

Resident Evil 3: Nemesis Kill-All Nemesis Walkthrough

by minesweeper

Updated to v3.4 on Nov 26, 2001

This walkthrough was originally written for Resident Evil 3: Nemesis on the PSX, but the walkthrough is still applicable to the PC version of the game.

"This document Copyright 2000 Nathan Norris"

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Resident Evil 3: NEMESIS - Kill-All Nemesis Walkthrough 3.4
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Last Updated: 11/26/01

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1: Revision History

Version 1.0 10/29/00 - First Edition (BTW, I now have a PLAYSTATION 2!
On launch day (10/26/00)!)

Version 1.1 10/31/00 - Fixed some typos, and added some puzzle solutions I accidentally left out.

Version 2.0 11/14/00 - Edited some poorly written paragraphs, fixed more typos, added headings to the General Strategies section, added more monster scenarios, added other random item arrangements I was previously unaware of, and added SPEED INDICATORS and SPEEDY ALTERNATIVES. Also divided the Walkthrough into segments. And I added the ASCII art!

Version 2.1 11/22/00 - Not much today. Reformatted the General Strategies section so it is easier to read, fixed more typos, was going to add a weapons section but didn't think it was necessary.

Version 2.2 12/6/00 - Another small update. There was some confusion over my directions about ROOM 401 and ROOM 402, so I rewrote my strategies for those rooms and added an ASCII map for extra help.

Version 2.3 7/22/01 - Re-did the title header ASCII art and the art for headers dividing the walkthrough into parts. Also have added a new e-mail policy and a new copyright which will be standard on all guides I make from now on.

Version 3.3 8/9/01 - By the request of Vincent Merken himself, I have redone my walkthrough so that he is credited for the pieces of information I "borrowed" from his walkthrough. In addition to that, I have also redone this guide so that it is not focused on getting through this game with an A, but instead focuses on killing Nemesis EVERY time he appears in the game.

Version 3.4 11/26/01 - This is a small copyright revision saying psxcodes.com may now use my guides for PSX and PS2.

2: Introduction

We all have trouble with Nemesis, who has been sent by Umbrella to BEAT Jill DOWN. We also can never seem to get hold of many of Nemesis's special items, as he is so heckuva tough. What I have done for all of you is put together a walkthrough focused TOTALLY on killing Nemesis everytime he appears. It does not focus on speed or rank at all. All we will care about in this walkthrough is proving to Nemesis that WE are the toughest. Be warned that even though we are not going for a high rank or anything, this path is recommended for EXPERTS ONLY. You will be getting in Nemesis's face a lot more than you normally would, so we don't want any beginners getting their butts kicked all over Raccoon City. It takes a lot of practice to

master fighting Umbrella's toughest soldier, so expect to die many, many times before you adjust your combat strategies to fighting him. Don't worry, eventually you will get so good you will BEAT *him* DOWN instead of the other way around.

3: General Nemesis-Fighting Strategies

THE NEMESIS'S FORMS AND ATTACKS

Type 1 - This is the type that is encountered the most often in the game. He is just a big guy in a black trenchcoat with a serious dental problem. His fav attack is to grab you by the throat, then throw you to the ground. As you struggle to get up by mashing the buttons, he casually strides over. If you can't get up fast enough, he hikes you off the ground. He chokes you again, but this time he extends his tentacle from his right arm in order to give you what I call the tentacle treatment. What happens is he shoves the tentacle down your throat. It will kill you instantly. What you must do is resist by pounding the buttons or the control pad to make him let you go. If you do manage to resist enough, you will land on your feet and the Nemesis will growl in frustration. This will give you valuable time to shoot off a few more shots before he continues the attack.

His second attack is the left-handed punch. He often uses it when you try to run away from him. To evade it during a pursuit, run in a zig-zag pattern. On occasion he also uses his right-handed punch. He typically reserves it for when you dodge a choke throw, so don't worry much about it when using the strategy below.

The easiest way to kill him is to find a wide open area or a long hallway, equip the HANDGUN or something fast-firing, then shoot off one or two rounds as he approaches you. When he gets too close (like about 4 feet away) run TOWARDS him, not away. Dodge past on his right, where his brown tissue is exposed. Stop at medium distance from him because if you don't, he will start running which will mess you up bad. Fire a few more rounds then dodge past again. After depleting about half of his health, Nemesis will fall to the ground. Stand next to him and shoot him while he is down and as he is getting up for free damage. Watch out when he recovers, as he will start running on the spot. Repeat the hit-and-run move until dead. On occasion, he also starts running without any provoking. Before raising your weapon after a sucessful pass, take a split-second to check and make sure he's not running after you. Nemesis only needs five or six punches to kill you even if you are in FINE.

Type 1 with ROCKET LAUNCHER - This type is the same as type 1 except for the fact that he is armed with a big bazooka with five rockets for ammo. This form has one new attack, the rocket shot. It takes Nemesis a while to get ready to fire. First he has to growl to indicate he is getting his bazooka ready, then there is the "chuchuck" of him pumping another rocket in, then he has to take aim. Three hits from this attack will kill you if you are in FINE. One good thing is that when he has his launcher, he is not allowed to choke-slam you or use the tentacle treatment, but he can still punch. He is also further weakened because the heavy weight of the launcher will not allow him to punch as quickly as usual.

There is an easy way to evade the rockets. When you hear the growl that means Nemesis has equipped the launcher, STOP. Turn 90 degrees to the left

or right. When you hear the rocket being fired, then run forward a few steps and the rocket will harmlessly pass behind Jill. Walk backwards a few steps, wait for the sound of the second rocket being fired, then step forward again. You can repeat this trick over and over until he runs out of ammo. Another way to defend against rockets is to hit Nemesis with a powerful weapon, like the MAGNUM, right before he fires so it throws off his aim. The rocket will harmlessly hit a wall or something else. I DO NOT recommend using this tactic frequently as it is risky.

It may sound insane, but the easiest way to kill him is to get in his face with a fast firing weapon and pound on him like crazy while trying to dodge punches, as you should be able to bear the blows. This is much more efficient than trading shots from a distance. When he runs out of ammo after five shots, he tries to shoot it again. But when he realizes it's empty, he breaks his rocket launcher in half in frustration and then growls, giving you time to pound on him. Be sure to keep track of how many shots he has left so you know when to stop and take advantage of this moment. When he gets rid of the bazooka, he reverts back to the regular Type 1.

Type 1.5 - This is a slightly different form of Type 1. You will only encounter him in this state if you chose to use the emergency brake on the trolley. Nemesis has all his regular Type 1 attacks, plus a tentacle whip. It strikes quickly but leaves Nemesis open to more attacks while he is withdrawing the tentacle. On this type of Nemesis, treat him like he was Type 1, only keep more distance.

Type 2 - You get to fight this type only twice, once as Carlos and again as Jill. Nemesis's coat has burned off, revealing a mess of tentacles. He uses these to deadly effect as he attacks you. He will perform all kinds of attacks with his tentacles: whipping, grab and throw, foot trip, etc. One benefit is that he loses the ability to execute the tentacle treatment, which is a great thing. Like Type 1, his right side is the weak side.

Treat him like Type 1, only keep more distance when using the hit-and-run strategy. You'll be real sorry if you get tangled in that mess of ropes.

Type 2.5 - This version is like Type 2, only horribly weakened from all the damage you have inflicted on him throughout the game. All he can do is drag himself after you. He has all the same attacks as Type 2. Very easy to beat with a powerful gun. Simply take distance and pound him relentlessly. When he gets too close, simply run further away and continue the assault. As he is so sluggish in this form, he won't stand a chance against you if you have something like the MAGNUM. He does gain a long reach tentacle attack if you catch him in an acid bath (read below), but it does not cause severe damage.

There is also another way to beat him that requires less ammo. It is more risky though. See the valves lining the walls? If you hit one of them with a round, the valve will open and spill out acid. If Nemesis gets caught under an acid shower, it causes severe damage, so much that it even burns off a body part. The second one (counting the first in the cutscene) will burn off his right arm, the third his head, and the fourth one will kill him. Unfortunately, the Nemesis is too smart to just walk into an acid shower, he will simply walk backwards until the acid stops flowing, then

continue attacking. Occasionally you may get lucky and the Nemesis will get confused and run under a acid spout, but a better way to do it is to shoot him until he slumps momentarily near a valve, then hitting the valve with a weapon to cause acid to cover him. Be careful not to accidentally hit Nemesis, because that will cause him to recover from the slump and avoid the acid.

Type 3 - This is the final form you fight. He is one nasty-looking monster.

He retains the tentacle whip, plus gets a giant acid spray and a smaller, more powerful acid spit. If you can, don't take him head on or you'll be horribly weakened by his accurate and powerful spits.

All of your weapons (even the ROCKET LAUNCHER!) will have little effect on him, though they will speed along the second part of the battle. Instead what you must do is find another way to kill him. Shove in all three batteries around the room in order, and then the giant Rail Gun will begin charging. The first blast will blow a hole in the huge piece of machinery in the middle of the room, transforming the U-shaped arena into a square shape. Now, just lure the Nemesis into the path of the cannon and let it do the rest. After 1-3 shots (depending upon how much damage you inflicted yourself) the cannon will destroy Nemesis. You will know when it happens, as a special cutscene will show the Nemesis getting blown up.

WEAPONS

Good Weapons to Use on Nemesis

HANDGUN - You may think I am insane for saying the HANDGUN is good, but I'm not lying. It fires quickly, allowing you to put more rounds into Nemesis before he gets too close.

STI EAGLE - This is probably another pick you think is crazy. This pistol shoots so fast it could almost be a machine gun! You can go from putting 1-3 rounds into Nemesis per pass to 4-6! There is also the added bonus that the gun occasionally fires a MAGNUM-powered bullet.

