

Resident Evil: Directors Cut Chris Walkthrough

by Azrael Blade

Updated on Sep 27, 2001

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Chris Walkthrough
For the Sony Playstation
By Echelon (nemesis343@hotmail.com)

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-- 1. Introduction --
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Okay, this is another of my Resident Evil FAQs. No introduction needed, just a Resident Evil Director's Cut walkthrough.

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-- 2. Items --
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There are quite a few items you will pick up in the world of Survival Horror. This section will give you a brief location of each item incase you get stuck and don't know where to find something. You will also find a brief description of each item so you know it's purpose.

002 Key

Near the bees in the guardhouse. Room 003 opened w/ this key

003 Key

On a shelf in the basement of the guardhouse-armstore. Opens Room 003 in the guardhouse

Armor Key

In the greenhouse behind the plant. Opens keyholes w/ the armor seal on them

C. Room Key

Look in the tub in the guardhouse Room 001. Opens the Control Room

Broken Shotgun

West side of mansion, armor door Use this to replace shotgun and plug ceiling

Battery

Next to elevator. Gives elevator power to get you to the helipad.

Doom Book 1

Inside first Helmet Key door out of courtyard. Eagle Medal Inside

Doom Book 2

After second boulder underground. Wold Medal Inside

1st Floor Map

Blue room w/ statue. Map of F1

2nd Floor Map

2F light fire, and the map drops. Map of 2F

Garden Map

By elevator w/ battery in courtyard. Map of Garden

Flare

Crate on Helipad. Signal as to where Brad should land the helicopter

Helmet Key

Inside the Plant 42 room, only rewarded upon you beating Plant 42. Opens keyholes that have a helmet seal on them

Pass Number

Barry gives this to Jill. Opens Pass Number Door

Lockpick

given to Jill, equipped throughout game. Opens a few doors

MO Disks

Use MO disks to get pass codes (3) Lab B3, Library Fl. 2, underground 2nd boulder Blue Jewel In the F2 Dining Room. Push the statue down to get it, then find the tiger statue to put the jewel in

Lab Key

In the lab on level B2. Use this key to get into the power room

Special Key
Change uniforms

Red Jewel
F2 Moosehead. Get Colt Python from tiger statue, same statue as blue jewel

Orders
Helmet Key Room. From Umbrella goons to Wesker, to carry out the mission of destroying the mansion

Empty Bottle
Chemical Med Room. Ingredients for V-Jolt

Botany Book
Second Floor Library. Explains the uses of all the herbs you'll encounter

Small Keys
Only Chris finds these keys, the common little ones that are kinda useful. Opens desks, small things with it

Plant 42 Report
Guardhouse Room 003. Gives info on Plant 42's strengths and weaknesses

Red Book
Guardhouse Room 001. Empty pages, opens door to Plant 42

Eagle Medal
Found in First Doom Book. Get this one plus Wolf Medal to drain fountain

Wolf Medal
Found in Second Doom Book. Get this one plus Eagle Medal to drain fountain

Keeper's Diary
On desk in room w/ closet and zombie. The keeper of the dogs chronicles his daily life until he mutates.

Slides
In Lab Office B2. Look at Wesker, and enemies such as hunters and cerberus

Shield Key
Trade in w/ gold emblem. Open keyholes w/ shield seal

Hex Crank
Found after Enrico dies. Used to move various things

Researcher's Will
Room w/ water tank F2. In his last living moments, a researcher writes a letter to his wife

Researcher's Letter
In the only unlocked room in the lab. From John to Ada, Ada Wong of RE2

Sword Key
Fl. 1 Med. Room, only Chris's. Opens keyholes with a sword seal on them

Pass Codes
Located in Lab B3 (refer to walkthrough). Insert into machine in lab to get your imprisoned partner

Gold Emblem

Bar Room. Trade in to get Shield Key

Serum

1st floor Medicine Room. Treats your snake bites

Moon Crest

Found in attic w/ giant snake. One of Four Crests used to open door to courtyard

Wood Emblem

In dining room, above fireplace. One of Four Crests used to open door to courtyard

Star Crest

In the hall w/ paintings from young to old. One of Four Crests used to open door to courtyard

Wind Crest

Tiger statue gives you the wind crest. One of Four Crests used to open door to courtyard

Sun Crest

Armor Room F2. One of Four Crests used to open door to courtyard

V-Jolt

Made in chemical storeroom, you must know the formula. Kill Plant 42 with the V-Jolt

V-Jolt Report

In room w/ door to Plant 42. How V-Jolt works and the formulas for it

Com Radio

Given to you by Richard or Becky. Listen to incoming radio reports, you can't use it yourself though

Scrap Book

F1, in room near the elevator. Articles gathered about attacks in the Raccoon Mountains

Square Crank

Courtyard Shed. Opens gates and drains water

Music Notes

Bar Room. Let Jill or Rebecca play Moonlight Sonata

Herbicide-Chemical

Storeroom F1. Used to kill nice little weed in greenhouse

Empty Bottle

Chemical Storeroom. Put all the chemicals of V-Jolt Formula here

Master Key

Get it from Dead Wesker (sometimes). Opens all of the Lab doors

Fax

Get it in the lab by the first pass code machine. Fax to Wesker

Ink Ribbons

Everywhere. Save your game

-= 3. Weapons -=

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How else would you survive? You can't run around all of the zombies and dogs. I suppose you could call this the Armory of Raccoon City. There is more than one way to kill a zombie. Let me count the ways...

