

Resident Evil 3: Nemesis FAQ/Walkthrough

by Mysticcat

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

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## 1/ I N T R O D U C T I O N

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Hello everyone ! Now I continue to conquer the great Resident Evil series with Resident Evil 3 Nemesis which is known as the Japanese name Biohazard 3 Last Escape. I have made some good guides for other Resident Evil games. So I hope I could be successful with this.

Resident Evil 3 Nemesis happens at the same time of Resident Evil 2 which I have written in my Resident Evil 2 FAQs events. This game is an adventure of the great heroine in Resident Evil : Jill Valentine to escape from Raccoon City. Umbrella - an international chemistry corporation which is known by creating some types of virus that made a maelstrom on Raccoon now wants to destroy the city to delete all the evidence about them. That means our heroine must escape as soon as possible before the city is exploded...

In addition to this, this game has been released for Sony Playstation, Dreamcast and PC. Here I mainly write for Dreamcast version. But the versions of Resident Evil 3 Nemesis don't differ from one another very much.

Although Resident Evil 3 Nemesis has a short storyline, but I think it's still interesting enough to attract us players. So now before playing, please read this first...

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## 2/ L E G A L S T U F F

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I THINK IT'S NOT TOO HARD TO DO. THE ONLY WAY FOR YOU TO USE MY GUIDE  
IS TO TALK TO ME. I'D LIKE TO ANSWER "YES" IF YOU ARE POLITE. IF NOT,  
YOU WOULD KNOW WHAT WILL HAPPEN TO YOU.

IMPORTANT NOTES :

- ANYONE WHO HAVE USED MY FAQS WITH PERMISSION SHOULD REMEMBER THIS. AS  
MY OTHER GUIDES, THIS FAQ IS ALWAYS UPDATED AND REPAIRED FOLLOWING THE  
DATE. THE COMPLETE VERSION IS ALWAYS SENT TO GAMEFAQS.COM WHICH  
DISPLAYS MY FAQS IN BEST STYLE. YOU SHOULD CHECK AND UPDATE IT AT LEAST  
ONCE TWO MONTHS.

AND SORRY FOR BEING RUDE.

THANK YOU !!!

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### 3/ U P D A T E / R E V I S I O N H I S T O R Y

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- Version 1.0 (August 22nd 2001)  
FAQs started...  
This is always the beginning...

- Version 1.5 (August 23rd 2001)  
Added "Other Stuffs"  
Added "Secrets" section  
Repair walkthrough  
I have added some outside parts that involve the story of Biohazard 3  
Last Escape for you to understand it. I also added "Secrets" to show  
you the secrets of the game. Repair walkthrough is just a part mainly  
for mistakes.

- Version 2.0 (August 25th 2001)  
Added "Speed Walkthrough"  
Added "Health Guide"  
Speed walkthrough helps you play the game in the fastest time. Health  
checking is a work which is too familiar with every Resident Evil  
players. But I add them here because it involves the Ranking System  
next to it. Besides, this health guide can be used for new players of  
Resident Evil series.

- Version 2.5 (August 27th 2001)  
Added "Game Shark Codes"  
Repair some menu display.  
These Game Shark Codes I add here are not for Dreamcast version. But

you can use it for Playstation. Currently I don't find any own codes for Dreamcast version. If I can, I would let them here.

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#### 4/ C O N T R O L S

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##### \* DIRECTIONAL BUTTONS :

- Up : Forward
- Down : Backward
- Left : Rotate left
- Right : Rotate right

##### \* CONTROL BUTTONS :

- Left Trigger : Change targets
- Right Trigger : Draw weapon
- X Button : OK/Attack
- Y Button : Open current "Maps" directly
- B Button : open Status Screen
- A Button : Run/Cancel
- Start Button : Open game Options/skip the scenes

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#### 5/ H I S T O R Y / S T O R Y L I N E

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First, let me tell you about the birth of Resident Evil story...

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This series was first released by creator Shinji Mikami of Capcom in 1996 with the great Resident Evil which is considered to be the best game at that time. The first kind of Adventure game(which used First-person Mode) was executed with the technological advent of Sony Playstation. Then Resident Evil series put a label on a kind of gameplay called survival horror with 3rd Person Mode and made a big explosion. After that, a lot of horror adventure games or series were released following the first step of Capcom such as Parasite Eve of Squaresoft, Silent Hill of Konami, etc.

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RESIDENT EVIL 1 takes place in a forest at outskirts area of Raccoon City where happened a lot of unknown murders. Special Tactics and Rescue Squad of Raccoon - S.T.A.R.S. was sent to investigate the horrible places. They didn't find anything unusual... until a comrade of them-Joseph Frost-a member of Bravo Team was killed miserably by something. The incident began. Brad Vickers - that "Chickenheart" pilot of Alpha Team was afraid of the terror, driving the helicopter away, abandoned his partners : Chris Redfield, Jill Valentine, Barry Burton, Albert Wesker and some other lost survivors in the forest. These police must try to find a mansion in the forest to stay in-where they thought to be yet. But here, they must fight a lot of hints about the mysterious corporation named Umbrella making T-virus to create strange creatures. The characters fought them and found out that Albert Wesker-their leader was really a chain in the mystery of Umbrella. He created the T002-Tyrant by T-virus and wanted to sell it for someone. But he got killed by very his product, Chris destroyed that creature and escaped with his partners : Jill, Barry and Rebecca.

RESIDENT EVIL 2 tells us about another place of Raccoon : RPD Police Station-also the office of S.T.A.R.S. Something had happened in the city. It becomes silent and dreadful terribly. Leon Scott Kennedy-a rookie cop of RPD-began his first day of duty in this city. He hadn't known anything...until coming to the city. Claire Redfield-the younger sister of Chris Redfield-came to Raccoon to find her lost brother. Both Leon and Claire met each other and were attacked by the strange creatures in the city. Leon told her to go to the Police Station as a safe place. But here they found out more about that Umbrella Inc, saw a lot of important characters and information. Claire found out about her brother Chris : He had gone to Umbrella HQ to know the truth. He didn't let her know for her safety. In addition to this, William Birkin-the creator of G-virus and also a talented researcher-didn't let Umbrella to claim his work. They instructed Hunk and a salvage team with a bio-weapon named Mr.X (a type of Tyrant) to take it out from him. To get back the G-virus, William infected himself his virus and became a dangerous monster. Leon and Claire met Ada Wong-a mysterious spy and Sherry Birkin- William's daughter. They both escaped out of the tragedy and continue to another nightmare...

RESIDENT EVIL 3 returns to Jill Valentine - the heroine with Chris Redfield in the incident of Resident Evil 1. While Leon and Claire was wandering in the city, Jill was trying to escape from the city at the mean time. In her adventure, with the help of Carlos Oliveira - a member of Umbrella Biohazard Countermeasure Service (UBCS), Jill also discovered some more hints about the secret experiments of Umbrella in this city. Carlos Oliveira has other comrades : Nicholai and Mikhail who seem to take mysterious roles in this incident...

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## 6/ C H A R A C T E R B I O S

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JILL VALENTINE

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Age : 23

Sex : Female

Occupation : STARS members

Now she is the only main character in Biohazard 3. Jill is different from the original Resident Evil : tougher and faster. She seems to be good at any situation, unlike Chris Redfield. She has a big self-confidence. Yes, but sometimes it's too big that pushes her into danger. In this game, she doesn't follow the other STARS members because there is something she has to do here. But anyway, Jill knows that she can't stay in this city any longer.

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CARLOS OLIVEIRA

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Age : 21

Sex : Male

Occupation : Member of Umbrella Biohazard Countermeasure Service

He has a mission to find the survivors in Raccoon City. Carlos seems to be good at using weapons and dodging. He is brave and funny, but sometimes in necessary situation he also becomes tremendous. In some part of the game you would really need his help.

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NICHOLAI GINOVAEF

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Age : Unknown

Sex : Male

Occupation :Member UBCS

He is a Russian who seems to be with Carlos in the mission. But the truth is not like that. He works mysteriously in shadow and might be keeping trace of Jill. He always appears before a trouble happening. What does he really want to do in this city ?

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MIKHAIL VICTOR

~~~~~

Age : unknown

Sex : Male

Occupation : UBCS Commander

He is a Russian, too. He is wounded when Jill sees him. Mikhail is a brave soldier who has big duty on his mission. He's willing to sacrifice his life to save his comrades. You would need his help to survive either.

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OTHER GUYS

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---TYRELL PATRICK---

Also a member of UBCS, he is killed by Nicholai when you first meet him who seems to be a very persistent guy. He might know something about Nicholai that he gets killed.

---BRAD VICKERS---

The "Chicken heart" of STARS members. He works as a pilot in Bravo Team. He was the very guy who left his comrades in the Raccoon Forest and then returned to save them in the end. But anyway I don't like him. But now his fate is decided to go to the end. Nemesis killed him miserably before Jill's eyes. And the guy still lives as a dispirited zombie. Of course he might got killed by one of Claire and Leon after that...

---DARIO ROSSO---

The first idiot guy you meet in the game. He lost his daughter from the raid and stays in the city. He blames Jill about having destroyed his door. Although Jill tries to persuade to him escape with her, he doesn't. What would happen to him ?

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7/ N O T E S B E F O R E P L A Y I N G

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Now you have entered the world of Biohazard 3 Last Escape. I have some notes before you play the game. You can read or not. This isn't necessary.

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DIFFICULTIES

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The difference between Heavy Mode and Light Mode is that the enemies

are stronger, the ammo is less, the items you have in the beginning of the game. Besides, Heavy Mode has rare weapons, ammo and secret costumes that you couldn't have in Light Mode. And the ammo in Heavy Mode is just half Light Mode.

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HEAVY MODE :

- Jill's beginning Items :
  - + Beretta M92F 9mm with 15 Handgun Bullets
  - + Game Instructions A (file)
  - + Game Instructions B (file)
  
- Beginning Items in Jill's Item Box :
  - + Combat Knife
  
- Beginning Items in Carlos's Item Box :
  - + Combat Knife
  
- Jill begins with 8 item slots in Inventory.
  
- Nemesis gives you a gift each time you defeat him.
  
- There are ranks/grades after finishing the game.
  
- Receive epilogue files

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LIGHT MODE :

- Jill's beginning items :
  - + M4A1 Assault Rifle with 100% ammo
  - + 3 First Aid Sprays
  - + Game Instructions A (file)
  - + Game Instruction B (file)
  
- Beginning Items in Jill's Item Box :
  - + Combat Knife
  - + Infinite Ink Ribbons
  - + 200% ammo for Assault Rifle
  - + Beretta M92F 9mm with 15 bullets
  - + 250 Handgun Bullets
  - + Benelli M39 Shotgun with 7 shells
  - + 56 Shotgun Shells
  - + S&W.44 Magnum with 6 rounds
  - + 24 Magnum Rounds
  
- Beginning Items in Carlos's Item Box :
  - + Infinite Ink Ribbon
  - + Combat Knife
  - + 100% ammo for Assault Rifle
  
- Jill begins with 10 item slots in Inventory.
  
- There's no Nemesis's gift.
  
- There's no rank/grade
  
- Not receive epilogue files

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\* In this game, three First Aid Sprays can be combined into one slot item called "First Aid Box".

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CHANGEABLE EPISODES - LIVE SELECTIONS
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Biohazard 3 Last Escape has a remarkable point that other Biohazard games don't have. It is that you can change some parts of story by choosing decisions. Sometimes in necessary situations, you are required to choose one of the two decisions to find your way out. There is a limited time to choose. If you don't choose one when the time has ended, the game would decide for you and I assure it's not good for you to continue. So make sure of your decision and be always active in your game. Some of the episodes could change the whole game of yours, especially your most enemy Nemesis. The place where he chases you sometimes depends on your choice.

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DODGING
~~~~~

The characters in this game can avoid from enemy attacks. Yes, they can. If you press the right buttons at the right time, sometimes your character can dodge the hits of enemies and doesn't receive damage. But it's rather hard to do because you have to be a bit fast when observing and attacking. You can know more details from "Game Instruction" in "Files" menu.

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8/ M A I N W A L K T H R O U G H  
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\* IMPORTANT NOTES

- I write this walkthrough mainly for Heavy Mode. The Light Mode is too easy that I think everyone could pass it. Heavy Mode sometimes has new items so I would write carefully here.
- I have written the changeable episodes in "~~~~" frames. This reminds you about the changes you could face in the game following how you play.
- I divide the areas by "====" frames.
- I write "Item Location Changed" in "---" frames. This lets you know some common items that could sometimes change their locations.

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Okay, choose your costume, then begin the game...  
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UPTOWN AREA  
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After seeing the opening film, shoot the first zombie, climb the box and pass over. A lot of zombies surround you. Then Jill tries to destroy the door behind her and gets inside. This is a warehouse. You have a debate with Dario. Then he hides in the cabinet and you just hear a curse "I told you ! Never !". What an idiot guy !

Pick up the First Aid Spray behind the stairs. Then try to find a

small cabinet with a red light. You would receive a Handgun Bullets (Light Mode doesn't have this).

Go upstairs, head to the north first. You'll be taken to the Save Room. Grab Gun Powders and Warehouse Key (Backdoor Key). Then get out, go down and run the south. Use Warehouse Key to open the locked door, you are out.

Get down the stairs and go through the door. You are in the street. There are some zombies here. Just try to avoid them or bursting the bomb to take them out. There are 3 doors. One of them is locked. Both other doors take you to a same place. Once you try to open the gray door, you would see the door is opened quickly, then someone runs out from it and there are a lot of zombies get out. Take wipe of them and go down the stairs inside the door. Be careful with the wandering zombie downstairs. You can't see it from upstairs and you would attack him in close distance. After that, get Lighter Oil and the Shotgun from the corpse. Get up and head to the new way forward the gray door, grab two Green Herbs and go to the door.

Another street. Try to avoid the zombies if you can. The door under stairs (restaurant) is locked inside. Beside there is a boutique that is locked. You just get inside when you have the Special Key. Run until you see the turning road where two zombies are eating somebody. Climb the wooden box. Get the map on the wall and go upstairs to take two Green Herbs. Then get down and go to the next door at the end of the street.

The door takes you to a fork road with a stairs. Go down the stairs first. You meet the guy who was running from the gray door again. He is shooting a zombie and goes away to the small path when you come. Avoid these guys and chase after him. You have come in the restaurant. He is bitten by a zombie. Help him if you want. Or you can just try to reach the Lighter Fluid and let him handle it (I hate him !). Then you would know he is the Chicken Heart guy - Brad Vickers. While Jill is very confident at herself, this guy just worries about his own life. Then he goes away. But remember to get the Lighter Fluid. There are Handgun Bullets and a file here. The door Brad went is just the old door you saw in the previous street. Now return to the fork road and get to the next nearest door from the stairs. The far left door just lets you return to old area.

Here you see a group of zombies trying to destroy a blocking fence. Just ignore them. Combine the Lighter Fluid and Lighter Oil to create the Lighter. Then use it to burn the rope which is locking the right gate. Then the blocked zombies could destroy the fence and run to you. Sometimes they could do this before you burn the rope. It depends on your time. Shoot the bomb to kill most of them, then finish the remains. You'll get two Red Herbs and a file inside. Open the right gate to a burning place.

Here you meet two dogs. Just kill them by yourself. There is a Save Room here. And I remind you to save because you have been entering the real battle with the new bio-weapon. Then get out of the place, pass surging water until you reach the gate of RPD Station.

=====  
RACCOON POLICE DEPARTMENT STATION  
=====

Here you witness the terrible death of Brad - who is requesting for your help. He is wounded awfully and calls you. But then, a huge fierce guy jumps from somewhere to split you and him. Then he uses his hand to bring up Brad in the air. The other hand of his rising something like tentacles which casts through Brad's throat. AAAAARRRGH !!!!

Now this is your choice :

- Fight with the monster
- Run into the Police Station

Okay, and I suggest you to run inside. In Heavy Mode I assure you don't have enough ammo to kill him frequently. If Nemesis beats you be bare-handed, only one hit can kill you 100%.

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CHANGEABLE - FIGHTING NEMESIS \~~~~~
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If you choose to fight Nemesis, prepare your Shotgun with at least 14 shells. Remember to shoot him correctly. Run and fight at the same time. Just don't let him touch you. Try to use any weapon you have, even the damn Knife. Good tactic is not worst as you think.

When you have fought Nemesis, you could get Brad's Card from his corpse. Check it to get the S.T.A.R.S. Card only.
~~~~~
END OF CHANGEABLE /~~~~~
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Enter the RPD Station. If you don't fight Nemesis, he would try to destroy the entrance. But don't worry, he couldn't.

Grab the three Green Herbs in the right. Then use the card you get from Brad's corpse to access the computer. You would receive a code. These codes are random. So remember to write it down. Then go to the only free door in the left. There are some zombies here. Try to avoid as much as you can. Grab the Shotgun Shells in Marvin's room and go to the next door. This is Locker Room. Check the first sparkling you see to get Blue Gem (Sapphire). Then go to a small path in the row of lockers and find a chest with red light. You need a combination to open it. Just use the code you get from the computer and receive Emblem Key (S.T.A.R.S. Key).

Then go to the next room to another hall, enter the Dark Room just under the stairs to get Gun Powder A.

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~~~~~\
CHANGEABLE - POLICE STATION \~~~~~
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If you don't have Brad's card to find the code (you chose 2nd decision), go to the nearest door you see. It's a corridor which takes you to the Meeting Room (the place where in Resident Evil 2 you get Virgin Heart). Here you find Jill's Card. Then return to the computer and use it to know the code.
~~~~~
END OF CHANGEABLE /~~~~~
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Once you have the Emblem Key, go upstairs, avoid the "lovely" guys and head to the corridor of STARS office. Enter the room to get Lockpick. Try to open the cabinet, you get Grenade Launcher (sometimes

it could be the Magnum ). Okay, now there's nothing else for you to do. Let's follow the way to get out of Police Station.

When you are going down, you hear a sound of broken glass. Once you get down the 1st floor, Nemesis "visits" you again by jumping through the window. Be careful, he is holding a rocket launcher. If you want to fight him, try to avoid the shots by running around and use Shotgun or Grenade Launcher to shoot. If not, run like hell out of the room. Once you are in the Locker Room, he can't chase. Use Lockpick to open one of the nearest chest to get Gun Powder B. Then run to Marvin's place. Nemesis appears again. But try to run until you get out of the Police Station, Nemesis won't pursue you anymore. (Now you see Brad's corpse is lost right ? Perhaps he is playing with Leon).

When you are in the street, toward the fire beside the police station until you find a locked door in the right. Use Lockpick to open that door. You are in a small path with a bomb. When you turn, you would see a Brain Sucker climb up from a window. But now it doesn't attack you. Check the corpse to get Handgun bullets and a diary. Then go to the next door. You are in another area. Your left is a Fire Hose. Now you can't do anything with it. So toward the right side until you see a gate. Get out.

---ITEM LOCATION CHANGED---

Here you always see two Blue Herbs. But sometimes there can be 3 Green Herbs beside them. This doesn't happens frequently.

