

Resident Evil: CODE Veronica Complete FAQ/Walkthrough

by thanos rulzs

Updated to v1.7 on Sep 9, 2003

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Bio Hazard Code Veronica Complete

For Sega Dreamcast

Author: Thanos rulzs

May 20th 2002

Version 1.7

Version History

Version 1.0-

Created this guide,with basic battle game walkthrough

Version 1.1-

Added the Demo game guide

Version 1.2

Fill in the extra ammos location as well as some changes to the FAQ

Version 1.3

Added Review to Thoughts section and added boss section

Version 1.4

Updated a few sections of the FAQ

Version 1.5

Finish up all the character's battle game like Chris, Wesker, two Claires and Steve.

Version 1.6

Doing speed guide, almost the same as the normal guide but there are some changes but still working on the guide although still on the works though.

Version 1.7

Revamp the basic guide, character info, speed guide and finally enemy section. I have also added a diary section, special thanks to DjSiXpAcK14 for being kind enough to let me host the documents, otherwise nothing else much to report. Also made some changes to the layout of the guide.

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1. Introduction

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Hi, welcome to this guide. The aim of the guide is to give a simple walkthrough to the game as well give some information the game's characters, enemies and some brief game information what is it about and what is the story plot that evolves around this game.

Bio Hazard: Code Veronica Complete is a slight upgrade from Bio Hazard: Code Veronica with some minor changes in the FMV and a bit of the game play. So in fact, it's almost the same game play so there's not much difference when you ask for what difference it has.

Well, this game's the fourth installment of the Bio Hazard series that all evolves in a little mansion in Raccoon City. Strange Experiments have been taken place there. As a result, some strange noises are heard and the city folks complain to the Raccoon City Police Department so the Special train team led by Albert Wesker, went to investigate. Wesker first dispatch the Barvo team first.

They will all kill or barely survive so Wesker sent the Alpha Team to help up. To their horror, they found several flesh eating zombies in their way and later found out that Wesker the black mole of the team, then the story plot of all the Bio Hazard series evolves around here. Bio Hazard: Code Veronica Complete story plots sort of begin from Bio Hazard 2 where Claire Redfield went to Raccoon City to look for her brother, Chris Redfield.

Then she went there and found out many zombies there as well as Chris Redfield has gone for Europe. With the help of Leon, she manages to escape and the game's story plot starts with Claire infiltrating One of Umbrella's bases looking for some information about her brother and she gets caught and the story plot starts here.

Well, this is my first survival game walkthrough so do give some constructive criticisms if you have any. Being a Biohazard fan, I decided to try to write out this game so do give some comments. Just read the legal notes for if you have any intention of using this FAQ for any purposes.

The game's is a survival horror one player game with lots of action and as well as plots to uncover in order to move on further to the game.

This game is created and copyright by Capcom and licensed by Sega for this game port to be possible for the Dreamcast.

2. Legal Notes

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|Web masters Take note:|
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|Readers take note|
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3. Bio datas of main characters as well as enemy information

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Part 1: Bio datas of main characters
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Claire Redfield

Age: 19

She's a sister of Chris Redfield, in search of her brother, which starts in Bio Hazard 2 which brings her futile search to Bio Hazard: Code Veronica Complete. Here, she infiltrated into Umbrella's base to find some information about her brother and she's been caught and sent to one of Umbrella's base as a prisoner. Then the island shortly been attack be Wesker, now working for another organization. Then the person, who caught her, Rodrigo, sets her free, thinking that there's no escape route. She then went around and found a new friend, Steve who aids her quest to escape from the island. On her way, she found many zombies to clear to reach her escape route and faxes to her brother who finally be reunited with her later on. Also encounter romance in this game somehow, play the game to find out. :) One of the playable characters in the game.

Chris Redfield

Age: 26

He's an ex RPD officer of the S.T.A.R.S squad, who went to Europe in search of some information about Umberella. Little does he know he's been taken tabs and monitor closely by Umberella. He's brother of Claire Redfield. It all started from the little place in the Spencer's Mansion. Many of his fellow members from the Bravo team have been perished and the Alpha team has been dispatch there. Chris one of the Alpha team members uncovers that Wesker the team leader is the mole of Umberella and somehow some of the S.T.A.R.S team manage to escape from

the mansion. Then he made up his mind to leave RPD and went to Europe and finally reunited with here sister as well meet an old fiend.One of the playable characters in the game.