Knife

Ahhhh.... combat knife. Nothing puts the soul to ease more than listening to the quiet call of a knife slowly cutting through the skin, hot blood covering your arm as your opponent gasps his last breath. Not a powerful weapon, unless used correctly. Try and hack a zombie's knees, if you get the right timing, two slices will knock it down, sparing you enough time to run or find another weapon. Also good for removing spider webs

Beretta

A standard hand gun. You will use this weapon for most of the game. Once you start fighting hunters, it would be more wise (wiser?) to use a weapon like a shotgun or grenade launcher.

Shotgun

Your workhorse for the later part of the game. You will use the shotgun for hunters and dogs. Ammunition isn't that rare, but you should still save it!

Bazooka/Grenade Launcher

The Bazooka or Grenade Launcher is a weapon that I believe is only available to Jill. (Sorry Chris). It comes with three types of ammunition: Grenade Rounds, Flame Rounds, and Acid Rounds. You will see this weapon in other Resident Evil games as well.

Colt Python/Magnum

The Magnum is the most powerful weapon right next to the Rocket Launcher. With the exception of Tyrant, you will be able to kill any monster in only one shot. This is another weapon that you should save your ammunition for, but if you are low on health it makes for a fun way of blasting your way out of a situation ^_^

Flamethrower

Ughh... although really cool sounding, this weapon is not very impressive. The power is lacking as is range. Ammunition is measured as a percent, which seems to drain very rapidly. You only have the option to use this weapon for a very limited part of the game, so... enjoy (yeah right) it while you can

Rocket Launcher

The most powerful weapon in the game. Unfortunately you don't get this item until the VERY end of the game. That, and you only have 4 shots to play around with, which is more than enough. If you get a good enough score on the game, you will get a rocket launcher with infinite ammo for the next time you play the game ^_^

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-- 4. Walkthrough --

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Chris' game is much harder than Jill's. But a challenge is always fun. It is in a room by room breakdown... which I think is pretty nice to have. This walkthrough will tell you

everything you need to do to get the best ending.

- Dining Room 1F -

After the beginning, go through the door to the right of the fireplace.

- West L Hall 1F -

Run to the area on the left. Skip the CG. All you have is a knife, so turn around and run back and through the door on the right you entered from.

- Dining Room 1F -

Run through the double doors across from the fireplace.

- Main Hall 1F -

Wesker and Jill appear to have vanished. Pick up Jill's Beretta and equip it. Head back into the dining room. - Dining Room 1F - Run through the door to the right of the fireplace.

- West L Hall 1F -

Ignore the zombie on the right and quickly head left to Kenneth. Search him for two Clips. Leave the way you came in.

- Dining Room 1F -

Hit the door across from the fireplace.

- Main Hall 1F -

Go upstairs.

- Main Hall 2F -

Ascend the steps to the right and go right and through the door at the far end of the walkway. - Bloody Passage - Grab the Small [Desk] Key to the right, then enter the door at the end of the blood trail.

- Balcony -

You'll come to Forest whose been pecked to death (make my family mad and you feel our wrath ^_^). Pick up the Clip on your way, then examine the gleam next to him, which is the Mansion [Armor] Key, but as you try to grab it, he'll turn into a zombie. Run away, shoot, and go back and grab the key. Leave.

- Bloody Passage -

Go through the door ahead.

- Main Hall 2F -

Hit the door on the right.

- U Passage -

Use the Armor Key on the first door and enter.

- Pillar Room -

This will be a good place to have a stopwatch or an accurate clock. Make your way to Richard and meet Rebecca. She'll tell you Richie needs Serum and you automatically leave, you have 15 before he dies...whether or not you're going for the first ending we want him dead by the time we return (cruel, yes; nothing you could do anyway ^^;).

- U Passage -

This is when the clock starts ticking, so take your time a bit. Blast the zombie on the left, then head cautiously around the corner and blast the zombie here. Use the Armor Key on the green double doors but don't enter. Instead, continue down the hall and blast the last zombie. Then go through the door at the end.

- Small Library -

Go straight and veer a right at the table and go through the door.

- East Stairs 2F -

Kill the two zombies up here, then run past the second zombie and use the Armor Key on the door. Go downstairs.

- East Stairs 1F -

Kill the zombies here. If you have a space, grab the Green Herb. Enter the save room.

- East Save Room -

Open up the magic box... Inventory: Beretta, 2 Clips in the box and the one you already had. Combine all the Clips. Then grab the Broken Shotgun from the pile of garden tools and the Green Herb from the outside if you haven't already and store them both in the magic box. Leave. - East Stairs 1F - Go upstairs.

- East Stairs 2F -

Head through the door on the left you unlocked earlier.

- Deer Room -

Go through the door on the left; ignore the zombies for now.

- Study -

Check the bug showcase to the right and press the switch. Push the emptied fishtank towards the desk, then the cabinet towards where the fishtank was previously. Check the wall-cabinet for the Moon Crest half. Leave.