WESTERN CUSTOM - This is one of the coolest guns from the whole series, mostly because of that one-handed reload Jill does. It fires more quickly than the regular SHOTGUN, almost as fast as the HANDGUN! It can be used to good effect because of this.

M4A1 ASSAULT RIFLE (manual mode) - Set this to Manual mode so you won't be tempted to go full auto and get into a war of attrition with Nemesis. It's funny to hear him go "uuhuuuuuh" though.

MAGNUM - The ol' MAGNUM of course had to make it to this list, as it fires quickly and causes a lot of damage.

GRENADE LAUNCHER - This of course had to make it as well for its ability to use a lot of types of ammo, and its ability to slow Nemesis down while causing damage by using FREEZE ROUNDS.

ROCKET LAUNCHER - As it causes enough damage to destroy a helicopter (Nicholai's in this case), it should also do well against Nemesis. Two hits from it will kill him in any form but Type 3. Unfortunately, Type 3 is the only form you will be able to use it on without cheating. However, it will

weaken him a lot so he gets destroyed by the Rail Gun with a lot less fuss.

Bad Weapons to Use on Nemesis

SHOTGUN - Never, ever use this on Nemesis because it fires way too slow. Not to mention Jill is too stupid to pump the gun while she's running away, giving Nemesis all the time in the world to get to you. The SHOTGUN would be much better used on blowing zombie heads to pieces.

MINE-THROWER - It causes a lot of damage, but it can do more harm than good.

This is the only weapon so far in a RE game that can harm the player. The blast causes about as much damage as a zombie bite, but when it's combined with Nemesis's deadly attacks, it adds up a lot. As the dart doesn't blow up on contact and is delayed, Nemesis may be able to reach you before it goes off. Real stupid to shoot Nemesis with it and then both of you get caught in the blast.

M4A1 ASSAULT RIFLE (auto) - Don't try full auto or you will be tempted to stand your ground when fighting the Nemesis, which is a very dum thing to do, believe me.

HEALTH AND HEALTH ITEMS

Keep your health as high as possible when fighting Nemesis, or it will be harder to stay on the move when fighting him. This also gives him a greater chance of giving you the tentacle treatment, which will often end many a battle prematurely. If you are in Caution or worse, he will be able to easily use it unless you are a mad button masher. As we are after Nemesis's items and not a good ranking, feel free to use FIRST AID SPRAYS.

PERSPECTIVE

Whenever I say left or right, I mean it from Jill's perspective.

SAVING

Feel free to save as often as you like as we are not concerned with rank. On my first Nemesis Items quest I had to save 5 times.

4: Walkthrough

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This walkthrough is aimed at HARD MODE, as only in HARD MODE Nemesis will drop his items for us to take. Plus, EASY MODE is for wimps!

NOTE: ALL ROOMS MARKED WITH A "***" HAVE IMPORTANT INFORMATION IN THEM PROVIDED BY VINCENT MERKEN. THE GENERAL PATH THIS WALKTHROUGH FOLLOWS IS

ALSO PROVIDED BY VINCENT MERKEN. THIS WILL BE REPEATED AT THE END OF THE WALKTHROUGH.

ALLEY BEHIND APARTMENT BUILDING

We see some shots of the alley with the delivery entrance before Jill comes blasting out the door. You are now in control. Run straight ahead and let the zombie bite you. Shove him off and climb over the dumpster and drop down into the alley beyond.

Enjoy the un-skippable cutscene. Jill's surrounded by zombies. She backs up into a door and then breaks it open. She runs down the alley away from her pursuers. We now hear Jill typing on a typewriter: "September 28, daylight (shift). The monsters have overtaken the city (shift). Somehow...(shift) I'm still alive...(shift) When she FINALLY shuts up a new scene starts.

WAREHOUSE

A fat man that Jill has found refuses to come with Jill saying he'd rather starve to death than get eaten. The big baby then locks himself up in his room and refuses to come out for dinner. Turn around and take the HANDGUN BULLETS from the box with the green light. Then use GAME MANUAL A (triangle), and use GAME MANUAL B (triangle). Take the FIRST AID SPRAY off the crates next to the forklift. Go to the WAREHOUSE OFFICE.

WAREHOUSE OFFICE

Take the WAREHOUSE KEY, then take the two GUN POWDER A's in the locker and combine them to make an AA MIXTURE. Use the reloading tool to make HANDGUN BULLETS. Take the INK RIBBONS next to the typewriter. From now on, pick up INK RIBBONS as you see fit. Dump the RELOADING TOOL, the FIRST AID SPRAY, and the INK RIBBONS in the CHEST. Leave the room.

WAREHOUSE

Use the WAREHOUSE KEY on the door under the green light and discard it. Leave.

ALLEY NEXT TO WAREHOUSE

Go out the door at the other end of the alley.

MAIN STREET

Turn to Jill's left and leave through the door that appears in the next camera angle.

Y JUNCTION**

Go up the stairs and walk to the door that Brad and several zombies will come bursting out of. It will either open automatically or you'll have to check it to make it open. When the door does open, run back to MAIN STREET.

MAIN STREET**

Do a 180 and reenter the Y JUNCTION.

Y JUNCTION**

This spot is tricky, but gets easier with practice. The zombies will still be here, but they won't be running all over the place, making it much easier to dodge/kill them. If you can, try to slip past the two zombies walking out of the open door. If it's not possible, kill them. Now go down the stairs and into the basement. Kill the one zombie here and take the SHOTGUN and LIGHTER OIL. Go outside and extract your revenge by blowing off heads if you wish. Enter the alley across from the basement door and take both GREEN HERBS. Leave out the door at the far end of this alley.

STREET IN FRONT OF BAR JACK

Fake right, then left to avoid the first zombie. The zombie near the bar's door can easily be avoided by running past on the left. The zombie hanging out on the stoop is no trouble at all cuz he always gets stuck on the railing. The zombie pair eating the man who screamed earlier can only bite you after they are fully standing up, so you can just push right past them. Leave out the door at the far end of the street.

ALLEY BEHIND BAR JACK

Go down the stairs and you will see Brad shoot a zombie and then run into the BAR JACK. Watch out for the zombies in front of Brad's escape route. They almost always start running the minute they sense you. After luring the zombie pair away from the back door, run inside.

BAR JACK

You see Brad being attacked by a zombie. Since everyone hates him, let's let him fend for himself. Take the HANDGUN BULLETS at the register behind the counter. Next let Brad kill the zombie. After he kills the zombie, he relays some information about an oncoming threat: "It's coming for us! We're both gonna die!" Heeheehee, maybe you, but not us :) After he leaves, take the LIGHTER near the phone booths, then combine the LIGHTER with the LIGHTER OIL. Go back out the door you used to enter.

ALLEY BEHIND BAR JACK**

The zombies have moved to easily avoidable positions. Run up the stairs and turn right. You will come to a crossroads. Take the alley that is bathed in orange light. A zombie is here. Run past him on what side he's not looking at. Leave out this next door.

BARRICADE ALLEY

Run down the alley and go to the gate near the zombie barricade. Use the LIGHTER on the ropes. At some point during this process, the zombies will break down the barricade and attack. Run back down the alley past the oil drum. Stand next to the single pallet leaning on the right wall and hold R2 to aim at the drum. When the zombie in front is about to walk past the paint cans on the left, fire and the explosion will kill the whole pack. Run to the other end of the alley and kill the remaining the two zombies. Take the RED HERBS and then use the LIGHTER on the gate if you haven't already. Leave.

GARBAGE COLLECTION ALLEY

A dog is sleeping on the ground near the door to the ALLEY SAVE ROOM. After you get near the fire, another dog will jump from it. Avoid both

dogs and get into the save room.

ALLEY SAVE ROOM

Take the GUN POWDER A and the GUN POWDER B. Take the RELOADING TOOL you left in the CHEST and use it to make HANDGUN BULLETS and SHOTGUN SHELLS. Organize your inventory:

HANDGUN, HANDGUN BULLETS
AT LEAST TWO FULL HEALING ITEMS

If you are a rookie at fighting Nemesis, then save here. You can use the Nemesis fight coming up to gain experience in defeating with him. If you die, just load your file and do it again. Even if you win, load the game again and continue to practice fights until you feel confident. That is how I got as good as I did at beating Nemesis. Leave.

GARBAGE COLLECTION ALLEY

Both the dogs are sleeping, so you can easily escape before they even stand up.

STREET IN FRONT OF POLICE STATION

Run down the street and past the broken fire hydrant. Enter the big gates beyond it.

RPD FRONT COURTYARD

Brad stumbles through the gate after Jill. "Juh, Jill! We gotta..." Whatever else he was going to say is suddenly cut off by the arrival of everyone's favorite Umbrella bioweapon, Nemesis! He kills Brad with the tentacle treatment then turns toward you. Wait until the screen's selector turns red before making your LIVE SELECTION.

LIVE SELECTION: FIGHT WITH THE MONSTER

NEMESIS FIGHT 1
Difficulty - Hard

If you waited till the selector turned red, then Jill will roll out of the way of Nemesis's first punch automatically. This will give you some time to pop off a few rounds. Watch out for when Nemesis manages to recover from the surprise, as he'll come barreling after you. For the rest of the battle, stay near the "lower" end of the courtyard (from the camera's view) The camera angle won't change much, and as such you won't be as likely to get confused when the camera suddenly changes position. Use the hit-and-run strategy and take the EAGLE PARTS A after you kill Nemesis.

Enter the police station now.

1F MAIN HALL

Take the 3 GREEN HERBS next to the entrance, then take the HANDGUN BULLETS at the reception desk and leave out the only other door with no barricade. Do NOT use or combine the GREEN HERBS until I tell you, or unless your health status is seriously messed up.

PATROL SQUADROOM**

The zombies in this room will be set up in one of two ways: all the zombies will be packed into the cubicle at the other end of the room, or they will be spread out throughout the office. If they are in the cubicle, then just leave out the door at the other end of the room. You *might* find a box of SHOTGUN SHELLS in there, but its not worth the trouble. If the zombies are spread out, then kill all the zombies on the right side of the desks and leave out the only other door.

