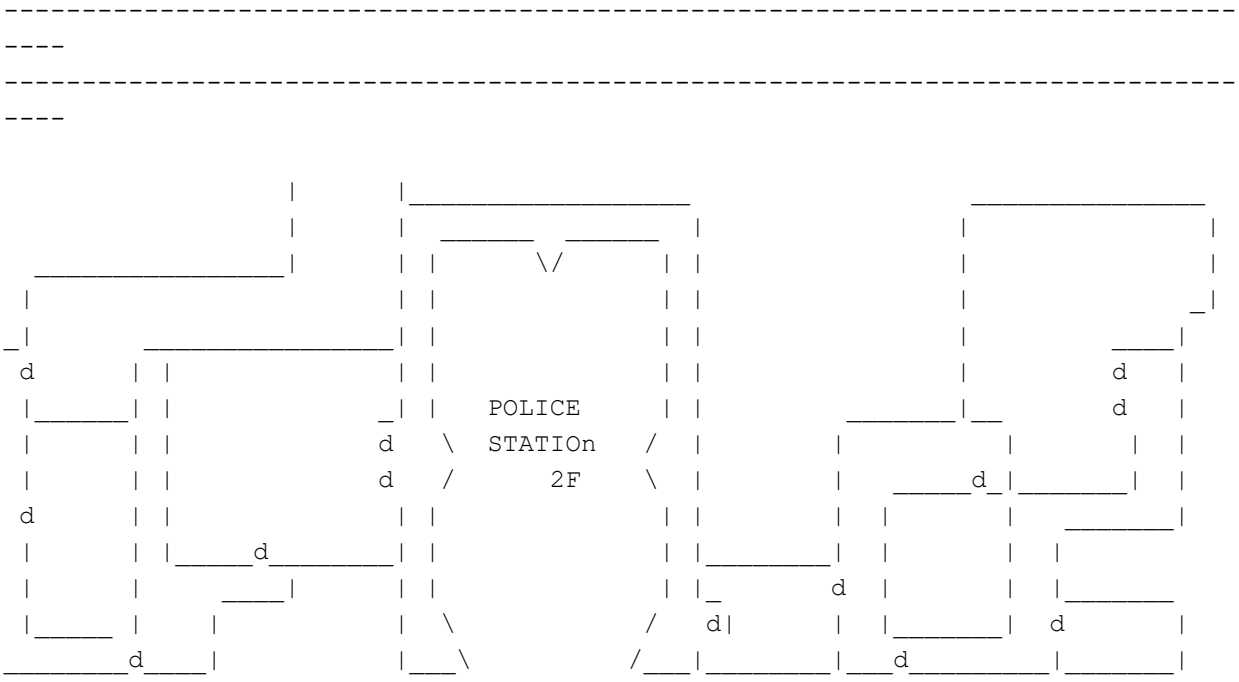
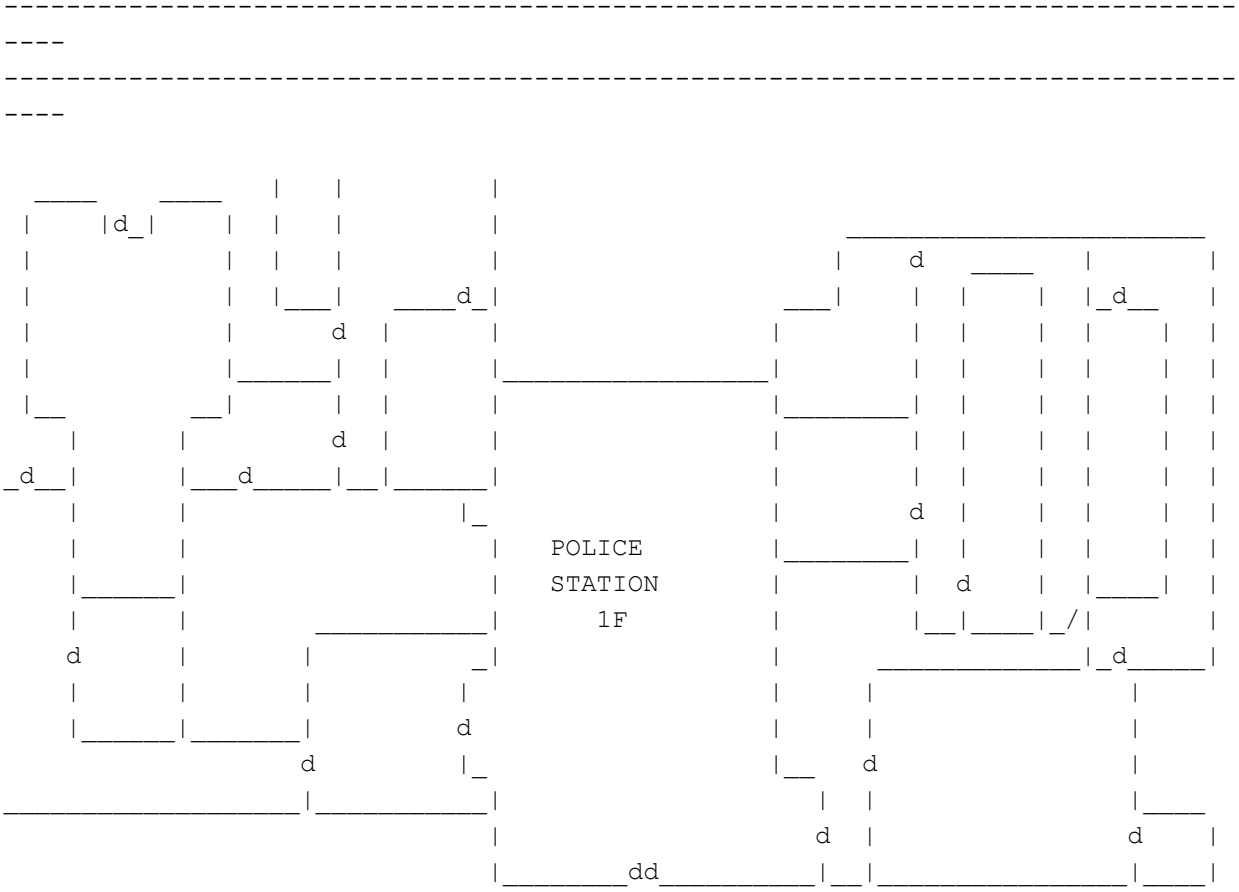
LEGEND

D = doors

S = stairs

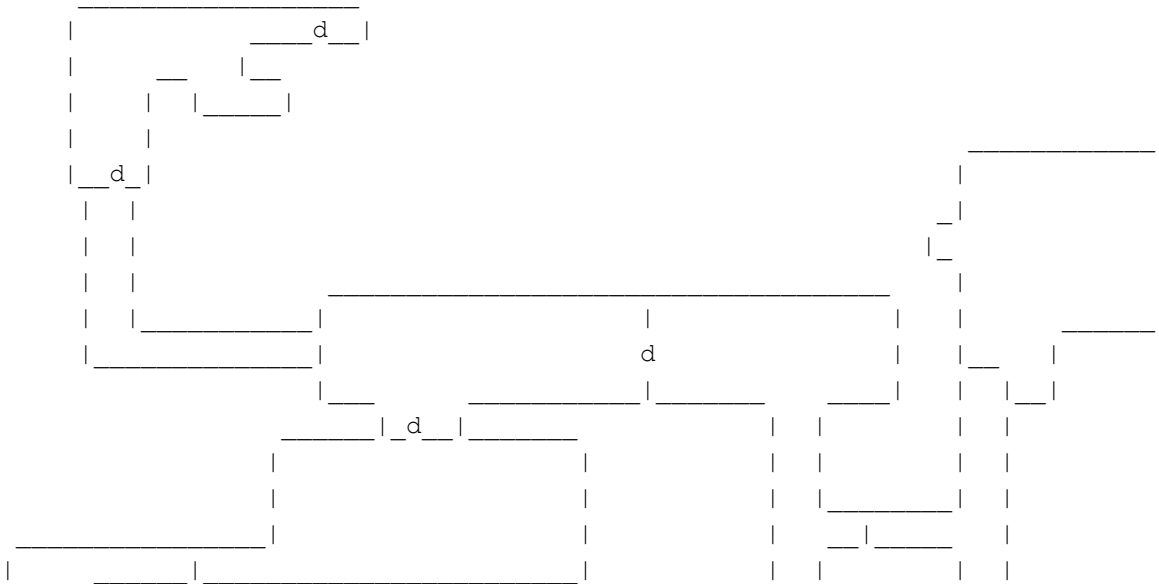
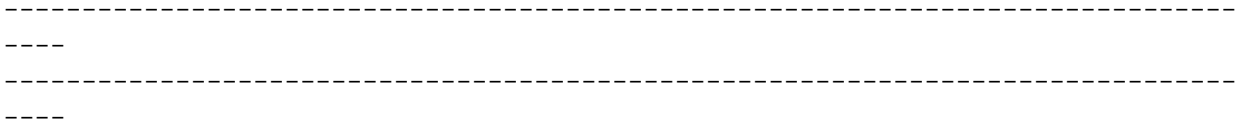
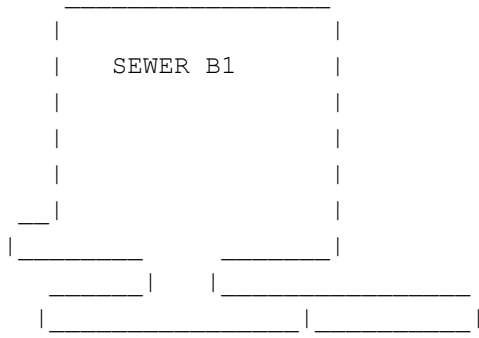
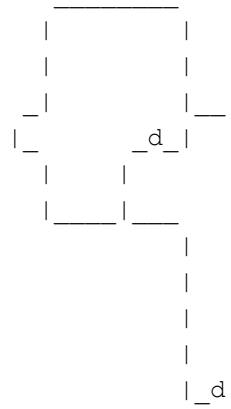
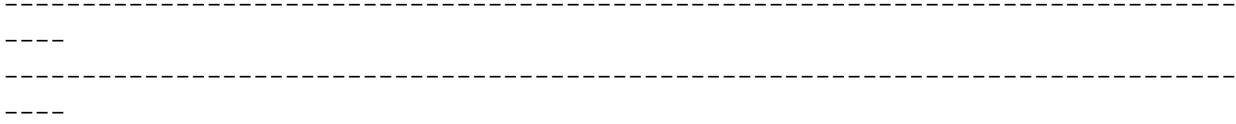
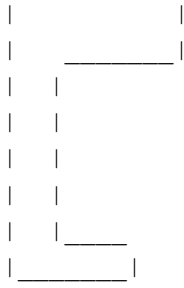
CITY AREA 1

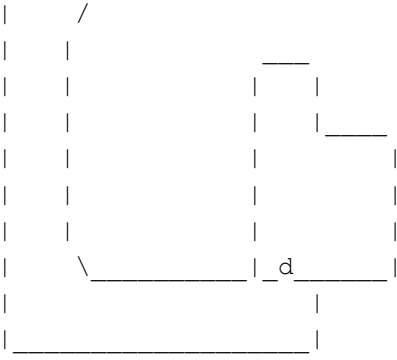




AREA B1

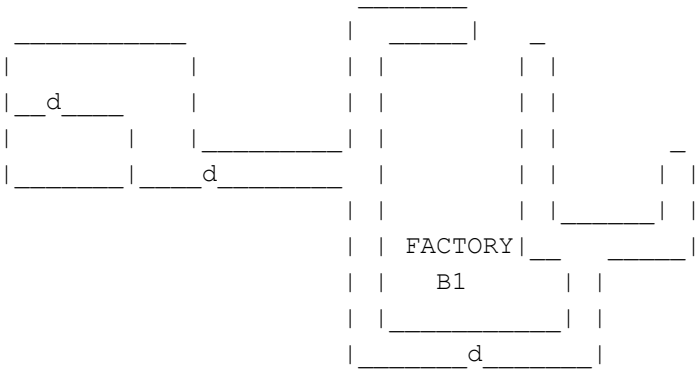
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|d_|