- Deer Hall -

Shoot the two zombies and go through the door straight ahead.

- Bedroom -

Grab the Lighter from the shelves, then check the area between the bed and the wall across from there for Shells. Leave.

- Deer Hall -

Go through the door on the left.

- East Stairs 2F -

Head left past the stairs and around the corner. Unlock the door at the end and go through.

- U Passage -

Head around the corner and enter the green double doors.

- Armor Room -

Push the statue ahead of you over the vent and do the same with the second. Then press the red switch in the floor. Check the now-open showcase for the Emblem. Leave the room.

- U Passage -

Continue right and go through the door at the end of this hall.

- Main Hall 2F -

Run through the double doors across the way.

- Dining Room 2F -

Shoot the zombies in here and push the statue over the edge. Leave through the door near the stained glass.

- West Stairs 2F -

Shoot the zombies and head downstairs.

- West Stairs 1F -

Enter the save room near the staircase, ignoring the dog.

- West Save Room -

Open up the magic box... Inventory: Beretta, Clip, Armor Key, Small Key. Leave.

- West Stairs 1F -

Follow the hall, ignoring the dogs and use the Armor Key on the door to the right and enter.

- Vacant Room -

Grab the Clip and the Colt Python (wahey! ^^). Then use the Small Key on the desk for Shells. Leave.

- West Stairs 1F -

Head left, around the corner and enter the save room near the staircase.

- West Save Room -

Grab the Serum from the shelves, then open up the magic box... Inventory: Colt Python, Lighter, Armor Key. Yep, leave the Serum in the magic box. Leave.

- West Stairs 1F -

Head around the corners and through the brown door at the far end.

- Green Hall -

Ignore the zombies ahead and quickly run right and through the door at the far end.

- West L Hall 1F -

Ignore the zombie for now, then go right and through the door.

- Dining Room 1F -

Grab the Star Crest from the broken statue and hit the double doors across from the fireplace.

- Main Hall 1F -

Unlock the door next to the blue double doors. If you want a Clip or want to change your clothes, enter and kill the two zombies and take it from the dresser. Back out here, go upstairs.

- Main Hall 2F -

If the 15 minutes aren't up, chill out here 'til then. When they are (or close), climb up the right steps and enter the door.

- U Passage -

Enter the first door.

- Pillar Room -

Run to Richard, now dead and Becky's gone. Check him for a Clip, then go through the door.

- Pillar Back Room -

Blast the zombies here, then hang a left and go through the door.

- Small Dining Room -

Use the Lighter on the candles on the table. Then check the cabinet near the planets for a Clip, and push the other out of the way. Examine the cabinet in the hidden room for the Mansion [Sword] Key. Leave.

- Pillar Back Room -

Go right and through the door across from the stairs.

- Pillar Room -
Run through here.

- U Passage -
Head right, around the corner and past the green double doors, around the next corner and through the first door on the right.

- East Stairs 2F -
Go downstairs.

- East Stairs 1F -
Enter the save room.

- East Save Room -
Open up the magic box... Inventory: Beretta, Clip, Sword Key, Broken Shotgun. Leave.

- East Stairs 1F -
Go upstairs.

- East Stairs 2F -
Head right around the corner and through the door at the end.

- U Passage -
Run left and enter the door at the end.

- Main Hall 2F -
Go downstairs.

- Main Hall 1F -
Enter the blue double doors to the left.

- Gallery -
Use the Sword Key on the door next to the blocked hall.

- East L Hall 1F -
As you proceed, shoot the dogs. After the second dog, push the middle shelf out of the way for a Clip. Go through the door.

- Twisted Hall -
Ignore the herb on the left and hit the door around the first corner.

- Bathroom -
Proceed a little bit and kill the zombie. Grab the Clip from the sink and the Small [Desk] Key from the tub. Leave.

- Twisted Hall -
Continue down the hall and enter the door across from the double doors.

- Trap Room -
Go through the other door.

- Living Room -
Mow down the three zombies in here. Grab the Shotgun from the rack and use the Broken Shotgun in its place. Leave.

- Trap Room -
Go through the other door.

- Twisted Hall -
Hit the double doors ahead.

- Back Passage -

Unlock the blue door on the right and push through.

- East Stairs 1F -

Enter the save room.

- East Save Room -

Open up the magic box... Inventory: Beretta, Clip, Sword Key, Armor Key. Leave.

- East Stairs 1F -

Head around the corner and through the blue door.

- Back Passage -

Enter the door on the left.

- Twisted Hall -

Run through here and use the Armor Key on the metal door near the end and discard. Enter.

- Outside---Boiler -

Ignore the dog on the other side of the fence. Kill the first dog here, then head around the corner and kill the one that jumps over. Grab the Chemical. Ignore the herbs for now (but grab and use one if you need to) and leave, ignoring the third dog that jumps at you.

- Twisted Hall -

Hit the door on the left.

- East L Hall 1F -

Run through here.

- Gallery -

Push through the blue double doors.

- Main Hall 1F -

Run through the double doors across the way.

- Dining Room -

Enter the doors to the right of the fireplace.

- East L Hall 1F -

Head right and unlock the door right next to the double doors with the Sword Key and enter.