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=====  
DOWNTOWN AREA  
=====

You are at down town area. Fight the three zombie dogs. Check the corpse to get Gun Powder A. Then get to the Parking Lot for more dogs. Do you see something strange in the car boot ? It's the Power Cable. Get it and head to the Save Room (beside the Blue Herb bush). Prepare yourself here.

Get out, you are in the street again. Avoid the three dogs and get in the next door. Take the map on the wall. Then come to the corpse. Jill would check it for a while. Then a Brain Sucker suddenly attacks her. You can kill it or avoid. I remind you to run to the south and get through the door. The north side has an elevator couldn't be activated without a battery.

You see someone shooting a zombie a run away. When you check the place, you would find a Bronze Compass (Future Compass) put in a hole a the wall. Beside it there is a hole whose shape is a book. But if you take out the Bronze Compass, the water beside you falls to the sewer bringing the electricity from the platform underground that you can't go out. So just leave it as it is. Then head to the restaurant where the strange ran to.

---ITEM LOCATION CHANGED---

Sometimes there are 3 Gun Powder A here.

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There is a locked chest here. You can use Lockpick to open it. But before doing this, please check this passage.

~~~~~\
CHANGEABLE - RESTAURANT \~~~~~
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IF YOU OPEN THE CHEST NOW...

You get the Manhole Opener. Use it to open a lid in the restaurant. Then you meet that guy. His name is Carlos - a member of UBCS. But the Nemesis comes to attack you again. Now you have your choice :

- Run into basement
- Hide in the kitchen

\* If you choose the first decision, Jill would take Carlos into the basement she has just opened. But the water pipe is broken by Nemesis that the water is slowly filling the basement. Both characters must climb up again. Nemesis is waiting for you here. I think now you should defeat here when you have Carlos with you. But you can run if you like.

\* If you choose the 2nd decision, Jill takes Carlos to the front area. Then she throws an electric light to Nemesis that makes an explosion. Nemesis faints. And you can get out of here.

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IF YOU DON'T OPEN THE CHEST NOW...

Nothing happens. You could meet Carlos in the Newspaper Office.

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END OF CHANGEABLE /~~~~~
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After getting out of Restaurant, you are in an arcade shop. The way forward you just takes to the old place where you see the Bronze Compass. So go to the Save Room to get Rusty Crank and Shotgun Shells. Remember to bring the Blue Gem with you. Get out and go to the new path. You are facing the gate to Raccoon City Hall. Put the Blue Gem on the table beside the gate. Another gem is missing. Now turn to the Newspaper Office and enjoy this changeable episodes :

~~~~~\
CHANGEABLE - NEWSPAPER OFFICE \~~~~~
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IF YOU HAVE MET CARLOS IN RESTAURANT...

You would get the Green Gem (Emerald). Get it to put on the table.

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IF YOU HAVEN'T MET CARLOS IN RESTAURANT...

You would see him fainting here. Then Nemesis appears again. There are two decisions :

- Jump out the window
- Hide in the pack

\* If you choose the first decision, Carlos and Jill would jump out the window to the dump area and get out.

---ITEM LOCATION CHANGED---

There can be two Red Herbs here.

-----  
\* If you choose the 2nd decision, Carlos and Jill would hide somewhere. Nemesis is suddenly affected by some fire explosion and faints. If you get out, he could chase after in the arcade shop area.

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IF YOU DON'T KILL NEMESIS IN THE RESTAURANT...  
He would appear here and only you fight him. He beats you be bare-hands.

-----  
IF YOU CHOOSE THE 2ND DECISION IN THE RESTAURANT...  
He would appear just as the above episode.

~~~~~  
END OF CHANGEABLE /~~~~~
~~~~~/

So if you meet Carlos in the Newspaper Office, you don't find the Green Gem. Now return to the Restaurant, use the Manhole Opener to open the basement. The Green Gem is here. Use it to open the gate to Raccoon City Hall.

Now you are at a fork road . First, head to the right path to the Gas Station. Use the Rusty Crank to open the shutter. But Jill would fail to do this.

---ITEM LOCATION CHANGED---

If you don't jump out the window with Carlos in the Newspaper Office to the dump area, now you may see two Red Herbs here.

-----  
Return the fork road and head to the left path. Shoot the zombies, pass another road until you come to the Trolley. Get on it, read the file on the shelf and you meet Nicholai. Then talk to Mikhail, go to the front and talk to Carlos. He would give you the Side Pack to increase your Item Slots. Now you have 10 item slots.

Get the Wrench on the seat and get down the Trolley. There would be a dog attack you. Try to avoid it and return to the Gas Station. When you enter the zombie path, there would be a new zombie who dashes out from the spoiled car to attack you. Kill him and get the Gun Powder A in the car. Head to the Gas Station. Use the Wrench to open the shutter, then get in. Get the First Aid Spray if you like. Then solve a puzzle beside it. There are 4 green letters A, B, C and D. Each letter is displayed by a red light. If one of the letters is lit, you must arrange the red lights which finally there is only a red light under the green letter. You must do it correctly for three times to open the shelf. Then you get Machine Oil.

---ITEM LOCATION CHANGED---

If you didn't see the three Gun Powder A in the restaurant, you might see them here.

~~~~~\  
CHANGEABLE - GAS STATION \~~~~~

~~~~~  
IF YOU MET CARLOS IN THE RESTAURANT...

Now Carlos would be here with you and pay attention to the zombies outside for you. But the zombies become more crowded, Carlos would get out to play with them while you are trying to solve the puzzle. After finishing, you see something explode in the inside room. Jill is lucky to escape and get out with Carlos who is wounded by the zombies. The Gas Station is exploded completely.

IF YOU MET CARLOS IN THE NEWSPAPER OFFICE...

The guy who comes here would be Nicholai. After talking to you, he would go to the next room to do something and you solve the puzzle at the same time. When you have finished, Nicholai finishes his work either. And the consequence that an explosion is happened. Jill escapes but she doesn't see Nicholai.

~~~~~  
END OF CHANGEABLE /~~~~~
~~~~~/

Now you have the Wrench, your next work is using this item to unlock the Fire Hose. Do you remember where it is ? But when returning, a group of zombies get out to block you from a courtyard in the fork road . Finish them all and get inside the yard.

---ITEM LOCATION CHANGED---

If you didn't see 3 Green Herbs in the Fire Hose area, you could see them here.  
-----

Come to the statue, push the switch and grab the Bronze Book from his hand. Then return to the place where you see the Bronze Compass, put the book in the empty hole. Then you can get the Bronze Compass.

~~~~~\  
CHANGEABLE - FIGHTING NEMESIS \~~~~~
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If you don't fight him completely in the Newspaper Office, he could wander here to wait for you. Just beat him as usual and try to avoid his approaching. There is a good strategy here. Try to be faster than him. When you haven't put the Bronze Book yet, you could run very fast to there and grab out the compass, the electric water would fall and Nemesis can't touch you. Then defeat him freely.

~~~~~  
END OF CHANGEABLE /~~~~~
~~~~~/

Put the Bronze Compass on the Statue's hand. It turns its back to you that you get the Battery from there. Return to the Brain Sucker area and get to the north stairs. Put the Battery to activate the elevator. Then use it to get down the Sub Station.

You would be welcomed by tons of zombies. Aim at the bomb or use Shotgun with them. Then get into the Sub Station by the deeper door. The front door is locked inside.

---ITEM LOCATION CHANGED---

If you didn't see two Red Herbs in the Newspaper Office or Gas Station, you could see them here.

Sometimes you might see three Gun Powder B on the desk.

-----  
First, put the switch to supply electric power. You see two shutters and a control panel beside them. This control panel is used to estimate the electric power supplying to the shutter to open. The left shutter needs 15V-25V , the second needs 115V-125V. There are many ways to open it. Red means increasing. Blue means reducing. For the left shutter, I do it :

Red - Blue - Blue - Blue = 20V

The shutter is opened, you get the Fuse.

But it's not over yet. The zombies outside is trying to destroy to door to "meet" you.

~~~~~\  
CHANGEABLE - SUB STATION \~~~~~
~~~~~

This is your choice :

- Head to emergency exit
- Increase electricity output

\* If you choose the first decision, Jill would try to destroy the exit and get out by the front door. You can't get the item in the second shutter except you must return and kill the zombies by yourself.

\* If you choose the 2nd decision, Jill would come to the electricity machine and move the level. The electricity is too high that it goes by the iron door and kill the zombies at once.

~~~~~  
END OF CHANGEABLE /~~~~~
~~~~~/

Anyway, let me tell you the solution for the second shutter :

Red - Red - Red - Blue = 120V

---ITEM LOCATION CHANGED---

If you get Grenade Launcher in STARS office, you would have Magnum here.

If you get Magnum in STARS office, here you have Grenade Launcher.

-----  
Now there's nothing else for you to do here. Get out of this place, go up the elevator and return to the area where you saw the Fire Hose. Once you pass the bus near Parking Lot, sometimes the crows can appear suddenly. But don't worry about them.

=====  
REVISITING UPTOWN  
=====

Use the Wrench to unlock the Fire Hose. Do you remember the burn ground where you meet the first two dogs. It's near the Police Station. Just pass that place to return there. Then put the Fire Hose in the hole on the left wall to put out the fire. You have a new area.

Straight the two paths. There might be two Brain Suckers here. Collect the Crank on the ground if you like. Then enter the Sales Office.

~~~~~\
CHANGEABLE - SALES OFFICE \~~~~~
~~~~~
Here you could meet Nicholai or Carlos.
If you met Carlos in Gas Station, you meet Nicholai here.
If you met Nicholai in Gas Station, here you see Carlos.
~~~~~
END OF CHANGEABLE /~~~~~
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First, check the projector on the desk to find the password accessing the Medical Storage Room. It's random but only one of these :

AQUACURE

ADRAVIL

SAFSPRIN

Then enter the password in the computer beside. The storage is unlocked. Go in and find the Oil Additive. Combine it with the Machine Oil to create Mixed Oil.

---ITEM LOCATION CHANGED---

If you didn't the three Gun Powder A at Gas Station or Restaurant, you can find them here.

If you didn't see three Gun Powder B at Sub Station, you can see them here.

-----

But when you are intend to get out, you hear a cry and then... a lot of zombies outside go here in groups. Now you are in the storage. Do you see some valves on the wall ? Shoot the valve to ventilate the gas air. This air can kill tons of zombies for a limited time. Then you must defeat the others by yourself. Get out of this place.

When you are returning, certainly Nemesis visits you again. Now he is holding the Rocket Launcher to fight you. Now you can fight or not. But I remind you to run if you are in Heavy Mode.

Do you know what is the new Crank used for ? Return to the house where you first met Brad. In the back yard, you see a shutter with a hollow beside. Use the Crank to open. You get 18 Grenade Rounds. Now you really get out of Uptown area.

=====
GET OUT OF TOWN
=====

Now what you need are Power Cable, Fuse and Mixed Oil to operate the Trolley to get out of town. But remember to bring your Shotgun, Grenade Launcher and at least one Mixed Herb . You can have Magnum if you have empty slots.

Once you are passing the Parking Lot, a small earthquake could happen. Then Jill is suddenly trapped to a broken hole on the ground. When she is trying to climb up, two giant packages in the vehicle in front of her suddenly slides toward her.

~~~~~\
CHANGEABLE - PARKING LOT \~~~~~
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This is your choice :

- Climb up
- Jump down

\* If you choose the first decision, Jill would climb up and she is completely safe. Just continue on your way.

\* If you choose the 2nd decision, she would jump to the sewer at once. Then you must control her to get out of here by climb up the nearest ladder. There are worms here. I think this is not a good decision.

The ladder would take to a nearest place just before the Parking Lot.

~~~~~
END OF CHANGEABLE /~~~~~
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When you have come to the fork road in City Hall, you meet your "old friend" Nemesis again. Now he attacks you by bare-hands. It's really dangerous when this place is so narrow. Use Freeze Rounds or Magnum to defeat him once. When he faints, if you want to save ammo, you should run at once before he wakes up. Or if you want more challenge and a rare item, just beat him until he is bleeding.

Now straight to the trolley. But on going, another earthquake would happen and Jill is trapped again. It's not all. Another quest wants to meet you - a Grave Digger.

You don't need to beat it. Your work now is getting out of here. But try to avoid it from the holes. It causes very big damage. First, turn to your right and push the first switch there. Then go to the south to find another switch. Push it and a ladder is lowered for you. If you want to waste your ammo, just defeat the worm. If not, climb up at once. But whatever you do, it doesn't die yet.

The ladder directly takes you to the trolley area. Now get on the vehicle and put the three items Power Cable, Fuse and Mixed Oil to into the machine. Then Carlos would come with you. Jill tells him about Nicholai. Carlos says he would solve this problem and give you 6 Flame Rounds. Prepare your weapons carefully. Then head to the front to activate the trolley to run...

But then, something wrong happens in the back where Mikhail is. Jill goes in to check. Oh no, our "good boy" Nemesis is here to visit her again. Mikhail is being troubled by him. I think you should use Grenade Launcher with Flame Rounds or Magnum. Have at least 6 rounds. Nemesis now is bare-handed. So try avoid his catching or you would die like Brad did. Just suffer until you shoot him 6 or 7 rounds. He is weak and then Mikhail would handle the rest for you.

Mikhail sacrifices his life to save Jill and Carlos and to kill Nemesis. His machine gun is empty and his last weapon is a grenade. It makes a big explosion on the trolley. Nemesis is thrown to the street and Mikhail is dead.

The explosion spoils the trolley. Carlos can't control it anymore.

=====  
CLOCK TOWER  
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CHANGEABLE - TROLLEY \~~~~~

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This is your choice :

- Jump out the window
- Use emergency brake

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* IF YOU CHOOSE THE FIRST CHOICE...

...Jill says that everything is useless and jumps out of the window. After the crash, she would continue her journey at a right room of Clock Tower. Search that room.

---ITEM LOCATION CHANGED---

Sometimes you could see two Gun Powder A and two Gun Powder B here.

When going, the zombies outside suddenly go to the room by the crash. Check the picture on the wall quickly to get Winder Key. Then get out soon. You are in the right Save Room of Clock Tower. Prepare yourself here.

In the next room, you would see Carlos. Take 6 Freeze Rounds from him and grab the Grenade Rounds on the table. In this room, you would see a green door locked. Remember it. Then go to the main hall of the mansion. Check the corpse to get a new weapon - Mine Thrower (In Light Mode it is a box Shotgun Shells). Check the table to get Clock Tower Map and First Aid Spray. You can go to the courtyard by the main entrance. In the back of the hall you can hear some melody from the two Music Boxes. Here you can meet Dogs or Crows. There are two Blue Herbs and three Green Herbs here. But you can't open the small door beside the main entrance. Just return to the hall and go to the left to the Dining Room. You can meet zombies or Brain Suckers. Then open the next door. Here you can unlock the small door beside the main hall but it's not necessary. Go to the left Save Room by using Winder Key. Find the Bezel Key on the shelf. Then head to the main hall. When going out, you'll be attacked suddenly by some zombies. Use Shotgun with them...

---ITEM LOCATION CHANGED---

If you didn't see the Gun Powder A and B at the first room you come, you can find them here.

~~~~~

\* IF YOU CHOOSE THE 2ND CHOICE...

...Jill would break emergency brake to stop the trolley as soon as possible. After the crash, she would continue at the courtyard of Clock Tower. The main entrance is locked. You must enter the mansion by the small door beside. Go to the left Save Room first to get Winder Key (Read the above item location for the Gun Powders here). Then get out. Talk to Carlos in the Dining Room. Pass the hall to the right Save Room, then find the Bezel Key behind the picture. Let's return to the

main hall.

~~~~~  
END OF CHANGEABLE /~~~~~
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Now you are in the main hall. Go upstairs to the 2nd floor. Try to avoid the Black Widows. Then head to the balcony. Grab the two Red Herbs, put the Bezel Key into the hole to lower the ladder. Then climb up the 3rd floor.

Get two Gun Powder A. Grab the Silver Gear beside. Then find a big music box. Turn the switch to hear the melody. You would recognize this is the melody you heard from the music box on 1st floor. Now your puzzle commands you to repeat the melody by choosing the switch for A, B, C, D, E and F position. There are two switches each position that you must choose the one which appreciates the tune. Each position is a part of it. The orders are random.

If you finish the tune well, you receive Chronos Chain. Combine it with the Winder Key to create Chronos Key. Before climbing up, you should search the room to find the Item Box. Beside it there is a system which a gear is missing. It's unfortunate that the Silver Gear can't be fixed with it. Now get down.

Do you guess what happens ? Our good boy visits you again.

~~~~~\  
CHANGEABLE - FIGHTING NEMESIS \~~~~~
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Choices :

- Use the Light
- Use the Cord

\* If you choose the first decision, Jill would turn on the light to petrify Nemesis. Then she pushes him off the balcony. You can't get the rare item from him.

\* If you choose the 2nd decision, Jill would take the cord and do all the ways to electrocute Nemesis. He faints. You can get a rare item from him. But he would pursue you just after you get into the mansion. He attacks you by bare-hands.

~~~~~  
END OF CHANGEABLE /~~~~~
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Now you have got the Chronos Key. Unlock the green door and pass the Black Widows corridor until you reach a room with three weird pictures and three women statues. If you check the back area, you get the ammo for Mine Thrower (Shotgun Shells in Light Mode). You also see a huge bell that blocks a door to get out of the mansion. But if you try to let Jill push it, she doesn't have enough strength to do that. Okay now check the three statues and get Crystal, Amber and Obsidian stones.

You would use these to solve a puzzle of the three pictures with three clocks on it. Now the left and right clocks show 12 o'clock. The middle shows a random time. You must put the stones on the three pictures that make the middle clock show 12 o'clock. The order is

random, too. But this is the rule to put the stones :

LEFT PICTURE

Crystal = -1 hours  
Obsidian = -2 hours  
Amber = -3 hours

MIDDLE PICTURE

Crystal = +1 hours  
Obsidian = +2 hours  
Amber = +3 hours

RIGHT PICTURE

Crystal = +2 hours  
Obsidian = +4 hours  
Amber = +6 hours

You would get the Gold Gear. Combine it with the Silver Gear to make a complete gear. Then get back to the 3rd floor, put the gear in the missing place to operate the clock. Jill does this to inform that she is a survivor in this city.

After that, a helicopter comes to save her. When she is eagerly to get out of this place, Nemesis destroys everything.

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~~~~~\
CHANGEABLE - FIGHTING NEMESIS \~~~~~
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* In the trolley crash, if you chose the first decision to jump out
the window, now Nemesis would attack you with the Rocket Launcher.
After the fight, Carlos would come to save you.
* In the trolley crash, if you chose the 2nd decision to break the
emergency brake, Nemesis would fight you by bare-hands. But before he
poisons you, Carlos comes to shoot him. But he strikes Carlos to the
wall and he faints. Then Nemesis plays with you.
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END OF CHANGEABLE /~~~~~
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This fight is rather tough, especially Heavy Mode. Use Freeze Rounds or Magnum Rounds to play with Nemesis because he is afraid of these. If he beats you by bare-hands, try to avoid when he wants to catch you or you can be killed. If you are attacked by Rocket Launcher, try to run around to avoid. Nemesis isn't patient enough to aim you long.