EVIDENCE ROOM**

Take the BLUE GEM from the blinking drawer, then go to the other blinking drawer around the corner and enter these passcodes one at a time until one of them unlocks it: 0131, 4011, 0513, 4312. Even if you have to enter all of them, this is much faster than finding a STARS CARD and using it on the computer to find the correct passcode. After the drawer opens, take the EMBLEM KEY and leave out the door you didn't use to get in. Also there is a locked drawer in here, on the opposite side of the cabinets as the EMBLEM KEY. We'll unlock it a bit later when we get the LOCKPICK.

WEST STAIRWELL**

Fake right, then left to pass the female zombie. Run between the two male zombies near the stairs and go up them. Try not to get stuck at the railing.

STATUE CORRIDOR**

There are two possible scenarios here, one fat zombie is at the landing and a group of regular zombies are near the statue, or vice versa. If the group is at the landing, then they will be difficult to slip through without being hurt because of the terrible camera work. The fat zombie near the statue won't pose any threat as long as you don't let him surprise you around the corner. If the fat zombie is at the landing, you can easily run around him. Plus, the group of zombies further down seem to get stuck on the statue and walls, making it much easier to pass through unharmed.

S.T.A.R.S. CORRIDOR

Use and discard the EMBLEM KEY on the first door you see. Before going into the office, walk to the end of the hall and see if there are two RED HERBS back there. Use them with your GREEN HERBS to make RED-GREEN MIXTURES. If they are not there, then don't sweat it. Just combine all the GREEN HERBS to make one LARGE GREEN MIXTURE. Enter the office now.

S.T.A.R.S. OFFICE

There's quite a bit of stuff here to pick up. Take the HANDGUN BULLETS off Barry's desk, the LOCKPICK off of Jill's desk, the GRENADE LAUNCHER or the MAGNUM out of the cabinet next to the "communications device", and the FIRST AID SPRAY out of the first aid bag next to Rebecca's desk if you didn't get the RED HERBS in the hall outside. Try to leave and listen to the radio message if you want to. Now leave.

S.T.A.R.S. CORRIDOR

Go back the way you came since the door around the corner is boarded

up.

STATUE CORRIDOR

Navigate the zombies and go back down the stairs. Don't worry, you'll find out what that crash was in a minute.

WEST STAIRWELL

Turn right and walk backwards past the window. Nemesis will then crash thru it and scare you so bad you'll have nightmares for weeks.

NEMESIS FIGHT 2

Difficulty - Medium

After recovering from the initial shock, poke Nemesis full of holes with the HANDGUN while he is rising from his crouch. Now get in his face and start pounding him with bullets. When he walks backwards, get ready to dodge, because that's the signal he's about to ready his bazooka. Run around the corner of this hall to keep him from using up a rocket. You want him to have his bazooka as long as possible so he won't be able to choke-slam you. Remember to count the rockets so you'll know when he will run out of ammo and will give you all the time in the world to shoot him.

After you win, take the EAGLE PARTS B and combine them with the EAGLE PARTS A to get the STI EAGLE! The HANDGUN has now become obsolete. Enter the door under the staircase.

PHOTOGRAPHY LAB

Take the GUN POWDER A from the small cabinet in the corner, then take the RELOADING TOOL from the CHEST and make HANDGUN BULLETS.

Organize your inventory:

STI EAGLE, HANDGUN BULLETS

LOCKPICK, HEALING ITEM

Leave.

EVIDENCE ROOM

Use your shiny, new LOCKPICK on one of the cabinets near where the BLUE GEM was to get a vial of GUN POWDER B. Go thru the door you did not use to enter this room

WEST SIDE OFFICE

Run down the left side of the desks and leave out the door at the other end of the room.

1F MAIN HALL

Go out the front doors.

RPD FRONT COURTYARD

Leave out the front gates.

STREET IN FRONT OF POLICE STATION

Run to the far end of the street and use the LOCKPICK on the rusted door to the left.

DEAD MERC ALLEY

Search the dead merc for HANDGUN BULLETS and a document. Tap triangle to avoid reading the document. Go out the door at the other end of the alley.

FIRE HOSE ALLEY

Turn left and run down the alley to find two BLUE HERBS and maybe three GREEN HERBS. Take the GREEN HERBS first if they are there, then leave out the gate. You don't really need the BLUE HERBS as you won't encounter any poison enemies for quite a while.

BUS WRECK

Run straight ahead and pass the first dog, then pass the second dog standing between the bus wreck and the single wrecked car. Then, a third dog will appear from behind the bus when you're about to pass it completely. Make a break for the door to the PARKING GARAGE to avoid it.

PARKING GARAGE

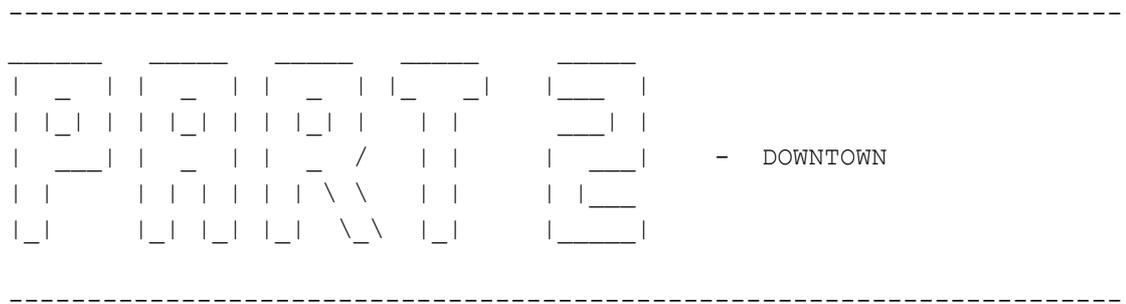
Gun down the dogs and take the POWER CABLE from the minivan. Leave out the door at the other end of this "corridor."

PARKING GARAGE OFFICE

Take the HANDGUN BULLETS off the desk to Jill's immediate left, then go to the CHEST and set up your inventory so it's like this:

STI EAGLE, HANDGUN BULLETS
RELOADING TOOL, LOCKPICK
BLUE GEM, AT LEAST ONE HEALING ITEM

Now let's see what's behind door number 2!



STREET NEXT TO CONSTRUCTION SITE

There are three dogs here, but only one is any threat. Run between the first two dogs, then dodge and run past the third one that emerges from the alley. Enjoy the doggy parade as you run for the exit.

CONSTRUCTION SITE

Run straight ahead to trigger the appearance of a new monster, the Drain Denimos. Run past the DD on either side and escape out the door with caution stripes.

STREET WITH RESTAURANT

Turn right and follow Carlos into the RESTAURANT. Use the GREEN HERBS near the fountain to update your health to FINE. Don't take anymore GREEN HERBS when you are restored completely.

RESTAURANT

First, check the tables to the right for 2 GUN POWDER A'S. If they are there, combine them to make an AA MIXTURE, then combine with the RELOADING TOOL to make HANDGUN BULLETS. If not, they'll appear later at the PRESS BUILDING OFFICE. Now go unlock the cabinet at the rear of the kitchen with the LOCKPICK to get the FIREHOOK. Use the FIREHOOK on the hatch blocking the basement. A mysterious man will appear, who's name is Carlos, but before you can get a conversation going, Nemesis crashes the party.

LIVE SELECTION: DO NOTHING

NEMESIS FIGHT 3

Difficulty - Super Easy

Run to avoid the initial attack, then get near Carlos and start shooting. As he is at your back in this battle, this fight will be cake. Nemesis will stand no chance whatsoever. While one distracts him, the other can turn him into a block of Swiss cheese. Just don't let Carlos die, or it's GAME OVER.

After the embarassingly easy fight, take the FIRST AID BOX. Leave out the back door.

SHOPPING DISTRICT

Hear Carlos's ranting about Umbrella, then go down the stairs. Turn right at the curve and enter the door you see on the right.

SHOPPING DISTRICT STORAGE ROOM

Take the RUSTED CRANK on the tool box and the SHOTGUN SHELLS off the shelf. Set up your inventory like this:

SHOTGUN, SHOTGUN SHELLS
RELOADING TOOL, BLUE GEM
RUSTED CRANK

Now go back out.

SHOPPING DISTRICT

Zombies have filled up the alley. Turn right and kill the zombie there. Then go to the door he was protecting.

STREET WITH FIRE TRUCK

Enjoy the silence now, because it won't last long.

PRESS BUILDING

Take the FIRST AID SPRAY. Push the stepladder under the switchboard and activate it. Then press the button next to the fireproof shutter to raise it. Go up the stairs to the blue door at the top.

PRESS BUILDING OFFICE

Dispose of the fat zombie in the corridor and the skinny zombie in the cubicle. Take the GREEN GEM and the 2 GUN POWDER A's if you didn't find them at the RESTAURANT. Immediately combine them to make an AA MIXTURE. Use it with the RELOADING TOOL to make HANDGUN BULLETS. Leave.

PRESS BUILDING

Run down the stairs and leave out the front door.

STREET WITH FIRE TRUCK

Run down the street to the city hall gates. Use the BLUE GEM and the GREEN GEM to unlock the gates. Enter it.

CITY HALL COURTYARD

Run down the path and take the door at the end of the left fork.

ALLEY BEHIND CITY HALL

Splatter the zombie brains all over the alley, then enter the gate at the other end.

"LONSDALE YARD"

Follow the path and take the 2 GREEN HERBS sitting near the trash can. Leave.

CABLE CAR YARD**

Shoot the barrel when zombies or dogs get near it. Take the SHOTGUN SHELLS off the corpse against the wall. Climb over the construction barricade. If you killed dogs, another one will emerge from the fire. Shoot it down. If you killed zombies, press R2 when the camera changes after passing the barricade. Jill will aim at a barrel you can't see. Fire, and you'll kill another zombie mob sitting near a barrel. Enter the cable car through the rear door.