- Bar -

Hopefully you have one space. Make your way around the piano and push the cabinet toward the wall. Check the shelves for the Music Notes and use them on the piano. Chris can't play the piano. No matter, Rebecca to the rescue. She's a bit out of practice, so let her do so for awhile. Leave.

- West L Hall 1F -

Run down and go through the door on the left.

- Dining Room 1F -

Go through the double doors across from the fireplace.

- Main Hall 1F -

Go upstairs.

- Main Hall 2F -

Climb the left steps and go through the double doors.

- Dining Room 2F -

Take the right path and go through the door.

- West Stairs 2F -

Make your way around the railing and downstairs.

- West Stairs 1F -

Dodge the dogs and enter the save room.

- West Save Room -

Open up the magic box... Inventory: Shotgun, Shells, Emblem, Sword Key, Chemical, Serum.
Equip the Shotgun and leave.

- West Stairs 1F -

Run through here, ignoring the dogs, and through the door at the end.

- Green Hall -

Blast the zombies in front of you and continue forward down the hall. Kill the zombie near the gray door and enter.

- Green House -

Use the Chemical on the pump near the entrance to kill the plant. Head over to that area. Ignore the herbs (but use one or two if you have to) and grab the Sun Crest by the window. Leave.

- Green Hall -

Go back down the hall, then left at the corner. Blast the zombie when the path splits to the left, ignore this path and use the Sword Key (discard it) on the door you come to on the right.

- Employee Room -

Ignore the Clip on the bed and run around. Examine the diary on the desk and the closet will fly open with a zombie with open arms. Decap him and grab the Shells. Leave.

- Green Hall -

Head through the door on the right.

- West L Hall 1F -

Run left and enter the door next to the double doors.

- Bar -

Rebecca finally mastered the song and the secret passage opens. Enter and take the Gold Emblem from the relief. The entrance will close, so just use the Emblem in its place. Leave the bar.

- West L Hall 1F -

Go right and through the door on the left.

- Dining Room 1F -

Place the Gold Emblem in the indentation above the fireplace and the clock will reveal a panel. Examine it for the Blue Jewel. Get back to the West L Hall 1F.

- West L Hall 1F -

Run right and enter the first door.

- Green Hall -

Go straight and then right and through the door.

- Tiger Statue Room -

Use the Blue Jewel on the statue to get the Mansion [Shield] Key. Leave.

- Green Hall -

We're going to fight the Yawn now, so if you think you need an herb or two, trek back to the nearby save room and dump off some stuff to get some (keep the Serum, Shotgun, Shells, and Shield Key). At the fork, go left and through the door.

- West L Hall 1F -

Head right and through the door.

- Dining Room 1F -

Go through the door across from the fireplace.

- Main Hall 1F -

Head upstairs.

- Main Hall 2F -

Ascend the steps to the right and enter the door.

- U Passage -

Hit the right door.

- Pillar Room -

If you have an extra space, grab one of the herbs at the left. Go through the door. - Pillar Back Room - Climb the steps and use the Shield Key (discard it) and enter.

~~~ Attic --- The Yawn ~~~

This battle is more difficult than in the original mode, but 7 good shots will kill it. Shoot once or twice, then run to another spot. Try not to get trapped. After the fight, grab the Shells atop the barrels that were across from the shelves. Now check the hole the Yawn came from for the other Moon Crest half. You're more than likely poisoned, so use the Serum when it's all over, replenish any lost health and leave.v

- Pillar Back Room -

Run through the door straight ahead

- Pillar Room -

Run through here.

- U Passage -

Head right, around the corner past the green double doors, around the next and through the right door.

- East Stairs 2F -

Go downstairs.

- East Stairs 1F -

Enter the save room.

- East Save Room -

Open up the magic box... Inventory: Beretta and Clip (or Shotgun and Shells), 2 Moon Crest halves, Sun Crest, Star Crest. Combine the Moon Crest halves and leave.

- East Stairs 1F -

Go through the blue door around the corner.

- Back Passage -

Shoot the zombies here, then go through the door next to the painting.

- Gallery 2 -

Love those crows ^\_^ Whatever you do, don't shoot them. They'll leave you alone unless you do something wrong. Every painting in here has a switch below it, and they need to be pressed in a certain order. Ignore the first big painting. First lets number them. From left to right on this wall, we'll number the paintings 1 (newborn baby), 2 (tired middle-aged man). On the next wall, from left to right, 3 (bold-looking old man), 4 (lively boy), 5 (infant), 6 (young man). Then the lone painting on the wall, 7 ("The end of life"). Push the switches in this order: 1, 5, 4, 6, 2, 3, and 7. The painting will fall revealing a panel and you'll obtain the Wind Crest. With all four crests, head out.

- Back Passage -

Go straight down the hall and through the metal door.

- Outside---Roofed Passage -

Shoot the two dogs, then place the crests in the indentations. Go through the door.

- Courtyard Shed -

Push the steps toward the shelves and collect the [Square] Crank. Ignore the Small Key and leave via double doors.

- Courtyard -

Shoot the three dogs and collect the Red, Green, and Blue Herbs. After mixing and matching, leave through the gates opposite the Blue Herbs. - Courtyard Pool - Go left and use the Square Crank on the square hole to drain the water. Go back and hop off the ledge and cross, climbing up at the end. Quickly run left to avoid the falling snakes and ride the lift down.

- Courtyard Waterfall -

Run right and across the courtyard and through the gates you come to (ignore the dogs).

- Courtyard Passage -

Collect the three Green Herbs to the right of your entrance if you have the space. You can dodge the three dogs here, and they won't be here later when you return. On that note, follow the path and through the door at the end.

- Guardhouse Hall 1F -

Push the statue twice, then down the hall a few times to cover up that first hole. There's two other holes in this hall, and not much you can do about them (when you try to push a statue across one of them, the vine will grab you). You're pretty much better off running by and taking a little bit of damage. Go through the first door on the right.

- Guardhouse Save Room -

Open up the magic box... Inventory: Shotgun, Shells, Small Key. Grab the stuff from the shelves and deposit them in the box. Leave. - Guardhouse Hall 1F - Go through the door across from you.

- Dormitory 001 -

Blast the zombies in here. Use the Small Key on the desk for Shells, and grab the Small Key from the cup in the corner. Leave. - Guardhouse Hall 1F - Go through the red double doors to the left.

- Bar -

Go right and grab the Red Book off of the table. Leave, ignoring the spiders.

- Guardhouse Hall 1F -

Head down the left path and through the door.

- Guardhouse L Passage -

Follow the hall and through the first door you come to.

- Bee Room -

Go straight and veer a left before you hit the double doors. Take the Dormitory [002] Key from the far table and run run run. Don't bother shooting the bees, there's too many. Leave the room via your entrance.

- Guardhouse L Passage -

Head right and use the 002 Key on the door and discard. If you want some herbs, push the statue as far as possible and grab them. Go through the door.

- Dormitory 002 -

Go straight and use the Small Key on the desk for Shells. Then hit the door that was near the entrance.

- Dorm 002 Bathroom -

Mow down the zombies and grab the Dormitory [003] Key. Leave.

- Dormitory 002 -

Go through the door on the right.

- Guardhouse L Passage -

Go left and through the first door.

- Bee Room -

Use the 003 Key on the door with '003' above it and enter.

- Dormitory 003 -

Blast the zombie. Grab the "V-Jolt" Report from the shelves and use the Red Book in its place. Enter the new door.