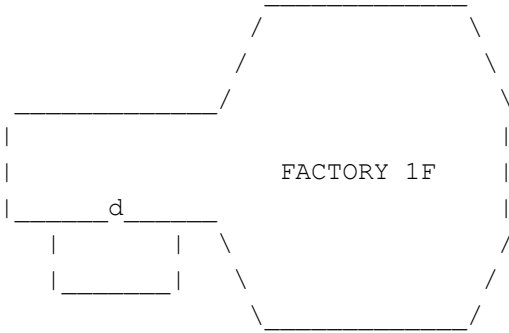


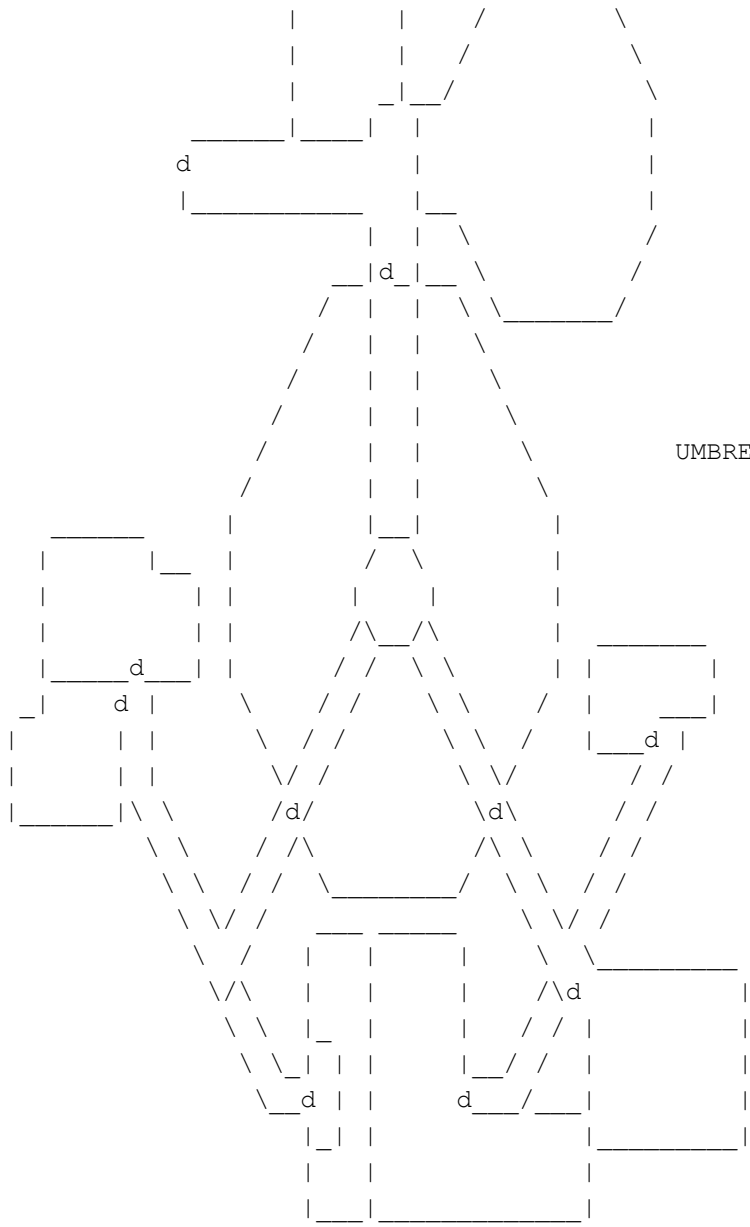


SEWER B2

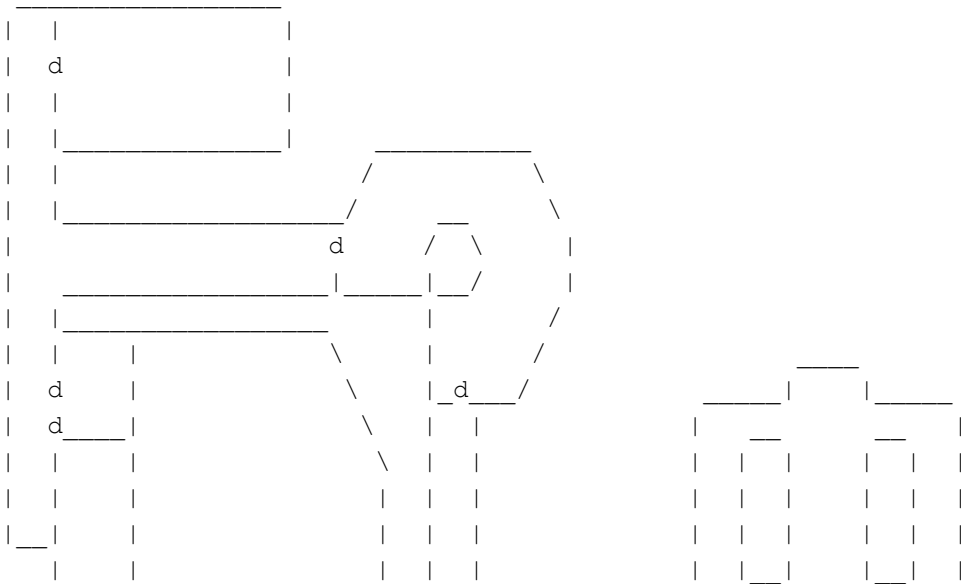
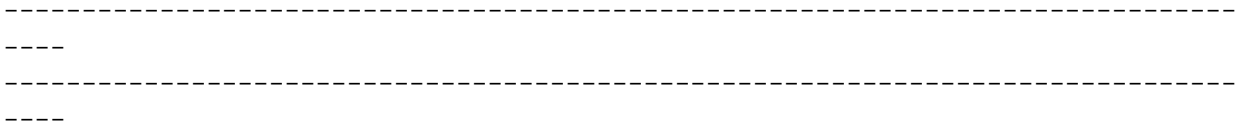


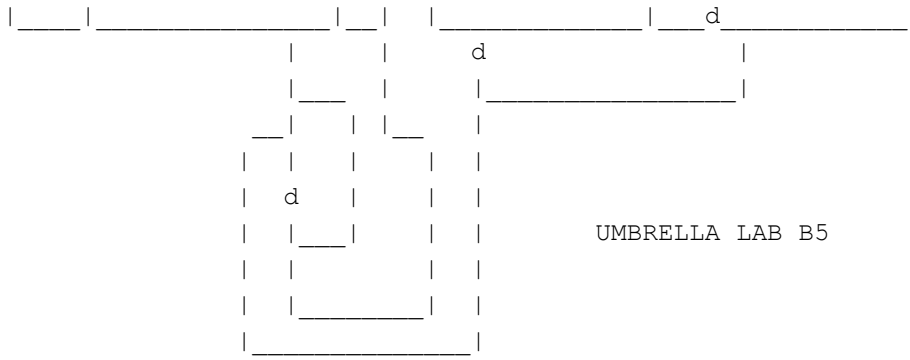






UMBRELLA LAB B4





UMBRELLA LAB B5

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12.

!***!***!*(`'キ.ク ク.キ'I)ク.キ'I)ク.キ'I)!***!***!***

TIPS , CHEATS and CODES

!***!***!*** `キ.ク)`'キ.ク)`'キ.ク) !***!***!***

TIPS FROM CAPCOM

Limited Saves. The supply of ink ribbons is very limited. Use them sparingly.

Conserve Ammunition. Some of your enemies can be knocked down. But after they come to, they will be back up and after you in an instant. Save your ammo for the more powerful enemies by knocking down the weaker ones and running past them.

Use your weapons effectively. Each weapon is best suited to destroying a different type of monster or zombie. Figure out which weapon you need, then put it to use. Be sure to equip weapons BEFORE a fight!

Listen to what characters say. You'll advance a lot faster if you do. Otherwise, you'll expend valuable time trying to figure out what to do.

Try all options, search all areas. Stuck? Before leaving a room, check everything. Try using items, pushing, climbing, investigating, etc. Walk the perimeter of rooms and areas to find more health and other important items. Check dead enemies for ammo.

Nothing works? Then run!

SECRETS IN GAME

Hidden Costumes

All systems :

First start a game in normal mode, not easy, then play it normally but make sure that you DONOT pickup any item along the way, not even the ammo, not even kendo's weapon. When you reach the courtyard outside the RPD, the 2 zombies which are usually in the courtyard will have disappeared, head below the stairs to the underground tunnel path, and you'll see the zombie of Brad Vickers. Kill him and search his corpse for a special key. Use it on the locker in the dark room for the costumes. Leon gets 2 cool costumes. Claire gets 1 costume and 1 gun.

INVINCIBILATY

N64 Only :

Press Down(4 times), Left(4 times), L, R(2), L, C-Up, C-Down
at the load game screen

Unlimited Ammo :

PSX (Duak shock version)

During gameplay press select to bring up the options menu, head to the controls and change it to type C, now hold R1 and press square 10 times, the C button will turn red, indicating that the code worked.

PC:

Press space once to bring the use,combine,check of any weapon, then press these keys in order
up, up, down, down, left, right, left, right, x (x on the keyboard)

N64:

Press Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C-Right, C-Left
at the load game screen.

DC:

Press up, up, down, down, left, right, left, right, R
at the load game screen

GC:

Open the options menu and go to the contol selection, press down and highlight aim then hold R and press Z ten times, the borders will turn red to indicate the working of the code.

HUNK MINI GAME

All systems :

To unlock the hunk mini game start a normal game and complete a whole game, ie scenario A and B of any character with A rank, then when your done you will

be informed about the game being unlocked and you will be asked to save your game. PC users will find it in the galleries option.

PC : ** cheating **

Start your recredit program and head to

HKEY_LOCAL_MACHINE\Software\CAPCOM\RESIDENT EVIL2

Now change the value of the gallery string to "FFFFFFF" and change the value of the Special string to A.

N46 : ** cheating **

Press Up, Down, Left, Right, Left(2 times), Right(2 times), L, R, C-Up, C-

Left, C-Down, C-Right

at the load game screen.

TOFU MINI GAME

All systems :

To unlock the tofu mini game, start the game in normal mode and make 3 complete scenario's eg (claire A leon B claire A leon B claire A leon B) with A rank each time. When you finish the game 6th time you will be informed that you have unlocked the tofu mini game, and you will be asked to save, PC users can find it in the Galleries option.

PC : ** cheating **

Start your recredit program and head to

HKEY_LOCAL_MACHINE\Software\CAPCOM\RESIDENT EVIL2

Now change the value of the gallery string to "FFFFFFF" and change the value of the Special string to A.

N64 : ** cheating **

Press Up, Down, Left, Right, Left, Left, Right, Right, L, R, C-Up, C-Left, C-

Down, C-Right

at the load game screen.

EXTREME BATTLE MODE

PC, DC, PSX (ds)

Start a game in normal mode and make a complete scenario, ie, A scenario and B scenario and complete with A rank in both, when you're done you'll be informed that you have unlocked this game, you will be asked to save your game, PC users can find it in the galleries option.

PC : ** cheating **

Start your recredit program and head to

HKEY_LOCAL_MACHINE\Software\CAPCOM\RESIDENT EVIL2

Now change the value of the gallery string to "FFFFFFF" and change the value of the Special string to A.