Steve Burnside

Age: 17

He's a prisoner of the island because his dad took some top-secret information about Umbrella. His dad was caught and the family paid the price as his mom as killed and his dad and him were taken as prisoners in the island. Rather cocky person and a distrust person as you can see later in the game. Very smart person as he's good in with weapons as well as can operate machinerie easily. From the age, you can see he's rather young and quite smart from the age of his.Also be known to be quite bonded with the family as he doesn't seem to blame his father at his present state.One of the playable characters in the game.You get to play as him only for awhile.

Alfred Ashford

Age: ??

He took over the family legacy early because of their "father" death. As he took over the family legacy early, he became very pressurized that he became to take as his sister's form in her absence. A rather loyal man as her sister would describe as. All the power and unhappy childhood very sick man can you describe as when you later play into the game, carries a sniper rifle in the game.Very lousy aimer though,always misses shots they are easy targets to begin with.Quite obsess in killing and tormenting dragonflies.Have mental problem.They both are born from a womb experiment by their "father". They have an unhappy childhood and sick guys that have an urge to torture dragonflies as you uncover later in the game. Also very gifted are them as their studies are rather good. They both hated their father at a very young age.

Alexia Ashford

Age: ??

She made Alfred to make everyone believe that she was death and so as to inject herself with the T-Veronica virus and place in the incubation area so as to keep the virus cells in harmony with the body. Extremely talented person as well as smart as she's the one who created the virus. You also can say she's a pretty, young, sly, dangerous person as you uncover later in the game and her own virus can even compare with the G-virus created by William Birkin. Later became a monster with very powerful powers that took over the entire Antarctica base.Quite obsess in killing and tormenting dragonflies.Have mental problem.They both are born from a womb experiment by their "father". They have an unhappy childhood and sick guys that have an urge to torture dragonflies as you uncover later in the game. Also very gifted are them as their studies are rather good. They both hated their father at a very young age.

Alexander Ashford

Age: ??

Born in one of the famous and great family, his ancestors are one of the two who discover the T-virus. Somehow, he did not do the family proud but did somehow "made" the birth of Alfred and Alexia whom he made as children of his. Later became a monster as his "children" injected him with the virus. Not much known about him though.

Albert Wesker

Age: 38

The traitor as you can say in the S.T.A.R.S squad, which later the team discover and which he "died" under the hands of the Tyrant. He's back and now working for another organization and he have super human abilities after consuming an unknown virus given by William Birkin as you can see later in the game as well the confrontation with Chris later in the game. He's the one who attack the island and causes the people in the island to become zombies.

Rodigro

Age: ??

He's the one who help capture in Europe and set Claire free from the cellblock. As you can see from the FMVs, a very responsible person and very professional person. Seems to be injured when he sets Claire free from the cellblock. His role isn't quite have an impact to the game, though he will give you some things quite useful later in the game.

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Part 2: Enemy information

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Zombies/Sleepers

A standard enemy you will find in all RE games. They are able to spit zombie foam as well as grab your character with their outstretch arms to bite your character. So mash your controllers to struggle and to break free faster. A sleeper is a zombie faking dead, whenever your character comes within range, it will bite your character so mash your controllers to struggle and this will result in decapating them. Use the evade tactic above on how to deal with them easily. Zombies here are easy to take care of, a few shots drops the zombie or stuns the zombie, to make it move backwards.

Moths and bats

Bats are really irritating creatures that roam around in the dark, they are found in the dark areas where light is minimum. They will just distract your character and slow the character down and does minimum damage. Don't bother to engage firefights with it, instead, use a lighter to get it off your back.

Moths are one of the nasty creatures in the game. You will grow to hate them as they are found only in Antarctica. They give out greenish powder poison when you

are near it and there's certain chance to get poison.They are also able to hang on to you and lay an egg off your back,after a while it blows up and you also will get poison.Sometimes the powder hurts you and sometimes the powder poisons you.Try to evade it because firefight will get you damage more and try not to turn your back against it because this is where they hang onto you and lay an egg at your back.You will see if you got poison or not by look the way egg attack you.Mash the buttons and hope that the egg won't suck up your blood,if you see blood,chances are 99% high that you will get poison.

Bandersnatches

A new enemy added to the game.It walks with a heavy thump so you can hear it from a distance.It only has a right arm but the arm is like rubber,it can stretch up to another floor,stick to it and held itself to the another floor.It will do this if it find you on the upper level.Not only that it's arm is like spiderman and stick to walls and flink itself to the wall,the so called teleport.It's rubber arm is also able to hit you and get a few hit brings you down to caution.Don't outrun it or else it will use it's rubber arm and hit you from a distance,instead,run pass it's left arm area because it does not have a left arm so running past it makes it easier to evade it.Very hard to kill monsters, so use powerful weapons like the MP-100s,shotgun or grenade launchers to kill them off fast before they can damage you.

