

# Resident Evil 3: Nemesis Mercenaries Mini-Game Map

by Billy Lee

Updated to v1.0 on Mar 23, 2002

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.

Mercenaries Mini-Game Map for Resident Evil 3: Nemesis  
-by Billy Lee  
Version 1  
leeroy3825@hotmail.com  
3/23/01

## Disclaimer

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Version 1: Initial Release

## Intro and stuff

### !!!!!!IMPORTANT!!!!!!

You'll have to forgive the size of the map as it does go outside the normal 80 characters used in FAQs(it's 156 characters wide), that was something I needed to do in order to be able to make the map what it is.

Please remember that the map is not exact, but I did try to make it as close to what is really there as possible.

### !!!!!!NOT SO IMPORTANT!!!!!!

Something I like to do is give everything a name. Throughout the game I gave different weapons/enemies different names. For some reason this makes it easier for me to play through, I don't know if it will for you, but you're welcome to try. Anyways... This is what I named my stuff:

#### Weapons

Rocket Launcher: Big Bertha  
Shotgun: Betsy  
Enhanced Shotgun Shells: Slag Shells  
Magnum: Lady Killer  
Magnum Bullets: Slugs  
Eagle 6.0: Hawkeye  
Assualt Rifle: Mary  
SigPro: Smacker  
Knife: Crazy Ivan

#### Enemies

Zombies: Fred, Harry, Sally, Larry, whatever came to mind  
Zombie Dogs: Fido, Butch, Scrappy, Skip, etc.  
Nemesis: Big Ugly

If you need to get in contact with me to ask a question or comment on the guide, please email me at leeroy3825@hotmail.com. I'm a bit slow when it comes to answering email, so please have a bit of patience. And please be aware that it's been a long time since I played, this map is something I made quite a few months ago, so I'm almost definately not the greatest authority on the game.

## Map

NOTE: The map will prbably best be viewed in a 1280x1024 resolution since that will display all of Downtown or Uptown on one screen without the need to scroll left/right. That is, unless you don't mind looking at it and having to scroll the screen.

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| $ - Door | = - Crate |
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| @ - Barrel | & - Changer** |
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| ! - Hostage | W - Worm |
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| Z - Zombie | L - Laying Zombie |
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| C - Crow | D - Dog | |
| P P|| |
| A - Spider | P - Drain Deimos |
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| O - Brain Deimos | B - Hunter Beta |
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| G - Hunter Gamma | N - Nemesis |
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| R - Rocket Nemesis | M - Mutant Nemesis |
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**Changers appear where there is a flight of stairs, an elevator, or a ladder that will change
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Zombie	3	7	14	+10 each
Dog	4	10	20	n/a
Hunter	6	15	n/a	n/a
Crow	1	2	4	+3 each
Spider	4	10	20	n/a
Drain Deimos	5	12	n/a	n/a
Brain Deimos	6	15	n/a	n/a
Worm	0	0	0	0
Nemesis*	10/20	n/a	n/a	n/a
Mutant Nemesis	120	n/a	n/a	n/a

\*You get 10 seconds for knocking Nemesis down and 20 seconds when you actually kill him.

- Certain enemies have multiple types of themselves, such as Zombies that are male/female/laying down and Hunter Betas/Gammas. They're all counted the same as far as time goes.
- Barrels give you an additional 2 seconds per enemy that they kill.
- Kills made with the Knife are multiplied by 8. Theoretically, you can get up to 976 seconds if you barrell kill Mutant Nemesis with the Knife. Of course, surviving that is another story all together.
- You get 1 second for each time you dodge an enemy.
- The bonus time timer will stay on screen for 3 seconds after the first kill. If you want to make chains, you've got 3 seconds to do so, after that, a new chain will have to be started.

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 Acknowledgements  
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The most recent version of this FAQ can always be found at [www.gamefaqs.com](http://www.gamefaqs.com)

Mike - my best friend. awwwwww.....

VMerkin - His excellent Knife/Handgun Walkthroughs. I used them to get as good as I could with Nicholi.

Capcom - making the game