HIDDEN PICTURE

All systems :

In the STARS office check the central desk, which is weskers desk 49 times and you will find the hidden film, check it out at the dark room and you will see a piccy of becky in her basketball dress, looks more like a young boy.:p

PSX GAMESHARK CODES

Infinite Items (All Positions)

30064D21 0000

The 4th Survivor Mode Main Menu

800C7CE4 0048

The Tofu Survivor Mode Main Menu

800C7CE4 0049

Play Bio Hazard 2 Mode

D000E3A4 0000

300C7CE4 0000

Start on 2nd Scenario From New Game

300C7D07 0040

Instant Reset

D00C646C 0900

300C7CE7 0000

Suicide

D00C646C 000F

300C7CE4 0045

Infinite Health

800C7E7A 00C8

Super Mega Rapid Fire (All Weapons)

D00C646C 0048

800C7E70 000B

Sub-Machine Rocket Launcher

D00C7E32 000F

300C7E32 0011

Hyper Mode

800A3FE4 0000

Slow Motion

800A3FE4 FFFF

Quickly Beat The Game

D00C646C 0001

8000E3A4 4AC8

Makes Game Think You Havent Saved Before

800CC7F0 0000

Always Have Fine Condition

800C7F3C 0000

Ada Has Invisible Body (Except For Lower Legs & Arms)

800C7D2C 800E

Character Modifier

800CC958 00??

Walk Thru Walls

D00C646C 0001

800C7E2A 0C0F

D00C646C 0004

800C7E2A 1100

Quick Chest Access

D00C646C 0021

800CDC80 0001

Quick Map Access

D00C646C 0024

800CDC80 0003

Quick Item Access

D00C646C 0025

800CDC80 0002

D00C646C 0025

300CC35D

Quick Save Access

D00C646C 0044

800CC5C8 E5B0

D00C646C 0044

800CC5CA 8004

Always Have Backpack Equipped

800CC9EC 0001

Stop Clock When Fighting Lass Boss of The Game

800CC95E 012C

Super Ridiculous Code

D00C646C 0004

300C7E72 0009

Super Ridiculous Code II

300C7D04 0003

Fun With The Calico 950

D00C7E32 000D

300C7E32 00??

Always Play FMV Modifier

300CC366 00??

Location Modifier

D00C646C 000C
300CC948 000?
D00C646C 000C
300CC94A 00??

Costume Modifiers Codes

Normal

800CC958 0000
800CCB5A 0000

1st Outfit

800CC958 000A
800CCB5A 0001

2nd Outfit

800CC958 0008
800CCB5A 0400

Event Codes

Costume Locker Open

800CC996 0001

Unlock Hallside Doors

800CC98A 0200

Raccoon City Alley Shortcut

D00CC94A 0002
300CC94A 001D

Have All Events Done Codes

Have All Events Done (1 of 9)

800CC95A FFFF
800CC95C FFFF
800CC95E FFFF
800CC960 FFFF
800CC962 FFFF
800CC964 FFFF
800CC966 FFFF
800CC968 FFFF
800CC96A FFFF
800CC96C FFFF
800CC96E FFFF
800CC970 FFFF
800CC972 FFFF
800CC974 FFFF
800CC976 FFFF

Have All Events Done (2 of 9)

800CC978 FFFF
800CC97A FFFF
800CC97C FFFF
800CC97E FFFF
800CC980 FFFF
800CC982 FFFF
800CC984 FFFF
800CC986 FFFF
800CC988 FFFF

800CC98A FFFF
800CC98C FFFF
800CC98E FFFF
800CC990 FFFF
800CC992 FFFF
800CC994 FFFF

Have All Events Done (3 of 9)

800CC996 FFFF
800CC998 FFFF
800CC99A FFFF
800CC99C FFFF
800CC99E FFFF
800CC9A0 FFFF
800CC9A2 FFFF
800CC9A4 FFFF
800CC9A6 FFFF
800CC9A8 FFFF
800CC9AA FFFF
800CC9AC FFFF
800CC9AE FFFF
800CC9B0 FFFF
800CC9B2 FFFF

Have All Events Done (4 of 9)

800CC9B4 FFFF
800CC9B6 FFFF
800CC9B8 FFFF
800CC9BA FFFF
800CC9BC FFFF
800CC9BE FFFF
800CC9C0 FFFF
800CC9C2 FFFF
800CC9C4 FFFF
800CC9C6 FFFF
800CC9C8 FFFF
800CC9CA FFFF
800CC9CC FFFF
800CC9CE FFFF
800CC9D0 FFFF

Have All Events Done (5 of 9)

800CC9D2 FFFF
800CC9D4 FFFF
800CC9D6 FFFF
800CC9D8 FFFF
800CC9DA FFFF
800CC9DC FFFF
800CC9DE FFFF
800CC9E0 FFFF
800CC9E2 FFFF
800CC9E4 FFFF
800CC9E6 FFFF
800CC9E8 FFFF
800CC9EA FFFF
800CC9EC FFFF
800CC9EE FFFF

Have All Events Done (6 of 9)

800CC9F0 FFFF

800CC9F2 FFFF
800CC9F4 FFFF
800CC9F6 FFFF
800CC9F8 FFFF
800CC9FA FFFF
800CC9FC FFFF
800CC9FE FFFF
800CCA00 FFFF
800CCA02 FFFF
800CCA04 FFFF
800CCA06 FFFF
800CCA08 FFFF
800CCA0A FFFF
800CCA0C FFFF

Have All Events Done (7 of 9)

800CCA0E FFFF
800CCA10 FFFF
800CCA12 FFFF
800CCA14 FFFF
800CCA16 FFFF
800CCA18 FFFF
800CCA1A FFFF
800CCA1C FFFF
800CCA1E FFFF
800CCA20 FFFF
800CCA22 FFFF
800CCA24 FFFF
800CCA26 FFFF
800CCA28 FFFF
800CCA2A FFFF

Have All Events Done (8 of 9)

800CCA2C FFFF
800CCA2E FFFF
800CCA30 FFFF
800CCA32 FFFF
800CCA34 FFFF
800CCA36 FFFF
800CCA38 FFFF
800CCA3A FFFF
800CCA3C FFFF
800CCA3E FFFF
800CCA40 FFFF
800CCA42 FFFF
800CCA44 FFFF
800CCA46 FFFF
800CCA48 FFFF

Have All Events Done (9 of 9)

800CCA4A FFFF
800CCA4C FFFF
800CCA4E FFFF
800CCA50 FFFF
800CCA52 FFFF

Death & Resurrection (Press L1/L2)

D00C646C 0001
800C7D28 0003
D00C646C 0004

800C7D28 0001

Movie Mode (Press L1/L2)

D00C646C 0004

300C7D04 0010

D00C646C 0001

300C7D04 0000

No Shadow

800C6780 0000

Earthquake Mode

800C7D04 0004

DREAMCAST GAMESHARK CODES

Start W/ Infinite Health Note:

The Controller ports must be free of any memory cards for this code to work.
You may place a memory card into the controller when you are ready to save.

3CA9151A000000C8

Start W/ Infinite Ammo Slot 1 Note:

The Controller ports must be free of any memory cards for this code to work.
You may place a memory card into the controller when you are ready to save.

F73DE7EC00000063

Start W/ All Weapons In Crate Note:

The Controller ports must be free of any memory cards for this code to work.
You may place a memory card into the controller when you are ready to save.

5207463D0000FE02

A4C360FB0000FE03

DAE8B2B50000FE04

3BE1152D0000FE05

7D45E2680000FE06

C52BD6920000FE07

F469A7EC0000FE08

5277463D0000FE09

677B5A2B0000FE0A

B5D60BE70000FE0B

E54729FE0000FE0C

4B7A2EA30000FE0D

8E13BC6A0000FE0E

DB18B2B50000FE0F

13E427FB0000FE10

670B5A2B0000FE11

All Weapons In Crate

Alternate Code For those who have saved the game prior to using codes try
these before
restarting with the other Crate Codes.

4ACA2EA70000FE02
9AD83B990000FE03
C55BD6960000FE04
2477522B0000FE05
66BB5A2F0000FE06
B4160BE30000FE07
E48729FA0000FE08
4ABA2EA70000FE09
538746390000FE0A
A54360FF0000FE0B
DB68B2B10000FE0C
3A6115290000FE0D
7CC5E26C0000FE0E
C4ABD6960000FE0F
F5E9A7E80000FE10
53F746390000FE11

GAMECUBE ACTION REPLAY CODES

MUST BE ON

- 1 X2F0-MYQ0-6XAP3
- 2 QMAU-8XEW-5GBV3

Infinite Health

- 1 6NUT-2APN-7J3HW
- 2 WGGD-86BA-UTT8F

All Files

- 1 30EY-UUR6-0MT9V
- 2 QFAF-N03T-C94E5
- 3 5UAC-DNPF-FZA3D
- 4 GQV1-5B3H-077V1
- 5 GB3E-18FN-H85UF
- 6 01VW-ATT2-C8KFN
- 7 UB6C-K3DY-YNVGR

Zero Saves

- 1 KYM3-0BAR-7E3VX
- 2 5ZM1-4WCG-P0J3R

Infinite Items All Slots

- 1 4T5G-BV45-MMD93
- 2 PFC5-7TA9-B5EWF
- 3 V6E1-4Z76-JWC2W
- 4 Q3PJ-GH5B-81PTB
- 5 XCEE-MBQ4-Z2GPF
- 6 9DXK-VZKZ-7QPJ8
- 7 NG2W-XVXD-YK7QN
- 8 AAGA-Y9ME-P1J3C
- 9 B75W-65TE-M9XC8

HAVE ITEMS IN CRATE:

Custom Hand Gun

- 1 CX2J-FGKB-3MC0J
- 2 9CB2-BUJD-QC0X4

Custom Magnum

- 1 791E-ZK6E-CZ8Z2
- 2 0QGP-7QFM-MG6EU

Custom Shotgun

- 1 QRQ9-P70D-ZDQAT
- 2 H58R-9493-D7NME

Grenade Launcher

- 1 Q1NB-22NG-86RFQ
- 2 9CVD-3J7J-P4AW4

Grenade Launcher (Flame)

- 1 QAQ5-JC5P-HJ5AD
- 2 8GZF-QK6K-DQJQM

Grenade Launcher (Yellow)

- 1 8200-XQW6-FXXVW
- 2 30Z0-FWF8-QRBF6

Bow Gun

- 1 ZBN2-T90V-UF3D4
- 2 PFG9-MFA2-8PZ9R

Colt S.A.A.