Hunters/Sweeper

If you are an RE fan,hunters are one of the most popular enemies in the series.They can be detected easily by the sound it makes as well it's very heavy footsteps.It normally runs so you can detected easily.Hunters are rather big size creatures and quite speedy and worst of all very deadly in attacks.They can dash and then bent down low and give a double slash or jump up and give a slash.The jump slash is really damaging so be careful of it,it normally does it when it is a bit off range from you.To counter this attack just use the shot gun and shoot to blow it down.ery fast and damaging enemies,use shotgun,grenade launcher with acid rounds for effective damage.But they are quite slow in turning direction so make it to your advantage.They are able to duck shots by moving low and attack.One thing about using shotgun,once you drop it,wait for a while.change position and shot it down as it gets up fast and will give a low attack fast if you remain still.For sweepers,the attacks are also standard compared to the normal hunters,they are a bit purplish or redish in color,this is the way to identify them.They slash attacks can poison you so that the only difference you can spot the differences between the two deadly creatures.

Cerberus

This hounds are very fast and chases you until you escape through the door or something.Their attacks are pretty straightforward; they will either bite your hand and you will need to mash your controller's buttons to get them off or they will jump at you to hit you.Their jump attack is not really that damaging as it takes a few hits before you drop to caution.Not really powerful creatures but fast and often come in packs and this is the danger point.Imagine many dogs jump attacking you or one of them bit while the others jump attack you so try to evade where possible.Unequip your weapon to try to outrun them might or might not be good so you decide from here.If you read some books,the word Cerberus means the hound from hell if i remember correctly.

Baby Alboind

This baby Alboind creature is not really that dangerous, as they just slide around the floor and luckily for players, it's not in the water to make it more mobile. It gives out electricity to try to damage you or else it's harmless otherwise. Just one shot from the grenade launcher can really kill a bunch of them and they are not damaging creatures anyway.

Small ants

They remind me of the leeches in RE0 where they are fated to be squashed in the game, not much and damaging attacks, only it just bites and slows you down, most of the time, you end up squashing it before you even know it. So the best bet is just to squish it.

Sensors

They are high-tech weapons introduced by Albert Wesker. The sensors move around a ray of light that "scans" the enemy. Once detected, a hunter will immediately be spotted in the room you are in and hang around there until you finish it off. So try to avoid those sensors to avoid firefights that waste ammo, especially in Chris's game, which depends on what Claire has done earlier, so you do not really want to screw this one up.

Tentacles

Those long greenish stuff is found later in the Antarctica in Chris's game. They are not really deadly or damaging but they sure prevent you from going through to somewhere which means it blocks your path. When you are near it, it will hit you and prevent you from going through. The best bet is to shoot it with a handgun until it retreats, then only you are able to access beyond it.

Spiders

These spiders are the most deadliest spiders to date. They are able to climb and hang on walls as well as move on the floor. Quite fast creatures. Normally when they hang onto walls, they will spit poison which either injures you or poisons you. Quite a hassle as you must react fast to avoid the poison spit. If they are on the ground, they normally grab you and bite the hell out of you and bring you down to caution, so take them out before they take you. Use powerful weapons like a shotgun or the best grenade launcher as one shot pins it down before it rises up again, but this way, it stops the enemy's attacks. Run past if you want, but it's better to take this enemy down than let it hang around unless you are visiting the place only once. Luckily for you, they are not like the remake game when they die, they leave some pool of poison that slowly dissolves.

Big Worm

You will encounter it when Claire enters the palace area. Its attack is to burrow into the ground, move around until it rises and try to hit you before diving into the ground again. A good thing is that you can see it burrowing around by the sand movement and plan to evade it. But you can kill it either in Claire or Chris's game, but it will really die in Chris's game if you plan to get the lighter back later in Chris's game.

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Boss section:
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Claire faces these bosses:

Tyrant T-078 First form

Difficulty: Normal

Tyrant's attacks:

- When near, push you down with a back hand attack
- When near, delivers a karate chop, very damaging one

This guy first part is much easier, he only pushes you and you will fall to the ground, move away as he charges with his karate chop which is slow and predictable and avoidable. He stands between you and the plane as the timer of the self-destruct sequence counts down. You can't run by him because his size blocks the whole floor so you need to defeat him.