If you defeat him this time, he would be wounded seriously and run away in the burning fire. Jill was infected the virus by Nemesis and she faints. Carlos comes to save her...

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HOSPITAL - CARLOS'S ROLE
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Now Jill loses her self-confidence. She would be turned into a monster for time. But Carlos decides to save her. Now you take control of Carlos to find the vaccine for her.

Do you remember the bell blocking the back door that Jill couldn't push ? Let Carlos go there and push it. He is a man who has enough strength to do this (hehehe...). Kill the zombies in the street and enter

the hospital in the north.

In the first sight, you would meet a Hunter slicing a zombie's head. There are two Hunters here. Shoot them to get the two Red Herbs inside if you want. Go to the Save Room to save if you want. Then head to the next room.

Find Handgun Bullets and grab the Tape Recorder. Access it in the button beside the elevator. Then you can use it to move. Your limit is the 4th floor and 3rd Basement. You can go either floors first. But the order you go can decide what monsters you would face. Read this changeable walkthrough passage :

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~~~~~\
CHANGEABLE - HOSPITAL \~~~~~
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IF YOU GO TO THE 4TH FLOOR FIRST...

Here you can meet either zombies or nothing.

You must go to the Data Room first to get the key to sickroom. Here you would see Nicholai talking to Tyrell Patrick. It seems that Nicholai wants to kill him. Carlos comes to stop him. But Tyrell opens a grenade and makes it explode suddenly. Nicholai prompts to escape by the window. Carlos is all right. Tyrell is dead.

Go inside to find a file and Sickroom Key. Then get out.

There are two sickrooms on this floor. You go to the first sickroom first. There is a doctor's corpse beside the door. Check the corpse to find a code containing three digits. These codes are random. But try to remember them. (Here you can meet either zombies or worms or nothing).

---ITEM LOCATION CHANGED---

If you meet zombies here, there are two green herbs in this room.

Now get out, use the Sickroom Key to unlock the second sickroom. Here you see a cart beside the bed. There are four strange squares at the four corners of the room. Try to push the cart into one of the squares until you aren't shocked anymore. If you fail, get out and go in to try again.

When you do well, the cart appreciates the square. The picture on the wall drops revealing a freezer. You must enter the code you got from the dead doctor to open it. If you do correctly, you get Vaccine Base.

Get out and reach B3 area by the elevator. Go along the corridor and enter the only room here. You can meet two Hunters here. Kill them.

---ITEM LOCATION CHANGED---

If you didn't see two Green Herbs in the sickroom on 4th floor, you can see them here.

Go to the next room. This is an experiment. There are two Giant Frogs in the capsules. First, grab the Medium Base on the shelf. Then find a machine beside the capsules. Put the light switch to drain the water in the capsules. Then put the Medium Base in the machine. You have to solve a puzzle again that makes the two light columns are equal at half whole columns. In the first row, push the I and III switches. In the second row, push the A switch. Then you get Vaccine Medium. Combine it with the Vaccine Base to create Vaccine which used to cure T-virus for Jill.

When going out, the Giant Frogs would break the capsules to get out. Try to avoid them to save ammo and go out of the room as soon as possible. You can meet either Hunters or nothing in the corridors...

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IF YOU GO TO THE B3 FLOOR FIRST...

Go along the corridor and enter the room. You don't see anything here. When Carlos comes in, Tyrell Patrick suddenly appears and tells you about Nicholai. He might know something about that guy. But Nicholai put a bomb in a drawer beside Tyrell and it suddenly explodes that kills him and all the clues about Nicholai. Get the Vaccine Medium as I wrote above. Then reach 4th floor.

Go to the Data Room to find Sickroom Key. Now you meet no one here. Then go to the sickrooms and solve the puzzle to grab Vaccine Base and create Vaccine. Return to 1st floor...

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END OF CHANGEABLE /~~~~~

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Have you all been at 1st floor ? You can meet either zombies or Hunters here. Then pass the Save Room to the first room of the hospital.

There is a bomb which was put to destroy this place. Maybe it was Nicholai. You have 5 seconds to go out from this position (In Light Mode it gives you 20 seconds)...

When Carlos is safe, revisit the Clock Tower again. There is something wrong on the roof. Here you can meet either female zombies or worms. Pass the corridor until you reach the main hall. At that time, Nemesis destroys the roof and lands on the ground. Now he is changed into an awful mess of deadly tentacles.

Carlos doesn't have enough ammo and strength to kill him. You can let him shoot Nemesis some shots. But it's better to let him run to the Dining Room. Then run to Jill's room, ignore Nemesis if he chases after you in the piano hall.

=====

RETURN TO JILL - HEAD TO RACCOON PARK

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Now you take control of Jill. Prepare yourself carefully here and remember to bring the Lockpick with you. When you get out, Nemesis quickly comes to you. If you like, use powerful weapons to fight him here. He was damaged a little by Carlos and now it's not hard to defeat him. He can't use dangerous catch to fight you anymore because he lost his hand. I think this form of him is easier to beat. If you have beaten him in all the previous times and beat him this time, you would collect the last gift : either an Assault Rifle or Infinite ammo.

When he is defeated, go to the puzzle room and get out by the way Carlos opened for you. Finish the zombies on the street. With Lockpick, Jill could open the room beside the park. Here is a Save Room and you can find a lot of ammo. In Light Mode there are Grenade Rounds. Hard Mode has ammo for Mine Thrower here. Grab the Park Gate Key hung on one of the key hooks. When you finish everything here. Get out and go to

the south stairs to reach Raccoon Park.

=====

RACCOON PARK

=====

Open the gate by the key. Here you can face either Hunters or worms. If you have had the Assault Rifle, equip it here. First, go to the right path of the park. It's a stairs.

In this path, you see either Zombies or nothing. If you see nothing, the Giant Frogs can jump out from the lake suddenly to play with you. Reach the next path.

Here you fight either three Dogs or three Hunters. There is a bomb here so be very careful when shooting. Check the first corpse you see to get Second Park Key. If you search the area, you would collect Magnum rounds from another corpse and a gate which was locked. Now return to the main park and go to the opposite side, the left gate.

Here you take the Park Map on the bulletin. There are two Blue Herbs and three Green Herbs here. Then check the notice near the pool. It shows you how to control the water from each fountain by the control panel beside it. It works by 4 gears : two white and two black ones . Those are all useless. Now jump to the water and go to the left side to see another guide. It shows you the way to drain water in the lake. Remember the order and access the control panel as it says. You have 6 times to arrange the gears. The original order is that the two white ones on the above row, the two black are on the below row :

1. Move the left black gear to the above row
2. Move the left white gear to the below row
3. Move the below black gear to the above row
4. Move the above white gear to the below row
5. Move the right black gear to right
6. Move the left black gear to right

Then the water is drained revealing a ladder in the pool. Get down it to the sewer.

Go along the path, then turn right and climb up the next ladder. (Don't worry about the dropping worms, just climb quickly).

You are in a graveyard. There are some zombies hidden underground. They would wake up when you pass. Just avoid them. But if you like, let me tell you that there are two Red Herbs in the right side of the graveyard.

Use Second Park Key to open the door to the house. Grab the Iron Pipe. There are many Gun Powders here. Do you there is a fireplace ? There is a Save Room here with Item Box. Go to it to get Lighter, then burn the fireplace.

After that, discard the Lighter. Use the Iron Pipe to destroy the sticks to make a hole. Get through that hole. Grab the last Park Key and ammo. This key is used to open the gate in the right area you have checked. Then a signal in the machine sounds that Jill checks it...

When she gets out, Nicholai comes again...

After the talk, you can get out of this place. But your guest doesn't want you to go : The Grave Digger. Now this is the last battle between you and the monster. Use Grenade Launcher or Mine Thrower to beat it. As the last time, just shoot when it rises from the ground. Don't run too around to fast or you would lose it when it rises. If the battle lasts too long, some lamp post could fall and electrocute the monster. But if it doesn't die yet, just continue...

Once you defeat the monster, a stairs fall near the escape hole for you to climb. You have returned to the sewer. There might be some Black Widows waiting for you here. Just pass them climb up to the ground.

You are in the park and now get to the right area to unlock the gate. The zombies invades the main park. Just avoid them as usual and go.

=====

DISUSED PLANT - DEAD FACTORY

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When you get through that gate, you almost get out of the park. Now prepare to enter another place. There is a bridge taking you to there. But when you pass it, you must "talk" to Nemesis first :

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CHANGEABLE - FIGHTING NEMESIS \~~~~~

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The Live Selection :

- Push him off
- Jump off

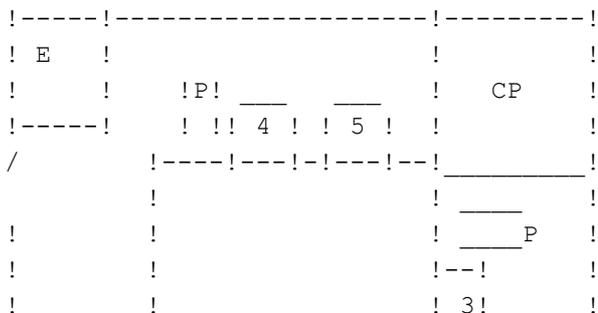
* IF YOU CHOOSE THE FIRST DECISION...

Jill would avoid from Nemesis's tentacle and push him to the water. Then she runs to the gate forward to Disused Plant. After that, she begins at Disused Plant 2F area. In the corridor, there's only one can be opened: The Save Room. Let Jill get inside and talk to Carlos.

---ITEM LOCATION CHANGED---

You can see three Gun Powder A and three Gun Powder B here.

Then take the Facility Key on the shelf and go to the next room. Here is a elevator which can't be activated now. But you have other work to do here. There are some poison gas here, right ? What you have to do is reaching the control panel through the poison gas to turn on the switch that supplies electric power to unlock the dump area in the laboratory. Let me draw a chart of the room :



```

!           !           !--!         !
! B         !           !--!         !
! B         !           ! 2!         !
!           !-----!----!----!     !
!           ! !       !_1_!! !     !
!           !P!       !P!         !
!           !
!-----!

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/ : door
E : Elevator
P : Poison gas
B : Blue Herb
CP : Control Panel

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This is the rule :

1. Push the 1st switch
2. Push the 2nd and 3rd switches
3. Push the 1st switch
4. Push the 4th and 5th switches
5. Push the 1st switch

You have reached the control panel. Put the switch to supply power to the area...

Return to the 2nd floor corridor to the laboratory. Grab the MO Disc and the map. Here you can see the door which takes you to the dump area. Although you have just supplied power to it, it isn't enough.

Use the elevator to get down the 1st floor. You would meet either Hunters or Brain Suckers or naked zombies here. Then get to the sewer and go to the other area here. This place is your beginning in the 2nd decision.

There's also a Save Room here. First, take the Water Sample and head to the next door. Go downstairs.

---ITEM LOCATION CHANGED---

If you didn't see the gun powders in the Save Room of 2nd floor, you can find them here.

First, access the Facility Key to the right machine. You will know why I ask you to do this. Then put the Water Sample in the beside machine. Now you must solve the puzzle I think to be the hardest in this game.

When the Water Sample is put, the first row of the machine shows the level of water. What you have to is arranging the three below rows A, B and C that can make a similar row to the first. The puzzle is random and it's hard to explain. I think you would understand it and try to arrange your brain. To do it is indeed a nightmare.

When you have finished this puzzle, the door is completely unlocked. Let's go there.

There you face Nicholai again. Now you realize that he is not a good type of people and he tries to kill you. But don't worry, he would pay attention to what he has done by his death done by Nemesis... (What to do next is written after this changeable part.)

* IF YOU CHOOSE THE 2ND DECISION...

Jill would jump off the bridge herself to avoid Nemesis. She begins

at the sewer - Disused Plant 1F. When you are going, a lot of zombies hidden in the water wake up surround you. But Carlos would save you.

Go to the nearest door to the Save Room of 1st floor. Grab the Water Sample and head to the below room, solve the water puzzle as I said in the 1st decision. Try on !

NOTES : The item location is similar to the above.

Get out of that room to the sewer. Then go to the deeper door. Here you meet either Hunters or Brain Suckers. Grab Shotgun Shells in the right side. Then use the elevator to get to 2F area.

Here you are in a laboratory with many researcher zombies. Just avoid them if you can and grab the MO Disc. Take the map on the wall and open the next door. You have been at the corridor where you would begin at 1st choice with Nemesis. You would meet Nicholai here. But he goes before you. You must have the Card Key to open the shutter he has just got through. Go to the Save Room here, prepare yourselves and get the Facility Key. (Now you can bring it back to access into the machine if you like).

Go to the next room and solve the puzzle of poison gas as I said above. Then let's go to the dump area. You won't meet Nicholai or anyone here...

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END OF CHANGEABLE /~~~~~  
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Now you all have been at the corridor before the dump area. Okay, access the MO Disc into the machine with red light on the wall. Then enter the room. A film happens and then Jill must fight Nemesis in this dirty place. The door is locked and now you have no way to survive except fighting this "boy".

You have 4 minutes to fight him and escape. Now the boy is not very strong. But it might take you more ammo than the previous times. He attacks by tentacles (see "Monster List" for more details about strategy). If you have seen the film, you would see that Jill avoids his tentacle which breaks the pipe and the liquid inside is cast. Then it damages him. Now if you don't to waste ammo, you can repeat that tactic with other pipes in this room. But it's not easy if you are not good at dodging. Use Magnum or Grenade Launcher to fight him. The best ammo is Freeze Rounds.

When Nemesis is defeated, you find a Card Key from a corpse. This place is preparing to get rid of waste. Quickly access the Card Key in the machine beside the door. Then you can get out of here.

There is another warning that this place is gonna destroyed. Now you have got the Card Key. Return to the poison gas room, use it to activate the elevator. Here you can get Grenade Rounds. Use Facility Key which is already accessed to open the cabinet, you get Rocket Launcher with 4 rounds in it.

Do you remember the red shutter where Nicholai was (if you chose the 2nd decision to jump off the bridge before Nemesis) ? Use the Card Key to open it. You would be welcomed by three naked zombies. Grab the herbs if you want. Then go to the next door.

Grab the radar receive on the control panel. Then...

~~~~~\
CHANGEABLE - BEFORE THE FINAL BATTLE \~~~~~
~~~~~

* If you have chosen the 1st decision on the bridge with Nemesis, there's nothing unusual here.

* If you have chosen the 2nd decision on the bridge, Nicholai is still alive. He controls the helicopter outside of the window and shoots to Jill. The Live Selection appears :

- Negotiate with Nicholai
- Return fire to the chopper

If you choose the 1st decision, Jill would try to talk to Nicholai. Then he goes away. Carlos would come with you for a while.

If you choose the 2nd decision, Jill does nothing. That means you use your Rocket Launcher or anything to shoot the chopper. Nicholai continues to shoot and you must try to avoid. But if you can't kill, he would go away after some moments... Carlos would come to summon another chopper.

~~~~~
END OF CHANGEABLE /~~~~~
~~~~~/

Get down ladder. There is an Item Box here. Prepare very carefully because once you face the last boss, you can't return here again. Take wipe of the annoying naked zombies and go outside. There is a photo on the ground. You can pick it up. Then head to the next area. The door is suddenly destroyed by some earthquake. Okay, no return !

Check the machine beside the huge cannon. You would receive a note to push the three box following its ordinal number 1, 2 and 3 to activate the cannon. First, push the 1st box to its position. It's near the entrance. After that, Jill sees something wrong from the ceiling... Oh no ! This is the remains of Nemesis. He's still alive and now he is transforming. He transforms into a nasty monster with tentacles and poison liquid. You must fight him this last battle.

He is very slow. What you have to do now is activating the cannon to kill him. The 2nd box is near the locked door. Push it and next to the 3rd box - near the machine beside the cannon. When you have finished, the cannon is activated and it shoots the first shot. It's powerful enough to destroy everything on its way creating a path. Now your work is luring Nemesis to that path. But YOU CAN'T GO TO THAT PATH or the cannon would kill you at one shot. Just use any strong weapons to shoot Nemesis until he is weak. He is very slow. Then he could crawl to that path himself and...

Now Nemesis is just an awful useless mess. The escape door is unlocked. You can go now. But... Nemesis doesn't want to give you up although he is just a useless urchin.

~~~~~\
CHANGEABLE - KILLING NEMESIS \~~~~~
~~~~~

The Live Selection appears :

- Exterminate the Monster
- Ignore it and leave

* If you choose the first decision, Jill would take a Magnum from a corpse with full 6 rounds inside. Then she slowly kills the Monster without remaining anything. She looks angry at it. But I like to see that scene... hehehe...

* If you choose the 2nd decision, Jill just escapes.

~~~~~  
END OF CHANGEABLE /~~~~~  
~~~~~/

Get down the elevator and see your ending :

~~~~~\  
CHANGEABLE - THE ENDINGS \~~~~~  
~~~~~

ENDING 1 : CARLOS & JILL

If you chose the first decision on the bridge, Nicholai is dead, Carlos would call the helicopter and wait for you. Then he himself drives it to take you get out of the exploding city.

Ending screen : Jill and Carlos are seeing the sky.

ENDING 2 : BARRY & CARLOS & JILL

If you choose the 2nd decision on the bridge, Nicholai is alive or dead by you, the person who drives the helicopter to save you and Carlos is Barry Burton - a character of Resident Evil 1. Maybe you know him right ? It seems this is the official ending.

Ending screen : Jill and Carlos in a bar...