- 1 P0A6-F3FV-9GN7V
- 2 TBJ0-RVJ7-N6A42

Spark Shot

- 1 C98P-51F8-JGU4E
- 2 CT47-5T76-Y2ZA2

Sub-Machine Gun

- 1 2PJV-NKVC-JM834
- 2 AJDX-W31U-XH84Y

Flamethrower

- 1 KBN0-P40P-XEGJ0
- 2 BX06-9U80-4TTRH

Rocket Launcher

- 1 99D3-RM8H-PCR6W
- 2 1BK0-J19F-PXEXR

Gatling Gun

- 1 VTGV-8H7F-Q28J6
- 2 BDUG-HJA7-952CR

Ink Ribbons

- 1 J2WG-H4Q2-F52QC
- 2 GBNY-6A43-2TTZV

Anti-Virus Bomb

- 1 546T-ECKK-E8ZGD
- 2 XQ7C-R5P7-UA8D5

Full Lighter

- 1 KNJF-MH89-DVZX1
- 2 4EQP-WKDT-YYK18

Lockpick

- 1 ADV7-NFNU-EGWPG
- 2 Q382-5BH0-5M86Y

Valve Handle

- 1 QP5J-CNRP-58GPR
- 2 3WE0-JG3A-ENH8X

Red Jewel

- 1 8Y7P-PQ5F-NFYE9
- 2 AQUQ-UR8M-T0AW2

Red Card Key

- 1 76XD-6DP3-3ACDP
- 2 KP5M-2Y2C-X1BRA

Blue Card Key

- 1 6PAP-TYV6-2MVQF
- 2 ATR8-0B45-EX3RK

Serpent Stone

- 1 BGAM-1MXE-WX0W0
- 2 EZRA-4RQW-UQW7T

Jaguar Stone

- 1 FQE9-KXVJ-KX60E
- 2 HV48-RKR3-Y4Q50

Blue Stone (1)

- 1 MH0C-G2M9-R9P8Y
- 2 1QAC-MDD9-QVQ6N

Blue Stone (2)

- 1 ATN4-TJZK-NEQ2D
- 2 UM8N-GAX3-JM6MQ

Eagle Stone

- 1 FF3K-WKZP-WD4ZP
- 2 WH4P-GR9U-8M189

Bishop Plug

- 1 8WNR-U96C-PZH5F
- 2 B0PN-82WP-G3EUY

Rook Plug

- 1 59N3-U6CA-AW54H
- 2 G19Q-ANFF-EM1DJ

Knight Plug

- 1 2JH0-Y4BW-F1D7U
- 2 K6CW-RAWV-A8Y8N

King Plug

- 1 2HK0-J9MX-X6F77
- 2 4A2D-AEEH-AQM2X

W. Box Key

- 1 QRMQ-9VPF-RRYMZ
- 2 NZE0-ROXD-5X43Z

Bomb & Detonator

- 1 F499-1P0Y-UYW34
- 2 YD5P-4K2W-CWY8M

Crank

- 1 4Y87-9UZB-MC0KN
- 2 182D-09ZM-ZKN1E

Unicorn Medal

- 1 9HWH-HHMA-EERME
- 2 2NP9-GR15-HJ9YZ

Eagle Medal

- 1 5QBE-W8ZQ-D64NR
- 2 MN9M-C25D-ATV4G

Wolf Medal

- 1 FP6V-5BF8-VD3WZ
- 2 UYJY-WUYY-ZMZ54

G. Cogwheel

- 1 585C-2MJZ-NBNVR
- 2 VXYN-UAPH-T5Q5M

Manhole Opener

- 1 413X-YX3E-DF2TQ
- 2 BDNC-PQQT-1FGNR

Main Fuse

- 1 KQR1-8XB5-EZ1DM
- 2 VFPC-23V8-7KAFK

Fuse Case

- 1 X67V-EUZA-HWRTM
- 2 M4EF-68QY-ETHKQ

Base Vaccine

- 1 XM3P-7F7Y-YKTEX
- 2 C06C-0WU9-VTZEZ

G-Virus

- 1 YQV9-E1G3-5J91F
- 2 H0TD-FN0Y-QRHX7

Special Key

- 1 7UTC-E97T-8N596
- 2 NEHD-U6AF-R594T

Joint S Plug

- 1 1270-51GV-H6Q6U
- 2 5JDX-WFEV-7AN3D

Joint N Plug

- 1 KNA3-5QDK-TT7H8
- 2 22CD-PWVJ-BP58H

Cord

- 1 TWRD-TEG7-UN37F
- 2 2F4V-XGW2-FY9EQ

Cabin Key

- 1 03U8-TD4E-FVN97
- 2 5APH-N3GQ-XACTY

Precinct Key (Spade)

- 1 T3RP-ZMFM-EDKYV
- 2 Y790-3GGX-8N7ZZ

Precinct Key (Diamond)

- 1 1RPK-K3X4-HQH0P
- 2 3M42-WRQ1-AAXUU

Precinct Key (Heart)

- 1 Q9NQ-KPX4-XBGRC
- 2 T51C-K1DT-VQEWX

Precinct Key (Clover)

- 1 WJDB-NPNW-36CMU
- 2 J35P-GQTW-6T6D6

C. Panel Key (1)

- 1 1Q1B-K1QG-E6MXG
- 2 MB46-HNTG-G7QQ8

C. Panel Key (2)

- 1 J0DB-2DGQ-3QFNV
- 2 0HMK-AXFW-NE8AW

P. Room Key

- 1 69Y0-JYK0-Q4FET
- 2 JKZX-CNKU-A7666

M.O. Disk

- 1 JC3A-NDWQ-RFFPA
- 2 WY99-J0VB-H6BXN

Leb Card Key

- 1 GGQZ-ZRYD-DKNPW
- 2 ZYYA-M5FK-3WYQB

Master Key

- 1 C2N0-V66E-Z3EJE
- 2 T9K3-KUV7-E75J2

Platform Key

- 1 7DKD-QB74-KZW6Q
- 2 4QCK-2PZX-7FYUK

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13.

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NOTE :.. Some people may complain that my TimeLine section looks alot the Excellent TimeLine FAQ which Rob McGreggor has. But I assure everyone that this is completely ORIGINAL STUFF. I DID NOT RIP OFF A SINGLE WORD.

NOTE 2 : Keep in mind this is NOT a complete timeline but just a column for the timeline of the main characters.

OFFICIAL RESIDENT EVIL TIMELINE

1950's

Doctor James Marcus, Lord Edward Ashford and Ozwell E Spencer discover the mother virus.

1953

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

1957

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

1960's

Birth of Albert Wesker, captain of STARS Alpha team

Early 1960's

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

1960

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

1961

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

1963

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

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

1967

November 10, 1967

Progenitor Virus administered to Jessica and Lisa Trevor, wife and daughter of famed architect, George Trevor. Kidnapped and held in the Spencer Mansion, Jessica eventually dies, Lisa lives.

Trevor's Diary: George Trevor's aunt becomes ill and is sent to a nearby hospital. Jessica and Lisa Trevor intend to visit her.

November 13, 1967

Trevor's Private Papers: Architect George Trevor arrives at the Spencer Mansion, which he designed over a five-year period for Lord Ozwell E. Spencer. Spencer tells Trevor that Trevor's family has recently departed to visit a sick aunt. Both gentlemen feast in the dining room before viewing the mansion's art collection. Trevor mentions the house's "numerous secrets."

Lisa Trevor's Letters: Part torture subject, part bio-experiment, Jessica Trevor writes a final, emotional note to her daughter, pleading for an escape plan and fearing the worst is upon them.

November 14, 1967

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

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

November 15, 1967

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

November 18, 1967

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

November 20, 1967

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

November 21, 1967

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

November 24, 1967

Trevor's Private Papers: Trevor is imprisoned in the room' the man in the white coat brings him "revolting" food. Only he and

Spencer know the mansion's terrible secrets. He mentions preternatural entities roaming the manor grounds. Trevor wonders if Spencer is testing the mansion's "secret mechanisms" on him. A strange ant-like creature lands on Trevor tramples a number of them. Trevor's Diary also notes these occurrences.

November 26, 1967

Trevor's Diary: George Trevor loses his favorite lighter 1 the one Jessica gave him.

November 27, 1967

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

November 29, 1967

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

Trevor's Diary: Trevor continues to ramble on about being trapped, writing about large glass tubes and wet, eerie caves.

November 31, 1967

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

Sometime in 1967

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

Sometime in 1967

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

1969

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

1970

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

1971

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

Devoured by zombified hounds.

1972

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

1973

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

1975

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

14th Feb 1975

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

1978

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

1980

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

1981

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

July 27, 1981

Wesker's Report II: Ten-year old Alexia Ashford is given permission to head up Umbrellas' remote Antarctic research station. Her family's reputation is legendary (her father, Alexander Ashford first discovered the T-virus), although Alexander's son, Alfred, is useless. Wesker vows to commence research on the laboratory's older workers, but Dr. William Birkin is envious of Alexia and isn't mentally capable of helping Wesker. An imprecise killing machine, name the Zombie, is created. However its infection ration isn't perfect. The "woman" still lives ,1 and Wesker is surprised at how resilient she has become.

1983

January 30, 1983

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

February 17, 1983

Alfred's Diary: Alfred manages to secure the brooches and enter the

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

March 3, 1983

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

April 22, 1983

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

December 31, 1983

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

1986

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

1987

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

1988

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

1992

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

1993

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

1995

July 31, 1995

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

1996

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

1997

Barry Burton leaves his job as S.W.A.T. team sergeant to become a full-time member of S.T.A.R.S. Burton recruits Chris Redfield, and both move to Raccoon City to revamp the S.T.A.R.S. team there. Ada Wong, a spy infiltrating the Umbrella organization to gain more information on their viral experiments, manages to become intimate with an Umbrella researcher named John. The Raccoon City Police Department moves into the disused Raccoon City Art Gallery. Artwork remains in the building during the move, but many more expensive paintings and statues arrive shortly afterward. They belong to Chief Irons.

1998

April 25, 1998

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

May 10, 1998

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

May 11, 1998

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

May 12, 1998

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

May 13, 1998

Keeper's Diary: The Keeper goes to the laboratory clinic when his itchy back becomes swollen. He removes his haz-mat suit, and they bandage his back.
Prisoner's Diary: On Rockfort Island, a prisoner complains that his cell "stinks of death." He shares a bunk bed with an "interesting" fellow named Bob.

May 14, 1998

Keeper's Diary: A blister appears on the Keeper's foot; he hobbles to the dog pen. Some of the hounds have escaped.
Manager's Diary: Arklay Laboratories tests a special, but unstable, gas that decomposes living cells.

May 15, 1998

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

May 16, 1998

Keeper's Diary: A scientist is shot trying to escape from the secured Laboratory. That night, a piece of rotting flesh falls off the Keeper's arm.
Prisoner's Diary: Bob says that he was the assistant to Alfred Ashford, but was imprisoned over "a tiny little mistake."

May 17, 1998

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

May 19, 1998

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

May 20, 1998

A female hiker is found on the bank of the Marble River. The body shows signs of animal lacerations.
Manager's Diary: Despite possessing a keycard, the Manager is accidentally locked inside a "treatment room" in the Arklay Laboratories.
Prisoner's Diary: Military personnel move Bob to a building from people never return.

May 21, 1998

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

May 27, 1998

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

June 7, 1998

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

June 8, 1998

Researcher's Note: John, a researcher, tells his sweetheart how to correctly

exit the Arklay Laboratories. Pass codes are mentioned.

June 16, 1998

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

July 9, 1998

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

July 16, 1998

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

July 22, 1998

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

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

July 23, 1998

Raccoon City television runs a story about 10 families missing in the Arklay Mountains. Human remains have been found in the area. A military police vehicle is discovered inside the Arklay Mountains. Rebecca Chambers reports that corpses of Military Police, plus an unidentified body, are uncovered near the vehicle. Alpha and Bravo S.T.A.R.S. teams are ordered to look for any survivors. The teams assemble on the evening of July 23rd. Bravo Team makes an initial sweep of the lower-lying forested areas.

But before the Bravo team can do much their chopper maul functions and they are forced to make a forced landing in the Raccoon forest. The team spreads out except for the chopper pilot Kevin who decides to stay there to make some repairs. Rebecca Chambers the rookie member of the BRAVO team soon finds an overturned car which has the corpses of a few MP personnel among it, the MP vehicle also contains a report about a convict being transported named Billy Coen, but Coen's body is not among the rest of the people which meant that he is out there in the forest. The BRAVO team captain Enrico Marini warns the team about this man and then asks them to spread out in the forest.

Rebecca soon finds a train in the middle of the forest, cautiously approaching it she readies her gun, but before she can enter the train it starts to rain. Rebecca enters the train and soon she comes across Billy Coen, not surprisingly enough he points a gun to her but doesn't shoot and asks her to go, not long after their first encounter Edward, another member of the BRAVO team comes crashing in through the train windows but dies before revealing anything important to Rebecca. A little while later Rebecca is contacted by Enrico again and he tells her some more information

about Billy and the amount of people he killed, rebecca finds it hard to believe that he could kill 23 people.

Not long after that they both meet up again, billy and rebecca dont get along at first but after rebecca encounters a strange zombie and billy saves her life they decide to stick together, but suddenly the train starts to move again.

They make their way to the cockpit only to see some soldiers being killed by some huge leeches along the way, they make it to the cockpit and try to stop the train but are unable to do so and the train crashes near a training facility. Inside the facility we see the robed man mocking albert wesker and william birkin. Rebecca and Billy start exploring the training facility.