So use the grenade round to pump his body until he squats to the ground, then when he gets up pump him with grenade rounds again until he falls to the ground and lay on the ground motionless and you have beaten him at the first part.

Tyrant T-078 Second form:

Difficulty: Hard

Note: I don't think you can kill this tyrant, you can only incapacitate it long enough for the blue switch to turn blue and hit it for the crate to hit him off the plane.

Tyrant's attacks:

- When near, push you down with a back hand attack
- When near, delivers a karate chop, very damaging one

Just pump this guy with all your powerful weapons long enough for the blue light to be active as well injure the tyrant badly enough. When he uses the karate chop attack and nails you, cure immediately as well when nailed by Tyrant attacks, cure yourself.

Run around and damage as much as you can, but don't get cornered or get cornered at the plane open door or he will push you off the plane and you will need to retry the mission again.

When you see lots of blood on the floor, then head to the machine and hit the blue switch. If it is damaged enough, the cargo box will hit it and you will get rid of the unwanted passenger in the plane.

If not, it will reflect back and you need to damage it more and then hit the blue switch again. Some good players do use knife to knife this tyrant and soon get rid of it easily.

Nosferatu (Alexia and Alfred's dad)

Difficulty: Normal

Note: He's been injected with the T-veronica virus which gives him almost the

same power as Steve the Tyrant and Alexia Tyrant.

This boss will mutate with two tentacles and some change to the body.

His attacks:

- Delivers some poison powder over a certain range
- Uses the tentacles to hurt you

Once you face him, move away some distance and use the sniper rifle and shoot at its exposed heart. Then after running of ammo, use the explosive arrows on this guy and you will soon finish him off. Not done yet? Prepare for Chris's walkthrough. Also avoid the poison he uses by just moving away some distance. Should you get poison, you will have a extra job to do with Chris if you beat this boss. Do be near the edge a his tentacles might knock you off the building and you will need to retry again.

Steve Tyrant

Difficulty: Impossible

Note: He's been injected with the T-veronica virus by Alexia just like Alexander

His attacks:

- Uses the weapon to attack you
1. First hit gives a yellow caution
 2. Second successive hit give you a danger if you are at full health

After the cut scene, rotate your character and run away from Steve, you may get damage. Cure by using the green herb, when he hits you the second time, use the super herb and run a bit more to trigger a cut scene. You can incapacitate him but never beat him so just retreat it, trust me, it just wiser to do that.

Chris faces this bosses:

Big Gulp worm

Difficulty: Easy

Note: It appear in the military training facility when Claire enter the area.

It's attacks:

- Diving into the ground and gets up with a quick dive at you
- Diving into the ground and gets up and rises and prepare to dive with much force into the ground

As long as you keep moving around the worm can't hurt you. Move around to avoid his quick diving attack and wait for it rise up again. When it rises up again and prepare to dive down again. Move aside or at the back of it where it's likely to dive away from you and use the AK and let it eat your ammo.

As long as you wait it to rise up, keep using the AK to damage it and soon beat this boss easily. Then view a short cut scene of Rodigro's final moments on

earth. He will give you the lighter and you will receive it in your inventory.

Albinoid Adult

Difficulty: Easy

Note: It escapes from Claire in the lab earlier when Claire retrieve the Skeleton painting

It's attacks:

- Discharges electricity in water when it detects you

Don't bother to kill the boss, there's a handgun ammo on the floor. Its attacks is simple, when it detects your presence, it will discharge electricity as electricity travels through water, the whole water area will be filled with electricity for a short time.

Just move down and go to the middle of the pool and grab the shield. When you get nailed, just cure yourself and head up to the ground where you be safe and go back and move up the ladder. Then move along and climb up the stairs to go back to the toy model room.

You can also beat it by equipping your shotgun and wait for it to come at your area at where you are standing and point your shotgun down and pump it with shotgun shells. After a while, it will be defeated and go down to get the shield. Remember it can't hurt you as long as you stay on the ground not in the pool.

Spider Black Widow

Difficulty: Normal

Note: You see it earlier when Claire enter the BOW room to get the mask and the sticker

It's attacks:

- Attacks you
- Spit poison salvia at you

From here you can:

- Kill the spider

Lure it near the ice and use the shotgun to dispose of it and the grab the necklace on the ice.

- Avoid the spider

Dodge it and travel along the ice and grab the necklace and then climb back up the platform and enter the door to the sensor's room.

Check the necklace to get the green jewel.