~~~~~  
END OF CHANGEABLE /~~~~~  
~~~~~/

CONGRATULATION - YOU HAVE BEATEN THIS GAME : BIOHAZARD 3 LAST ESCAPE
... ..

9/ S P E E D W A L K T H R O U G H

* IMPORTANT NOTES :

- In this walkthrough, I just write shortly with the fastest way to finish the game, even avoiding Nemesis. This guide is mainly used for Heavy Mode. Of course, this guide is made for speed only, that means you must sacrifice Nemesis's gifts although you want them. This is my experience and I think it's really fast for you to make a record of time. But it's not only fast but also safe. The safe is still the most important, right ? The safe could make you fast.

- Here I don't remind you much about getting ammo or healing items because you have known too much in the full walkthrough. You must have your own strategy. I only write for you the fastest way to finish the game.

- Finally, remember to SKIP THE SCENES.

- =====
- Grab Warehouse Key in Dario's warehouse and get out.
 - When you are in the street, go to the nearest door.
 - Touch the gray door to meet Brad. Kill the group of zombies to grab Shotgun and Lighter Oil. Then go to the way where Brad ran to (where there are two green herbs).
 - You are in another area. Avoid these zombies and go to the end of this street. Get through the last door.
 - You are in another fork road . Go downstairs and chase after Brad.
 - After talking to him, grab the Lighter Fluid.
 - Get out and go upstairs. Go to the nearest way to go to a new area.
 - Combine the Lighter Oil and Lighter Fluid into the complete Lighter. Use it to burn the rope which is tying the gate.
 - Use the bomb to kill the zombies who have destroyed the blockades and take the Red Herbs. Go through the door which has just been unlocked.
 - Passing the fire and the dogs. Go to the Save Room to get ammo and prepare yourselves.
 - Straight to the RPD Police Station and see the FMV

=====

RACCOON POLICE DEPARTMENT STATION

=====

- Fast Live Selection : Run into the Police Station
- Go through Marvin's place to the Locker Room.
- Find the Blue Gem and reach the Meeting Room.
- Grab Jill's Card Key and return to the main hall, access it to the computer and find the pass code.
- In the Locker Room, find a hidden locker in the small path and open it by the code to get Emblem Key.
- Go up to 2nd floor, use the Emblem Key to unlock the entrance of S.T.A.R.S. office.
- Here you grab the Lockpick and Grenade Launcher or Magnum, then get out.
- Nemesis would appear on 1st floor. Run like hell !!!
- He pursues you until you get out of Police Station, except you get in again.
- Use Lockpick to open the further door from the Police Station.

=====

DOWNTOWN AREA

=====

- Get pass the path until you come to the Parking Lot
- Grab the Power Cable on the car boot
- In the Save Room, bring the Lockpick with you.
- Pass the Brain Sucker fork road and go to the Restaurant.
- Use the Lockpick to get Manhole Opener, open the basement soon. You talk to Carlos.
- When Nemesis comes, the Live Selection is : Run into basement.
- Get out of the basement immediately, then fight Nemesis. Now it's very convenient for you to have Carlos with you to fight him.
- Get out of the restaurant by the back door. Carlos would leave you.
- Go to the Save Room in the arcade shop to get the Rusty Crank. Head to the gate of Raccoon City Hall.
- Put the Blue Gem onto the table next to the gate. Then turn right to the Newspaper Office.
- Push the thing below the switch. Climb it and push the switch to open

the shutter.

- Go upstairs and find the Green Gem.
- Put the gem onto the table of the hall gate. Then you can get inside.
- First, go to the right path to the Gas Station. You would fail to use the Rusty Crank to pull up the shutter.
- Return to the city hall and choose the left path to go. Pass the next two paths until you reach the Trolley area.
- Use the bomb to kill the enemies here. Then get on the Trolley.
- Put the Power Cable into the machine.
- After talking to Nicholai and Carlos, grab the Wrench and get off the vehicle.
- Return to the Gas Station. Use the Wrench to open the shutter.
- Get inside and solve the puzzle to get Machine Oil. Then get out soon with Carlos.
- In the city hall, the zombies inside would destroy the door to meet you. Take wipe of them and get inside the yard. Take the Bronze Book (Book of Wisdom).
- Return to the Restaurant area, put the Bronze Book to get the Bronze Compass.
- Now put the Bronze Compass in the Item Box. I remind you to do something else first. Let's return to uptown.

=====
REVISITING UPTOWN
=====

- You are in the Fire Hose area. Use the Wrench to unlock the Fire Hose, then discard it.
- Pass the RPD Police Station to the burning area. Put the Fire Hose on the wall to put out the fire. (Prepare yourselves first in the Save Room)
- Before getting in Sales Office, fight the Brain Suckers outside and collect the Crank on the ground (You don't need to pick it up if you don't to waste time for getting ammo).
- In the Sales Office, solve the computer puzzle to unlock the Medical Storage Room.
- There you get the Oil Additive. Combine it with Machine Oil to create Mixed Oil. Then fight the zombies.
- Get out of this place. With the Crank, you can get ammo from the shutter in the area where you met Brad.
- You meet Nemesis again with a Rocket Launcher. Run again !!!

=====
GET OUT OF TOWN
=====

- Now bring the Bronze Compass with you. Return to the city hall and put it on the statue's hand to get the Battery.
- Return to the Brain Sucker fork road, go upstairs to the elevator.
- Put the Battery in the elevator to activate it. Then use it to get down the Sub Station.
- After defeating the zombies, get into the building.
- Put the switch of the machine to supply power to the area. Then solve the puzzle to open the two shutters.
- When the zombies want to get in, the Live Selection is : Increase electricity output.
- After that, you have the Magnum (or Grenade Launcher) and Fuse.
- Get on the elevator and reach the Trolley
- On your way, you are trapped by the Grave Digger. Don't fight it now.

Just try to avoid and push the switches to lower the ladder.

- Climb it and you are in Trolley area.
- Get on the vehicle, using the Fuse and Mixed Oil to operate the trolley, then go to the front with Carlos.
- Return to Mikhail and fight Nemesis again.

=====
CLOCK TOWER
=====

- The Live Selection is : Jump out the window.
- Grab the Winder Key, then pass the right Save Room.
- After talking to Carlos, go to the main hall and grab the Mine Thrower. You can go to the courtyard to get herbs.
- Pass the Dining Room and go to the left Save Room to take Bezel Key. Then return to the main hall and go upstairs.
- In the balcony, put the Bezel Key into the hole to lower the ladder. Then climb up to 3rd floor.
- Take the Silver Gear, solve the puzzle to get Chronos Chain.
- You would fight Nemesis when going down. The Live Selection is : Use the Light.
- Combine Chronos Chain with Winder Key to create Chronos Key. Use it to unlock the green door in the right area.
- Pass the Black Widows and get to the art room. Grab the Crystal, Obsidian and Amber from the statues and solve the clock puzzle and get Gold Gear. Then combine it with Silver Gear to create Chronos Gear.
- Return to 3rd floor, put the Chronos Gear into the hole of the machine to operate the main clock. Then descend the ladder and get out...
- Fight Nemesis by Freeze Rounds or Magnum Rounds...

=====
HOSPITAL
=====

- Go to the art room and push the huge bell aside. Then go to the open.
- Kill the zombies and enter the Hospital.
- Avoid the Hunters and get to the Save Room.
- In the next room after the Save Room, grab the Tape Recorder and put on the control button of the elevator to activate it. Then get up to either 4th floor or B3 area. Here I write the 4th floor first.
- Go to the Data Room first to see Nicholai and Tyrell. Then take the Sickroom Key.
- Go to the first sickroom to get the code from the dead doctor.
- Unlock the 2nd sickroom by the Sickroom Key. Solve the puzzle and grab Vaccine Base.
- Reach B3 area.
- Go to the experiment room and grab the Medium Base
- Solve the puzzle to get Vaccine Medium. Combine it with Vaccine Base to create Vaccine.
- When you have been getting out, pay attention to the bomb and escape before the hospital explodes.
- Return to Jill. Try to avoid Nemesis.

=====
RETURN TO JILL - HEAD TO RACCOON PARK
=====

- Prepare yourself in the Save Room. Bring the Lockpick with you and get out.

- Just avoid Nemesis and run like hell following the way that Carlos has opened.
- Use the Lockpick to open the locked room. Grab ammo and Main Gate Key. Use it to enter Raccoon Park.

=====

RACCOON PARK

=====

- Go to the right area to find Graveyard Key. Then get to the left.
- Take the map and solve the gear puzzle to get down the sewer.
- Climb to the Graveyard. Go to the house by Graveyard Key.
- Grab the Iron Pipe, go to the Save Room and bring the Lighter.
- Use the Lighter to burn the fireplace. Then make a hole with the Iron Pipe.
- Get through it to find Park Key. Then get out and return to the right path.
- Use Park Key to unlock the door. You have got out of the park.

=====

DISUSED PLANT - DEAD FACTORY

=====

- Live Selection : Push him off.
- Go to the Save Room to talk to Carlos. Then grab the Facility Key and go to the poison gas room.
- Solve the puzzle here to supply power to the area. Then get out.
- Use the Facility Key to open a door in the corridor and go to the laboratory. Grab MO Disc and get down to 1st floor.
- Pass the sewer and go to the Save Room. Grab the Water Sample.
- In the next room, put the Water Sample on the machine and solve that puzzle to unlock completely the door to dump area.
- Reach the dump area, talk to Nicholai and fight Nemesis.
- Grab the Card Key and use it to get out.
- Use the Card Key to unlock the red shutter in 2nd floor corridor. Go to the Monitor Room and grab Radar Receiver.
- Live Selection : Negotiate with Nicholai.
- Get down the ladder and reach the final place.
- Try to push all the boxes while fighting the last form Nemesis.
- Final Live Selection : Ignore it and evacuate.

=====

CONGRATULATION ! YOU HAVE FINISHED THE GAME WITH A GREAT TIME

=====

10/ M I N I G A M E : M E R C E N A R I E S M O D E

This is a big mini-game of Biohazard 3 Last Escape which your executing characters are the members of UBCS. It is almost similar the Extreme Battle of Resident Evil 2 Dual Shock Edition. You are instructed some mission to find something. Then you wander in the place to finish it with some limited weapons and ammo.

In this Mercenaries Mode, the UBCS has a mission to rescue the survivors remaining in Raccoon city out of the place. There are a lot of creatures and zombies on their way, even Nemesis. You play in the a

limited time and collect money to buy special weapons and ammunition. You find money by killing much enemies and increase your time by saving survivors. All of these decides your life and grades. (See the standard for grades in "Ranking System" menu.)

Here I don't have an in-depth walkthrough about this part. You can find out in Gamefaqs.com. This is a treasure of good guides.

~~~~~\  
A. CHARACTERS \~~~~~  
~~~~~

CARLOS OLIVEIRA

POSSESSION : M4A1 Assault Rifle
STI Eagle 9mm
90 Handgun Bullets
Mixed Herbs
Mixed Herbs
Mixed Herbs

MIKHAIL VICTOR

POSSESSION : Benelli M39 Shotgun
S&W. 44 Magnum
Rocket Launcher
21 Shotgun Shells
10 Magnum Rounds
Mixed Herb

NICHOLAI GINOVAEF

POSSESSION : SIG-Pro 9mm
Combat Knife
Blue Herb
3 First Aid Sprays

~~~~~\  
B. THE SURVIVORS \~~~~~  
~~~~~

These the people whom each character needs to save. Each characters has different survivors :

!-----!		
! EXECUTER : CARLOS OLIVEIRA !		
!-----!		
! SURVIVORS !	! WHERE !	! BONUS ITEM !
!-----!		
! Marvin Branagh !	! Sub Station !	! 60 Handgun Bullets !
! Nicholai !	! Sales Office !	! 60 Handgun bullets !
! Mikhail !	! Bar !	! First Aid Spray !
! Fat Man !	! Gas Station !	! 60 Handgun Bullets !
! The girl !	! Newspaper Office !	! First Aid Spray !
! Brad Vickers !	! Restaurant's Basement !	! 60 Handgun Bullets !
!-----!		

```

!-----!
! EXECUTER : MIKHAIL VICTOR !
!-----!
! SURVIVORS ! WHERE ! BONUS ITEM !
!-----!
! Marvin Branagh ! Sub Station ! First Aid Spray !
! Nicholai ! Sales Office ! First Aid Spray !
! Carlos ! Bar ! 14 Shotgun Shells !
! Fat Man ! Gas Station ! 14 Shotgun Shells !
! The girl ! Newspaper Office ! 14 Shotgun Shells !
! Brad Vickers ! Restaurant's Basement ! 12 Magnum Rounds !
!-----!

```

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!-----!
! EXECUTER : NICHOLAI GINOVAEF !
!-----!
! SURVIVORS ! WHERE ! BONUS ITEM !
!-----!
! Marvin Branagh ! Sub Station ! 60 Handgun Bullets !
! Carlos ! Sales Office ! 60 Handgun bullets !
! Mikhail ! Bar ! 60 Handgun Bullets !
! Fat Man ! Gas Station ! 60 Handgun Bullets !
! The girl ! Newspaper Office ! 60 Handgun Bullets !
! Brad Vickers ! Restaurant's Basement ! 60 Handgun Bullets !
!-----!

```

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~~~~~\
C. TIME BONUS \~~~~~
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```

!-----!
! EXECUTER : CARLOS OLIVEIRA !
!-----!
! CHARACTERS ! TIME BONUS !
!-----!
! Marvin Branagh ! 20 seconds !
! Nicholai ! 20 seconds !
! Mikhail ! 20 seconds !
! Fat Man ! 20 seconds !
! The girl ! 20 seconds !
! Brad Vickers ! 20 seconds !
! Kill Nemesis ! 120 seconds !
!-----!

```

```

!-----!
! EXECUTER : MIKHAIL VICTOR !
!-----!
! CHARACTERS ! TIME BONUS !
!-----!
! Marvin Branagh ! 20 seconds !
! Nicholai ! 20 seconds !

```

```

! Carlos                ! 20 seconds          !
! Fat Man               ! 20 seconds          !
! The girl              ! 20 seconds          !
! Brad Vickers          ! 20 seconds          !
! Kill Nemesis         ! 120 seconds         !
!-----!-----!

```

```

!-----!
! EXECUTER : NICHOLAI GINOVAEF          !
!-----!
!   CHARACTERS           !   TIME BONUS        !
!-----!
! Marvin Branagh          ! 20 seconds          !
! Carlos                ! 20 seconds          !
! Mikhail               ! 20 seconds          !
! Fat Man               ! 20 seconds          !
! The girl              ! 20 seconds          !
! Brad Vickers          ! 20 seconds          !
! Kill Nemesis         ! 120 seconds         !
!-----!

```

```

~~~~~\
D. WEAPONS CAN BE BOUGHT \~~~~~
~~~~~

```

```

!-----!
! WEAPONS           =   COST           !
!-----!
! ASSAULT RIFLE     =   $2000           !
! GATLING GUN       =   $3000           !
! ROCKET LAUNCHER   =   $4000           !
! INFINITE AMMO     =   $9999           !
!-----!

```

11/ I T E M L I S T

*IMPORTANT NOTES :
- The order of items is written following the alphabet.

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~~~~~\
ITEM LOCATION \~~~~~
~~~~~

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- Amber Stone - Clock Tower 1F, Art Room
- Backdoor Key - Dario's warehouse
- Battery - Downtown, City Hall
- Bezel Key - Clock Tower 1F
- Book of Wisdom - Downtown, City Hall

- Brad's S.T.A.R.S. Card
- Card Key
- Chronos Chain
- Chronos Gear
- Chronos Key
- Crystal Stone
- Emerald (Green Gem)
- Facility Key
- Fire Hose
- Fuse
- Future Compass
- Gold Gear
- Graveyard Key
- Iron Pipe
- Jill's S.T.A.R.S. Card
- Lighter
- Lighter Oil
- Lighter Fluid
- Lockpick
- MO Disc
- Machine Oil
- Main Gate Key
- Manhole Opener
- Medium Base
- Mixed Oil
- Obsidian Stone
- Oil Additive
- Power Cable
- Brad's corpse
- Disused Plant 2F
- Clock Tower 3F
- Gold Gear + Silver Gear
- Chronos Chain + Winder Key
- Clock Tower 1F, Art Room
- Restaurant, Downtown
- Newspaper Office, Downtown
- Disused Plant 2F
- Uptown
- Sub Station, Downtown
- Around Restaurant, Downtown
- Art Room, Clock Tower 1F
- Raccoon Park
- The house in Graveyard
- Meeting Room, RPD Station
- Lighter Oil + Lighter Fluid
- Uptown
- Uptown, house
- S.T.A.R.S. Office, RPD Station
- Disused Plant 2F
- Gas Station, Downtown
- around Raccoon Park
- Restaurant, Downtown
- Experiment Room, Hospital B3
- Machine Oil + Oil Additive
- Clock Tower 1F, Art Room
- Sales Office, Uptown
- Parking Lot, Downtown

- Radar Receiver
- Rear Gate Key
- Rusted Hex. Crank
- S.T.A.R.S. Key
- Sapphire (Blue Gem)
- Sickroom Key
- Silver Gear
- Square Crank
- Tape Recorder
- Vaccine Base
- Vaccine Medium
- Vaccine
- Water Sample
- Winder Key
- Wrench
- Disused Plant 2F
- The house in Graveyard
- Save Room, Downtown
- Locker Room, RPD Station
- Locker Room, RPD Station
- Hospital 4F, Data Room
- Clock Tower 3F
- outside of Sales Office
- Hospital 1F
- Sickroom, Hospital 4F
- Experiment Room, Hospital B3
- Vaccine Medium + Vaccine Base
- Disused Plant 1F
- Clock Tower 1F
- Trolley, Downtown

```

~~~~~\
ITEM DESCRIPTION \~~~~~
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```

- Amber Stone
- Backdoor Key
- Battery
- Bezel Key
- Book of Wisdom
- Brad's S.T.A.R.S. Card
- Card Key
- Chronos Chain
- Chronos Gear
- A ball made of amber
- A small key with a tag attached to it. It says "Backdoor" on the tag.
- An old style battery. It seems to be as powerful as a modern one.
- It's a key ornamented with a clock part.
- A bronze - made book - shaped object. It says "Given Knowledge" on it.
- An ID Card for S.T.A.R.S. with Brad's picture on it.
- It is used for the card reader at the disposal facility.
- A chain made to adore a god of time. There's a small screw hole near the ornament.
- A gear designed after a god of time

- Chronos Key - It's a key designed to adore a god of time.
- Crystal Stone - A ball made of crystal
- Emerald (Green Gem) - An emerald shining in green
- Facility Key - A plastic card engraved with an ID is attached to it. It seems to be coated with some kind of special painting.
- Fire Hose - A hose to be connected to a fire hydrant
- Fuse - A fuse for the high power supply to be used for large size machinery.
- Future Compass - A bronze - made compass. It says "Future in My Hand" on it.
- Gold Gear - A beautiful gear made of gold.
- Graveyard Key - It's a key given from a mercenary. It "Raccoon Park Graveyard".
- Iron Pipe - An iron pipe for gas piping, It's tough and long enough to be used as a pry.
- Jill's S.T.A.R.S. Card - An ID Card for S.T.A.R.S. with Jill's picture on it.
- Lighter - Lighter Oil + Lighter Fluid
- Lighter Oil - It's fuel for a lighter
- Lighter Fluid - It has no oil left and cannot be used by itself.
- Lockpick - I can unlock the simple locks with this.
- MO Disc - It seems to be a system disk used to release the treatment room lock.
- Machine Oil - Oil for small machines. It can't be used for the large size machinery by itself.
- Main Gate Key - It's a key for the main gate of the Raccoon Park.
- Manhole Opener - Its edge is in the shape of a hook. It must be used to hook something.
- Medium Base - Material used to create the cultivation medium needed for the vaccine creation. It creates the vaccine cultivation medium combined with several chemicals.
- Mixed Oil - Oil mixed with the oil additive. It can be used for the power source of the large

- Backdoor Key - used to unlock the backdoor of Dario's warehouse.
- Battery - activate the elevator to Sub Station
- Bezel Key - lower the ladder to Clock Tower 3F
- Book of Wisdom - put in a hole beside the Future Compass
- Brad's S.T.A.R.S. Card - access to the computer in police station
- Card Key - used to unlock some areas
- Chronos Chain - Combine with Winder Key to create Chronos Key.
- Chronos Gear - operate a huge clock
- Chronos Key - used to unlock a door in Clock Tower 1F
- Crystal Stone - used to get Gold Gear
- Emerald (Green Gem) - used to unlock Raccoon City Hall Gate
- Facility Key - open doors in facility
- Fire Hose - put out the fire
- Fuse - used to activate the trolley
- Future Compass - put on the statue to get Battery
- Gold Gear - Combine with Silver Gear to create Chronos Gear.
- Graveyard Key - unlock the house in Graveyard
- Iron Pipe - make a hole through another room
- Jill's S.T.A.R.S. Card - access to the computer of police station
- Lighter - used to burn things
- Lighter Oil - combine with Lighter Fluid to create Lighter.
- Lighter Fluid - combine with Lighter Oil to create Lighter.
- Lockpick - used to open the simple locks
- MO Disc - used to open some treatment room lock
- Machine Oil - combine with Oil Additive to create Mixed Oil.
- Main Gate Key - open the main gate of Raccoon Park
- Manhole Opener - open the basement of restaurant

- Medium Base - Used to contain Vaccine
- Mixed Oil - activate the trolley
- Obsidian Stone - used to get Gold Gear
- Oil Additive - combine with Machine Oil to create Mixed Oil.
- Power Cable - activate the trolley
- Radar Receiver - N/A
- Rear Gate Key - unlock the rear gate of Raccoon Park
- Rusted Hex. Crank - used to open the shutter of Gas Station
- S.T.A.R.S. Key - used to unlock S.T.A.R.S. office.
- Sapphire (Blue Gem) - used to unlock Raccoon City Hall Gate
- Sickroom Key - used to unlock sickroom 402
- Silver Gear - combine with Gold Gear to create Chronos Gear.
- Square Crank - used to open a shutter
- Tape Recorder - activate an elevator of Hospital
- Vaccine Base - combine with Vaccine Medium to create Vaccine.
- Vaccine Medium - combine with Vaccine Base to create Vaccine.
- Vaccine - cure Jill of T-virus
- Water Sample - used to put on a machine
- Winder Key - unlock some doors of Clock Tower
- combine with Chronos Chain to create Chronos Key.
- Wrench - open the shutter in Gas Station
- unlock the Fire Hose

12/ W E A P O N L I S T

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~~~~~\
WEAPON LOCATION  \~~~~~
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- Combat Knife - Standard weapon

shot more slowly than ordinary bullets but it can burst the enemies like Mine Thrower that make bigger damage.