After saving her life once more billy finally tells rebecca about the people he killed, he actually didnt kill them, but billy was the man they all put the blame on, rebecca knew it. The 2 hero's find several things regarding one doctor James Marcus through out the training facility, who is he !? The two make their way across the facility then go through umbrella's own private little church. During this course they find some more things related to this doctor marcus.

Rebecca and billy finally make it to a cable car system but billy is attacked and he falls down somewhere, rebecca goes through the cable car alone and she comes to a place with a huge elevator, there she meets up with his captain enrico, and that was the last time she ever see's him, after enrico leaves rebecca continues's her search for billy, soon after she finally finds billy clung on for dear life. After saving billy , they both head forward and finally encounter the robed man, he explains his story to the two hero's and we find out that the robed man is actually james marcus, then suddenly james marcus starts mutating and turns into a monster, a huge battle insue's which see's marcus's defeat in the end.

William birkin and Albert wesker turn on the self destruct system to this facility as rebecca and billy struggle to get out of the facility, along the way they are attacked by the queen leech who feels almost no pain from any weapon but sunlight is lethal to it. So using sunlight billy and rebecca kill the queen leech and billy shoots it down into the flames, they both escape the place just in time. Outside rebecca spots the spencer estate and she heads towards it and takes billy's dogtags with her and claims that officially billy coen is dead....

July 24th, 1998

After contact with BRAVO team is lost Albert wesker takes out the ALPHA team for search and rescue, soon they arrive at the raccoon forest. The ALPHA team locates the BRAVO's chopper but they dont find anything inside except for the dead body of their pilot kevin. Joseph cant take the sight and he almost throws up. The team starts searching the forest for more clues. While searching Joseph comes across some noises but before he can do much a horribly skinned dog attacks and kills joseph before he could defend himself. Jill tries to shoot the dogs but the bullets have no affect. One of the dogs notices her and tries to attack but she is saved right in time

by chris. They both make it to their feet and run away but a dog closes in on chris, this time its wesker who shoots the dog away.

The ALPHA team's pilot Brad Vickers chickens out and leaves the team alone in the forest, chris spots an old abandoned mansion in a distance and asks the team to head for the mansion, along the way they dont stop for anything, this was supposed to be an old abandoned mansion and luckily they could find a hiding spot in there.

Jill, Barry and wesker enter the mansion and discover that chris is not with them, suddenly they hear a gun shot and thinking it might be chris jill and barry head out to investigate, but all they found is kenneth J sullivan's body, being eaten by something or someone. Upon dispatching the zombie the 2 return back to wesker only to find out that he's missing too.

Jill and barry go their separate ways then, while chris redfield in the mansion finds the only surviving member of BRAVO team rebecca chamber who is terrified out of her life. Together they both find Richard who was bitten by a large snake, even though they try to, they are unable to save him. While barry and jill find the body of forest spayer from the BRAVO team , chris and rebecca make their way to the guard house behind the mansion, where they find a large mutated plant called Plant 42. Luckily with rebecca's knowledge of chemicals they are able to kill the snake and upon finding a valueable key they return to the mansion.

When chris and rebecca return to the mansion they find out that its been taken over by a new kind of enemy, the hunters, while chris and rebecca take care of these things jill has managed to find a way out of the mansion, she makes her way to a cemetary and a cottage outside the mansion, there she finds a new monster , it looks alot like the hunchback from the fairy tales, but this one isnt a nice one and jill cant seem to kill her at all.

Escaping the place jill makes it to the guardhouse where she overhears barry talking to someone else but barry blows the topic off and ignores it, then the two make their way to the catacombs below the mansion. In those tunnels jill finds the BRAVO team captain Enrico Marini but before he can reveal the indentity of the traitor in the STARS someone shoots him, jill gives chase only to be led to an elevator with barry on it leading down into a huge pit.

But before they can do down again barry and jill are attacked by that thing jill met in the cottage again, jill turns to barry for help but finds out that he left her alone, jill gets really mad at this and dodges the thing again, taking a ladder to the cottage again she makes it to the mansion and a secret alter right under the mansion main hall. She finds barry in the alter and barry alot tries to ambush her after they have an arguement. But the thing attacks them again, jill thinking wisely gives barry his gun back and they both shoot the thing down a large pit.

Jill and barry make their way into a secret lab below the mansion via a secret passage into the alter, chris and rebecca are in hot persuit as they make their way to the lab not soon after, but there they have to fight a large spider which they kill together. Meanwhile in the secret lab jill finally discovers

albert wesker's plans and finds out that barry was involved in them thats why he waa acting weird towards jill.

But barry doesnt want to hurt jill so he turns against wesker and during this the tyrant impales its own master, wesker. Barry tries to stop it but the tyrant knocks him out, jill is left alone to fight the thing and after a very close battle jill finally gets the upper hand and the tyrant is knocked out. Barry also wakes up in time, and they both find out that the mansion is about to explode, they both make their way to the heliport and run into rebecca and chris on their way back. Together again all of them head for the heliport. The tyrant is however up now and it blows a hole to the roof of the mansion while brad is closing in to catch the team, the tyrant throws chris away and the rest of the team is left to fight the tyrant. Brad vickers from the chopper throws down a rocket launcher which chris redfield catches right in time and he shoots the tyrant dead with it. Brad sets the chopper down and the team climb it and escape with the mansion exploding behind them and the sun rising up.

August 7th, 1998

Jill valentine cant still get over her experience at the spencer mansion, she writes in her diary that her physical wounds may have been healed but her emotional wounds may never heal.

August 13th, 1998

Chris redfield causes a little commotion in the Police station and punches one of his co workers.

August 15th, 1998

Chris invites jill over to his apartment where he shows her some confidential pictures of a new umbrella virus in testing the G virus. jill cant believe what she see's.

August 24th, 1998

Chris and barry leave for the umbrella base in Europe, chris lasts the last note in his diary for his sister, jill elects to stay behind in case of any emergencies and she quits the RPD.

September 28th, 1998

After chris and barry had opted for going to umbrella's europe branch jill decided to stay behind in the city and investigate more on this new rumored G virus, but suddenly near the end of september the whole town was infested with zombies, an outbreak of the T virus, the same virus which cause all the residents in tne mansion to turn into zombies had been leaked into the city, nearly all the townfolks had turned into zombies, and those who hadnt were being eaten alive by them. Jill surprisingly escapes infection and begins her escape from this town from her apartment.

Not long after she starts she comes across dario russo, a novelist to be who just lost his daughter out there among the zombies, jill asks him to come with her because she knew there wont be any rescue attempts, but dario frustrated locks himself in the back of a truck and asks jill to leave immediately, jill tries to talk him into coming with her but he just doesnt listen. Not long after that jill spots his old team mate Brad Vickers but he is being chased around by a group of zombies, jill gives him chase only to meet him in a bar, he tells jill about something which is coming to get all the STARS member and he warns her that they're all gonna die. Then he leaves jill. Then at the main entrance of the RPD jill again finds brad but he looks in very bad condition, before he can reveal anything to jill a new kind of monster, nemesis, comes down from no where and kills brad mercilessly right in front of jill, she tries shooting it but her bullets dont work. Jill retreats into the RPD. Using her STARS badge she makes it to the RPD office where she catches a grumbled transmission from someone.

Before she can escape jill is attacked by nemesis again inside the RPD, she quickly dodges it using her skills and makes it out of the station. Exploring more parts of the city jill comes across a man named carlos, together they both fight nemesis but before carlos leaves he tells jill about his team's mission, later jill comes across a cable car and when she goes inside she finds more men like carlos, their leader is apparently injured, nicholai isnt really pleased that they need to take help from an outside but carlos's persuasion convinces him, they are from the UBCS and there mission was to cleanse the city and take care of survivors. Now they have to escape to the clock tower where a chopper is waiting.

Jill along with carlos find the necessary parts needed to run the trolley and together they all ride to the clocktower, once reaching the tower they find that its also infested with zombies, solvign puzzles there and obtaining the mechanic parts needed to operate the clock tower bell jill gives the extraction team the signal, but before they can land their chopper a rocket fired by nemesis blows up the chopper and jill is left to fight the monster, with some help from carlos and after an extraordinary fight jill finally gets rid of nemesis , for now. But during the battle nemesis had injected her with the T virus and as soon as the fight is over jill collapses and carlos takes her to the chappel.

September 29th, 1998

Raccoon city now almost dead from the zombie assault lies quiet as 2 strangers leon S kennedy and claire redfield make their way into town from opposite ends, leon is here for the first day of his job and claire is here to find his missing brother. After some commotion with the zombies leon and claire finally meet up together in the back alley of a diner, thinking that it would be more safer for them at the police station leon and claire ride on an empty police vehicle , but a zombie ambushes them from the back seat and leon loses control of the car as it slams into a wall, a large truck is coming in straight for them and they both jump on the opposite sides to save themselves. Now the fire separated them and they have to find their way to the police station.

Not far from the crash leon comes up to a human , the owner of a gun shop, but he doesnt live long as zombies break through the glass and eat him before leon's eyes, he runs for his life and after some running through the city streets leon finally makes it to the front entrance

of the RPD. Claire has a shorter run to the station but when she gets there she has to go via the roof. When she climbs to the roof via a back alley staircase she see's a failed chopper rescue attempt which ends with the chopper crashing into the RPD. Claire quickly scatters into the station and finds the tool needed to put out the fire, but before she can go back in another chopper comes overhead, and it drops a large capsule on the station. Claire goes in and spots what it was, a huge human like monster which just doesnt give up. Claire dodges it and continues her journey into the RPD.

Both claire and leon make it to the STARS office at the same time where they discover that claire's brother is no longer in this town, they both decide to split up and find anyone living and get the hell out of there. Not long after that claire finds a little girl but she is too terrified to tell anything and runs away, claire gives her chase only to be led to the office of chief brian irons, there is a girls body on her desk and he tells claire that she was the mayor's daughter and the zombies killed her, even though the bullet wound is visable. She goes in a door through iron's office and finally confronts the little girl, she tells a little bit about herself before she runs away after hearing a monster's scream. Claire gives chase but she see's that iron's has disappeared too. She see's a painting with 3 holes in it. She needs to find something to fill them up with. Meanwhile leon finds his way to the RPD parking lot where he meets another survivor, a chinese women who's name is ada wong. She claims to be searching for a reporter who knows where her boyfriend is. Using the aid of leon they both finally find this reporter called ben who has locked himself up. But he refuses to leave his cell.

Meanwhile back in the RPD claire finds the stone pieces she needs and heads back to iron's office where she meets shery again, this time she doesnt run away, leon on the other hand also makes his way to the sewer system . Claire encounters iron's in a torture room of some sort but he is pulled down by something hideous, claire goes down and she finds what did it, a humanoid monster with a large claw which had an eye on his right side. Claire fights off this monster and he throws himself over the railing. Claire and sherry make their way to the sewer system. Leon on the other hand runs into a woman in a lab coat but she tries to shoot ada, leon gets in the way and takes the shot. Ada runs off to get the shooter. She finaly does and finds out that she is the wife of the man responsible for all this. After some talking and a little fight annete falls down into water and ada goes back to searching.

Leon wakes up in the mean time and finds ada hanging around in the sewers, together they make their way across a cable car where they are briefly attacked by william, but he runs away. Claire and sherry are also close behind them, leon and ada make it to a vertical elevator which they take to ride down to the umbrella base, but during the way ada is injured and when they reach down leon asks her to rest and he goes to find something. Claire on the other hand gets stranded in the umbrella lab and sherry is left alone. While searching for her claire runs into annete again, together they spot sherry in danger via the monitors, claire quickly makes her way to where sherry is and she outsmarts mrX and he falls down into a pit of molten lava. Leon on the other hand finally finds out the truth about ada, but before he can talk her out of it annete arrives and shoots ada off the railnig into a deep pit. Leon , angrily throws the g virus he just acquired off the railing behind ada. Claire and sherry finally make it to an elevator which takes them to the escape train. Claire turns the power on but she is attacked by a mutated MrX which apparently dies after someone drops a rocket launcher for claire to take.