REAR OF CABLE CAR

Talk to Nicholai and Mikhial, then enter the front portion of the cable car.

FRONT OF CABLE CAR

Nicholai outlays his brilliant plan to escape the city. Then Carlos will give you a backpack that will allow you to have two more extra item slots. Take the WRENCH off the seats, then unlock and exit thru the front door.

CABLE CAR YARD

Climb over the barricade and enter the door beyond it.

"LONSDALE YARD"

Run back down the path to the other gate.

ALLEY BEHIND CITY HALL

A zombie will jump out of the wrecked car. If you look inside, you can score a GUN POWDER B. DON'T do anything with it until I tell you. Run to the exit at the other end of the alley.

CITY HALL COURTYARD

Go through the iron gate down the left path from Jill's perspective.

OUTSIDE GAS STATION

You may find 2 RED HERBS next to the pumps here. If that happens, use the GREEN HERBS you found earlier with them to make RED-GREEN HERB MIXTURES. If they aren't there they'll be at the POWER PLANT ALLEY. Anyway, use the RUSTED CRANK on the hole next to the shutter. When it breaks use the WRENCH to fix the problem with the shutter. Enter the GAS STATION.

GAS STATION

There's another random chance of items that appear here. You could find on the table 3 GUN POWDER A's or nothing at all. If they aren't there, the powder is at the SALES OFFICE VAULT. Use two GUN POWDER A's to make an AA MIXTURE. Mix it with the GUN POWDER B to make an AAB MIXTURE, then use it to make SHOTGUN SHELLS. Walk past the table. Carlos will come in. After you walk past the counter, Carlos hears zombies outside, then says he'll go out and play here. I love Jill's "What are you doing?! CARLOS!!!"

Take the FIRST AID SPRAY if you have at least three item slots. Go the cabinet near the register and play the little puzzle. What you must do is press the buttons so that the only lighted square is the one above the lighted letter. You should be able to figure it out on your own, even if you just randomly press buttons. Take the MACHINE OIL and try to walk past the counter. A live wire will ignite the gasoline in the garage. How exactly that wire turns itself on I do not know. Leave out the door.

OUTSIDE GAS STATION

Jill sees Carlos outside and decides to start a conversation. Really great place to chat, in front of a gas station that could blow up at any moment. Run around the wrecked cars towards the exit and then the gas station will blow up. After a second conversation, leave out the gate.

CITY HALL COURTYARD

Kill all the zombies hiding behind the low-res door when you try to go back to the STREET WITH FIRE TRUCK. Ignore the GREEN HERBS if they are there, as your inventory is probably almost full by now. Go to the statue and press the button on it to get the BRONZE BOOK. Leave out the main gates.

STREET WITH FIRE TRUCK

Just skip across the street back into the SHOPPING DISTRICT.

SHOPPING DISTRICT

Most likely you've got a lot of extra stuff weighing you down, so go into the save room.

SHOPPING DISTRICT STOREROOM

Dump all your extra gear and set up your inventory in this way:

STI EAGLE, HANDGUN BULLETS
SHOTGUN, SHOTGUN SHELLS
BRONZE BOOK, RELOADING TOOL

Leave.

SHOPPING DISTRICT

A new group of zombies has appeared in this room. Turn left, then turn right at the fork. Feel free to splatter any zombies that get in your way. Go out the door at the end of this hall.

STREET WITH RESTAURANT

Go to the fountain and use the BRONZE BOOK on the right hole, then take the BRONZE COMPASS from the left hole. Pick up any GREEN HERBS you left earlier. Go back the way you came.

SHOPPING DISTRICT

Turn left at the fork and enter the door at the end of the alley.

STREET WITH FIRE TRUCK

When you step out of the little nook, dogs or crows will crash through the window to the right. If it's crows, just run for the gate. Dogs are a little harder. Run straight ahead in the new direction Jill faces after the cutscene, then after you've got enough room to get through the pack, run for the gate. You may get bitten once or twice if you're slow.

CITY HALL COURTYARD

Take the GREEN HERBS you left behind earlier and combine them all into a FULL GREEN MIXTURE. Give the statue the BRONZE COMPASS, and it will trade it for a BATTERY! :) Accept the offer, then go back out the gates again.

STREET WITH FIRE TRUCK

Dogs or crows, neither will be fast enough to catch you as you duck into the SHOPPING DISTRICT.

SHOPPING DISTRICT

Make tracks for the STREET WITH RESTAURANT.

STREET WITH RESTAURANT

Go into the yellow-striped door across the way.

CONSTRUCTION SITE

Take out your SHOTGUN and kill the first Drain Deminos/Brain Sucker before he gets a chance to drain you. Then examine the corpse you left behind earlier to get GUN POWDER A. DON'T DO ANYTHING WITH IT UNTIL I SAY SO. Then kill another DD/BS around the corner. Go up the stairs and put the BATTERY in the slot next to the elevator. Take the elevator down.

ROAD CONSTRUCTION ZONE

Take the HANDGUN BULLETS off the dead construction worker, then gun down any zombies that stand in your way. Go to the old iron door near the overturned dumptruck. Don't use the dynamite taped to the wall yet.

POWER PLANT ALLEY

There is nothing here of interest except a possible chance for some RED HERBS. If they weren't OUTSIDE GAS STATION, then they'll be here. If you found them there, then the RED HERBS won't be here. You know what to do with them if you do find them here. Leave through the chain link gate.

POWER PLANT**

Run over to the terminal with a shiny, red button. When it asks if you would like to set it to manual mode, say "Yes." BTW, the camera changed to show you a desk in a back corner. There is a possible chance for 3 GUN POWDER B's here. Use them to make a big pack of SHOTGUN SHELLS. However, they may be at the SALES OFFICE VAULT, which we'll be visiting later. Next, go to the other terminal and enter these sequences: Red - Blue - Blue - Blue, then Red - Red - Red - Blue. Both of the heavy shutters will raise up after entering each code. Enter the door nearest the terminal and take the FUSE. As you leave the room, you see a crowd of zombies pounding on the fence.

LIVE SELECTION: HEAD FOR THE EMERGENCY EXIT

Jill sprints for the exit, but like every door in this stinkin' city, it's locked. That doesn't stop Jill though. She knocks down the door, then escapes to safety through a second exit...

ROAD CONSTRUCTION ZONE

...or does she? Nemesis has discovered her again, and uses his bazooka to kill the zombies she left alive earlier.

NEMESIS FIGHT 4

Difficulty - Easy

The fight begins with Nemesis perched atop a building across the way with his bazooka. Run underneath his sniper nest to force him to come down. After he lands, immediately take some distance and shoot the dynamite. He ought to be fairly close to it and stationary as he is busy howling his head off. After that little sting, he'll begin the fight. He has already used up two rockets on the zombies, so he will have only three left for you. Shoot him up and dodge rockets when he signals he's about to fire. For some bizarre reason, after he throws away the bazooka, he won't use his choke throw. Once I stood in his face for a while and all he did was punch me three times. He seldom tried to grab me during the fight. Its strange, but why not take advantage of it? Use the hit-and-run strategy.

them out and escape into the FIRE HOSE ALLEY.

FIRE HOSE ALLEY

Run all the way down the alley to the fire hydrant and trade the WRENCH for the FIRE HOSE. Now go into the door you passed on the way there.

DEAD MERC ALLEY

Two Drain Deminos/Brain Suckers have invaded the alley. Run to the first corner as quickly as possible and shoot the barrel. If you were fast enough, both DD/BS's will die, giving you a clear path to the exit. Kill'em off and enter the door at the other end of the alley.

STREET IN FRONT OF POLICE STATION

The street has either been overrun by dogs or several zombie cops. If there are dogs, grab their attention and blast them with the SHOTGUN. If there are zombies, kill the only the one in front. The rest will be too slow to keep you from entering the door across the way.

GARBAGE COLLECTION ALLEY

Use the FIRE HOSE on the hydrant to put out the fire. Now go down the newly opened passageway.

ALLEY FROM GARBAGE COLLECTION ALLEY

Take the BLUE HERBS if you want to and leave out the other door. The zombies you can see in the windows won't crash out.

LANE IN FRONT OF OFFICE

Take the SQUARE CRANK off the garbage, then kill the Drain Deminos/Brain Sucker off screen. Next kill the other one in front of the double doors. Go through them.

SALES OFFICE**

Watch Nicholai kill and coldly discuss his dead comrade, then use the remote on the TV (tap triangle to avoid reading the file). Then use the name of the product that appears as the password for the computer. There are three possible solutions:

AQUACURE
SAFSPRIN
ADRAVIL

Afterwards, enter the now unlocked door.

SALES OFFICE VAULT

Go all the way down the hall. If you didn't find the 3 GUN POWDER B'S or the 3 GUN POWDER A'S at the GAS STATION or the POWER PLANT, they're here. Use two GUN POWDER A's to make an AA MIXTURE. Mix it with a GUN POWDER B to make an AAB MIXTURE, then use it to make SHOTGUN SHELLS. Mix the two remaining GUN POWDER B'S to make an BB MIXTURE, which should be used to make more SHOTGUN SHELLS. Then use the last GUN POWDER A to make some HANDGUN BULLETS. Take the OIL ADDITIVE off the shelf and combine it with the MACHINE OIL to get MIXED OIL. Now try to leave. The zombies are

attacking! They are closing in on you now so, get near the steam valve the zombies are about to pass and shoot it. Steam will burst out and kill any zombies that try to pass through it. When the steam stops, kill the survivors and exit.

SALES OFFICE**

Run right to avoid the zombies behind the desk. After you get around the desk and the shelf, watch out for the zombie trio, especially the fast female one lurking off screen. Kill them with SHOTGUN headshots and get back into the entrance room. The fast female zombie won't pose a threat if you get out the door fast enough.