D. SIG. PRO HANDGUN

Range : Long

Ammo using : Handgun bullets

Capacity : 15 bullets

Description : Nicholai's standard weapon. It's almost like Beretta M92F.

E. STI EAGLE HANDGUN

Range : Long

Ammo using : Handgun Bullets

Capacity : 15 bullets

Description : This handgun is just like Beretta M92F about general description and function.

F. BENELLI M39 SHOTGUN

Range : short and large

Ammo using : Shotgun Shells & Enhanced Shotgun Shells

Capacity : 7 shells

Description : It's a rather strong weapon with large range that is effective with a group of enemies in close distance. But the further the distance is, the less powerful it is. In a suitable close distance it can blast a zombie's head.

G. WESTERN CUSTOM M37

Range : short and large

Ammo using : Shotgun Shells

Capacity : 6 shells

Description : A kind of shotgun just like Benelli M39.

H. HK-P GRENADE LAUNCHER

Range : short and large

Ammo using : Grenade Rounds, Freeze Rounds, Flame Rounds, Acid Rounds

Capacity : 1 round (reload each time shooting one)

Description : Use grenade ammo with strong power following different elements of round types. Although its range isn't so large as Shotgun, they are very effective with any groups of enemies and stronger :

+ Grenade Rounds : Largest ranged of kind. Strong and very effective with many enemies in groups and any types of enemies.

+ Freeze Rounds : Not very large-ranged. Effective with a group of enemies. Strong against Nemesis.

+ Flame Rounds : Large-ranged. Burn the enemies and very effective with many of them in groups. Strong against the monsters which like water such as Giant Frogs or Black Widows.

+ Acid Rounds : Not very large-ranged but very effective with Hunters or Brain Suckers.

I. S&W .44 MAGNUM

Range : Long

Ammo using : Magnum Rounds

Capacity : 6 rounds

Description : A kind of handgun using rounds with very strong power. Its speed is faster than Grenade Rounds and Shotgun. One round can go through and kill any enemies on its way. This weapon is effective with any enemies, especially when they stand in line. Try to use its advantage in the game.

J. MINE THROWER

Range : Long

Ammo using : Mine Thrower Rounds

Capacity : 6 rounds

Description : A weapon using explosive arrows to attack. The explosive arrow is shot to the enemy and it works like a slow bomb. After some moments, it explodes making a rather big damage on anyone standing around, even if that one is you. This is also a good weapon for group of enemies because of its little explosion.

K. GATLING GUN

Range : Long and large

Ammo using : N/A

Capacity : N/A

Description : A powerful weapon used in auto shooting. Just like the Assault Rifle, it can shoot much bullets continuously. But the difference between Assault Rifle and Gatling Gun is thar Gatling Gun shoots in large range which kill any enemies around. Assault Rifle just shoots in a line.

L. M66 ROCKET LAUNCHER

Range : Long

Ammo using : N/A

Capacity : N/A

Description : Always the most powerful weapon in every Resident Evil games, Rocket Launcher is the special item in the game. It has large size and one shot can kill any enemies.

13/ G U N P O W D E R M I X I N G C H A R T

In Biohazard 3 Last Escape, you have ammo by mixing Gun Powders. This is the list of ammo you can create from them :

GUN POWDERS	CREATED AMMO
A	HANDGUN BULLETS & ENHANCED BULLETS
A + B = C	GRENADE ROUNDS
A + A = AA	HANDGUN BULLETS & ENHANCED BULLETS
A + A + A = AAA	HANDGUN BULLETS & ENHANCED BULLETS
A + A + B = AAB	SHOTGUN SHELLS & ENHANCED SHELLS
B	SHOTGUN SHELLS & ENHANCED SHELLS
B + B = BB	SHOTGUN SHELLS & ENHANCED SHELLS
B + C = BC	ACID ROUNDS
B + B + A = BBA	HANDGUN BULLETS & ENHANCED BULLETS
B + B + B = BBB	SHOTGUN SHELLS & ENHANCED SHELLS
A + B = C	GRENADE ROUNDS
C + A = AC	FLAME ROUNDS
C + C = CC	FREEZE GROUNDS
C + C + C = CCC	MAGNUM ROUNDS

14/ N E M E S I S ' G I F T S

In Heavy Mode, each time you defeat Nemesis, you receive a rare item from his body. If you all beat him every time he faces you. You would receive all of them.

```
!~~~~~!~~~~~!
!      TIME      !      RECEIVED ITEMS      !
!~~~~~!~~~~~!
! 1st time  ! Eagle Parts A      !
! 2nd time  ! Eagle Parts B      !
! 3rd time  ! First Aid Box      !
! 4th time  ! M37 Parts A        !
! 5th time  ! M37 Parts B        !
! 6th time  ! First Aid Box      !
! 7th time  ! Infinite Ammo      !
!           ! or M4A1 Assault Rifle !
!~~~~~!~~~~~!
```

15/ M O N S T E R L I S T

IMPORTANT NOTES :

- Monsters in this game are various. But how strong they are depends on the difficulty you choose. Here I just estimate the damage you could receive in both modes. The smallest percent is in Light Mode, the biggest percent is Heavy Mode. Counting the ammo to kill is the same as damage percentage.

~~~~~

### ZOMBIES

~~~~~

- Location : Everywhere
- Difficulty : Easy
- Characteristics : your most popular enemies. You meet them everywhere in the city or inside houses. There are various types of them. Some of them pretend to lie on the floor. Poor anyone who pass them !
- Strategy : Attacking them by any weapons is all okay. Just keep a safe distance between you and them. Be careful because sometimes they go very fast. When they go close you, you can use the dodge button the push them away.
- Attack :
 - + Biting neck : 5-15%
 - + Poison breath : 5-10%
 - + Biting feet : 5-10%
- Ammo to kill :
 - Handgun Bullets : 2-10 bullets
 - Shotgun Shells : 1-3 shells
 - Magnum Rounds : 1 round
 - Grenade Rounds : 1 round
 - Acid Rounds : 1-3 rounds
 - Freeze Rounds : 1-3 rounds
 - Flame Rounds : 1 round

Assault Rifle : 3-7%
Rocket Launcher : 1 shot

~~~~~

#### DOG ZOMBIES

~~~~~

- Location : Raccoon City streets and Raccoon Park
- Difficulty : Easy
- Characteristics : the dogs which affected by the virus. They are crazy dogs which like to eat corpses and attack people to eat them. They like blood just as Zombies.
- Strategy : Handgun and Shotgun are good at these. But you can use Knife when you are running out of ammo. Just keep a safe distance until they die. Very safe !
- Attack :
 - + Jump and scratch : 5-7%
- Ammo to kill :
 - Handgun Bullets : 5-10 bullets
 - Shotgun Shells : 1-5 shells
 - Magnum Rounds : 1-3 rounds
 - Grenade Rounds : 1-2 rounds
 - Acid Rounds : 1-2 rounds
 - Freeze Rounds : 1-3 rounds
 - Flame Rounds : 1-2 rounds
 - Assault Rifle : 3-7%
 - Rocket Launcher : 1 shot

~~~~~

#### BRAIN SUCKER

~~~~~

- Location : Raccoon City streets
- Difficulty : Medium
- Characteristics : Look like Lickers in Resident Evil 2. Has no eyes and climb on the wall. When they see targets, they stand on their behind feet and run to the target. Sometimes they can cause Poison.
- Strategy : Shoot them as soon as possible by Shotgun or Grenade Launcher. Straight your aim, just aim down when they are very close you.
- Attack :
 - + Cutting : 5-10% + Poison effect
 - + Biting : 10-20%
- Ammo to kill :
 - Handgun Bullets : 10-20 bullets
 - Shotgun Shells : 1-4 shells
 - Magnum Rounds : 1-3 rounds
 - Grenade Rounds : 1-3 rounds
 - Acid Rounds : 1-3 rounds
 - Freeze Rounds : 1-3 rounds
 - Flame Rounds : 1-3 rounds
 - Assault Rifle : 5-15%
 - Rocket Launcher : 1 shot

~~~~~

#### CROWS

~~~~~

- Location : the streets, Clock Tower
- Difficulty : Easy
- Characteristics : they are flying in the air and attack in multiple.
- Strategy : shoot them by Handgun or Shotgun. Try to dodging when it flies near you. The best way is running.

- Attack :
 - + Scratch : 3-5%
- Ammo to kill :
 - Handgun Bullets : 1 bullet
 - Shotgun Shell : 1 shell
 - Magnum Round : 1 round
 - Grenade Rounds : 1 round
 - Acid Round : 1 round
 - Freeze Round : 1 round
 - Flame Round : 1 round
 - Assault Rifle : 1%
 - Rocket Launcher : 1 shot

~~~~~

#### WORMS

~~~~~

- Location : Sewer, hospital, Clock Tower, Dead Factory
- Difficulty : Easy
- Characteristics : They are worms which like to live in wet places and attack in multiple.
- Strategy : Running is the best way. Or you can shoot it by any weapons if they are so annoying.
- Attack :
 - + Drain health : 10-15%
- Ammo to kill :
 - Handgun Bullets : 1 bullet
 - Handgun Bullets : 1 bullet
 - Shotgun Shell : 1 shell
 - Magnum Round : 1 round
 - Grenade Rounds : 1 round
 - Acid Round : 1 round
 - Freeze Round : 1 round
 - Flame Round : 1 round
 - Assault Rifle : 1%
 - Rocket Launcher : N/A

~~~~~

#### HUNTERS

~~~~~

- Location : Dead Factory, Hospital, Raccoon Park.
- Difficulty : Medium
- Characteristics : like the Hunters in other Resident Evil games. But they are red. They are very fast in attacking with sharp claws. Their jumping can make you startle that confuses you. Hunters are still your most dangerous ordinary enemies as usual.
- Strategy : shoot them as fast as you can by powerful weapons. Assault Rifle sometimes is good with them.
- Attack :
 - + Jump and scratch : 5-10%
 - + Cutting feet : 5-15%
 - + Head slice : 20-40%
- Ammo to kill :
 - Handgun Bullets : 10-15 bullets
 - Shotgun Shells : 1-3 shells
 - Magnum Rounds : 1-2 rounds
 - Grenade Rounds : 1-2 rounds
 - Acid Rounds : 1-2 rounds
 - Freeze Rounds : 1-3 rounds
 - Flame Rounds : 1-2 rounds
 - Assault Rifle : 3-10%

Rocket Launcher : 1 shot

~~~~~

#### BLACK WIDOW

~~~~~

- Location : Sewer, Clock Tower
- Difficulty : Easy
- Characteristics : They still like to live in wet place such as sewer. They are just the huge spiders like to climb all the space as other Resident Evil games.
- Strategy : Use powerful weapons to shoot them fast. But Handgun is also all right.
- Attack :
 - + Striking : 5-10%
 - + Poison liquid : 5-10% + Poison effect
- Ammo to kill :
 - Handgun Bullets : 10-20 bullets
 - Shotgun Shells : 2-3 shells
 - Magnum Rounds : 1-3 rounds
 - Grenade Rounds : 2-3 rounds
 - Acid Rounds : 2-3 rounds
 - Freeze Rounds : 2-3 rounds
 - Flame Rounds : 1-3 rounds
 - Assault Rifle : 3-10%
 - Rocket Launcher : 1 shot

~~~~~

#### SMALL SPIDERS

~~~~~

- Location : where there are Black Widows
- Difficulty : Easy
- Characteristics : born from dead Black Widows. They can't attack but can make you lose health by jumping.
- Strategy : Running is the best way and step on them.
- Attack :
 - + Jump : 1-5%
- Ammo to kill :
 - Handgun Bullets : 1-3 bullets
 - Shotgun Shells : 1 shell
 - Magnum Rounds : 1-2 round
 - Grenade Rounds : 1 round
 - Acid Rounds : 1 round
 - Freeze Rounds : 1 round
 - Flame Rounds : 1 round
 - Assault Rifle : 1-3%
 - Rocket Launcher : N/A

~~~~~

#### GIANT FROG

~~~~~

- Location : Raccoon Park, Hospital
- Difficulty : Medium
- Characteristics : Maybe they are some types of Hunters. But they like to live in water.
- Strategy : shoot them by Assault Rifle or powerful weapons.
- Attack :
 - + Cutting : 5-10%
 - + Biting : 15-25%
- Ammo to kill :
 - Handgun Bullets : 10-15 bullets

Shotgun Shells : 1-3 shells
Magnum Rounds : 1-3 rounds
Grenade Rounds : 1-3 rounds
Acid Rounds : 1-3 rounds
Freeze Rounds : 1-3 rounds
Flame Rounds : 1-3 rounds
Assault Rifle : 3-10%
Rocket Launcher : 1 shot

~~~~~

#### GRAVE DIGGER 1

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- Location : underground
- Difficulty : Medium
- Characteristics : appear and disappear continuously by go through the ground. It looks like a huge worm with a big mouth but very strong.
- Strategy : Shoot it by powerful weapons and always be careful with its mouth. It causes big damage. But you don't need to kill it,
- Attack :
 - + Biting : 10-25%
- Ammo to kill :
 - Handgun Bullets : 30-40 bullets
 - Shotgun Shells : 15-30 shells
 - Magnum Rounds : 10-25 rounds
 - Grenade Rounds : 10-25 rounds
 - Acid Rounds : 10-25 rounds
 - Freeze Rounds : 10-25 rounds
 - Flame Rounds : 10-25 rounds
 - Assault Rifle : 30+%
 - Rocket Launcher : N/A

~~~~~

#### GRAVE DIGGER 2

~~~~~

- Location : Raccoon Park
- Difficulty : Medium
- Characteristics : The same as Grave Digger 1
- Strategy : Shoot it by powerful weapons. Just attack when it rises from the ground. If you can last so long, a lamp post would fall to the water and kill the monster by electricity.
- Attack :
 - + Biting : 10-25%
- Ammo to kill :
 - Handgun Bullets : 30-60 bullets
 - Shotgun Shells : 20-40 shells
 - Magnum Rounds : 12-25 rounds
 - Grenade Rounds : 12-25 rounds
 - Acid Rounds : 12-25 rounds
 - Freeze Rounds : 12-25 rounds
 - Flame Rounds : 12-25 rounds
 - Assault Rifle : 50+%
 - Rocket Launcher : N/A

~~~~~

#### NEMESIS 1

~~~~~

- Location : everywhere in the city, Clock Tower
- Difficulty : Hard
- Characteristics : He looks like Human with a mutated body. His body contains tons of poisonous tentacles inside that are used to kill

enemies or cast virus. Sometimes he uses a Rocket Launcher to beat up his target. He chases after Jill throughout the game every time. He might be a bio-weapon of Umbrella who has high artificial intelligence. His most dangerous hit is catching because you could be killed at once like Brad was. He often throws you first, then catches. He is very afraid of being frozen.

- Strategy : Just run around and fight at the same time to avoid his hits. Use powerful weapons such as Shotgun, Magnum or Grenade Launcher. You would be tired with these fights.

- Attack :

- + Beat and punch : 10-15%
- + Throw : 5-10%
- + Catch : 100% (except he suddenly forgives you)
- + Beat by Rocket Launcher : 10-15%
- + Shoot by Rocket Launcher : 25-30%

- Ammo to kill (each random battle) :

- Handgun Bullets : 30-50 bullets
- Shotgun Shells : 14-20 shells
- Magnum Rounds : 10-18 rounds
- Grenade Rounds : 12-20 rounds
- Acid Rounds : 12-20 rounds
- Freeze Rounds : 8-16 rounds
- Flame Rounds : 10-18 rounds
- Rocket Launcher : N/A

~~~~~

## NEMESIS 2

~~~~~

- Location : Clock Tower, Disused Plant

- Difficulty : Medium

- Characteristics : Nemesis is wounded heavily that his tentacles are revealed from the injuries that look terrible and awful. His body now is full of fatal tentacles.

- Strategy : This form is not so dangerous as the original form because he can't kill you at once. But you still run and shoot at the same time because his tentacle can reach a very long distance to catch you. It's heavier when he throws you as his toy. He is afraid of freeze rounds.

- Attack :

- + Pull : 5-10%
- + Strike : 5-10%
- + Continuous throwing : 25-30%

- Ammo to kill in first battle :

- Handgun Bullets : 30-50 bullets
- Shotgun Shells : 14-20 shells
- Magnum Rounds : 10-18 rounds
- Grenade Rounds : 12-20 rounds
- Acid Rounds : 12-20 rounds
- Freeze Rounds : 8-16 rounds
- Flame Rounds : 10-18 rounds
- Rocket Launcher : N/A

- Ammo to kill in second battle :

- Handgun Bullets : 50+ bullets
- Shotgun Shells : 14-25 shells
- Magnum Rounds : 10-15 rounds
- Grenade Rounds : 12-25 rounds
- Acid Rounds : 12-25 rounds
- Freeze Rounds : 8-23 rounds
- Flame Rounds : 10-25 rounds

Rocket Launcher : N/A

~~~~~

NEMESIS 3

~~~~~

- Location : Disused Plant
- Difficulty : Easy
- Characteristics : Now he turns into a weird giant animal with deadly tentacles and can make poison effect. He is very slow and almost quiet. But no weapons could kill him easily.
- Strategy : After you push the three machine systems to activate the rocket. This huge gun would shoot a very strong shot that make a way on its flight. Shoot Nemesis and lure him into that way. But YOU CAN'T GO THERE or THE GUN WOULD FINISH YOUR LIFE. Then the gun would kill him at once.
- Attack :
 - + Strike : 5-15%
 - + Poison liquid : 5-15% + Poison effect
- Ammo to kill :
 - Handgun Bullets : ???
 - Shotgun Shells : ???
 - Magnum Rounds : ???
 - Grenade Rounds : ???
 - Acid Rounds : ???
 - Freeze Rounds : ???
 - Flame Rounds : ???
 - Rocket Launcher : ???

16/ H E A L T H G U I D E

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HEALTH GUIDE \~~~~~

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Your health is showed on the Conditions board of Status Screen. You view the color and the note to know how your current health is.

HEALTH	COLOUR	PERCENT
Fine	Green	100% -> 50%
Caution	Yellow	50% -> 25%
Caution	Orange	25% -> 10%
Danger	Red	under 10%
Poison	Purple	100% -> 0%

~~~~~\

HEALING ITEMS \~~~~~

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- Green Herb : Heal 25% health
- Red Herb : can't be used alone
- Blue Herb : cure Poison
- First Aid Spray : heal 100% + cure Poison

- First Aid Box : 3 First Aid Sprays

~~~~~\  
HERB MIXING GUIDE \~~~~~  
~~~~~

MIXED HERBS	FUNCTION
Green + Green	Heal 50% health
Green + Blue	Heal 25% health + cure Poison effect
Green + Green + Blue	Heal 50% health + cure Poison effect
Green + Green + Green	Heal 100% health
Green + Red	Heal 100% health
Green + Red + Blue	Heal 100% health + cure Poison effect

17/ R A N K I N G S Y S T E M

~~~~~\  
GENERAL RULES \~~~~~  
~~~~~

You only get Ranking System in Heavy Mode from A -> F in English version and S -> E in Japanese Version. The ranks (grades) are marked with a hidden score that you can't see in the game.