Boss: Alexia Tyrant

Note: She changes and becomes like her dad, a powerful tyrant

Difficulty: Normal

Her attacks:

- Throw flames at you
- Get near you and strangle you to death

When you take control as Chris, getting the damage from the flames is still okay but don't let her strangle you. If you allow that, you will die and retry the mission again. For a quick kill, pump her with the grenade launcher with grenade rounds and you will beat her fast. Or just move away from her with some distance and pump her with any gun you want. The trick is never allow her to come near you in order to survive and beat her.

Alexia's second form:

Difficulty: Hard

Note: She mutates rather badly like William Birkin in RE2.

Her attacks:

- Spit acid poison at you
- Use her tentacles at you
- Commands the small ants to attack you

She spits poison acid at you either poisoning you or hurting you. She commands endless ants to attack you which come from the big womb which releases ants from there. Her tentacles swipe from the gap she creates her ants. When her tentacles release if you are there at that time, it will knock you off to the floor, the second tentacles attack is the swipe attack that slams itself to the ground which hurts you.

Then run to area where you place the dragonfly at the end of the corner and pump her with the Grenade rounds. Take the damage and cure yourself when you get to much damage. At times she spits at you to poison, so use the super herb to cure yourself.

You may shoot downward to kill off some of the ants but at times her tentacles will kill her own ants off by crushing it. you need about 15 rounds to beat her. Stay at the corner so that the tentacles won't swipe at you and injure and make you fall.

After pumping her for about 15 rounds, you will be able to beat her to face her in the third form.

Alexia third form:

Note: She splits from her nest and become a insect

Difficulty: Easy

She becomes a fly and moves around

Her attacks:

- Fly around
- Spit acid with fire at you

You are one accurate shot away from completing the game. Grab the linear

launcher and equip it and give her a shot to finish her off. I prefer to single scope covers a wider range as because double scooping is quite hard when she easily flies off your target.

4. Game Walkthrough

Here, I will give you the walkthrough of the game as well some basic things you should take note of. Please don't email me with all sorts of walkthroughs you go unless it's faster and better.

4.1 Controls

Dpad: Controls your character movement, up, down, left and right
Analog pad: Controls your character movement, up, down, left and right

Take note that the left and right are rotation movement of character

Buttons:

X button: Action or selection button or shooting with guns when R trigger is hold

Y button: Show the map of the area

A button: Dash button with the guidance with the DPAD, also for the cancel selection option

B button: Your current status screen as well as use it to do many other things like selection of weapons

Start button: Shows the menu that is in the option screen

Options screen:

- Audio Setup- Stereo or Mono
- Key Config- See which type of controls suit you
- Screen Setup- not important if you use video mode
- Monitor Tuning- not important if you use video mode
- Vibration- On or Off, firstly you must have the vibration pack
- Default- Reset all settings to default
- Exit- Exit the option screen

Triggers:

L trigger: auto aim so to speak when R trigger is held as well as scooping for sniper rifles

R trigger: raise weapon and in fire gun position and hold it to hold the weapon

Note: Once you let go of the R trigger, your character will automatically not be the fire gun position and can move freely around.

4.2 Basic Guide

Here I will talk about the basics of the game which you need to know to at least has some knowledge of the game

At the beginning there are a few options here for you to choose:

- Load game- Load your previous save game
- New game- Start a new game at normal, easy, very easy difficulty levels
- Battle game- mini battle game for you to clear zombies and bosses in the game
- Options- Configures what you like or want in the game

Herb and Curing Guide

Herbs:

Green herb: Cure a injure condition

Red herb: Does nothing but combining with green herb is its effectiveness

Blue Herb: Cures poison

Herb combinations:

Effective ones:

Green herb and Red herb: Cures character back to full health, but not poison

Triple Green herbs: Cures character back to full health, but not poison, same power as the green herb and red herb mixture

Green herb, Blue herb and Red herb as Super Herb: Not only Cures character back to full health, but also cure poison. Best mixture among all the combination of herbs

Non-effective ones:

Blue herb and a green herb: Cures poison as well cure an injury condition

Two green herbs: Cure two state of injury condition

Red herb alone: Does not do anything but need to mix with green herb to maximize its power. In other words, it's a herb that enhance the power of the herbs

First aid spray: Powerful, has the power of triple green herbs and the mixture of Red herb and Green herb. It cures the character back to full health.

Health Guide

Injury condition:

Fine green: Your character is not injured

Caution Yellow: An injury state and needs a green herb to cure, normally just

ignore this injury

Caution Orange: Take note of this injury because one more hit you will be in danger zone, cure it using two herbs or a mixture of green and Red herb.