LANE IN FRONT OF OFFICE

We've already cleaned this area of items and monsters, so just leave out the way you came.

ALLEY FROM GARBAGE COLLECTION ALLEY

Enter the door at the other end of the alley.

GARBAGE COLLECTION ALLEY

Make a sharp right at the fork, and go through that gate.

BARRICADE ALLEY

The alley is clear, for the moment. When you walk a little ways, zombies will crash out of the windows. Since they are lying down, you can easily get past them before they can climb to their feet. Just don't get stuck on the pallets or the paint cans.

ALLEY BEHIND BAR JACK

Go back to the court where you saw Brad shoot that zombie at the start of the game. Use the SQUARE CRANK on the hole next to the shutter. Take all the GRENADE ROUNDS. Go back up the stairs and turn right. When you come back to the fork, go right. Unlock and leave thru the door you find.

MAIN STREET

Enter the door across the way.

Y JUNCTION

Go straight down the path and continue straight at the fork. Enter the door you come to. Splatter any undead who try to stop you.

MAIN STREET

Go down the alley and enter the first door you see.

ALLEY NEXT TO WAREHOUSE

Kill the zombie who is feasting on the woman you heard screaming earlier. Enter the door past the corpses.

WAREHOUSE

It looks like the fat man decided to come out of his room for dinner at last, dinner for the zombies that is. Quickly run down the stairs. These zombies have a superficial sense of hearing and will come as soon as they hear the patter of your feet on the steps. Enter the trailer he was hiding in. Take the two GUN POWDER A'S and the two GUN POWDER B'S. Combine them all to make a CC MIXTURE, but DON'T DO ANYTHING WITH IT TILL I SAY SO. Getting tired of me saying this? Then go thru the door that leads to the office before the zombies can catch up. Be sure to blast the sleeper zombie in front of the door before proceeding.

WAREHOUSE OFFICE

Take the GUN POWDERS A and B from the CHEST and make a GUN POWDER C. Use the GUN POWDER C with the CC MIXTURE to get a CCC MIXTURE. Use this with the GRENADE ROUNDS to get lots of FREEZE ROUNDS. Leave.

WAREHOUSE

Take the exit door.

ALLEY NEXT TO WAREHOUSE

Run down the alley to the door at the other end.

MAIN STREET

Enter the door to the left.

Y JUNCTION

Run down the alley and go straight at the fork. Enter the door at the far end.

MAIN STREET

Enter the door across the way.

ALLEY BEHIND BAR JACK

Turn right at the fork and enter the door there.

BARRICADE ALLEY

Blow away the zombies and enter the other door.

GARBAGE COLLECTION ALLEY

Enter the gate at the end of the right fork.

STREET IN FRONT OF POLICE STATION

Quickly get across the street and through the rusted door.

DEAD MERC ALLEY

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

FIRE HOSE ALLEY

Run across the street without stopping. Dogs or crows, neither will catch you.

CITY HALL COURTYARD

Try to go back to the cable car. You didn't think Nemesis was just going to let you walk out of here, did you?

NEMESIS FIGHT 5

Difficulty - Easy

Now that I have finally given you clearance to use heavy artillery, this battle will be over in a snap. Dodge the initial attack, then repeatedly pelt Nemesis point-blank with FREEZE ROUNDS. As the FREEZE ROUNDS slow him down and stop him in midstride of his punches, you will take less hits from him. After about 10-12 shots, he'll be down for the count.

Take the M37 PARTS B and unite them at long last with the M37 PARTS A to get the WESTERN CUSTOM! Leave out the door that Nemesis appeared from.

ALLEY BEHIND CITY HALL

Run down the alley to the door at the other end.

"LONSDALE YARD"

Walk a little way. There's a tremor. Walk some more. When the second tremor comes, tap select.

GRAVEDIGGER SEWER**

We see Jill staring at a wall. Then...a big...worm comes! After the scene, do a 180, and press the switch in the alcove. Do another 180 and get out of there before he can get you. Quickly run to the alcove on the other side of the hall. Before pressing the switch, make sure you see Gravedigger emerging from his hole. Tap the switch and get out. Now press the switch next to the ladder, and then tap X as fast as you can to escape. If Gravedigger should get to a switch before you, you'll have to lure him away by running to another alcove. Then you can try again.

CABLE CAR YARD

Enter the cable car through the back door.

REAR OF CABLE CAR

Congratulations! You made it all the way across town and survived! Use the MIXED OIL, POWER CABLE, and FUSE on the broken panel. Carlos greets you and offers you a bag of 6 FLAME ROUNDS. Take them and then Jill regretfully tells Carlos that Nicholai sadly won't be with them. Carlos sadly bows his head, then quickly forgets about his comrade and says he will run the trolley. Run to the other section of the cable car.

FRONT OF CABLE CAR

Carlos starts up the trolley, then suddenly, the trolly violently shakes. You can now hear that dreaded song that is the Nemesis theme. Load up those FLAME ROUNDS Carlos gave you and go to the rear again.

REAR OF CABLE CAR

Nemesis yells "S.T.A.R.S.!" as a greeting.

NEMESIS FIGHT 6

Difficulty - Medium

Talk back with the FLAME ROUNDS Carlos gave you, then use your FREEZE ROUNDS when you run out. This time, the first time Nemesis goes down, it will be his last. It will take about all six FLAME ROUNDS and one FREEZE ROUND. The reason the difficulty is set to Medium is because its so freakin' hard to stay away from that beast in this tiny area.

After you knock Nemesis down once, Mikhial will finish the job for you, but sadly he has to sacrafice his life to do it. Too bad, I really liked that guy.

FRONT OF CABLE CAR**

Watch Carlos frantically wrestle with the controls and enjoy the high energy music.

LIVE SELECTION: JUMP OUT OF THE WINDOW

The cable car then goes out of control and then crashes through the wall of a building.

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BEDROOM

Jill wakes up. Run through the hole in the wall and try to pass the bed. You'll get a brief cutscene of zombies entering the room through the blazing fire. There is a chance for 2 GUN POWDER B'S and 2 GUN POWDER A'S here. If they are there, then quickly swipe them off the table and use them to make 2 GUN POWDER C'S. Then mix the GUN POWDER C'S to make a CC MIXTURE. Examine the painting of the woman to get a CLOCK TOWER KEY. Now leave before the zombies catch up.

LIVING ROOM

Get some GRENADE ROUNDS from the CHEST and use them with the CC MIXTURE (if you got it) to get 12 FREEZE ROUNDS. Then setup your inventory like this:

WESTERN CUSTOM, SHOTGUN SHELLS
CLOCK TOWER KEY, RELOADING TOOL
FREEZE ROUNDS (if you have them)

Use the CLOCK TOWER KEY on the other door and leave.

STUDY

Run down the hall and you will confront Carlos again. Carlos is offering you another gift, this time a bag of 6 FREEZE ROUNDS. Take these as you will need them for upcoming battles. He then runs off. You might find another box of GRENADE ROUNDS on the small table next to you. If they aren't there, you'll find them over the fireplace in the DINING ROOM. Leave out the light brown door.

FOYER

Pry the MINE THROWER from the dead corpse's fingers and take the FIRST AID SPRAY from the table. Leave through the light brown double doors across from the door you used to get in here.

DINING ROOM

This room has a few monster scenarios. Most of the time you will encounter crawling, sleeping, and standing zombies, but there is also a chance for some Drain Deminoses/Brain Suckers. The crawlers and sleepers can be difficult to see because of the camera angles, so to "see" them, you can try facing away from the narrow path created by the table, then pressing R1 to aim automatically at any hiding zombies. If you encounter DD/BS's, use the dining table to split them up so you don't get double-teamed. Anyway, your ultimate objective here is to leave out the door in the small alcove. Also, if you didn't find the GRENADE ROUNDS in the STUDY, they will be over the fireplace.

BALL ROOM

There is nothing here, so go into the CHAPEL which is right across the room from the door you used to enter here.

CHAPEL

If you didn't find the GUN POWDER A'S and B'S in the BEDROOM, you will find them here at the front of the room where the organ and altar are. Get some GRENADE ROUNDS from the CHEST and use them with the CC MIXTURE you create to make 12 FREEZE ROUNDS. Organize your inventory:

WESTERN CUSTOM, SHOTGUN SHELLS
CLOCK TOWER KEY, CLOCK TOWER KEY
MINE LAUNCHER, FIRST AID SPRAY

BALL ROOM

Move a little ways into the room, but not too far, then shoot the windows with the MINE LAUNCHER. Now proceed inside and the zombies will spring a crude ambush. However, the proximity darts that you planted on the windows will bring an end to it before they can even attack, or at least slow them down long enough for you to escape. Leave out the black door near the piano.

CLOCK TOWER COURTYARD

There are two possible scenarios here: you are attacked by 3 dogs, or you are attacked by a pack of crows. If you are attacked by dogs, stay where you are and blast them as they come close. If you encounter crows

just go pick up the 3 GREEN HERBS first, then take as many BLUE HERBS as you can. Dog people should do the same. Reenter the clock tower through the main entrance. Don't do anything with the herbs until I tell you, unless you are poisoned, in which case you should use a BLUE HERB.

FOYER

Go up the stairs.

UPPER FOYER

There are 3 spiders here, but they are too slow to catch you. Run under the first spider, run around the second spider, and pass the third spider hanging on the wall. Leave out the door at the far end of the balcony.

BALCONY

Use the CLOCK TOWER KEY on the plate in the wall and discard it, then use the RED HERBS to make some RED-GREEN MIXTURES. Climb up the newly discovered ladder.