The ranking system depends on :

- The number of used Ink Ribbons to save
- The percentage of healing
- The time to finish the game

~~~~~\  
SCORES FOR GRADES \~~~~~  
~~~~~

1) SAVE TIMES (THE NUMBER OF USED INK RIBBONS)

USED INK RIBBONS	RECEIVED SCORE
0	100 points
1	90 points
2	80 points
3	70 points
4 -> 5	60 points
6 -> 8	50 points
9 -> 12	40 points
13 -> 17	30 points
18 -> 23	20 points
24 -> 30	10 points
more than 31	0 point

2) THE HEALING PERCENTAGE

!-----!				
!	TOTAL HEALING PERCENTAGE		RECEIVED SCORE	!
!	750%	<->	100 points	!
!	850%	<->	90 points	!
!	950%	<->	80 points	!
!	1050%	<->	70 points	!
!	1150%	<->	60 points	!
!	1250%	<->	50 points	!
!	1350%	<->	40 points	!
!	1450%	<->	30 points	!
!	1550%	<->	20 points	!
!	1650%	<->	10 points	!
!	more than 1650%	<->	0 point	!
!-----!				

3) TIME TO BEAT THE GAME

!-----!				
!	PLAYING TIME		RECEIVED SCORE	!
!	under 2:30	<->	100 points	!
!	2:30 -> 2:40	<->	90 points	!
!	2:40 -> 3:00	<->	80 points	!
!	3:00 -> 3:30	<->	70 points	!
!	3:30 -> 4:10	<->	60 points	!
!	4:10 -> 5:00	<->	50 points	!
!	5:00 -> 6:00	<->	40 points	!
!	6:00 -> 7:10	<->	30 points	!
!	7:10 -> 8:30	<->	20 points	!
!	8:30 -> 10:00	<->	10 points	!
!	more than 10:00	<->	0 point	!
!-----!				

4) TOTAL SCORES AND GRADES

* ENGLISH VERSION - RESIDENT EVIL 3 NEMESIS

!-----!				
!	RANKS (GRADES)	!	TOTAL SCORE	!
!-----!				
!	A	!	270 -> 300 points	!
!	B	!	230 -> 260 points	!
!	C	!	180 -> 220 points	!
!	D	!	120 -> 170 points	!
!	E	!	50 -> 110 points	!
!	F	!	under 50 points	!
!		!		!
!-----!				

* JAPANESE VERSION - BIOHAZARD 3 LAST ESCAPE


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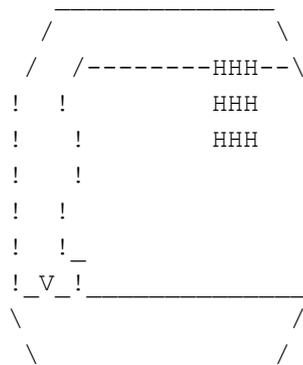
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- Area 1 : Parking Lot area
 - + Power Cable
 - + Handgun Bullets
- Area 2 : Sub Station
 - + Handgun Bullets
 - + Red Herb (optional)
 - + Red Herb (optional)
 - + Grenade Launcher (optional)
 - + Magnum (optional)
 - + Fuse
 - + Gun Powder B (optional)
- Area 3 : Restaurant area
 - + Manhole Opener
 - + Green Gem (optional)
 - + Gun Powder A (optional)
- Area 4 : Save Room
 - + Rusty Crank
 - + Shotgun Shells
- Area 5 : Newspaper Office
 - + Green Gem (optional)
 - + Handgun Bullets
- Area 6 : Trolley area
 - + Wrench
- Area 7 : Gas Station
 - + First Aid Spray

- + Blue Herb
- Area 2 : Main Hall
 - + First Aid Spray
 - + Mine Thrower (Heavy Mode)
 - + Shotgun Shells (Light Mode)
- Area 3 : Left Save Room
 - + Gun Powder A (optional)
 - + Gun Powder B (optional)
 - + Winder Key (optional)
 - + Bezel Key (optional)
- Area 4 :
 - + Gun Powder A (optional)
 - + Gun Powder B (optional)
 - + Winder Key (optional)
 - + Bezel Key (optional)
- Area 5 :
 - + Freeze Rounds (optional)
 - + Grenade Rounds
- Area 6 :
 - + Grenade Rounds
- Area 7 :
 - + Crystal
 - + Obsidian
 - + Amber
 - + Gold Gear
 - + Ammo for Mine Thrower (Heavy Mode)
 - + Shotgun Shells (Light Mode)

~~~~~  
 CLOCK TOWER 2F  
 ~~~~~

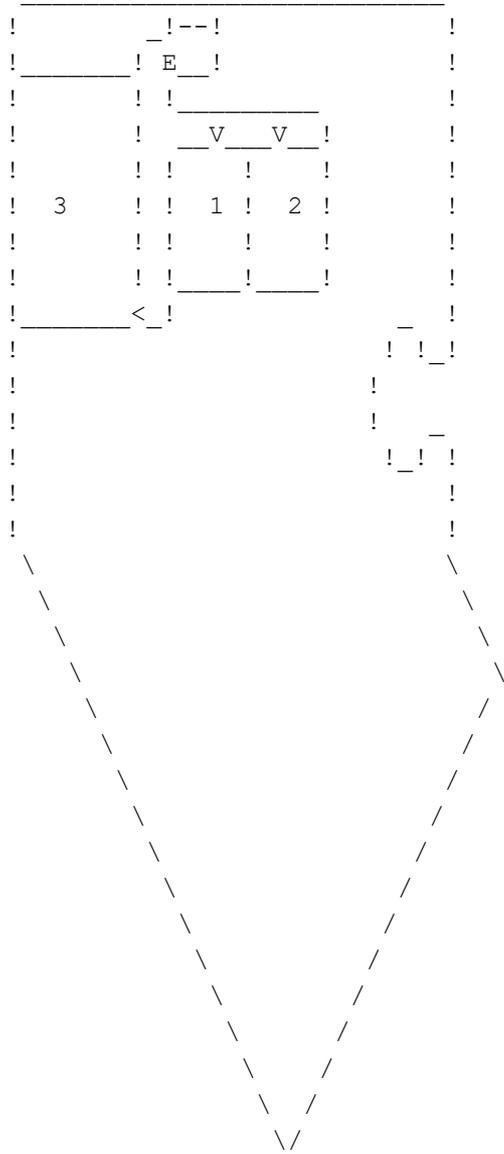


- ITEMS :
- + Red Herb
 - + Red Herb

~~~~~  
 CLOCK TOWER 3F  
 ~~~~~


- Area 3 :
- + Handgun Bullets
- + Blue Herb
- + Tape Recorder

~~~~~  
 HOSPITAL 4F  
 ~~~~~



ITEMS :

- Area 1 : Sickroom
 - + Green Herb (optional)
 - + Green Herb (optional)
- Area 2 : Sickroom
 - + Vaccine Base
- Area 3 : Data Room
 - + Sickroom Key
 - + Handgun Bullets

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 HOSPITAL B3  
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ITEMS :

- Area 1 : Save Room
 - + Main Gate Key
 - + Grenade Rounds (Light Mode)
 - + Ammo for Mine Thrower (Heavy Mode)
- Area 2 :
 - + Green Herb
 - + Green Herb
 - + Green Herb
 - + Blue Herb
 - + Blue Herb
- Area 3 :
 - + Park Key
 - + Magnum Rounds
- Area 4 :
 - + Red Herb
 - + Red Herb
- Area 5 :
 - + Iron Pipe
 - + Gun Powder A
 - + Gun Powder B
- Area 6 :
 - + Park Key
 - + Grenade Rounds
- Area 7 :
 - + First Aid Spray

```

~~~~~
DISUSED PLANT 1F
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-
_!E!_
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- + Gun Powder A (optional)
- + Gun Powder B (optional)

- Area 2 :
 - + Blue Herb
 - + Blue Herb
- Area 3 :
 - + Green Herb
 - + Green Herb
- Area 4 :
 - + Radar Receiver
- Area 5 :
 - + Map
 - + Green Herb
 - + Green Herb
 - + Green Herb
 - + MO Disc
- Area 6 :
 - + Card Key

~~~~~\
 MAP LOCATION \~~~~~
 ~~~~~

MAPS	LOCATION
- Uptown Map	- Uptown, near the bar
- Downtown Map	- Downtown, Brain Sucker fork road
- Police Station Map	- Police Station, Main Hall
- Clock Tower Map	- Clock Tower, Main Hall
- Hospital Map	- Hospital, 1st floor near the elevator
- Raccoon Park Map	- Raccoon Park, left area
- Disused Plant Map	- Disused Plant 2F, Laboratory

19/ F I L E S

~~~~~\
 GAME INSTRUCTION A \~~~~~
 ~~~~~

We hope to improve your chances to survive !

Shooting Objects :

You may get different reactions from shooting objects, such as oil drums and bombs.

* Press the R2 Button to aim directly at these objects.

Quick Turn :

You can perform quick 180 degrees turns.

Press the Run button while retreating.

Emergency Escape :

When you're trapped by enemies, you can push them away to escape.

Press the Directional buttons, Action Button, Cancel Button, Run Button, R1, R2 and L1 buttons rapidly.

Emergency Dodging :

Just before an enemy attacks, you can perform a dodge move to evade it !

Press the R1 or R2 buttons.

Press the Action Button while aiming.

Getting on/off an Object :

You can get on or off certain objects that appear in the game.

Press the Action Button while you are moving forward to the edge of an object that you wish to get on or off.

Map :

Press the L2 button to view the map.

You can zoom in or out of the map by pressing the Action Button.

While the map is zoomed in, use the Directional buttons to move the screen.

Press the Select button to switch between maps.

Live Selection :

At certain points in the game, the screen fades into B&W. At these points, you will be prompted to choose between two different options.

Use the Directional buttons to move between the options and use the Action Button to make your decision.

Event Cancel : It is possible to skip certain scenes.

Press the Select button to skip these scenes.

```
~~~~~\
GAME INSTRUCTION B  \~~~~~
~~~~~
```

Ammunition Creation System :

To create various ammunition, you need to use the "Reloading Tool" and "Gun Powder."

Reloading Tool :

This is necessary item if you want to create different types of ammunition. By combining the Gun Powder and Reloading Tool, various types of ammunition will be created.

Gun Powder :

Mix materials to create various types of ammunition. There are three types of basic Gun Powders : A, B and C. Please note that Gun Powder c is created by mixing A and B types.

How to Mix Gun Powders : You can creative various kinds of bullets by mixing the different Gun Powders. There are 13 different kinds of Gun Powders in all.

Example :

- A : Handgun Bullets
- B : Shotgun Shells
- C : Grenade Rounds
- A + C : Grenade Flame Rounds
- B + C : Grenade Acid Rounds
- C + C : Grenade Freeze Rounds
- C + C + C : Magnum Bullets

Mixing Gun Powder with Grenade Rounds: If you combine a certain type of Gun Powder with Grenade Rounds, special types of Grenade Rounds will be created.

Mixing Level Improvement :

If you repeatedly create the same kind of ammunition, your skill will be improved, and you will be able to create more powerful ammunition.

~~~~~\  
CLOCK TOWER POSTCARD \~~~~~  
~~~~~

A picture postcard of a clock tower.

The following explanation is printed on the backside :

"A landmark spot : Saint Michael Clock Tower."

~~~~~\  
PHOTO A \~~~~~  
~~~~~

The policemen are pressing forward. Picture dated September 27.

~~~~~\  
MARVIN'S REPORT \~~~~~  
~~~~~

"Report"

September 24th

There are reports of theft in the municipal building before dawn. A jewel decorated clock at the main gate was damaged. Two of twelve gems that are installed on the face of the clock are missing.

Due to lack of available officers at this time, I have no choice but to suspend the research of this case.

Signed,

Marvin Branagh

"Report"

September 26th

Based upon the autopsy report of a 42 year old restaurant owner, I have discovered that he has one of the missing gems. He apparently took shelter in the police department at about 10a.m, where he was shot to death within 10 minutes of having developed the symptoms.

Since the city is currently under martial law, we are forced to suspend this case. At this time, we'll keep the gem as evidence.

Signed,

Marvin Branagh

~~~~~\  
DAVID'S MEMO \~~~~~  
~~~~~

My insanity is at its end... I still can't believe this is happening. We lost another man yesterday. Meyer: one of our marksmen. He saw me panic once we were overrun by zombies but he came back to save me.

But when the time to return the debt, I ran.

I can still hear him calling out my name. I can still hear the screams coming from behind. The sound of his flesh being stripped from its bone. I was afraid... terrified...

It's the 27th. The fight to stay alive continues. I took out several zombies who managed to break through the barricades. Now I'm cutting through the chill with whisky, unloading the Mossberg on anything undead. That shotgun become a close friend of mine. I've blasted many a zombie into fertilize with it.

We've lost 13 men as yesterday. In 3 hours, we'll bicker over trivial things in the meeting room. It's total waste of time. When I finish this bottle, my old friend Moosberg will be turning one last body into fertilizer.

Peace at last.

I can hardly wait...

~~~~~\  
FAX FROM KENDO GUNSHOP \~~~~~  
~~~~~

To the boys of S.T.A.R.S.,

I have some good news for you from my brother Joe. He has finalized the new handgun for official use. It's the M92F S.T.A.R.S. Special, but he calls it the "Samurai Edge". It's the most balanced of the Kendo custom guns. Joe said if you miss the targets with this, you should carry a teething ring instead of a gun in your holster.

The goods will be delivered along with their proper documentation. I'm sure you'll be surprised when you see what kind of excellent parts are used for the M92F. I know that you'll want to thank the good people who developed it.

Sincerely,

Robert Kendo

Kendo Gun Shop

~~~~~\  
MERCENARY DIARY \~~~~~  
~~~~~

September 1st

Following six months of intensive training, my body's edge had returned.

I was a good soldier, but they ordered my execution with no reason given. I was tortured and forced to give a false confession.

But on the morning of me execution, a miracle happened. The company had helped me out, giving me a second lease on life.

September 15th

I ended my vacation short and returned to the HQ office. It looks like my UBCS unit's been called into action.

Umbrella maintains its own paramilitary unit to counter corporate terrorism and V.I.P. abduction. In addition, they have nightmen who specialize in handling problems cause by illegal products.

I'm currently a member of the latter.

September 28th

Dawn's here, but we're still slogging through this nightmare. There are no provisions of any kind here. The undead walk the streets feeding upon the flesh of the living.

Given the choice again, I would rather have been executed. Death row was a heavenly asylum compared to this place.

I've chosen to pull the trigger myself, in the hope that my dead body won't come back to life.

~~~~~\  
CITY GUIDE \~~~~~  
~~~~~

The Tracks of Our City

Dear citizens,

Thanks to kind and generous people of Umbrella Inc., this is a peaceful and friendly city. The vast donations from Umbrella Inc., have been used for welfare work, the construction of public utilities, and to help maintain public peace.

In 1992, it was my fifth year as mayor of our beautiful city. It was then that through many donations and hard work our city was able to rebuild the municipal building, create a state of the art hospital.

In honor of these fine accomplishments, I was awarded with a grand statue that same year. The statue rests in the municipal building.

I came to this city as an engineer more than 35 years ago. I made contributions to the electric systems, and to the installation of the cable car. I pledge to follow the tradition of this fine city and will devote my life to its prosperity.

The mayor of the city

Michael Warren

~~~~~\  
PHOTO B \~~~~~  
~~~~~

A close-up shot of a zombie.

It says, "SCOOP!" on the backside.

~~~~~\  
PHOTO C \~~~~~  
~~~~~

The police have been destroyed.

~~~~~\  
REPORTER'S MEMO \~~~~~  
~~~~~

At last I have found the evidence I need to prove that the "Cannibal Disease" is indeed happening in this city. One man actually ate people to death. He was like a savage animal tearing away a new flesh. It was completely disgusting. I have heard rumors that many people are also suffering from this disease now. However, the cause of the disease is not yet known. Is this another mystery of the present disease ? I will have to check on it...

They have placed Raccoon City under martial law because of the cannibal disease. I have lost contact with the media outside of the city, but I won't keep my eyes shut and walk away. I have a duty to the people and my profession. I don't think the disease has spread nationwide yet. I believe that this city holds the key to its creation and cure. In fact, I'm sure of it.