Danger Red: Take note of this injury because one more damaging hit and you're dead. Use triple green herb or a mixture of green and Red herb to cure this injury.

Poison purple: When your character's poisoned, heal with the blue herb immediately because the longer it drags on, the more serious injury like danger will appear after you cure yourself off the poison.

Note: When your character is in Caution zone, your character will use his/her arm over his/her other side of the shoulder, indicating an injury. When in danger zone, your character staggers and moves slowly to indicate it and cure him/her immediately.

Health Chart:

Herbs	YC	OC	RD	PP	

Green	Yes	NO	NO	NO	

Red	NO	NO	NO	NO	

Blue	NO	NO	NO	YES	

GreenX2	Yes	YES	NO	NO	

GreenX3	Yes	YES	YES	NO	

First aid	Yes	YES	YES	NO	

Green/Red	Yes	YES	YES	NO	

Green/Red/Blue	Yes	YES	YES	YES	

Green/Blue	YES	NO	NO	YES	

Inventory section

Exit	File	Map	Item	

-----			Equipment	Standard

Status					

		Data			

Claire Redfield		Claire Redfield			

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|           Height: 167.9cm           |   |   | | |
| ----- Weight: 52.9kg             |-----|   |
| |   | Blood type: 0                 |   |   |
| -----                             |-----|   |
|           Condition                 |   |   |
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|                                     |   | ITEM |
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Item: This is the storage space for each characters of the game, some items take up two space whereas some take up one space, you will start up with 8 spaces, but once you get the sidepack, you will be upgraded to 10 spaces

Equipment: This option is the one that which gun is selected by you and equipped by your character

Standard: This is the basic inventory item that cannot be replace unless you do some stuffs (refer to FAQ)

Exit: Exit the status screen

File: View files that you have gathered in the game, useful if you need clues to what to do next

Map: Open up maps that you have collected in the game, view them if you are stuck or view rooms you haven't visited

Item: Goes to the item select screen

In the item select screen:

Combine: This option is there if you plan to combine stuffs that can be combine. Eg: Handgun with handgun upgrade, herbs etc.

Use: This option helps to use on things like doors and stuff.

View: This option view the object in 3D motion, useful to view items you pick up that have some items inside.

Status screen:

- Show a portrait of character
- Number of items in the inventory
- Injury status of character
- Character's Biodata
- Standard equipment
- File you collected
- View Maps you collected
- Exit menu

In the status screen you can:

- Cure your character

- Choose an item
- 1. You can view it
- 2. Or combine it
- 3. Use it
- 4. Carry it
- View maps and files

Saving section

How to save a Game?

Plain simple. Just need to have an ink ribbon that looks like a black wheel and go over to the typewriter to save it.

Basic section

Shotgun decap

One of the useful ways to save pistol ammo but with the expense of one shotgun ammo, but it must be with great accuracy. When a bunch of zombies come your way, wait for them to come near, aim the shotgun up and fire, it would at least decap the zombies near you and push the other zombies down.

Drop enemy, then knife/foot decap

Another very useful tactic and saves ammo, but you got to knock the zombie down first. Use handgun to drop them down first, if they get up, then it will not work, you need to make them crawl and be immobile and take down a knife and take a few swipes, be careful not to get bitten in the leg, but it does not matter, your character will use his/her karate feet technique and decap the zombies' head.

Make use of your own character

Yes, this tactic can be very useful, first of, if you can't view the enemy too well, stop where you are, your character head will turn to the direction if there is any zombie, similarly, any zombie who are acting dead, your head will look down on the enemy instantly.

Use stronger weapons for more powerful enemies

Speaks for itself, save all the powerful weapons, ie shotgun, spas12, explosive arrows, grenade launcher etc for more powerful enemies, use arrows, handgun on normal enemies. It would save you a lot of trouble during boss encounters and help them beat them out faster.

Footsteps and noise

Yes, another easy alternative to spot whether there are any enemies around you

or not. They give the enemy away,so turn your sound volume up,the zombies are the easiest to spot,they waddle and make a lot of noise,hunters,go for the run step noise with big heavy footsteps.Bandersnatches make a rubber like noise and give a heavier footsteps.

Evade enemies/conserve ammos

Run diagonally,zigzag,enemies are quite slow to react if you are fast.best if it's a boss,merry go round tactic from my RE0 guide is also useful.The zombies and dogs here are rather easy to evade,because most of the time they are staying put,which means no out stretch arms,even if they are walking,at times if they don't spot you,they also won't have outstretch arms allowing you to slip past them easily.Unequip your weapon,you move more faster.