MACHINERY ROOM

Take the SILVER GEAR off the shelf next to the typewriter and the MINE THROWER ROUNDS off the shelf next to the CHEST, or take the 2 GUN POWDER A'S next to the typewriter. Then go over to the music box. It will play a song. Then the camera will focus on a panel on the music box. The solution to the puzzle is to put all the switches in the correct places so the melody is repeated without any notes out of tune. After you place a switch, the part of the melody it controls will either play correctly or out of tune. If it is out of tune then simply put it in the other position. After you've checked all the switches, press play and (hopefully) the melody will play correctly. Your prize is the CHRONOS CHAIN. Combine the CHRONOS CHAIN with the CLOCK TOWER KEY you have left over to get the CHRONOS KEY. Organize your inventory:

STI EAGLE, HANDGUN BULLETS
GRENADE LAUNCHER (loaded with GRENADE ROUNDS), SILVER GEAR
CHRONOS CHAIN, FIRST AID BOX (fully loaded)

Go down the ladder.

BALCONY

Try to leave. Nemesis will then appear out of nowhere.

LIVE SELECTION: DO NOTHING

NEMESIS FIGHT 7
Difficulty - Easy

Unlike most of the other battles, this one will cross over several scenes. Don't worry, Nemesis's damage does not reset between rooms. Use the GRENADE ROUNDS for this fight as the FREEZE ROUNDS must be saved for a later, more difficult battle. Evade his first punch, then escape out the door behind him.

UPPER FOYER

The spiders have scattered. Equip the STI EAGLE and go down the balcony to get Nemesis to come after you. Run past the exploding dynamite, then stop when you are out of the blast range. When Nemesis is next to the explosive, fire. KABOOM!!! The blast will tick off Nemesis and he'll come running, so don't stick around to laugh at his stupidity. Turn tail and get down the stairs as fast as you can.

FOYER

Turn right and Nemesis will leap down from the balcony. Use the hit-and-run strategy with the GRENADE ROUNDS to finish him off.

Take the second FIRST AID BOX he drops and leave out the door to the right of the staircase.

STUDY

Run to the green door and unlock it with the CHRONOS KEY (discard). Leave.

SPIDER HALL**

Take the GRENADE ROUNDS off the mummified corpse and evade the spiders. Leave through the door at the other end of the hall.

GODDESS ROOM**

Take the MINE THROWER ROUNDS out of the workshop or whatever it is, then gather up the AMBER STONE, OBSIDIAN STONE, and CRYSTAL STONE from the statues, and lastly check the time on the clock in the center painting. Use the table below to determine the sequence of stones.

TIME	SEQUENCE (PAST-PRESENT-FUTURE)
5:00	CRYSTAL-OBSIDIAN-AMBER
6:00	CRYSTAL-AMBER-OBSIDIAN
7:00	OBSIDIAN-CRYSTAL-AMBER
9:00	OBSIDIAN-AMBER-CRYSTAL
10:00	AMBER-CRYSTAL-OBSIDIAN
11:00	AMBER-OBSIDIAN-CRYSTAL

After the stones are in order, take the GOLD GEAR from the center painting. Combine the GOLD GEAR with the SILVER GEAR to get the CHRONOS GEAR. You can leave now.

SPIDER HALL**

Evade the spiders and get back to the other end of the hall.

STUDY

Go back to the FOYER through the other door you can see in the first camera angle.

FOYER

Go up the stairs.

UPPER FOYER

The spiders still have not returned, so you have a clear path to the next room.

BALCONY

Go up the ladder.

MACHINERY ROOM

Use the CHRONOS GEAR on the machinery next to the CHEST. The clock's bells will start ringing. Our fate is sealed, bwahahaha :) Now set up your inventory like this:

GRENADE LAUNCHER(loaded with at least 20 FREEZE ROUNDS),FIRST AID BOX(fully loaded)

FIRST AID BOX

I strongly recommend you save your game. Leave after doing so.

BALCONY

Enter the door.

CLOCK TOWER COURTYARD

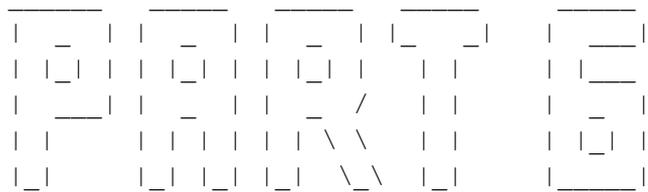
Jill sees the helicopter fly overhead to save her, but then she says those cursed words, "It's finally over..." This line of course triggers a big disaster. In this case Nemesis uses the rocket launcher to blow away the helicopter and at the same time cut off all escape routes with the wreckage.

NEMESIS FIGHT 8

Difficulty - Hard

Before Jill can even fire a shot off, Nemesis infects her with the T-virus. This will make the battle a lot harder as you will be stuck in "Virus" status for the whole battle. It is similar to "Poison" status, only, it cannot be cured by BLUE HERBS. So you will have to limp all over the arena with Nemesis in hot pursuit. Not only that, it is difficult to keep track of your health, as the ECG simply reads "Virus" during the fight. To begin the battle, fire off one FREEZE ROUND, then turn to the side to dodge the rocket. Fire off a second FREEZE ROUND, and repeat the turn to dodge the next rocket. Continue alternating firing and dodging until after he shoots off the fifth rocket. He'll try to fire again, but when he realizes he has used up all his ammo, he breaks the bazooka in rage and growls. Use that time to pound him with FREEZE ROUNDS. After he loses the bazooka, use the hit-and-run strategy to defeat him again.

A note about healing, use a full healing item after every two rocket hits, or every four punches.



CHAPEL

After Jill says "I can't believe...I'm still alive.", we hear her talk to Carlos about how she is worried about her pain, then drifts into sleep. We are now playing as Carlos. He has only 15 HANDGUN BULLETS for his HANDGUN and 300 AR BULLETS for his ASSAULT RIFLE. 300 bullets may sound like a lot of ammo, but the ASSAULT RIFLE eats it away like candy, so we will try to conserve as much as possible. Go to the CHEST and dump the INK RIBBONS. Leave.

BALL ROOM**

All you have to do to get through this room safely is run at top speed in a straight line from the first door to the second door.

DINING ROOM**

This room can be difficult to escape without getting bitten at least once. Evade as best as you can to the door. Only use your weapons in an emergency. You'll need a lot of ammo for what's coming soon.

FOYER

The FOYER has partially collapsed because of the helicopter wreckage. The only path that is still open is into the STUDY.

STUDY

Go to the green door.

SPIDER HALL

Most of the time you will have to deal with spiders, or you will encounter Drain Demioses here. Either way, evade them and go to the door at the other end of the hall. You'll need all the ammo you can muster for Carlos's fight with Nemesis.

GODDESS ROOM

The room is clear of enemies. Good. Push the bell aside to access a new exit out of the clock tower.

STREET WITH HOSPITAL**

There is a long passage to the hospital from here, and plenty of zombies to fill in the space. Fortunately, they are not all packed into a group for once. They are spread out along the path. Plus the path is wide enough to dodge them easily, so evade your way to the entrance.

HOSPITAL LOBBY

Walk a little ways to trigger a scene where you are reintroduced to the Hunter. When you gain control again, let loose with the ASSAULT RIFLE. Watch out for his buddy who will make an appearance shortly after you kill him. When they are both dead, take the RED HERBS from the nook they came out of. These will be VERY important later. Go into the door

next to the receptionists' desk.

HOSPITAL OFFICE

Take the FIRST AID SPRAY and leave out the other door in this room. You're going to need all the health you can get for the showdown with Nemesis towards the end of Carlos's miniquest.

PRIVATE OFFICE

Take the HANDGUN BULLETS from the locker and the TAPE RECORDER off the desk.

Now activate the voice lock next to the elevator. Use the TAPE RECORDER. The elevator will switch on. Take it to 4F.

4F HALLWAY**

One of two things will happen, the doors open and nothing will attack, or the doors open and a zombie mob attacks. If the latter occurs, rip them up with the ASSAULT RIFLE. Then use the HANDGUN to pick off the stragglers. Now go to the door that is straight down the hall from you (not right).

"DATA ROOM"

We hear gunshots. Nicholai has just shot another man, but this one doesn't seem to be turning into a zombie. Nicholai says his most famous line "I am a supervisor, and that's all you need to know!", then gets blown out the fourth story window by the wounded man's grenade. There is a chance you will find HANDGUN BULLETS in the first camera angle behind Carlos after you regain control. If they are not there, you will find them in the locker in the BASEMENT LABORATORY. Take the SICKROOM KEY near the bottles of chemicals. Leave.

4F HALLWAY

Go down the hall to the left. Enter the first door you come to.

ROOM 401

You will either be greeted by worms or sleeping zombies. Check the doctor corpse for a number on a slip of paper. Memorize it. Also look for a metallic cart in a corner that is low res. Memorize its position in the room. There may or may not be GREEN HERBS here. If they are not here, they will be in the BASEMENT LABORATORY. You will need those GREEN HERBS to use with the RED HERBS. DO NOT use them by themselves, or you will be sorry later. Leave.

4F HALLWAY

Go to the next door in this hall. Use and discard the SICKROOM KEY on it.

ROOM 402

You will notice this room is a mirrored version of ROOM 401, except the room is clean and free of gore. Push the metallic cart you see in this room into the same corner as its mirrored counterpart in the last room. For example:

```
-----|----|----- # - cart
|# -----|----- #|
| | bed|bed | |
| -----|----- |
-----|-----
```

The painting on the wall will fall away to reveal a hidden cabinet. Use the code you got from the doctor's slip to open it. Take the VACCINE BASE out of the cabinet. Leave this place.

4F HALLWAY

Go back to the elevator. Take it down to B3.

B3 HALLWAY

If you encountered zombies upstairs, then they won't be here, and vice versa. Cut them down with the ASSAULT RIFLE if they are here and go out the door at the other end of the hall.