~~~ Plant 42 ~~~

He's a big thing, eh Chris? Nothing but a big weed... pump everything you can onto him.. he's a tough weed. Don't try to stay in one place for too long because plaster from the ceiling can fall and hit Chris (you can tell when it will). After tons of shots it dies. Make your way to the fireplace and grab the C. Room Key.

- Bee Room -

Run through the door across the way.

- Guardhouse L Passage -

Go right and through the door.

- Dormitory 002 -

Push the left cabinet back. Then push the cabinet on the right in either direction and descend the ladder it was blocking.

- Guardhouse Box Hall -

Run down the hall, past the first and second boxes. Push the third into the water, and then the one nearby. Go back to the first box and push it in the direction you originally came from four times. Then go around it and push it towards the wall across from the ladder. Finally, push it towards the other crates and into the water. Cross the box bridge, collecting the Green Herbs on your way if you have the space and hit the door at the bottom of the flooded ramp.

- Giant Tank Room -

Head right and around the corner towards the two doors. Use the C. Room Key on the left door and enter.

- Control Room -

Throw the lever near the blinking red light to drain the water. Now go straight and push the blinking red button near the door to unlock the adjacent room. Leave.

- Giant Tank Room -

Enter the door to the left.

- Supply Room -

Grab the Mansion [Helmet] Key (it's the gleam) and grab the Shells across from the door. Ignore the Clips and leave.

- Giant Tank Room -

Head straight and around the corner at the end. Head through the door on the left with the red light above it.

- Guardhouse Box Hall -

Cross your bridge and make your way to the ladder.

- Dormitory 002 -

Leave via your original entrance.

- Guardhouse L Passage -

After the convo, continue through the door.

- Guardhouse Hall 1F -

Head left at the fork and go through the door on the left.

- Guardhouse Save Room -

Open up the magic box... Inventory: Shotgun, Shells, Helmet Key. Move out.

- Guardhouse Hall 1F -

Hang a left and go left at the fork through the door.

- Courtyard Passage -

Follow the passage and through the gate at the end (grab the Green Herbs if you didn't already).

- Courtyard Waterfall -

Go straight, dodging the dogs, and ride the lift at the left.

- Courtyard Pool -

Follow the path, avoiding the falling snakes, and hop off by the ladder. Cross the pool and climb up the other side. Go through the gates ahead of you.

- Courtyard -

Run straight and through the double doors you come to.

- Courtyard Shed -

Run through the door ahead of you.

- Outside---Roofed Passage -

Follow the passage. Near the end Chris will find Richard's Radio. Go through the door.

- Back Passage -

As you leave the little hallway, you'll get a CG of a something following you. Afterwards, you're introduced to a new type of enemy-- the Hunter. Welp, we're not Jill, so the Shotgun will have to make do for now. When dealing with the Hunters and all you have is a Shotgun, fire, then wait for them to get back up and immediately fire again before they jump at you. When it's dead, Chris'll hear Rebecca scream. Your next decision affects the ending--to save, or not to save...that is the question. Whichever, go right and unlock the brown door with the Helmet Key and enter.