Use the inventory screen reload

Yes,if your character auto reload for themselves,you will be in deep trouble because your are exposing yourself to the enemy.Instead,go to the status screen and reload from there,it's faster and doesn't put your character to risk.

Manage your item space well

Even though you start of with 8 spaces,do not overload yourself,or else it's gonna bring you a lot of hassle.If you have no plans to use the item,dump it in the item box,don't bother stuffing yourself with too many items.

Cure asap if you're poison

This is a serious matter.If you are poisoned,find the blue herb asap because it ain't fun of the poison to drag on to damage your character even further,if your character is herb,they will hold their hand in the waist area,and if they are dying,they stagger.

Watch you character's health

If your character is seriously hurt,best is to view by the movement,during caution condition,your character put their left arms at the right chest,if they are dying,they stagger.So watch out and cure them asap.It best to always bring a health item with youin case you are hurt it can always save your skin,but do not waste your herbs,cure only if your are around orange caution or dying and best is to mix herbs,don't use them as single herbs.Don't bother making super herbs,instead,seperate the blue herbs because you might be wasting the curing herbs you are well.

Stuck????

If you are stuck,read maps and files for help,if you run out of ammo,don't worry,there's always ways to progress and ceratin rooms you haven't visited,so go there and you might find yourself with some supplies of ammo.Also any mid level boxes that reach up to your waist,you can push them and also climb on them,many of this simple tactics can be found in the the manual itself. Remember,there's always a way out unless you tell me you are a total scrub.

Use lighter against bats

Yes,use lighters against bats,this way the bats can't hurt you,you will also conserve health as well as ammo.Don't bother to confront these pests,it's best to utilise your item to the fullest.

Save the game only when you are full of ammo and peak of health

Yes,save the game only when you are full of ammo and peak of health.This will ensure survival and also in case you screw anything up,you can use this save to your advantage and do not save when you are doing badly in the game.How to save a game? Simple,first you need to spot a typewriter which can be found throughout the game,second,find the ink ribbon which is round like a wheel,use the ink ribbon to save the game,each save costs an ink ribbon though so take note of that and plan carefully.

Retreat/Back off when needed

When enemies are coming near you and you are on the offensive,don't be dumb and stand there and keep shooting,back off a bit so that there is some space between you and the enemy so that you won't get hit.If there are too many enemies,use the 180 degree turn and back off and retreat and regroup and take them down at some distance.

Discard keys when prompt

Yup,discard those keys when not needed,there's no use for it and dump it aside to save your inventory space so that you can grab more goodies and stuff rather than a useless key.

Making sure that the enemy is dead

This is a very important factor to ensure survival,or else you will be wasting ammo all the way.To see all the enemies are dead or not,just when they are down,make sure there's a blood of blood coming out from them to ensure they are dead.

Tips to get high grade:

- Don't save
- Don't take and use first aid sprays
- Use routes that straight away needs you to fulfill tasks instead of using long cuts
- If possible, avoiding enemies saves time not to kill them
- Don't take maps
- Don't take articles, dairies, information things
- Skip them by pressing B button
- Use knife if possible, saves ammo, slashing their legs to make them fall, then slash their body, be careful not be near them or they will bite your legs
- Skip cut scene
- Don't pick up too may ammos as it wastes time

How to survive and improve:

- Use my walkthrough
- Always carry a mix herb with you
- Be brave, dodge and knife zombies when you can
- Upgrade weapons
- Grab powerful weapons
- Get side pack

4.3 Weapons Guide

Basic inventory items:

Lighter

Item space: Free

This is not a weapon but it's useful for chase off the bats, as the flame which enable light to scare off the bats, use this on bats so that you won't waste ammo on them. You may want to give it Rodigro later and allow him to give it to Chris later in the game. This lighter is bought by Chris and given to his sis if you see the cutscenes.

Lockpick

Item space: Free

This is an optional item in the game. You will need to give Rodigro the lighter and one item to get this item. It's useful to unlock certain lock things like the brief case, lock drawers to gain access of ammo to save yourself later and to ensure survival in case you screw up.

Standard weapons in the game:

Handgun Beretta M93R:

Item space: 1
Ammo storage: 15

This weapon is found early in the game in Claire's game. A normal gun, which uses 3mm bullets to kill. No very damaging but can store many bullets. Can be upgraded to enhance its firepower like shooting a few bullets at one go instead of one or choose to shoot one bullet at a time. You choose the way you want after the weapon is upgraded.