BASEMENT LABORATORY

Gun down the first Hunter, then either toast the other one with the dynamite or gun him down as normal. Take the HANDGUN BULLETS from the locker if they are here. If you didn't find the GREEN HERBS in ROOM 401, then they will be behind the shelves from where the second Hunter appeared. Don't leave the hospital without those herbs! Go out the next door.

HUNTER FACTORY

Oh gosh, there are Hunters in capsules! And you can bet anything they won't just quietly sit there like part of the decor. Anyway, take the MEDIUM BASE and throw the switch. Then use the MEDIUM BASE on the synthesizer. You can now see a fancy control panel. Input I, III, then A. Take the VACCINE MEDIUM and combine it with the VACCINE BASE to make the VACCINE. Try to leave and the Hunters will crash out just as we predicted. Fortunately, the programmers prolonged this "surprise" attack too much. Any fool could easily get to the exit since it's only four steps away.

BASEMENT LABORATORY

Nothing here, because you already dealt with the Hunters. Leave.

B3 HALLWAY

Hold R2+X if you didn't see zombies earlier to instantly kill a Hunter. Run a little farther and another Hunter will pop out. Kill him too and take the elevator back to 1F.

PRIVATE OFFICE

You will either encounter Hunters or zombies. Gun them down and head for the exit.

HOSPITAL OFFICE

Nothing here to do except pass through on the way to the entrance.

HOSPITAL LOBBY

Carlos spots a time bomb attached to the wall! And it will detonate in approximately...7 seconds! Quick, get outta there!

STREET WITH HOSPITAL

The hospital goes down in a brilliant explosion. There goes our tax dollars... Go back inside the clock tower.

GODDESS ROOM

While you were gone, a pack of zombies has taken another victim and they are all enjoying their meal...or you encountered worms. Either way, you have enough time to get out before there is unnecessary fighting.

SPIDER HALL**

Slip past all the monsters. Do not worry if you are poisoned or about the noise overhead.

STUDY

Go back out the other door you can see in the first camera angle.

FOYER

When you're about halfway across the room, the rumbling intensifies to a pounding. Suddenly, Nemesis comes crashing through the wall. It's time to get our revenge!

NEMESIS FIGHT 9

Difficulty - Medium

Set your ASSAULT RIFLE to manual and get between Nemesis and the double doors. He really wants to kill Jill, so you must keep shooting at him so he wants to go after you, not her. This time would be a good time to get into a war of attrition so fire over and over while checking your health. Nemesis seldom will try out his most deadly attacks on Carlos as he is not his primary target. Use this to your benefit. If you let up, Nemesis may get tired of fighting with you and go to the next room. Let him get to the CHAPEL and it's GAME OVER. It will take about 30% of the rifle's magazine to kill him so I hope you have been conserving ammo like I wanted you to do.

DINING ROOM

The zombies have dispersed, so leave out the other door.

BALL ROOM

Go to the chapel.

CHAPEL

Use the VACCINE on Jill. The medicine works almost immediately and cures Jill. Carlos is very happy that she is alive, but sadly he "has to take care of something" and runs off in a hurry. I have little doubt that it's an excuse for him to get away from Nemesis, judging from the hurried tone in his voice. Anyway, you are now alone again. Set up you inventory this way:

GRENADE LAUNCHER (loaded with FREEZE ROUNDS), GRENADE ROUNDS
LOCKPICK (important!), FIRST AID BOX(fully loaded)
WHATEVER WEAPON YOU WANT MOST TO HAVE INFINITE AMMO

I labeled the LOCKPICK as important because countless times I have forgotten it and had to run all the way back here from the STREET WITH HOSPITAL. I don't want you to make the same mistake. Leave.

BALL ROOM/DINING ROOM

Walk out into the open. Nemmy will crush the door with his mighty tentacles and run at you. It's time to collect his final and most valuable item, the INFINITE BULLETS if you got the INFINITE ASSAULT RIFLE from the MERCENARIES minigame, or the INFINITE ASSAULT RIFLE if you didn't.

NEMESIS FIGHT 10
Difficulty - Medium

Watch those tentacles in this fight, it gives Nemesis a much wider range of attack. Use hit-and-run tactics. After about 10 or so hits from FREEZE ROUNDS, he will die and cough up one of the best items in the game.

Take whatever item you received. If you got the INFINITE BULLETS then you must choose what weapon you want to have this incredible gift. There are three weapons I would recommend. The GRENADE LAUNCHER, infinite FREEZE ROUNDS baby! The MAGNUM, not quite as powerful as the GRENADE LAUNCHER but VERY fast and accurate, or the MINE THROWER, which gains the ability to rapid fire, hit multiple targets, and not to mention it has a tracking feature. Once when I used it at the POND WALK, it took out all four zombies with one shot! It hit the first two zombies then curved to hit the other two. It was so cool-looking! I will assume you chose the MINE THROWER.

FOYER

Run across the room to the door on the other side.

STUDY

Head for the green door.

SPIDER HALL

The spiders have gone, leaving you with a clear path. Run down the hall to the other door.

GODDESS HALL

Leave out the door you cleared as Carlos.

STREET WITH HOSPITAL (or what's left of it)

Run across the street and use the LOCKPICK for the last time on the door with the window. Enter.

PARK OFFICE

Now that we have infinite ammo for a great gun, it's kinda pointless to collect more ammo. I will let you decide what to do with ammo and gunpowder

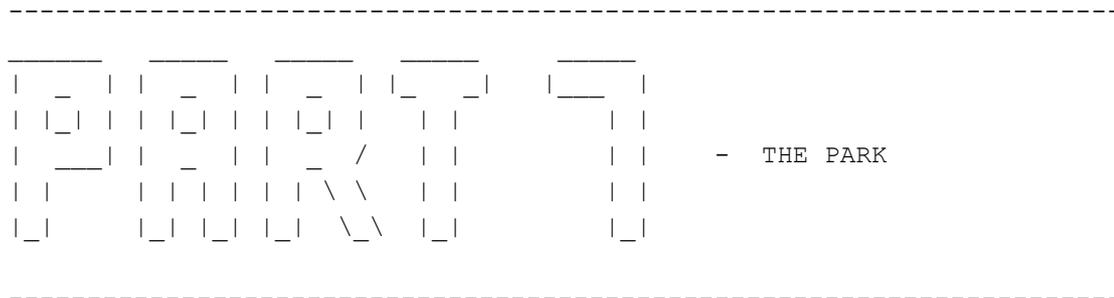
you find from now on.

MINE THROWER, LIGHTER
FULL HEALING ITEM, PARK KEY

Leave.

STREET WITH HOSPITAL (or what's left of it)

Evade the two zombies between you and the park's gates. Use and discard the PARK KEY. Enter Raccoon Park.



PARK CENTRAL PLAZA

You are greeted by either worms or hunters hiding in the fountains. Evade both and get down the stairs on the far right of this area.

POND WALK

This area has random monsters also. You are greeted by zombies or Hunters that jump out of the pond. If there are zombies, simply gun them all down and head across the bridge to the next area. If there are Hunters, watch out for their jumping attacks. Eliminate them and move on.

PATHWAY IN PARK

Yet another room with a random monster tossup. You are attacked by either three dogs or three (!) Hunters. Dogs are easy to kill, just let them get close and blast 'em. Then while they are down, stand over them and shoot them on the ground till they die. Hunters are harder since they can leap at you from across the room. Wait until they are fairly close and blast them twice. You can also use the exploding barrel to help. Take another PARK KEY off the first dead merc, and take the MAGNUM BULLETS off the other merc farther ahead you find here. Go back the way you came.

POND WALK

Go to the door at the other end of the bridge.

PARK CENTRAL PLAZA

Cross the small bridge and open the gate over on the other side of the plaza.

FOUNTAIN AREA

Run straight ahead and you will find 3 GREEN HERBS and 2 BLUE HERBS. You can either mix all the GREEN HERBS to get one LARGE GREEN HERB

MIXTURE, or save them for a little later when you get some RED HERBS. You can save the BLUE HERBS to make BROWN HERB MIXTURE if you want to. Next, run to the blue machine to be presented with a simple puzzle. To solve it, follow these steps:

- 1 - pick the black gear further to the left.
- 2 - pick the white gear further to the left.
- 3 - pick the black gear further to the right.
- 4 - pick the white gear further to the right. (notice a pattern? :)
- 5 - pick the black gear further to the right.
- 6 - pick the black gear further to the left.
- 7 - press the red button.

After the puzzle is solved, the fountain drains. Go down the ladder.

PARK DRAINAGE PIPE

This is familiar, but we won't be down in the sewers long unlike RE2. Run against the flow of the water until you reach the next platform, then climb up the ladder. Ignore the worms raining down from above.

GRAVEYARD

Several zombies will climb out of their graves to get you, but they are too slow to claw through the dirt to catch you. Use the PARK KEY on the door at the end of the right fork of the snaking path. BTW, if you turn left at the fork, you can find 2 RED HERBS, but you will have to kill two, maybe three extra zombies. Nothing you shouldn't be able to handle if you made it this far.

GRAVEYARD SHED

Pick up the IRON PIPE from the cabinet, then use the LIGHTER on the wood in the fireplace (discard). Then use the IRON PIPE on the fireplace. A secret passage is exposed. Don't enter it yet, though. You will find 2 GUN POWDER A'S and B'S on the table. I'll let you decide what to do with them. Go into the other door.

GRAVEYARD SAVE ROOM

Set up your inventory like this:

MINE THROWER, FIRST AID BOX (fully loaded)
PARK KEY

Save if you want to. Leave.

GRAVEYARD SHED

Go into the secret passage.

GRAVEYARD SECRET ROOM

Take the GRENADE ROUNDS off the shelves if you want them, and the last PARK

KEY off the table. Try to leave. Listen to the radio transmission if you want to, then leave.

GRAVEYARD SHED

Have some chit-chat with Nicholai. Go out into the GRAVEYARD.