- Office -

Quickly push the switch on the desk to turn on the lights. Grab the Magnum Rounds on the

desk, then examine the bookshelf for the MO Disk. Leave the office.

- Back Passage -

Go left and through the blue door.

- East Stairs 1F -

Blast the Hunters, go around the corner, ignore the note, and through the door.

- East Save Room -

Wesker left us some goodies. Ya gotta love that guy in black. Scoop them up. Now we have a few decisions to make... 1) Whether or not to save Rebecca. If not, then 2) go ahead and get 3 sets of Magnum Rounds, 3) skip 1/2 and fight the next Yawn, or 4) some other insane combination. Now here is where I may get confusing, if you want to save Rebecca AND/OR get 3 sets of Magnum Rounds, take the following stuff listed and leave. If you just want to save Rebecca, then fight the Yawn (leaving out the Magnum Rounds) or skip all that and just fight the Yawn, take the following stuff in addition to two full- recover herb combos. Inventory: Shotgun, Shells, Colt Python, Helmet Key.

- East Stairs 1F -

If you want to save Rebecca, go upstairs. If you want to get the Magnum Rounds, exit via the blue door around the corner and skip the next section. If you want to fight the Yawn now, stay put and let me deal with these people first and skip down to ***East Stairs 1F ***.

~~~ Quest to Save Becky ~~~

Quickly blast the Hunter atop the stairs and ascend. Then head right and around the corner and kill the one here. Run past the second one you killed and go through the door. In this next hall, quickly run right and through the door. You'll get the cutscene of Rebecca backing away from a Hunter. Blast it and she'll run through the door. Not even a thanks! Hmph! Leave through the door she went through. Now, if you're going for the 3 sets of Magnum Rounds, go downstairs and through the blue door. If you want to fight the Yawn, run alllllllll the way down and through the door (then skip to \*\*\* Messed Up Room \*\*\*).

~~~ The Strange and Marvelous Journey for Magnum Rounds ~~~

We're in the Back Passage, so go through the left door. In this hall, kill the Hunter and go through the door at the end. Run through the next couple of rooms and go upstairs in the Main Hall. Take the left stairs and enter the Dining Room 2F and kill the Hunters here. In the next room, blast the two Hunters, make your way around the railing, but don't go downstairs. Instead, open up the door around the corner with the Helmet Key. Grab the Shells and Magnum Rounds off the brown table. Then face the steps as if you were going to climb them and push them under the deer head. Then turn off the lights near the entrance and climb the steps. Take the Red Jewel from the deer head and leave, go downstairs, and run through this next hall (dodging the Hunters). In the Green Hall, IMMEDIATELY run right down the hall and take the left when the path forks (dodging the third Hunter). Use the Red Jewel on the tiger statue to get the three Magnum Rounds. Leave and shoot the Hunter outside, then bolt left at the fork and through the door. In the next hall, ignore the spiders and head right and through the door. Run across the way through the next couple of rooms. Then shoot the new Hunter in the Twisted Hall. In the Back Passage, go through the blue door on the right, enter the save room and drop off the Magnum Rounds (keep the Colt fully loaded) and grab two full recover herb combos and leave. I hope you thought all that was worth it.

*** East Stairs 1F ***

Okay, now we should all be together, so lets do a quick inventory check. You should have: Shotgun, Shells, Colt Python (fully loaded, no extras), Helmet Key, 2 full recover herb combos. Go upstairs.

- East Stairs 2F -

Ascend the stairs here and head left down the hall and through the door at the end.