The military has setup blockades around the city to keep people from escaping and spreading the disease. Most of the citizens have either died or have come in contact with the disease. I know that it is right decision to quarantine the city, but I can't help but pity myself. If I am infected or eaten, it doesn't matter. My fate is already sealed. All I have left is my journalism. I won't give up until I solve the mystery of this deadly disease. I have just discovered that the disease is not spread through the air, but by some other means.

~~~~~\  
MECHANICS' MEMO \~~~~~  
~~~~~

I know that you're intimidated by your new job Kevin, so let me tell

you how to make sure that you and your trains get along just fine. You see, these carriages were made in 1968, and then imported from Europe. Sometimes they get rickety, but they still work because they are simple, stubborn, and strong. We can always depend on them. If they have a bad day and are malfunctioning, you'll need to take a good look at their circuits for any trouble. Once you discover what's wrong, you'll be able to fix it easily.

I'm sure that you'll be able to avoid those nasty little malfunctions if you check the parts every day. These old trains will surely have problem if you don't remember to check them out. Just remember that if you need to replace anything, you have to choose a suitable part. When I say suitable, I mean that even if you can't find another original part, you'd better find something that works good enough. Even with regard to oil, you must always prepare good quality oil for these trains. Never forget Kevin that a man may betray others, but a machine won't.

~~~~~\  
MANAGER'S REPORT \~~~~~  
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Before you begin your new position, please allow me to give you some advice.

Some of the medicines in the storage room are unstable and their quality will deteriorate under changing temperatures or humidity. Therefore, you must remember to keep the temperature the same in the storage room at all times. You should personally check it everyday. Although the computer checks it around the clock, a machine is not perfect. Try and remember that a machine is no more than a tool to be used by people.

You must check all personnel coming and going to the storage room. Many dangerous drugs are stored there, if any of them are missing you have a serious problem on your hands. The door to the storage room is always locked, but when you let personnel into it, you will need to have them hand in their documents. And above all else, remember that if you find anything suspicious, contact your boss immediately.

If you forget the password to lock the door, try and remember that it is a word that everyone is familiar with. Don't forget that once a new product is shipped, the password will be updated again. You can always enter the password from the terminal of the PC for administration.

~~~~~\  
BUSINESS FAX \~~~~~  
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"Order Sheet"

The liquid medicine named VT-J98 is suitable to cultivate the NE-T type virus. Therefore, we will need to order additional quantities of it.

U.E Sixth Laboratory.

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I can't help but wonder if anyone read these words, but writing them will help me maintain my sanity if nothing else.

After I've become a meal for those undead monsters, will the G.I.S responsible for sealing off the town laugh upon discovering my corpse ? So is this how it's supposed to end ? I don't want to die. I'm just not ready...

My wife, daughter, mother... My entire family has been killed. But none of that matters anymore. Right now, my life is the only important thing. That's all that matters.

I never would have pictured my end to be like this. I had so much left to do. Rather than becoming a salesman, I should have tried my hand at being a novelist. It's what I've always wanted, but my mother would only tell me you have a long way to go.

Why did I ever listen to her ?

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

OPERATION INSTRUCTION

Order for UBCS Echo Team :

Wipe all the downtown area of the infestation and then evacuate the remaining citizens to the clock tower. Among the civilians, remember to give priority to the employees of Umbrella's affiliates. Remember to stay alert because the infected have a high endurance rate will strike without hesitation.

Evacuation Procedure :

1. Once the mission is complete, or when it becomes too impossible to accomplish, evacuate immediately.
2. We'll deploy a helicopter that is waiting in the suburbs, to the yard in front of the clock tower.
3. When you are ready for the evacuation, ring the bell of the clock tower to signal the helicopter.

ART PICTURE POSTCARD

A picture of antique clocks.

The following verse is printed. "Give your soul to the goddess. Put your hands together to pray before her."

MERCENARY POCKETBOOK

September 26th

It's only been there hours since the mission started, but the team is down to me and Campbell. The number of the zombies is far greater then we expected. There is no hope left for this city. We have already injected the antibody for the virus, but I'm not sure that it will work. I don't know if I will survive...

September 27th

We managed to reach the clock tower. Out of the desperation we robbed some wounded members of their weapons and used the surviving citizens as decoys. We were taught to do this in order to survive in the battlefield, but I never enjoyed it. However, a girl showed up at the clock tower before me. She is one of the survivors. She looks just like my sister before she starved to death...

September 28th

I wanted to evacuate as soon as possible, but the girl didn't. Her father insisted that he wouldn't leave the city, where his beloved wife rests in peace. I really wanted to save the girl, but Campbell said. "All I care about is our lives." That's how I felt before, but now... The clock tower has become a dangerous place and I don't want to make anymore mistakes...

~~~~~\  
DIRECTOR'S DIARY \~~~~~  
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September 10th

These patients suffer from gangrene and congestion of their blood at first. Then their mind slowly deteriorates. In the end, there is nothing left on their mind. When that happens even mercy killing seems pointless. After all, they are already dead... This disease is unlike anything I have ever witnessed. Once the patient's mind is gone, they become flesh hunger monsters and act like wild animals who are on some type of bloodlust.

September 18th

Another patient has been admitted to the hospital. He is showing symptoms of the first stages of the disease at this point, but... I haven't been able to sleep at all these past few days. I refuse to let these patients become "zombies". I am not just an ordinary citizen. I am a doctor. Even if I die, my clinical charts will continue to finding a cure.

September 26th

We lost most of the doctors and staff during the battle against the "zombies" patients. It's impossible to maintain the hospital under these conditions. And, I know that it's too late for me. I am beginning to feel that same itchy and hungry desire that all of my patients felt. It's too late for me...

~~~~~\  
PHOTO D \~~~~~  
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The zombies are walking. It says, "The effects of the T-virus" on the backside.

~~~~~\  
MEDICAL INSTRUCTION MANUAL \~~~~~  
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Umbrella Medical Service
North America Division
Douglas Rover

In order to activate the synthesizer to cultivate the vaccine, please follow the procedure as detailed below :

1. Supply enough energy to the system.
2. Set the medium vase to the device.

When the device is ready, you can start mixing the vaccine medium. To mix the vaccine, you will need to control the five levers. This will cause the two gauges to increase or decrease. If you adjust the two gauges so that they stop at the center, the vaccine medium will then be produced automatically.

~~~~~\  
PHOTO E \~~~~~  
~~~~~

The zombies are attacking.

~~~~~\  
WRITTEN ORDER TO SUPERVISORS \~~~~~  
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Mission Requirements :

Bravo 16

1. Obtain and secure sample of all the information pertaining to this case. Observe and record combat data on the UBCS.
2. Destroy all the evidence including the medical facility that has the medical treatment data.
3. Check the guinea pig's ability to accomplish the mission. Once your mission in complete, evacuate the area.

Remember that you must not help anyone who is not a supervisor, nor bring anything back that might be traced to where it belongs.

~~~~~\  
SUPERVISOR'S REPORT \~~~~~  
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The endurance ability of the contaminated guinea pigs is truly incredible. Even when shot in a vital area, they can sometimes survive for several days without taking care of the wound. However, after prolonged exposure to the virus, the guinea pigs' intelligence level decrease to that of an insect. Even though reviving the dead seems to disgusting, the virus may still be of use. If we inject the virus into our POWs and release them, they would return to their units and then turn into zombies. This plan may work well for us in the future.

In certain areas, the virus seems to have caused the mutation of animals and plants. It may be difficult, but it'll make a good sample for the bio weapon development. I've heard that there is a giant alligator, but I have only encountered a giant creature moving underground. I don't even want to imagine what creature spawned that monster.

I encountered "NEMESIS". If I didn't know about it, I'd have been contaminated and would have become one of them by now. If it is still walking around the city, its mission is not yet over. S.T.A.R.S. members must be very tough, since they have survived until this point. However, they cannot hold out forever...

~~~~~\  
FAX FROM HEADQUARTERS \~~~~~  
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Attention. The Raccoon City project has been abandoned. Our political maneuvering in the senate to delay their plans are now futile. All supervisors should evacuate immediately. The US army is going to execute their plan tomorrow morning. The city will be obliterated at daybreak for sure.

~~~~~\  
MANAGER'S DIARY \~~~~~  
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April 25th

Today is my 30th birthday. I was transferred to this facility today. I am very happy because the work environment is very different from life in the university.

May 14th

The disposal system has been completed. Using a special kind of gas, it can decompose the cells of the guinea pigs. We have to try this out before beginning practical usage of the system, since it is not 100% stable yet.

May 20th

While I was checking the treatment room, the door shut, and I was locked inside. I couldn't get out for one hour. I guess even if you have the key card, it's useless when you are locked inside.

June 7th

The guinea pigs we have to dispose of are increasing. The system is not working smoothly. The laboratory staff doesn't listen to my opinions and I am getting extremely frustrated.

July 16th

We can't dispose of all the bodies and the quality of the liquid medicine is not good enough, either...

July 29th

Though the function of the system decreases, the number of the bodies

we have to dispose doesn't. The infection level has increased and the anti-bodies we are using is no match for the new mutation of the virus. Some of the workers have been infected by the disease. I have continued to work, but I always keep a gun with me. I must remember to save one bullet for me. I want to weep. I don't want to die here. I swear that I'll lose my mind if I imagine how painful the death will be...

~~~~~\  
SECURITY MANUAL \~~~~~  
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"Security of the Plant"

Since this plan is a facility under the disguise of a deserted factory, civilians will sometimes enter. If this could occur, do not hesitate to shoot them. If they chaos to surrender, arrest and then transfer them to the laboratory as a guinea pigs. You will be rewarded.

"Maintenance of the Device"

This entire plant is controlled by an epidemic prevention system. When contamination is detected in the treatment room or decomposed specimen pool, the plant will automatically be locked down for isolation. In that case, you must follow the manual to unlock it. If the contamination is over the limit, the whole system will automatically lockdown. Then, you must remain in the plant and wait for subsequent orders. Those who leave the facility without permission will suffer extreme consequences.

~~~~~\  
INCINERATOR MANUAL \~~~~~  
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The incinerator plant is one of the facility that burns the disposable items which are sent from the laboratory. The incinerator burns the waste materials that cannot be decomposed at the treatment room. It also supplies electricity to the facility by a thermal power electricity generator. Part of the electricity is stored in the big battery installed in the facility's underground area. The electricity is used as an auxiliary power source.

The auxiliary power circuit will be activated once the three "auxiliary circuit units" are properly placed in their sockets. In case the circuit are not connected automatically, a person can connect them manually to activate the system.

~~~~~\  
CLASSIFIED PHOTO FILE \~~~~~  
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In my opinion, I feel that it's too early to use this, "Paracelsus' Sword" in actual fighting. However, in order to acquire the G-virus that Umbrella has developed, it will be a great help to us.

The power of the "Rail Cannon" is satisfactory, but please note that it is still having a few remaining problem.

Technology Division Colonel

Franklin Hart

~~~~~\
SECRET FILE : JILL'S DIARY \~~~~~
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(See "Secrets" menu for how to find this file)

August 7th

Two weeks have passed since that day. My wounds have been healed, but I just can't forget it. For most people, it's history now. But for me, whenever I close my eyes, it all comes back clearly. Zombies eating people's flesh and the screams of my teammates dying. No, the wounds in my heart are not healed yet...

August 13th

Chris has been causing a lot of trouble recently. What's with him ? He seldom talks to the other police members and is constantly irritated. The other day, he punched Elran of the Boy's Crime department just for accidentally splashing Chris' face with coffee. I immediately stopped Chris, but when he saw me he just gave me a wink and walk away. I wonder what happened to him...

August 15th, Midnight

Chris, who has been on a leave of absence for a "vacation", called me so I visited his apartment. As soon as I walked into his room, he showed me a couple of pieces of paper. They were part of a virus research report entitled as simply as "G". Then Chris told me that "The nightmare still continues". He went on to say that "It's not over yet." Even since that day, he has been fighting all by himself without rest, without even telling me.

August 24th

Chris left the town today to go to Europe. Barry told me that he would send his family to Canada and then he would follow Chris. I decided to remain in Raccoon City for a while because I know that the research facility in this city will be very important to this entire case. In a month or so, I'll be joining with them somewhere in Europe. That's when my real battle begins...

20/ S E C R E T S

+ SECRET COSTUMES EXPLANATION :

This secret is originally of Playstation version, not Dreamcast version. But I also tell you that in PSX version, you can have all 5 secret costumes by finish the game in Heavy Mode. In Light Mode, you just receive two. After complete the game, you are rewarded a Boutique Key which appears in your Item Box in the next game. Use it to open the locked boutique near the bar.

Dreamcast version doesn't have this secret. In the beginning of the game, you can choose your costume and play. That's all.

+ HOW TO UNLOCK MERCENARY MODE :

Just finish the game once at any modes. Then use the last Save File for next game and choose "Mercenaries".

+ HOW TO FIND JILL'S DIARY :

In Heavy Mode, play the game with all the files collected and read in the right order. This file would appear in the first Item Box you open of the next game.

+ HOW TO COLLECT EPILOGUE FILES :

Finish the game in Heavy Mode in a Save file. Each time you would finish one epilogue of a character.

+ EPILOGUES

~~~~~

JILL VALENTINE

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After escaping the city, Jill set out to join Chris Redfield. However, all she found was an empty hideout of Chris's. On the floor was Chris's knife. Jill left without hesitation because she firmly believes that Chris is still alive. She will search for him until she finds him. Then they can go and put an end to Umbrella...

~~~~~

CHRIS REDFIELD

~~~~~

"Please forgive me Claire". Chris Redfield has just finished this letter with his signature phrase. As he removes his sunglasses, a lady walks by him with light steps. "She looks about the same age as Claire," he thinks. A short time later, Chris discovered that his sister was looking for him, but was caught...

~~~~~

BARRY BURTON

~~~~~

Barry Burton looks at his young daughter and says, "I'm sorry but my comrades are waiting for me." He knows that he must repay his teammates for forgiving his betrayal. Even if that means leaving his family for now. His wife tries to hide her fear so she smiles and says, "Don't worry. We'll be OK..."

~~~~~

LEON SCOTT KENNEDY

~~~~~

Leon Scott Kennedy in confronted with a man who claims to be a US government agent. Leon says, "Leave Sherry alone. She is innocent". "She knows too much," the man replies. He looks at Leon and says, "But you have value. This is a good deal. Make your choice." Without regret or hesitation, Leon closes his eyes and then sharply responds...

~~~~~

CLAIRE REDFIELD

~~~~~

"Leave us alone." Claire Redfield couldn't believe Leon's words. Leon continued, "You're looking for your brother, right ? Just go !" Claire knew that Leon and Sherry needed immediate medical attention, but she could not waste anymore time. "I... I'll be back. I promise !" She said as she disappeared into the wildness alone...

~~~~~  
SHERRY BIRKIN  
~~~~~

"Do you have any relatives ?" When the army officer asked her, Sherry Birkin did not respond for she has no immediate relatives. Her father and mother died because of the G-virus. And so, this little girl holds herself with her arms and bites her lip tight. She thinks, "I'm sure she will come back. She won't forget about me..."

~~~~~  
ADA WONG  
~~~~~

A woman looks at herself in the mirror. She used be called Ada Wong. But this morning she will say good-bye to the name. "I'm not Ada Wong anymore." She feels her ab and thinks, "This is Ada's scar, not mine." And as she says good-bye to Ada Wong, she can't stop her tears. However, there isn't too much time left before her next mission...

~~~~~  
HUNK  
~~~~~

"Once again, only you survived, Mr. Death." The chopper pilot speaks with a cold bitterness. "Always, only you survive. Mr. Death," the pilot continues. But Hunk does not respond to the pilot. He doesn't care. "The Death cannot die..." the survivor thinks to himself with warm smiles...

21/ O T H E R S T U F F S

~~~~~\  
GAME SHARK CODES FOR PSX VERSION \~~~~~  
~~~~~

My purpose to make this FAQs is for everyone for every console. It would be more convenient when you could use one guide for many versions of a game okay ? That's the reason why I add this although it's for Playstation version.

IMPORTANT NOTES :

- These codes are got from other sources. The author of this guide never uses codes to play games. So I can't help you if they don't work well. Sorry and thank you for sympathize!

CODE FOR STORY MODE

- | | |
|---|--------------------------------|
| - Allow game to play in a Mod-chip System | D01840E2 1040
801840E2 1000 |
| - Infinite Health for Jill | 800CCC90 00C8 |
| - Condition always Fine | 300CCC97 0004 |
| - Secret Mode | 800D1F32 FFE0 |

- Hyper Mode	800D454C 0002
- Infinite Item Usage an all slots	8006D0CA 2400
- Have 10 slots	800D225E 000A
- Have all epilogues	800D1F3E 0008
- Have all maps	300D2127 00FE 300d212B 00FE
- Have all files	800D212C FFFF 800D212E FFFF
- Infinite Ink Ribbon in Heavy Mode	800D21A0 6381 800D21A2 0001
- Rapid Fire	Press R1 + R2 + X D00CC830 004A 800CCC8C 1E02
- Total time is 0:00:00	800D1F28 0000 800D1F2A 0000
- Save anywhere	Press L1 + Triangle D00CC830 0014 800D1D18 13CC D00CC830 0014 800D1D1A 8005
- Access Chest anytime	Press L1 + Square D00CC830 0084 800D1F2C 0200 D00CC830 0084 800E01C4 0002
- View Ending	Press L1 + L2 + R1 + R2 D00CC830 000F 800CC858 C000 D00CC830 000F 800CC85A 0001
- All weapons in chest	800D215C 0001 800D2160 0002 800D2164 0003 800D2168 0004 800D216C 0005 800D2170 0006 800D2174 000A 800D2178 000B 800D217C 000C 800D2180 000D 800D2184 000E 800D2188 000F 800D218C 0010 800D2190 0011 800D2194 0012 800D2198 0013 800D219C 0014

- Infinite Ammo for all weapons	800D215E 0003
	800D2162 0003
	800D2166 0003
	800D216A 0003
	800D216E 0003
	800D2172 0003
	800D2176 0003
	800D217A 0003
	800D217E 0003
	800D2182 0003
	800D2186 0003
	800D218A 0003
	800D218E 0003
	800D2192 0003
	800D2196 0003
	800D219A 0003
	800D219E 0003

CODES FOR MERCENARIES MODE

- Infinite Time	800D1F98 0078
- Get Reward	800D1F98 0078
- Max Reward Total	800D25EC 967F
	800D25EE 0098

~~~~~\
MY REVIEW ABOUT THIS GAME \~~~~~
~~~~~

I'm a fan of Resident Evil. Of course I can't pass this game :
Resident Evil 3 Nemesis (Japanese name is Biohazard 3 Last Escape).
This game is not greater than the previous Resident Evil 2 but it still
fascinates a lot of players to play it. I'm one of them. I also have my
own opinion about it.

Gameplay 9/10

Great ! The story is not spare and long as some other story games.
The episodes in the game are good enough to attract me to solve the
puzzles. Oh yeah, the puzzles are stranger and newer than the others.
Jill wanders in the city to sewer with a lot of interesting puzzles.
But the battle is not simple as a stupid riot which contains many
thrilling episodes. Good !