GRAVEYARD**

Run forward. Mr. Gravedigger returns! This fight isn't as unfair as it may seem. Hold up+Square to run straight ahead and barely miss the Gravedigger.

Now run to the other side of the U-shaped arena Gravedigger has created. Stand a few feet away from the very end of the path. Now Gravedigger will do one of two attack patterns for the rest of the fight.

Pattern 1: Gravedigger comes out of the ground entirely for a full assault. To stall him, get in front of him and he will rear up to slash you with his teeth. While he is doing that, run away from him. He will miss and go back underground. I believe if you shoot him up, it speeds up the process of the lampposts being shaken loose.

Pattern 2: Gravedigger pops up out of the ground for a quick bite then dives back.

Standing at the end of the path, Gravedigger will usually attempt pattern 2, which you can easily evade by running forward a few steps as he emerges, then running back to where you were standing before. After a few minutes, you'll see a cutscene of two lamp posts being shaken loose. Run over to those lamp posts and blow em' down. Stand in the area with the water but DO NOT step into it. A few moments later, the electricity will fry Gravedigger. Climb up the fence that shook loose to get out of here.

PARK DRAINAGE PIPE

Avoid the worms or the spiders and get back to the ladder at the other end of the passage.

FOUNTAIN AREA

There is nothing more for you to do here except leave for the plaza.

PARK CENTRAL PLAZA**

Kill the single bridge zombie and leave down the stairs on the other side of the area.

POND WALK

We have already destroyed everything here, so just go to the next area.

PATH IN PARK

Go to the end of the path and use the final PARK KEY on the rather securely locked gate. Enter.

FACTORY BRIDGE

After you solve the puzzle, lock 1 on an electronic door is released.
Go back the way you came.

SEWAGE MONITOR ROOM

Set up your inventory in this manner:

MINE THROWER, FIRST AID BOX

Exit through the other door.

WATER WASTE CANAL

When you walk down the canal, you hear a "ZOW!" Some zombies spring an ambush. It looks like its all over when suddenly, Carlos uses his superior marksmanship skills to blow off all their bloody heads and yet not even graze Jill. He sadly reports the city will be nuked at dawn and that you and him must search for a way out as soon as possible. Jump up on the other ledge in the room and enter the door there.

WASTE POOL AREA

This room has the most monster scenarios in the whole game! These are all the types of monsters I've encountered here: zombies, Drain Demioses, Brain Suckers, and Hunters. In any case, kill them all (except for the ones that won't come out of the pool). Use the barrel if there are monsters near it. There are also two boxes of SHOTGUN SHELLS sitting on the cart next to the computer, but you really don't need them now. Go into the elevator.

FACTORY ELEVATOR

Press the button on the wall to proceed to the next area.

WASTE MONITOR ROOM

Blast any undead you see, and take the GREEN HERBS and the SYSTEM DISK on top of the central console. Leave out the door nearby the computers.

ENTRANCE CORRIDOR

Nicholai takes a few potshots at Jill, then locks himself behind a shutter. Turn right and enter the door at the end of the corridor.

RESTING ROOM

Do whatever you want to do with the GUN POWDER in here. Take the FIRST AID SPRAY and exit thru the other door.

STEAM VALVE ROOM

The last puzzle is in this room, and it's really easy. Press each button once when you come to it, and if there is a pair of buttons, press the one on the left before pressing the one on the right. In a few moments you'll already be at the terminal that controls lock 2 on the electronic door. Activate the terminal and leave. Take the BLUE HERBS if you want them.

RESTING ROOM

Set up your inventory in this manner:

MINE THROWER, SYSTEM DISC
FIRST AID BOX(fully loaded), FIRST AID BOX(fully loaded)

Save if you want to and leave.

ENTRANCE CORRIDOR

Go back to the other door you used to enter here.

WASTE MONITOR ROOM

Go to the now-unlocked door with the green light.

ROOM BEFORE DISPOSAL ROOM

Use the SYSTEM DISC on the slot in the wall.

DISPOSAL ROOM

Nemesis makes another dramatic appearance and goes on the offensive. But, all he succeeds in accomplishing is accidentally burning off those prized tentacles of his.

NEMESIS FIGHT 11
Difficulty - Super Easy

This is pathetic, Nemesis has now absorbed so much damage he can barely even walk anymore. Just take some distance and pop him full of darts. Uhh, that's about it :).

Take the CARD KEY from the dead scientist and leave. As you go out, Nemesis is dropped into a chemical vat with the rest of the garbage.

ROOM BEFORE DISPOSAL ROOM

A cheerful voice will tell you that there is a missile on the way to your location! Leave the room.

WASTE MONITOR ROOM

Zombies have respawned here, but they will do little more than be clay ducks for your MINE THROWER. Leave out the black door.

ENTRANCE CORRIDOR

Use the KEY CARD on the reader next to the shutter. Destroy the three zombies and use the GREEN HERBS you find to update your health to FINE. Leave out the door next to them.

OBSERVATION POINT

Take the MAGNUM BULLETS out of the broken glass cabinet if you want them, then take the RADAR RECEIVER off the counter with all the levers. Try to exit the room. You'll get a radio message from Nicholai. He and his helicopter appear and start shooting. He is ready to claim his bounty! Do what you want with him:

LIVE SELECTION: NEGOTIATE WITH NICHOLAI, RETURN FIRE TO THE CHOPPER

If you do choose to fight him, then fill him up with darts and eventually he will go down. If you take too long, he simply flies away. Carlos runs in after you make your decision and says he's not gonna give up and begins furiously tapping buttons on the panel. Check the hatch in the middle of the room. Carlos then runs off, having given up on the control panel. The alert begins again, shaking you back to the situation. This also begins the countdown. Climb down the ladder.

SLEEPER ZOMBIE HALL

Go to the last CHEST and here is my last inventory setup. Aren't you glad you won't have to put up with them any more?:

MINE THROWER, AS MANY HEALING ITEMS AS YOU CAN CARRY!!!

Avoid the first sleeping zombie, and shoot the other live zombie at the end of the hall with the MINE THROWER. Go out the rusted doors.

CAR SCRAP YARD

Just enter the door at the end of this snaking path.

WASTE INCINERATOR

This room is quite interesting. You can see several dead Mr. X's lying around, including one in his advanced stage. And there are also several dead army troops about the place with their weapons still in hand. Real shame you can't pick them up. Looks like there was a fight here recently...oh well! It doesn't matter cuz this place will be vaporized in less than 5 minutes! Go to the console and activate the RAIL GUN'S batteries. Push in the first battery. Ultimate Nemesis in all his glory comes down from the ceiling.

NEMESIS FIGHT 12

Difficulty - Medium

Do a 180 and get to the second battery at the other end of the room. Shove it in, then run to the third battery and shove it in too. Now the RAIL GUN will start charging...very...slowly. All the time blast Nemesis with the MINE THROWER while keeping out of his reach. After the RAIL GUN finishes charging, it will create a path through that huge piece of machinery in the center of the room, creating a square shaped path. Now lure Nemesis into the path of the RAIL GUN'S fire, and it'll blow him to pieces! Try to leave. It seems Nemesis STILL isn't finished for good! As this is a true kill-all Nemesis guide, I say you ought to choose to dispose of him so we *officially* kill him.

LIVE SELECTION: EXTERMINATE THE MONSTER

ELEVATOR ROOM

Take the elevator up.

SCRAP SITE

Walk out into the open to trigger the final cut scene and FMV. Enjoy the movies...

THE END

Hurray, you have successfully defeated Nemesis 12 times and proven to him that YOU are the toughest around these parts. If he was still alive, he'd probably think twice about messing with you again. Ain't nobody tougher than you, Ms. V! Go to your KITCHEN.

KITCHEN

Get a DR. PEPPER. Use it to update your health to FINE again. Wait a minute, we're not playing the game anymore. Sorry, see ya :)

NOTE: ALL ROOMS MARKED WITH A "***" HAVE IMPORTANT INFORMATION IN THEM PROVIDED BY VINCENT MERKEN. THE PATH THIS WALKTHROUGH FOLLOWS IS ALSO PROVIDED BY VINCENT MERKEN.

5: Thanks

- Thanks to myself because if it wasn't for me, this FAQ wouldn't exist!
- Thanks to my dad for giving me jobs to do to pay for my Playstation 2 and this game!
- Thanks to Capcom! I am really looking forward to Resident Evil: Code Veronica X.
- Thanks to S.D. Perry for her brilliant novelization of the Resident Evil series!
- A really big thanks to Vincent Merken for allowing me to use his puzzle solutions and speed tactics!
- BIG, Big thanks to GameFaqs, THE best video game site on the net!

6: E-mail Policy

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

Please DO:

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

- be polite. Any mail with excessive flaming will be instantly deleted.

Please DO NOT:

- write the title of the message as "About your walkthrough" or something similar to that.

- flame. I hate flaming. Especially messages with the f-word or the s-word. These will be instantly deleted.

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

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

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

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

7: Copyright

This guide is the sole property of Nathan Norris, author of this guide. Don't rip off this guide in part or whole, or I will be forced to act against you. Don't rip off this guide then alter it to death and claim it as your own. This guide may not be used for ANY profitable reasons whatsoever, even if no money is made.

I'm tired of all these websites requesting my guides for their sites, so from now on, these are the only sites which may use my guides:

www.gamefaqs.com
www.neoseeker.com
www.gameadvice.com
www.psxcodes.com

This makes it very simple for me to keep track of what state each version is in each site. If you find this guide on some other site, and it is incomplete, go to www.gamefaqs.com. before requesting help from me. Since [gamefaqs.com](http://www.gamefaqs.com) is the first place I send every piece of my work, they are sure to have the most up-to-date version of my guides.

Also, if you find this guide on www.cheatcc.com, notify me immediately. They have ripped off of me before and I'm not gonna let them do it again.

I bid you farewell.

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