*** Messed Up Room ***

Use the Helmet Key on the brown door and discard if you're given the option, then pick up the Green Herb across from the entrance if you can.

~~~ Piano Room---The Yawn #2 ~~~

Examine the piano in the corner and the Yawn will appear from the fireplace. It'll create a hole for you to drop down in later. Fortunately, it isn't poisonous. Your strategy is similar to the previous snake, but it'll take a few more Shotgun blasts. When it's dead, examine the hole and jump down.

- Tomb -

Press the switch on the stone and descend the ladder.

- B1 'h' Hall -

There are three Hunters down here, one is straight ahead. I strongly recommend you run straight ahead and hit the door. You'll save ammo and possibly tons of health.

- B1 'h' Hall 2 -

Go right and grab/use the herbs to the right at the fork (but make absolutely sure you leave two spaces). Then turn around and run by the zombies and go through the door.

- Kitchen -

Go forward and check out the door near the microwave. A zombie will arrive following the CG. Kill it and check out the other side of the kitchen (ignore the Small Key). Kill the zombie on the floor and ride the elevator.

- Elevator Hall 2F -

Kill the Hunters here, then from the elevator, go left and left into the nook for another herb if you need it. Then enter the blue double doors.

- Large Library -

Go right and kill the zombies. Push the shelf out of the way and enter the hidden room.

- Hidden Room -

Near the window is a Battery. If you get too close to the window, crows will crash through. So quickly get what you came for and get out.

- Large Library -

Run across, then right and through the brown/black door.

- Library Office -

Go straight and push the statue once. Then go to the left of it and push it across, past the relief with the red switch as far as it will go, and into the corner across from the bookcase different from all the others. If none of that makes sense, then push the switch on the relief and you'll see what I'm talking about. Check out the desk for the Doom Book 1. Check it for the Eagle Medal. Leave the area.

- Large Library -

Go straight and through the blue double doors.

- Elevator Hall 2F -

If you want some Shells, head around the corner near the elevator and go through the door for two boxes. Back out here, ride the elevator.

- Kitchen -

Make your way across the kitchen and open the door by the microwave.

- Elevator Hall 1F -

Go up the stairs ahead, then past the elevator and through the double doors.

- West L Hall 1F -

Run forward and through the left door.

- Dining Room 1F -

Hit the double doors across from the fireplace.

- Main Hall 1F -

Enter the blue double doors across the way.

- Gallery -

Enter the door next to the blocked hall.

- East L Hall 1F -

Run through here.

- Twisted Hall -

Hopefully, the Hunters aren't here. Run through here and enter the double doors at the end.

- Back Passage -

Enter the blue door.

- East Stairs 1F -

Enter the save room.

- East Save Room -

Open up the magic box... Inventory: Colt Python and Magnum Rounds (recommended, or Shotgun and Shells), Battery, Square Crank. Leave.

- East Stairs 1F -

Head through the blue door around the corner.

- Back Passage -

Go around the corner and through the door.

- Outside---Roofed Passage -

Kill the Hunter and go through the door at the end.

- Courtyard Shed -

Go through the double doors.

- Courtyard -

Seems like the perfect place for Hunters, eh? Welp, they ain't here, so go through the gates across the way.

- Courtyard Pool -

Hop off the ledge and climb up the other side. Avoid the snakes along the path and ride the lift down.

- Courtyard Waterfall -

Shoot the dogs if you wish, then go into the open area across from the waterfall and use the Battery. Ride the lift up.

- Courtyard -

Go forward, left, and through the gates.

- Courtyard Pool -

Go left and use the Square Crank in the hole. Go back to the Courtyard.

- Courtyard -

Run around the bushes, then head right and ride the lift.

- Courtyard Waterfall -

Go left and to where the waterfall was. Descend the ladder.

- Caves U Passage -

Enter the door on the right.

- Caves T Hall -

Go left and through the door.

- Items Room -

Head across the room (near a generator) in the sub-room for a First-Aid Spray if you want it (only grab the Shells if you brought the Shotgun). Turn around and go left and hit the door you come to.

- Enrico Hall -

Follow the hall and you'll wind up at Enrico. Examine him for the [Hex.] Crank. Leave, dodging or shooting the Hunters.

- Items Room -

Run left and through the door.

- Caves T Hall -

Run past the Hunter here and take the path to the left and go through the door.

- Caves U Passage -

Go down the hall and use the Hex. Crank in the hole. Go through the now-accessible door.

- Boulder Room -

Grab the Flamethrower to the right, then go towards the boulder and go back once you're near it and it'll start to roll. Run back to the nook where you entered. When the coast is clear, enter the new hall created by the boulder, dodge the Hunter and through the double doors.

~~~ Webbed Room---Black Tiger ~~~

This one isn't tough. Just fire your Colt 'til it dies. Once it does, exit, and re-enter the room to clear away the baby spiders. Then equip the Flamethrower and fire at the webbing on the doors with it.

- Straight Passage -

Go left and through the door.

- Caves Save Room -

There's a Blue Herb in here if you're poisoned. Other than that, open up the magic box...
Inventory: Flamethrower, Eagle Medal, Hex. Crank. Leave.

- Straight Passage -

Avoid the snakes and go right, use the Flamethrower on the rack to unlock the nearby door and go through.

- Boulder Room 2 -

Go right, then left towards the boulder. Turn around and run back to where you came from when it starts to roll. Go to the origination of the boulder and grab the Doom Book 2. Check it for the Wolf Medal. Now use the Hex. Crank in the hole two or three times. Then check out the open "wall" and go through the door.

- Gargoyle Statue Room -

Push the statue of the gargoyle towards the door five times. Then use the Hex. Crank on

the hole twice. Push the statue over the pad on the floor to open the panel in the wall, giving you the Lab Key. Leave.

- Boulder Room 2 -

Go back to the original entrance of this room and take the path we neglected earlier and ride the lift.

- Fountain -

Grab the Green Herbs and make your way to the fountain. Looking at it as a clock with an arch at 9, 12, and 3, put the Wolf Medal in 3 and the Eagle in 9. Descend the steps and ride the elevator.

- Lab Elevator Room B1 -

Descend the ladder here.

- Lab MB Room -

Open up the magic box... Inventory: Shotgun and Shells, (or Colt Python and Magnum Rounds), Lab Key, MO Disk (if you want to save Jill). Go through the door.

- Lab B2 Z Hall -

Three zombies are in here, off with their heads and grab the Green Herbs. Go downstairs.