Leon on the other hand runs into william birkin again, but using his skills he kills him and makes it to the emergency train just as claire is leaving, together they ride the train, which is ambushed by william again, the train's auto destruct system goes on and it blows along with william as the hero's run for safety.

September 30th, 1998

claire and leon along with sherry escape the town but they run into an argument and claire leaves to find her brother, leon is picked up by some strange men who give him an unknown offer, they also take sherry away from him.

October 1st, 1998

jill finally awakes after 2 days, carlos had been watching over her all this time, carlos goes to find a cure for jill only to run into a hospital full of zombies and mutants, there he successfully finds an antidote and jill gets cured thanks to it. Now healthy again jill continues her escape as she makes her way to the city park, fighting a huge worm in the park she comes across nicholai there who is apparently a traitor, jill escapes him and then she finds her way to a treating facility, there she confronts nicholai again but he escapes again. Jill finds out that this plant was used to get rid of the bodies of the test subjects, carlos arrives on the spot and tells jill that a nuclear strike is about to happen on this city and that they need to get out of here ASAP.

Jill along with carlos's help in several occasions finally make it to the control room of the plant, but not before she gets rid of nemesis for good. At the control room jill confronts nicholai for the last time and he escapes in a helicopter after telling jill that she's as good as dead. Not long after that jill and carlos receive a message from someone on the radio that he is looking for jill. They both get happy at this hope of life, and make their way to the helipad behind the plant. Along the way jill finally runs into nemesis for the last time but this time she gets permanent rid of him with the help of a rail cannon which blows nemesis into bits. Upon reaching the helipad carlos and jill see the chopper coming in at a distance, when they get in it jill finds that the pilot is someone who she knows very well, barry. They make it just in time as the city is attacked by the nuclear bomb.

?? November, 1998

An island on the atlantic ocean, named sheena island, apparently is another one of umbrella's test grounds, much like raccoon city this is a completely bought out place where the people work for umbrella and umbrella own nearly all of the town's important places, it is here that a stranger wakes up from a chopper crash. He doesn't remember anything about himself. All he has is a gun in his hand, and now his search for truth begins. Very soon he discovers the body of a man in white who is holding dogtags with the name Ark Thompson, the stranger assumes that was his name and continues on his path, after encountering a church full of zombies this man comes across an alley where a phone is ringing, but before he picks it up it hangs up. Not long after the man spots another phone, this time he picks it up in time and the man on the other end starts calling him a murderer and killer, and reveals his name vincent.

Vincent continues on with his passage through an arcade where he comes up with some cleaning squad which are apparently sent to clean everything, which

means killing everything. Getting rid of them and making his way through the sewers he finds the sewer chief's diary in which he finds out what he thinks about Vincent. Spotting an unknown boy Vincent gives chase and comes out in a prison, while making his escape he runs into a large monster, but it goes down after a fight. Vincent makes his way through several more of these large monster and goes through a night club and turns out in front of a large complex owned by Umbrella. Entering the complex he makes it to the top floor where he finds an office which was apparently Vincent's. Then Vincent spots another child through some monitor's and gives chase. The 2 kids run away from him and lead him to their house, here Vincent spots the little girl and some talk later she tells him that her brother went out himself.

Vincent goes after him only to be lead through a mountain passage full of these large trench coated monsters, the trail ends at a large mansion and Vincent enters it, he hears the boy's scream, following his scream Vincent comes across a hidden laboratory under the mansion, he finds out that those large trench coated monsters (MR X's) were being built there, Vincent finally finds the boy and after some talking the boy tells him his true identity, our hero's real name is Ark Thompson, and Vincent was the real man who cause all of this. Not long after that the facility's auto destruct sequence is activated by the cleaner's leader, but he falls pray to the tyrant. After escaping it once, Ark fights the tyrant again on the helipad, the tyrant goes down after a massive fight and the hero's escape the exploding island. But the tyrant catches the chopper, Ark with his quick thinking skills launches the chopper's missiles with the tyrant on board, and they all fly away to safety.

December 17th, 1998

3 months after the raccoon city incident Claire Redfield finally gets a lead on his brother which leads him to the Umbrella facility of Paris. Claire manages to infiltrate the base but inside she is spotted and some guards chase her down the halls. Suddenly a chopper comes right in front of her, she dodges it only to find herself face to face with a dozen troopers, getting rid of them with a sneaky move Claire runs out of ammo and a guard captures her and she is taken to a prison.

December 27th, 1998

Claire wakes up in a prison after hearing some explosions upside, a little while later a man walks inside the area and opens up Claire's prison, Claire uses her lighter to see that its the same guard who caught her. The guard lets her out and tells her about what happened, this place was just attacked by a special forces team, but the guard warns her that there is very slim chance of her escaping.

Claire runs out of the prison area but before she goes she checks up the man's name on a list and also finds out that he needs some hemostatic medicine. After some commosion top side Claire comes face to face with a dozen zombies, her nightmare relived, quickly dodging them she moves to the next area where she meets another prisoner who almost shoots him. Steve Burnside, but he's got a rotten attitude and he leaves Claire goes away. Claire follows him and soon they meet again in a computer room, this time Steve asks her if she's related to Chris, after some more of his attitude Steve goes out of the room leaving Claire to wonder about it.

After managing to get herself the right keys Claire escapes from the prison and comes up to a training facility, most of the doors here are locked however to she heads up to a nearby palace. Reaching the palace

claire finds a strange room with a lock which needs 2 guns to be opened a little while after that she finds a child's room where she reveals a secret door by playing a movie of 2 blonde children torturing a dragonfly. She finds the 2 guns she was looking for but taking them out releases a trap so she puts them back in. But before claire can leave she hears steve scream from that place, using her quick thinking claire sets him free from the trap and asks steve for the guns but he isn't trading until he gets something better. Again before claire can escape she encounters a new man, alfred ashford. After some threatening alfred leaves. After that claire uses a submarine to find the underwater seaport, she finds a plane but it's locked so she has to get the keys for it.

With the help of steve claire follows alfred into one of his traps and he releases a new monster called the bandersnatch on her, steve saves her again and claire gives chase to alfred only to be trapped by her sister alexia in their bedroom, holding alfred's rifle. Steve comes in the nick of time and saves her, alexia gets shot but she escapes,, heading through the passage they discover that alexia was actually alfred in disguise. They don't even want to kill alfred after his reaction, the two make their way to the seaport but the bridge is blocking their way, claire volunteers to get it out. Claire goes and raises the bridge but she has to come the long way now, along the way alfred releases a tyrant on her, she barely makes it to the plane and they take off. The tyrant comes into the plane and claire has to push it off the plane. Not long afterwards alfred takes control of the plane and makes it crash land in umbrella's antarctic base.

Once they wake up in antarctica they split up, soon after claire finds a huge monster trapped inside a floor and later she finds out from some files that it's actually alfred's father, finding an ice digging vehicle they start raising it but steve causes a blunder and the whole area fills up with gas, claire finds a gas mask and as soon as she shuts off the gas valve she is attacked by alfred, this time steve shoots him down a huge chasm, alfred drops his rifle before falling. Claire and steve use the ice digger and they blow a hole in the wall allowing them escape via a heliport. On top of the helipad claire comes face to face with alexander but using alfred's sniper rifle she fires at his overgrown heart killing it instantly. Soon after alfred still alive from an unknown place goes to see alexia, but he can't live long to see alexia coming out of the sleeping pod. Alexia is awake. !

Alexia mad at what claire and steve did releases a tentacle which literally flips their snow mobile over, and it starts burning as alexia watches from a monitor.

Chris arrives in rockfort island as claire and steve are in the antarctic. not long after arriving he comes face to face with rodrigo but before he can tell chris alot a huge worm swallows him, chris fights off the worm which spits out rodrigo's dead body before it dies, chris continues his journey and finds most of the island already destroyed, he finds a hanger which still has a harrier jet standing, but he needs the right key to open the hanger door. Soon after wards while exploring the base chris comes face to face with his worst nightmare, albret wesker, apparently albert has somehow gained superhuman powers and he kicks chris's ass, but after seeing alexia on a monitor he lets chris go.

Soon afterwards chris finds the key he is looking for but he has to fight a large underwater monster for it, after obtaining the right items chris makes it to the hanger and flies to antarctica in the last remaining harrier jet.

The plane lands in antarctica and chris continues his search for claire through the rooms of the umbrella base, one of the floors has a exact replica of the main hall of the spencer estate, chris finally finds claire behind the staircase there, but alexia interrupts their reunion and after hearing steve scream claire runs after her, but they are separated again thanks to another tentacle, claire goes after steve while chris stays there. Soon afterwards claire finds steve but he mutates right in front of her and almost kills her, but after claire's life is in danger due to another tentacle, steve's human side takes over and he kills the tentacle but it whacks steve pretty bad into the wall. After finally telling claire that he loved her steve dies and claire is left crying.

Chris in the main hall see's wesker confonting alexia, after alexia refuses they get in a battle, wesker shows some more of his super human abilites and cracks one on alexia's jaw, but after discovering chris wesker leaves him to take care of alexia. Chris kills alexia easily and goes and finds claire , claire tells him how to turn the self destruct system on and after he does it claire and chris finally get together again. But alexia interupts again and this time its for the last time, chris asks claire to leave and stays there to fight, using umbrella's own linear launcher chris gets rid of alexia for good. But when he makes his escape he see's wesker taking claire hostage. Giving chase they end up at wesker's submarine.

Wesker lets claire go for a chance of revenge from chris, the battle starts chris is literally taken to hell by wesker, but after one explosion separates them wesker lets chris go, until the next time, chris returns to the jet and claire and chris escape just in time as the base explodes behind them.

End section

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WESKERS REPORT

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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 forces unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of it's people working in the police department.

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

Then at last, opportunity knocked.

July 1998

The freak murder incidents had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret B.O.W. laboratory and it was clear that the in development T-Virus was the cause of the murder. Initially, Umbrella instructed me secretly to keep S.T.A.R.S. out of the case, but with the heightened emotions of the citizens S.T.A.R.S. had no choice but to move in.

That was when my next order was given. Dispatch S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so that their combat with the B.O.W. could be used for data analysis allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

From the 2 S.T.A.R.S. teams I first pitched in the Bravo Team. As expected, the top elite of S.T.A.R.S. gave all they had and became useful sample data. Then following, I geared up the Alpha Team to search and rescue the lost Bravo Team. The members of the Alpha Team also proved their worth and as expected many died.

There were 5 Survivors from the initial 11 S.T.A.R.S. members. From the Alpha Team were Chris Redfield, Jill Valentine, and Barry Burton. And from the Bravo Team were Rebecca Chambers and Enrico Marini. It was time to begin executing my plans. In the midst of the whole affair I could take Umbrella's ultimate Bio-Organic Weapon, the Tyrant, and join forces with an opposing corporation of Umbrella. To buy into that opposing corporation I would need the actual combat data of the Tyrant.

The surviving privileged members of S.T.A.R.S. were just the perfect bait. I decided to have one of them play the Judas and draw them to the Tyrant. That Judas was Barry.

Barry was the strong truth and justice kind and cherished his family more than anything. His type is easy to manipulate. I 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 turned 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 Tyrants 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 1998

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, 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 the mission, to carry out the mission like a machine without any emotional interference. But through her interaction and involvement with Leon S. Kennedy, there'd been an affection growing inside her.

My instincts sensed danger, something had to be done, quickly. My instincts did not disappoint me. Even though Ada almost had her hands on the G-Virus, which Leon had acquired from Sherry, that affection of hers drove her to her death. But she was still of some use. I had to save her life. My people hurried to retrieve the G-Virus that Leon threw away. But Hunk, the only survivor of Umbrella's salvage team, was there before us.