Storyline 7/10

Jill Valentine - a member of STARS tries to escape from the cruel
plan of Umbrella which is killing all the STARS by creating an
intelligent bio-weapon named Nemesis because they know too much. Capcom
chose this part to make a game named Resident Evil 3 Nemesis. I think
it's still so simple because the game is clearly short, letting the
rest for Mercenary Mode which is only a mini-game. Why didn't Capcom
lengthen the story mode more to see more interesting things ?

Graphic 9/10

Of course, Resident Evil 3 Nemesis's graphic cannot be compared with
Resident Evil Code Veronica which has the most beautiful graphic in

series. But it's the best in Playstation games. The colours are clearly and light. But the dark atmosphere still keeps the horror situations for the game. Capcom made a great combination in this point.

Sound 10/10

The sound is complete and lively. I can hear the wind of the dead city, the horror atmosphere by the sounds of creatures. The cry of Nemesis is terrible and threatening which makes the game more exciting and real. I like his voice !

Characters 8/10

Very cool but one thing... I wonder why Capcom designed a valiant police like Jill to wear the original costume like that. But it's still all right when they made her some others better. Nemesis is cool, too. He is a killing machine. He chases Jill wherever she comes, shouting "...STARS..." as his only memory. Its name "Nemesis" is good enough for us to see what that Umbrella wanted : wipe all the evidence and get revenge.

Battle System 9/10

The battle system is not changed so much from the previous versions. But the newest and greatest is the dodging skill and 180 degrees. This helps us players to save the characters from the dangerous situation. They also make the game more various and exciting.

Replayability 9/10

This is a short game that you can replay whenever you want which doesn't take so much of your time. The Mercenary game is not very long but you will realize a lot of interests in it.

My overall score : 9/10

Rent or buy !

If you want to play a few funs, just rent.

If you are a true fan who want to drill the game to the most hidden episodes, just buy.

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RESIDENT EVIL GAMES  \~~~~~
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NAME : Resident Evil
RELEASED DATE : 1996 - 1997
PLATFORM : Playstation, PC, Sega Saturn

This was the first Resident Evil of series. Its content is about the incident in a mansion belonging Raccoon Forest. This involves the Trevor's Note I wrote above. You take the role of either Chris Redfield and Jill Valentine - two members STARS to explore the mansion.

NAME : Resident Evil Director's Cut
RELEASED DATE : 1997-1998
PLATFORM : Playstation

It's almost the same as original Resident Evil with more modes and features.

NAME : Resident Evil Director's Cut Dual Shock Edition
RELEASED DATE : 1997-1998
PLATFORM : Playstation

It's almost the same as Resident Evil Director's Cut.

NAME : Resident Evil 2
RELEASED DATE : 1998
PLATFORM : Playstation, Nintendo 64

It's about the accidental adventure of the rookie cop Leon Scott Kennedy and Claire Redfield. Leon begins his first day of duty and enters the city. Claire Redfield - a strange young lady enters the city to search for her brother Chris Redfield - one of the survivors of the mansion incident and an important member of S.T.A.R.S. But both of them didn't know something terrible happening in Raccoon...

They have an appointment at RPD Police Station where they thought it was safe...But...

NAME : Resident Evil 2 Dual Shock Edition
RELEASED DATE : 1998-1999
PLATFORM : Playstation, Dreamcast, PC

Its content is the same as Resident Evil 2. But it has a new mini-game named Extreme Battle Mode which the two subordinate characters Chris Redfield and Ada Wong can be played.

NAME : Resident Evil Gun Survivor
RELEASED DATE : 2000
PLATFORM : Playstation

You are a person who is injured by an accident. He forgets everything about himself and tries to find the truth. In his journey, he is watched by a guy of Umbrella named Vincent. Later the main character realizes himself as Ark Thompson. He destroys an important facility of Umbrella and escapes with Lott and Lily - the two children he meets on his way.

NAME : Resident Evil 0
RELEASE DATE : Early 2002
PLATFORM : GameCube

This game was released first for Gameboy. But now it has been redoing with this new console. This scenario lets us know more about Rebecca Chamber - the support character in Resident Evil who rarely appears. You also have a chance to know more about STARS and Umbrella in this game.

NAME : Resident Evil Gaiden
RELEASE DATE : Fall 2002
PLATFORM : Gameboy Color

This is a new scenario and also a chance for the Resident Evil fans who like the character Barry Burton of the first Resident Evil. He would be the main character of the game and start his adventure on a ship. This is just a rumour.

NAME : Resident Evil 4
RELEASE DATE : Early 2002
PLATFORM : Sony Playstation 2

Have you enjoyed enough Resident Evil Code Veronica ? And Resident Evil 4 would give you the next answers of the Resident Evil story. There are rumours that this game would be an impression of Capcom about graphic and other systems. There are tons of stupid rumours about characters. But I can't tell which is right. No more information is received this time. I think this game is still so far.

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## INTRODUCTION & EXPLANATION

George Trevor was the architect who designed the mansion in Resident Evil 1 as the command of a mysterious guy named Spencer. Once he was invited to the house he built and then lost in it mysteriously. This is a story part got from the book "The True Story Behind Biohazard" which was published by Capcom in 1996 with Resident Evil for Sega Saturn. But the company saw that they have revealed too much for the players. So it was cancelled and most of us don't know about it. This Trevor's Note is translated directly into English.

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There are a lot of players who have deception between George Trevor and Ozwell E. Spencer. Remember, George Trevor is the architect who designed the mansion, Ozwell E. Spencer is the guy who asked him to build it.

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## INTRODUCTION OF TREVOR'S NOTE

Raccoon City

A city in the Western part of America. Within a deep forest on the outskirts of this city there is a mansion, which seems strangely quiet.

November 13th 1967

A man was standing in front of the mansion. It was George Trevor, a famous architect from New York, who had designed this place from scratch. The owner of the mansion, Ozwell E. Spencer, had invited him with all his family in order to thank him for the level of the perfection in his work.

Overwhelmed with work, Trevor initially sent his wife Jessica and her 14 year old daughter Lisa before joining them later. Unfortunately, when Trevor arrived on the spot, he didn't find his wife nor the child. Trevor too would mysteriously disappear upon entering the mansion.

Where could they all have disappeared to then ?

The following comes from a small diary written while Trevor was in the mansion. Spencer paid a fortune for this mansion. The construction alone took 5 years of Trevor's life. Why did he devote so much time to it ? And did Trevor already know that thirty years later other strange things would happen in this mansion ? Personally I feel that this small diary will be the key to understand all these mysteries.

## TREVOR'S LETTER

November 13th 1967

After having finished my work and leaving New York I finally arrived at the Mansion around 6.00pm. The hall is very spacious. The central stairs leading to the second floor are also impressive. All these things make me nostalgic all over again.

Designing the plans of this place is the work I'm most proud of.

From the day I first showed the model to Ozwell E. Spencer in his office, until the completion of the building, took me 5 years. Spencer's orders were really difficult and I had to call upon all of my energy and ingenuity to realize it.

At first sight no one would suspect anything to be out of the ordinary. While turning to face me, Lord Spencer shakes the white hairs from his shoulders.

He has an impressive stature, and at the first glance, one can feel that he has a high level of self-confidence. He initially announces me that my wife Jessica and my daughter returned to visit their aunt Emma,

who is ill, and then we lift our glasses and toast. We are only ones to know about the numerous secrets contained within this building. Deeply satisfied with the complicity, we taste the wine.

The dining room is amazing. There is an incredible variety of food laid out harmoniously on a large table in mahogany wood. When someone would raise their eyes, they could see a statue of a goddess, in "Rodin" style, on the second floor which seems to observe us with desire. But despite all this splendor, the banquet can only be enjoyed by two guests (Spencer and I). We only hear the quiet clicking noise of the clock needles. Ahhh, if only Jessica and Lisa were there.

According to Spencer, they arrived three days before me and appreciated the house well. Lisa in particular benefited from the Spencer's kindness and was able to use the piano among others. She reportedly played the "Moonlight Sonata" of Beethoven (her specialty). In this evening of full moon where the melody seemed to surpass the satellite floating above the forest which surrounds the house, Spencer had congratulated my wife for this superb moment. I imagine proudly that their two faces had to be illuminated with pleasure.

November 14th 1967

Lord Spencer guided me around in the mansion. He opened the doors of several rooms. Those rooms are decorated with the most marvelous art pieces : painting of De Vinci, sculpture of Raphael...

In one of the rooms the eye of a stuffed beast has strangely sparkled, and in another room armors of Middle Age Knights were aligned in good order close to their captain.

All these art pieces were collected by Lord Spencer during past years and he deserves well to be one of the richest men on earth.

"Do you like that ? I wish to use this residence as a seaside resort, for a new company. I foresaw that, not only for the employees, but also for the guests could use it."

His project is to design an international industrial medicine company. He told me that its company would be called "Umbrella". But I wonder why he hid as many things in his residence. He can say that he wants to make a seaside resort but it's exaggerated. Even in the case his actions had been led by his passion.

November 18th 1967

My family hasn't come back yet. "Is aunt Emma that sick ?". I doubt it. The telephone is not installed, which is not very convenient. I went out to second floor terrace to clear my mind. Crows, perched on a rail, looked at me and pushed strange croaking.

I had a dark intuition. I continuously have the strange impression of being observed... I saw an astonishing thing, in a small court. It is a ladder leading down into an underpass, which is masked by a waterfall."It is not my work. When was this thing built then ?"

November 20th 1967

There is no trace of the shotgun my wife had offered Spencer for his birthday. I'm smoking a cigarette in the room where a broken shotgun can be found and estimate that it can fool people and pass for the original. I wonder who exchanged Spencer's shotgun for this unusable shotgun and why ?

Neither my wife nor my daughter have reappeared and I getting very concerned. My rich employer informed me that my family and I couldn't remain at the mansion any longer and when I suggested that I could join them tomorrow, he laughed and said that it was useless to worry myself like that.

November 21st 1967

Luggage was gathered and somebody led me into a large room, without openings, on the first floor reserved for the receptions. As the Lord hadn't arrived yet, I was observing the painting in company of a man in a white blouse. He was one of the three unknown men on the courtyard.

"Life is rich and short". On the painting, which were exposed on the wall, time was represented by the life of a man, from his birth to his death.

"Your family died, now" - laughed the man while he was looking at me stily. Time seemed to stop. What was he talking about ? At the same moment I felt a terrible pain at the bottom of my neck, and I broke down on the floor.

November 24th 1967

How could he have become this kind of man ? What happened here ? And what is the objective of this company called "Umbrella" ?

I was imprisoned in this room and time passed slowly. "The objective is to keep all this as a secret, and since you are an unknown...". One day, a man in a white blouse said this to me while bringing revolting food.

What secret is more important than a human life ?

Lord Spencer and me are the two only ones to know the secrets of this manor, and if I die, he will be the only holder of this knowledge. Is it for that reason we have these creatures which prowl around the premises of the Manor ? I cannot remain here and be eaten of worse. It is necessary that I escape from here.

The question is to know if, since the beginning, I didn't quite simply build my own prison. When I was creating this manor, and in accordance with Lord Spencer's strange fascination for enigmas, I conceived a way to escape for whoever would find himself imprisoned there.

It would seem that Lord Spencer wants to test this method on me...

At this moment, one of the countless creatures which infest the floor and the ceiling, fell from the ceiling onto my body. For an unknown reason, it seemed to attract them. I jumped instinctively backwards and while getting upright I trampled a great number of them. What are these creatures ? Ants ?

November 27th 1967

I finally succeeded to escape from this room. But nobody can exit from the Manor on snap of a finger. You need the crests, the missing eye from the Tiger's statue and the Gold Emblem. I can't occupy myself find something else ! I have no time for this.

November 28th 1967

I can't find the words for it. A plant, absurdly gigantic, fills a whole room. God could not have created such a thing.

November 30th 1967

It is impossible to get out. It is impossible to come out of the room. A phantom laboratory, leading into a kind of underground cave without visible exit. And finally, I found it :

One of the high-heeled shoes and the memory, that behind all it I will find a passage. Jessica. Were my wife and my daughter subjected to the same destiny as me ? No, I will escape at all cost, as they did before me.

December 5th 1967

My throat is dehydrated. I didn't eat for many days and I don't know how much time I'll still resist. I am becoming insane.

Why ? Because I am like a rat, hopeless trying to escape from a

laboratory labyrinth. Does my fascination for the abnormal architect of this residence was no reprehensible ?

December 7th 1967

I am in a dark and wet underground secret conduit. And there, suddenly, something monstrous opposite of me... I scrape my last match with a trembling hand. A tombstone is here with my name engraved on it. What kind of a psychopath would make a similar thing ?

"George Trevor" isn't me ? Spencer calculated since the beginning, that I would come up to here to take my breath, and prepared my tomb. Realizing, with success, to direct my attention away from each useful way to escape. Jessica, please forgive me. Little time... It's the time that remains me before joining you in paradise.

George Trevor

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WESKER'S REPORT \~~~~~
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"Wesker's report" is the bonus DVD disc that will be released with Resident Evil Code Veronica X when it's sold. Some information said that its original version was released for some months in Japan. And the purpose which Capcom released this part might be to answer some unknown questions about the game that the fans always wonder. I want to write some parts of this report for you to know few about it :

"My name is Albert Wesker.

I aspired to become a leading researcher at Umbrella Inc. A pharmaceutical enterprise who covertly conduction Bio Organic Weapons, better known as B.O.W., for development. But at the leader development training ground situated in Raccoon city, I met a brilliant and talented researcher who decided to take a different path, William Birkin.

In time I shifted my position to S.T.A.R.S., a special force unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of its people working in the police department.

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

Then at last, opportunity knocked.

- 1998 - July 24th -

The freak murder incidents had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret BOW laboratory and it was clear that the indevelopment T-virus was the cause of the murder.

Initially, Umbrella instructed me secretively to keep S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so that their combat with the B.O.W. could be used for data analysis allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

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

There was five survivors from the initial eleven S.T.A.R.S. members. From the Alpha team were Chris Redfield, Jill Valentine and Barry

Burton. And from the Bravo Team were Rebecca Chambers and Enrico Marini.

It was time to begin executing my plans. In the midst of the whole affair I could take Umbrella's ultimate Bio-Organic Weapon, the Tyrant, and join forces with an opposing corporation of Umbrella. To buy into that opposing corporation I would need the actual combat data of the Tyrant.

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

That Judas was Barry.

Barry was the strong truth and justice kind and cherished his family more than anything. His type is easy to manipulate. I just took that most important thing away from him. My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas the scheme went as planned.

Then the winds turn unexpectedly.

I had to eliminate Enrico who found out what was behind it all. I used Barry to get to him. After I successfully got rid of that nuisance I awaited the sample specimen that Barry would bring to me in the Tyrant room.

I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation. According to Birkin the virus had profound effects. It would put my body in a state of temporary "death". It would then bring me back to life with super human powers. Therefore I unleashed an awesome Tyrant from its slumber and let it attack me.

As my consciousness faded away I was certain that the whole scheme would end in success.

Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and the plan I devised which cost me my humanity ended in failure. Now anything and anyone who stood in my way would be terminated. It's been that way for a long time and it always will be. At all cost I had to make S.T.A.R.S. pay.

- September -

Two months had passed since the mansion incident. To regain everything I had lost in my new organization I joined hands with Ada Wong, a female agent who was also sent to spy on Umbrella.

I knew in my bones that the key developer was William Birkin, but what he didn't know was that Umbrella did not play games...with anyone. Eventually, Birkin would be assassinated, and the G-virus would be in the hands of Umbrella.

But the salvage team led by Hunk was ahead of us. By the time they got to Birkin, he'd already injected himself with the G-virus...he became his own creation, and decimated them.

Soon after, the T-virus carried by rats spread throughout Raccoon city, and Umbrella faced its worst scenario.

- September 28th -

The good citizens became zombies, and the city had headed for its devastating fate. Humans were no match against zombies.

In the chaos, Umbrella Europe applied a new type B.O.W., called "Nemesis". The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S., Jill. It became imperative that our organization would also obtain the Nemesis data.

- September 29th -

To cover up the whole affair, Umbrella jettisoned a Tyrant to take

care of Leon and Claire, who were trying to unveil their secrets.

Then, a new revelation. Birkin used to hide the findings of his studies in his daughter Sherry's pendant. It was very possible that the G-virus was there. While Umbrella was busy with their cover up, we had to capture Sherry before they did. I sent Ada undercover to seek the location of Sherry. I, the "dead man" on the other hand, had to work in the shadows.

A spy's obligation and priority is in mission, to carry out the mission like a machine without any emotional interference.

But through her interaction and involvement with Leon Scott Kennedy, there had been an affection growing inside her.

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

- September 30th -

Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish Leon and Claire in order to obtain his combat data. Although Birkin lost the battle to Leon and Claire, we succeeded in gathering samples of the G-virus from his dead body.

- October 1st -

In the morning the government bombed Raccoon city in an attempt to stop for the viral outbreak. This was, of course, their feigned reason...

Later, Claire left to Europe to find her lost brother Chris, and Leon joined forces with an underground anti-Umbrella organization.

Sherry is safe in our hands. I would never underestimate Birkin. There's something about this little girl...

\* Source : Biohazardextreme.

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But all of you know that it answers you some unknown questions that you always wonder. Let me give them in this short passage :

- The survivors of the mansion incident were Chris Redfield, Jill Valentine, Barry Burton, Rebecca Chamber and Brad Vickers.
- Chris is the character who directly killed Tyrant.
- Wesker was killed by Tyrant. But he had been infected the virus before that makes him alive.
- Ada was saved by Wesker because he thought she's still useful for him. She stole the G-virus for him.
- Sherry was caught by Wesker after Resident Evil 2 with the same reason.
- The official story of Resident Evil 2 is Leon A / Claire B.

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22/ AUTHOR'S LAST WORDS

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Okay, what do you think about this game ? I have finished my work. And I hope you have enjoyed a good time with this game. Biohazard 3 Last Escape is really a hard game to make guide. But I'll try to make it more perfect and accept all your ideas.

There's one thing I want to tell you. Although I'm still a pupil who have to go to school, I would try to have a time for checking your emails about any problems in my guide. I have ever been a player who needs others' helps and I have been disappointed when they didn't reply my questions. So I understand how you think. Just contact me at my email address anything you want. I'll try to answer your problems and won't make you disappointed. But I won't answer any emails with bad purpose or hate emails. It's just a waste of time. But I'm willing to serve anyone who really need my help.

Please check my other FAQs at Gamefaqs.

Again, thank you for reading my FAQs.

#### MYSTIC CAT

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#### 23/ S P E C I A L T H A N K S

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I'd like to send my special thanks to the people who help me to complete this FAQs :

- [Http://www.biohazardextreme.com](http://www.biohazardextreme.com) - for Wesker's Report
- Evil Extreme <http://residentevil.emugaming.com> - for information about ranking system
- [Http://www.videogames.com](http://www.videogames.com) - for game shark codes of PSX version
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Again, thank everyone.

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