- Lab B3 -

You have a decision to make. If you want to save Jill, read on. Otherwise, stay put for now and skip the next section. For the heros, go left, blasting any zombies on your way and enter the doors on the left.

~~~ Hero Time: Saving Jill Round 1 ~~~

Check out the computer. The login is "John" and password is "Ada". Then select floor B2. The password for that is "mole". Afterwards, select B3 and it'll automatically unlock. Then select cancel to get out of there. Check the back of the room for a MO Disk and leave. Go right and through the door across the way, then through the door on the right side. Blast the zombies in here and make your way around to the desk in the back. Use the MO Disk on the pass code output machine to get the passcode. Leave the room and head through the double doors on the left and go upstairs, go forward and enter the double doors. Then open the panel on the wall near the screen (it looks like a vent) and push the switch to move the column. Examine the hole that was behind it to get the MO Disk. Leave the room and go downstairs. - Lab B3 - Run left down the path, around the corner, and blast the zombie down here. Then keep going and use the Lab Key on the double doors with the red triangle in front of it.

- Lab Elevator Hall -

If you want to save Jill or you're in need of Magnum Rounds, go through the double doors on the left. If not, stay put and skip the next section.

~~~ Hero Time: Saving Jill Round 1.5/Getting Magnum Rounds ~~~

Grab the Red Herb to the right and Shells if desired. Push the top box over the vent it's lined up with (be very careful not to step on the button). Then run around to the other side and push the crate aligned with the button up twice. Next, push the steps up a few times, then towards the crate on top of the vent. Now push the other crate towards the steps, then down and finally left over the vent. Finally, push the steps down and over the button and climb up and into the air shaft. Blast the zombie on the right and grab the Magnum Rounds from the shelves. Then head across the room and use the MO Disk on the pass code output machine (watch out for the other zombie). Exit via the door with the red light. Go left through the doors with the red triangle.

- Lab Elevator Hall -

Go straight and kill the zombie and enter the room straight ahead. - Lab Save Room - Grab the Magnum Rounds and Green Herb if you want them. Now open up the magic box... Inventory:

Colt Python, Magnum Rounds, MO Disk, 2 full recover herb combos. Equip your Colt and head out.

- Lab Elevator Hall -

Go left and through the doors with the red triangle in front.

- Power Room 1 -

Go right and follow the path (avoid the Chimeras) and activate the blacked-out areas. Go back and take the other path at the entrance, and head left when it forks and go through the door on the right.

- Power Room 2 -

No Chimeras? I dunno, but I'm not taking any chances. If you want to save Jill, run forward and eventually you'll come to a table with a pass code output machine. Use the MO Disk to get the Pass Code 03. Turn around and stick to the left wall to go down another path. You'll come to a set of double doors you can go through.

- Power Room 3 -

So the Chimeras are in here, but dodge them. Quickly activate the power connection switch on the left to activate the elevator then circle around and grab the Battery when you come to it. Leave.

- Power Room 2 -

Make your way down the path and exit via the door on the left.

- Power Room 1 -

Turn left and head right down the path, then exit through the double doors ahead.

- Lab Elevator Hall -

Run straight across the hall and push the switch near the elevator. Rebecca will arrive (if you saved her) and you'll ride the elevator.

- Lab B4 Hall -

You'll meet up with Wesker, who talks about the destruction of S.T.A.R.S. and the Tyrant. After the convo, you go into the Large Lab.

~~~ Large Lab---The Tyrant ~~~

Wesker shows Chris the Tyrant, which turns on his master. After the scene, you're left to fight Tyrant alone. Just run away a little bit, turn, and fire. It only takes around 6 Magnum Rounds. When he's fallen, examine the panel Wesker was near to unlock the door and grab the Lab [Master] Key near Wesker, then leave.

- Lab B4 Hall -

If Rebecca is alive, you'll meet up with her. Otherwise, ride the elevator.

- Lab Elevator Hall -

Rebecca runs off to set off the triggering system if you saved her. Run down the hall, hang a right at the fork, and go through the double doors ahead. - Lab B3 - Chimeras! Run to the right, then left around the corner and through the double doors straight ahead (if you don't want to save Jill, go upstairs and skip the next section).

~~~ Hero Time: Saving Jill Round 2 ~~~

Run down the hall and enter the pass codes. Go through the doors and open the door at the end. You'll meet up with Jill and the both of you decide to leave, so run down the hall and through the double doors and through the next set. Ascend the stairs to the left. - Lab B2 Z Hall - Kill the zombies and go through the door at the end of the hall.

- Lab MB Room - If Rebecca is dead, don't bother with the box (but make sure you have the Battery and Master Key). Otherwise, open up the magic box... Inventory: Four of your strongest herb combos (if Rebecca is alive), Master Key, Battery. Climb the ladder.

- Lab Elevator Room B1 - Go through the double doors on the left.

- Lab Elevator Hall B1 - Run down the hall and you'll hear Brad over the radio. Continue and use the Battery in the panel of the elevator. A cutscene will follow.

~~~ Helipad---The Tyrant ~~~

Grab the Flare to the right and use it immediately. If Rebecca set off the triggering system, the Tyrant will arrive. All you have to do is dodge his slash attacks. The fourth or so attack is impossible to dodge, but no matter what happens, make sure your health never gets below the yellow "fine" or "caution". When the timer clocks around 30 seconds left or so, Brad will drop down the Rocket Launcher. Pick it up when you have the chance and quickly blow him away.

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