September 30th

Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish off Leon and Claire in order to obtain his combat data. Although Birkin lost the battle 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 for Europe to find her lost brother Chris, and Leon joined

forces with a underground anti-Umbrella organization. Sherry is safe in our hands. I would never underestimate Birkin.

There's something about this little girl...

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WESKERS REPORT

2

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When I first visited that place, I was 18 and it was summer. Twenty years ago. I still remember the smell when the helicopter landed and the rotor caused the wind to stir. From the air, the mansion seemed normal but from ground level, something was different. Birkin, who was 2 years younger than I, seemed only interested in the research files he had as usual.....

1978 July 31(Monday)

Two days ago, the two of us were assigned to that place. Everything could have been planned out from the beginning or it could have all been a coincidence. The only person to know the truth is most likely, Spencer. Spencer at that time was using the Arklay labs for the research on the t-virus.

As soon as we got off the helicopter, the president of the lab stood in front of the elevator. I don't remember the guy's name. It didn't matter what was said officially, from that day on that lab was ours. We were assigned to be chief researchers at the facility. This of course, was Spencer's will. We were the chosen ones. The two of us ignored the president as we entered the elevator. We had already been briefed about the layout of the area as well as Birkin's, and with no bad intentions we ignored everyone as usual.

Usually, when someone sees our actions, they would react quickly. But the president didn't react at all.

At the time, I was only a youngster so it didn't bother the president. The president understood what Spencer was thinking and didn't take notice of someone like me. While the three of us were on the elevator, Birkin kept his eyes on the research files. The files contained information about a new firo-virus found 2 years ago in Africa called Ebora. Even now there are thousands of people researching the Ebora. But the people are always divided in half -- one group dedicated to saving people from the virus, and the other to kill people with it.

It is known if a person is infected with the Ebora, that the chance of dying is 90%. It has the quality to destroy the physical structure within 10 days and even now, a cure hasn't been found. If used as a bio-weapon it would display incredible destruction. But because making a bio-weapon is against the law we would not use the virus as a weapon. But I'm certain that someone out there would use this as a weapon. So to prepare for a case of that nature it is good to do research on it now. But the line between finding a cure and making a bio-weapon is thin. This is because

the actual research conducted do not differ at all between the two. So one could say that they are reseaching for a cure and be making a bio-weapon.

But Birkin was not interested in either cause. He just wanted to research the Ebora itself. There was little known about the virus at the time. They did not know that the virus would die within a few days by itself, and would die instantly when hit by sunlight. They were also unaware of the speed that it would kill its host. It kills the host so quickly that there is virtually no time for the virus to infect another person. The virus has to physically touch another person in order to infect them and therefore can easily be quarantined. But that brings me to the following thought...

What if a person that was infected with the Ebora virus could stand up and walk around? That infected person would have a disrupted chain of thought, and what if they could infect others that weren't infected? What if the DNA of the Ebora and the RNA had a direct impact on the DNA of a human? Due to those factors, would the person be harder to kill? The person would be dead from a human's point of view, but would still act as a bio-weapon spreading the virus.

It is forunate that the Ebora had features like this. We would be the only ones to possess this knowledge.

Umbrella, with Spencer as the head was a organization created to do research on viruses with these qualities. As a cover they tell the world that they are a company researching cures for these viruses. But the truth was that they are a bio-weapon development organization. The finding of the original virus which restructures the human DNA was the start of everything. Using the original virus as a base, an enhanced virus would be made to be a bio-weapon. This was the T-virus plan.

The original virus was an RNA virus and would cause abnormalities that would enhance a person. Birkin planned on combining the two viruses to make an enhanced virus. The sample of the Ebora had already been brought to this reserach facility. We had gone through many elevators and had finally reached the destination. Upon entering, even Birkin was impressed by the sight. This was our first encounter with that woman.

We were not told anything about that woman. Everything relating to her was kept top secret and the data was not to be leaked to the outside. Information obtained from records showed that she had been here since this lab was created. She was 25 years old at that time. But what her name is and why she is here is a mystery. She was a test subject for the research on the T-virus. The research began on November 10, 1967.

For 11 years, she had gone through the tests with many viruses.

I heard Birkin whisper something. Whether those words were cursing/ swearing or praising I do not know. We had come to a place we could never leave. We didn't know whether we were to take the research to it's completion or if we would end up like her. For us we, only had one choice. The woman who lied on the pipebed had moved something within both of our minds. Is this also a part of Spencer's plan?

On this day, a ten-year old girl was deployed to Umbrella's Arctic facility as a Head Researcher. Her name was Alexia Ashford. At that time, I was twenty-one and Birkin was nineteen. Ruefully, the rumor of "Alexia in the Arctic" occupied our topics at the Arkley Facility. The Ashford House was a legend among long-time employees.

Whenever our research didn't go well, the unskilled old researchers would say, "If only Professor Edward were still alive..." Certainly, Edward Ashford was one of the founders of the "starting virus" and might be the greatest scientist ever since he established the T-virus plan. However, Edward died soon after Umbrella was founded. It has been thirteen years since his death. After all that time, I wondered what we expected from Ashford House.

To tell the truth, the Arctic Facility that his son established, had not developed anything for thirteen years since Edward's death. His granddaughter Alexia's brain might not be good enough.

However, after that day, our useless older scientists began to say instead "if only Alexia were here..." I believed these old men didn't have any future because they judged people solely on the name of their family or their blood. That's why they could not work without any direction and could not ever get promoted when they were old enough to have one leg in the coffin. However, I remained sensible.

If I was too hot about this issue as a manager, the Arkley Facility's T-virus development would run late. Under these circumstances, if we didn't judge the situation calmly, we would not succeed. At that time, I thought that if I used these old men well, the results of our research would show progress. I also thought the scientists were suitable for the very dangerous experiments because they were so old. After all, if I didn't use my workers efficiently, I wouldn't be such a higher manager.

However, Birkin was now a problem. His reaction to the Alexia rumors were miserable.

Although Birkin would never admit it, he was proud of becoming the youngest manager at sixteen. However, a ten-year-old girl had just broken his pride completely. It was the first time Birkin had ever been defeated. He couldn't admit that a young girl from a famous family had defeated him. Indeed, he was just a child. Although Birkin had an immature mind we needed him to get over it, because our research had been in the second phase for three years.

At this point of the T-virus development, the production of the "Human biological weapon" the so called "Zombie" was stable. There was not 100% virus infection to DNA. There are so many kinds of chemical differences among people. If a group of people received the infection from a "Zombie", ten percent of them would not get infected. We can't change this result even though we continuously studied the DNA. If 90% of people got the infection, this would be enough to be a weapon. However, Spencer's opinion was different. Our boss wanted an independent weapon that killed 100% of the people. However, for what?

Originally, the advantage of biochemical weapons was that they were cheap to develop. However, our research into the "Human biological

weapon" was getting expensive. If Spencer wanted to get money the ordinary way, he would not have chosen such a method. If he used this as an ordinary weapon system, he would get enough money. However, if he continued to study it as an independent weapon, it would be too expensive.

Why does he continue this research even though it costs so much? I would understand if he aimed at a monopoly of all military industry to change the general idea of war. So I still don't know Spencer's real intention.

Apart from Spencer's real intention, what Birkin considered an ideal "Human biological weapon" was what he attached as a weapons importance to the battle field of that time. He tried to create that weapon by not only changing the T-virus DNA but also incorporating other creature's DNA information. He devised a Human biological weapon for battle that destroys people who are armored or recieved a vaccination for the virus. This experiment was called the "Hunter" in later times. However, that experiment had to stop for a while to protect our main experiment.

Birkin felt it meaningless to compete against Alexia. He began to act like losing was standard behavior. He stayed at the facility twenty-four hours a day and continuously experimented on casual ideas with no plan. I tried to use other researchers to extract as many biological samples as possible before the experiment bodies died. However, I could not catch up with the speed of Birkin's experiments. The facility head supplied new experiment bodies and acted like nothing was wrong. However, those bodies were dying continuously. That place was like hell. However, the "woman experiment's" body was the only one who survived that hell.

She was already twenty-eight. That is, she has been in this facility for fourteen years. She might not have any thinking ability as a human since getting the "Starting virus". If she had her mind, her only hope would be death. However, she survived. I wondered why she was the only one who survived for such a long time because the data of her experiment was not any different from the other bodies we experimented on. Until we solved this mystery, we needed more time

It has been the 6th winter since I worked at this Arklay facility.

During the last two years, we had made no real progress with our research and time passed by. But this had come to an end. We had recieved word that Alexia had died. The reason was the virus that Alexia herself created, the (T-Veronica virus). It seemed like the 12 year old Alexia was too young for such dangerous research.

I had heard rumours that Alexia had injected the T-veronica virus in herself but this I could not believe. She probably couldn't handle her father's death one year ago and made a simple error in her research.

Later, the research at the Antarctica facility was continued by Alexia's twin brother, but no one had expected anything from him. In the end, the Ashford family couldn't bring any results and would crumble down.

Like I had stated earlier, the Ashford family was a legend and will stay as a legend only.

With Alexia's death, Birkin had changed back to what he was before. Now there was no one who could surpass him, and all the researchers

had to acknowledge him. But it was still a taboo to talk about Alexia in front of him. Even when I tried to get a sample of the T-veronica virus, he had strongly objected.

I had to put aside finding out about the research that Alexia had done for now. I had come to realize Birkin had not changed at all, when everything around him had changed. But I had a much bigger problem on my hands.

Our facility was located in a very dense forest. I went out walking into the woods many times but because this facility was in the near center of the forest, we would never encounter any other humans. The only way to get here was by a helicopter. It was a needed precaution dealing with a bio-weapon. Since if by chance, the virus is leaked out, it would prevent the chances of spreading. But a bio-weapon isn't so simple. The virus can also affect non-human beings as well.

A virus isn't always limited to affecting only one kind of organism. For example, the Influenza virus not only affects humans, but birds, pigs, horses and even seals. In each of these species, not all who come in contact with the virus are affected. Seagulls and chickens are, but all other birds are not. Also, the same virus may have different effects on different species. The problem lies in how the T-virus can affect many different life forms.

During the time when Birkin made himself useless, I had done my own research on the T-virus. I had discovered that the T-virus can affect most life forms out there. Not only mammals but plants, bugs, and fish can also be affected. Everytime I walked in the woods, I always thought to myself, why did Spencer choose this place?

There are many different forms of life in these woods. What would happen if the virus were to leak out? If only an insect were infected, it is small in size and probably would not go through a big mutation. But insects could spread the virus at an incredible rate. If this were to happen, how far would the T-virus spread? If it were a plant that was infected, the plant itself could not move and would seem safe. But what about the seeds the plants give out?

It would be very dangerous for such a case to happen. Now that I think about it, it was a smart move for the Ashfords to locate their facility in Antarctica. But here it almost seems like someone wants the virus to spread. But that could not be possible. What is Spencer trying to make us do?

This issue was far too great and I could not discuss this with any other researcher. The only one who I could talk to was Birkin, but he probably wouldn't be interested. I need more information. I had started to realize my limits as a simple researcher. To find out what Spencer was truly thinking, I needed to get to a position where I could obtain more information.

For that I would throw away all my current positions. But I cannot do this quickly. I could not let Spencer notice my plans for if so, everything would be over.

I had continued to do research with Birkin so that no one would detect my intentions. During that time, that 'woman test subject' was forgotten. A "failure" that just lived on. Until that day, 5 years later.....

The 11th summer had come since we started working at this facility. I

was 28 at the time. Birkin had become a father to a 2 year old girl. The wife was also a researcher at the facility. It was natural that people who conducted research at the same facility fall in love and have children. But a normal person would not be able to continue research at this place. Everyone who is still here is crazy.

We had gone into phase three of our plan in the ten years. A programmed life, to be used as a soldier, a bio-weapon for combat. This bio-weapon was to be called the "Tyrant". But this project had a huge problem from the start. Finding a test subject for this Tyrant was easier said than done. There were very few who were qualified enough to become the Tyrant.

