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.

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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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Killing Time

I know what you're saying, how can you make it all the way to the other side of the game in under 2 minutes? Simple, you kill stuff along the way. Each enemy has it's own time value, and the more consecutive kills you score the more time you get.

|----

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 sed	conds for	knocking	Nemesis	down and 20 s

^{*}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.

Acknowledgements

The most recent version of this FAQ can always be found at www.gamefaqs.com

Mike - my best friend. awwwwwww......

 $\label{thm:condition} \mbox{VMerkin - His excellent Knife/Handgun Walkthroughs.} \quad \mbox{I used them to get as good as I could with Nicholi.}$

Capcom - making the game

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