This was due to the nature of the T-virus. Any human could be used to make a zombie or a hunter but their intelligence would be lost in the process. A certain amount of intelligence was needed to create a Tyrant. Birkin had created a different way of creating the Tyrant to compensate for this problem. But only a very small amount of people could be used for this different way. In the simulation, only 1 out of 100000000 mutated into a Tyrant, the rest became zombies.

If our research continued, we could create a different kind of T-virus that was compatible with far more people. But for this to happen we needed another test subject. But even if we searched through all of America, we would only find ten or so people that were compatible. Other research facilities had encountered the same problem. We ran into a wall even before our research began.

But we had received word that the Europe facility had devised a plan to conquer this problem in phase 3. This was the Nemesis project. I had urged Birkin to get a sample of the project to further our own research. Although Birkin had strongly opposed, I convinced him otherwise. Until we found a compatible host our research would not proceed forward, and Birkin had to accept this.

We had received the package a few days later with a number of precautions written on it. The package brought to heliport was in a small box labeled "Nemesis Project". To gain this sample from the France facility required quite their effort, and credit for this accomplishment went to Spencer for backing us up. Birkin took no interest in the package till the end but had at least admitted to tests. The sample was new and was for test purposes.

A biological life form created by manipulating DNA. That was what the Nemesis was. The intelligence was the only thing enhanced and this lifeform alone, could not do anything. But once it finds a host, it becomes a parasite and would take over that host and would cause it to have incredible combat ability. The host for the weapon and the parasite would be made separately and later the intelligence of the parasite and the body of the host would be combined to create a bio-weapon. If this were to succeed it would overcome the problem of the intelligence and we could create a bio-weapon. But the problem was when the parasite takes over the host.

In the research files, the only information recorded was the death of each host once taken over by the parasite sample. Within 5 minutes of the parasite taking over, the host would die. But we were already aware of the danger that lied in the prototype. If we could prolong the time the host would survive, we would gain the credit to the "Nemesis project". That was my plan. The host would be that woman test subject.

Her incredible life rate could survive longer against the Nemesis

prototype. And even if it failed, nothing would change on our side.

But the test had created a result I had not expected. The Nemesis prototype that tried to enter her brain had disappeared. At first, we could not tell what had happened. We did not expect her to consume the Nemesis. That was the beginning. Something was happening inside that failed experiment. We had decided to start research on her from scratch.

In the past ten years, we had conducted every bit of research possible on her, but we had decided to throw all those files away. Within the 21 years that she lived, something was beginning to show. Only Birkin had begun to notice the change. Indeed, something had begun to change inside her.

But that was something totally different from the T-virus project. Something new and would bring a new idea to us.

The project which changed our destiny, the "G-virus project"

it had been 17 years since I first came to this place. Every time I come here, I remember the smell of the wind from that day. The buildings and the surroundings all looked the same as before. On the heliport, I could see Birkin. It has been a long time since I've seen him. Four years have passed since I left Arklay labs.

4 years ago, when Birkin's G-virus project was authorized, I requested to be transferred to the secret (intelligence) service. This was easily authorized. Most people saw it as a natural change, going from the research profession to another field. In reality, the research conducted on the G-virus was far above my level. Even if I wasn't out to discover what Spencer was truly thinking, I could feel my limits as a researcher had reached their peak.

Even as the wind blew, Birkin didn't take his eyes off of his research files. He came to Arklay quite often, even though he was not employed here anymore. Not too long ago, an underground lab under Racoon City was built. This was the place that Birkin's G-virus project would take shape. To be honest, I didn't think that Spencer would authorize "G". I thought this because "G" was considered far from being a weapon, and had too many unknowns about it.

"G" was slightly different from "T-virus" because the host would spontaneously react to the virus at a repetitive rate. It was very easy for a mutation to occur since the DNA would be open to a virus. But this is isolated to the virus itself and not the host's DNA. Even if the virus could cause some form of change, it would be rare for the host's DNA to become mutated. Enter an outside force such as radiation, and it would be a different story. But in the case of "G" it was different. Even without an outside force the "G" would keep mutating the host until death.

Something very similar in nature did exist within the T-virus though. When a bio-weapon is put in a specific area, the virus inside the host would cause some form of mutation. This has already been confirmed. But for this an outside force was always needed. But the "G" has no need for such an element. No one can predict the pattern of the mutations. And even if we could think of a way to stop the mutation, the virus would just improvise.

7 years ago Birkin discovered this in that woman. At first look the woman appeared to have no physical changes. But inside of her various mutations had occurred, each consuming every kind of virus we injected her with, and had continued to live on. Over a period of 21 years, it had mutated so much that it would even consume the Nemesis. The G-virus project was to take this mutation to highest point possible. But this could lead to the "Ultimate life form" or it could end in complete disaster

.....could this be called a weapon?

What was Spencer thinking when he authorized this project? Even when I moved to the secret intelligence service I could not find out anything about Spencer's train of thought during these 4 years. Spencer hasn't been to Arklay labs in a while now. Almost as if he is expecting something to happen there. Spencer was slowly drifting away from me, just as an oasis in a desert. But my chance will come soon enough. Thats if I can live until then.

The elevator took Birkin and I to the highest level in the lab. To that place where we first saw that woman. There, we met the new research leader, John. He had come from a Chicago lab and was an excellent researcher, but he was too normal to work in a place like this. He had started to question the motives of the research, and had repeatedly questioned the superiors.

This news reached my ears in the secret (intelligence) service. If information had been leaked out, he would be the first to go? This was the general opinion amongst the masses.

We both ignored John and started the clean-up of that woman. We had to kill her. When she had consumed Nemesis she started to regain some intelligence and exhibited some peculiar behaviors. The behavior would worsen. She would ripped off another womans face and would wear it herself. According to the records she showed the same behaviors when she was first injected with the original virus. Recently three researchers had been killed as a result of her behavior, and this is what prompted her immediate termination. Because the "G project" was progressing so well, we had no use for her.

Her death was confirmed over the course of 3 days, and her "dead body" was carried somewhere by the president. After all was said and done, no one knew who she was or why she was here. But this was also true of any of the other test subjects. If she had not been here the G-project would not have existed. Both Birkin and I would had be in completely different situations. I had this on my mind as I left the Arklay labs.

How far was Spencer planning on taking this?
(the "incident" would happen 3 years later)

14.

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Resident Evil 2. Well what can i say about it, its quiet an old game now, 5 years to be exact, but still this game just goes on and on and on. This is the only Resident Evil game to be ported to 5 different systems, with the latest being the GC version of the same game. Well here is how i review the game.

Graphics : 8/10

This game had amazing graphics for the time it was originally made, even today whenever a new version is released we see that they make improvements in the graphics somehow the best graphical version so far is the PC version, nice character models, and awesome animated backgrounds make the graphics of this game a winner for all time, no matter how old this game may be, the pre rendered graphics give more fun then any other game can. The FMV's of this game were awesome too for their release time, lotsa action and gore in them, a job well done.

Sound : 8/10

This game was a certain improvement in the field of sounds over the first Resi evil. The weapon and footsteps and the doors sounds are all nice and realistic, the voice acting of this game has been majorly improved from the original RE. Still this game has some moments of cooky dialogues and some times apparent over acting. But still that wont stop anyone from critisizing the sounds.

Gameplay : 8/10

Nice gameplay, a large improvement over the first one, this game had alot more to do then the original RE had to offer, larget enviroments and more interactive scenario's insure that this game does not lack in the gameplay department, lots of kills and a high gore factor still make this one of the funnest games to play, plus the bonus mini games are also excellent and make a harder challenge, the actual game is also quiet big as there are 4 different scenarios, this will take you some time to finish.

Control : 8/10

Well what can i say about the controls, each system has its own control system, nice handling and the character reacts at the press of a button, no lagging or slowing down in the control parts of the game, all is well.

Overall : 8/10

An overall excellent game in my opinion, one of the best RE games to grace the survival horror world, fans of the series and new comers will enjoy this game alltogether. A must buy.

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QUOTEABLE QUOTES

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This is just a small section i did to review all those memorable voice acting quotes from this game, this is one thing the RE games are known for , their voice acting.

1. " Why doesnt anyone ever listen to me " -- Leon
One of my all time fav's in this game, leon poor leon, no one even listens to him the reason you ask ? cause he looks like a damn stupid fellow by the face.
2. " Its sheer perfection, my G virus, no one will take you away from me " --
This dialogue is hillarious if you think about it, just 20 seconds after william says this dialogue, he gets shot and the whole damn case is taken from him.
3. "Whats the matter. (laughs) dont you trust me ? -- claire
Damn it stupid, how the hell would anyone trust you after that.
4. "Presistant arent we " -- Leon
Just excellent, the way he says it is nice too.
5. "That was nice work back their sherry " -- Leon
BIG MISTAKE, SHERRY IS NEVER GONNA DO ANYTHING NICE !!!
6. "im just a girl who fell in love with you " -- Ada
How touching !! . and then she dies ! :p
7. "YOU ! you murdered my husband " -- Annette
And 10 seconds later william slashes her down
8. " Who are you !! what are you doing here !!" -- kendo
DIE FAT KENDO DIEE !!
9. " Just Gooooo " -- Marvin
Another one bites the dust.
10. " But if i have to go, im going to take you with me !! " -- irons
what the ,,, !?

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16.

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LEGAL STUFF.. IMPORTANT !!!

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THE ALLOWED - UNALLOWED LIST

First off before i say anything about the Legal issues let me make one thing clear, on the whole face of the internet there are only 2 sites which have the permission to edit this walkthrough and change it and do whatever they want with it, except of course call it their own :) And those two sites are the following.

1 : www.planetdreamcast.com/residentevil
2 : www.rebiohazard.com

This guide was made only for the purpose of helping other people, and i dont intend to use it for profit, and i would really really appreciate it if no one else does it too. This guide is as free as everyone of us is. Use it nicely. The following sites have are the special sites who this guide belongs too in full right... ((PS ... this doesnt mean that other sites cant use the guide, any site which i want this guide to go to and any site which tells me before using it shall be allowed)))

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CONTACT

If you want to contact me just mail to this address
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I will reply only to those mails which have something important for me , or which will ask me some decent questions. No funny stuff.. that is my family e mail add for gods sake.

the address again is :- returnofthemaniac@Hotmail.com

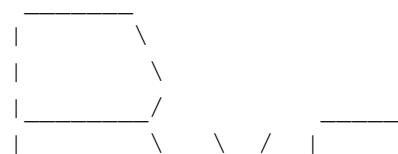
CREDITS

- . God for making us all
- . My friend Kad keeping me out of boredome whenever you are online.
- . MI Trooper for making the spencer mansion, which caused me to fall more in love with RE
- . CjayC for making GameFaqs
- . Resident Evil for being the best damn game alive
- . My hands for typing so fast
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- . People who are protesting against the war. WE DONT LIKE WAR.
- . Final fantasy 8 and MGS for keeping me alive through the school days. NO MORE SCHOOL.
- . Any site who will use this guide by taking my permission.
- . NO CREDIT AT ALL TO THOSE USING THIS FOR PROFIT OR TAKING IT WITHOUT MY PERMISSION.
- . Capcom for making this brilliant game.
- . Sherry for being so damn stupid.
- . Steve , cause im alot like him, annoying, teen, hard ass.

Peace Love and Friendship for all.

CHRIS REDFIELD AND STEVE-00 ARE THE BEST RE PLAYERS IN THE SERIES
 CLAIRE ROCKS
 WESKER SUPER ROCKS
 LEON SUCKS :D
 JILL's HOT :D
 SQUALL & SEIFER ROCK :P
 SOLID SNAKE IS GOD :D
 THE ROCKS NEW ATTITUDE IS AWESOME

BROCK LESNAR IS THE BEST....
 SEE YA ALL IN MY NEXT PROJECT... whenever that maybe.



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