Handgun parts:

Item space: 1

This is also an optional item to Claire, in order to get it, you need to get the lockpick first, then get a white briefcase to unlock it to get the handgun parts. Combine with the handgun is its usefulness to also free up one space.

Glock 18:

Item space: 1
Ammo storage before upgrade: 18
Ammo storage after upgrade: 18

This weapon is with Chris from the start. It is a normal gun, which uses 3mm bullets to kill. No very damaging but can store many bullets. When you upgrade, it's different from Claire's, not much difference to Chris because it's upgraded it just able to store more ammo.:(

Handgun ammo:

Item space: 1

Scattered throughout the game, those red boxes are the handgun ammo, usually have 15 or 30 ammo inside them. Can be reloaded to Chris or Claire's handgun.

Combat knife:

Item space: 1
Ammo storage: NA

Use by experts in the game who want challenges or use by players who run out of ammo. Need to be close range to be effective. When near the zombies, swipe their legs first to make them fall down, then swipe their bodies to kill them. Don't get too close or they will bite you. Very good weapon to save up ammos from all firepowers. There are two combat knives in the game. One is found by Claire from the start, the other is with Chris.

Bow gun:

Item space: 1
Ammo storage: NA

This bow gun shoots arrows to the enemy, take it because if you lack of ammo in your handgun, this is an alternative weapon to take down zombies and its rate of fire is rather fast and downs the zombie fast. Combine to normal arrow or explosive arrows into one to save space.

Arrows:

Item space: 1

These arrows are scattered throughout the palace in the game. Like I said earlier, it's an alternative weapon to take down zombies and its rate of fire is rather fast. It can be found in a bundle of 30 I think.

Explosive arrows:

Item space: 1

These are the fastest and powerful ammo around. Save them on the bosses like the tyrant etc to damage them fast because their rate of firing is fast and

powerful.It's more powerful than the normal arrow and usually come in 10 in a cracker pic case when you pick them up.My choice of weapon but they are rare in the game.

MP100s:

Item space: 2

Ammo storage: 100%

This weapon is also found early in the game,it's better for you to save it so that you can deal the bandersnatches easier later.A full automatic gun which when held the fire button, it just keeps shooting bullets.But quite slow in terms of machine gun type though.Dump it aside once it's use is over.

Grenade launcher:

Item space: 1

Ammo storage: NA

A very powerful weapon is your arsenal so don't waste them on the normal zombies. Store them up for the bosses and the powerful monsters. Have 4 types of grenades you can choose, the acid type, flame type, grenade type, anti-bow type.They are also best to take down spiders and hunters but save them for Chris's game for you to benefit.

Flame rounds/Acid rounds/grenade rounds/anti bow rounds:

Item space: 1

Each rounds speak for itself in terms of uses.Flame rounds are powerful and give out flames to burn enemies,acid rounds give a hiss sound when it hit the enemy.Grenade rounds and anti bow rounds are quite useful against bosses and save them for big enemies like the tyrant and Alexia tyrant so these rounds are precious,so save them up.These rounds can be combine together into one like acid adding to acid etc to save up space.Combine these rounds with grenade launcher into one to save up 1 more space.

Assault rifle:

Item space: 2

Ammo storage: 100%

This assault rifle is a powerful tool.Seem alike with the Ak47,this weapon is a fully automatic weapon with is quite damaging.The rate of fire is not really fast but it's just a backup weapon and save this weapon for Chris to take down the gulp worm.Very handy weapon if you run out of ammo and it can be reloaded with clips found in Chris's game.

Assault rifle clip:

Item space: 1

Like I said earlier,this weapon is for back up in case you run out of ammo.This clip is found in Chris's game but they are rare in the game.They look like black strips like a normal AK47 rifle ammo,comes with 50% if I remember

correctly. Very good at taking down dozens of zombies at one but it's optional, you take it if you want.

Ingrams:

Item space: 2

Ammo storage: 100%

Yet another optional weapon, this weapon is decided by the fate of Claire's game. If you give Rodrigo the lighter, then Chris will receive it and get this gun as a result. If not, you will not get it. It is a fully automatic weapon which fire in fast rate and use it if you run out of ammo on your handgun. It runs out of ammo fast and like other fully automatic gun, hold the attack button to keep firing the weapon.

Shotgun:

Item space: 2

Ammo storage: 7

This weapon is also found in Chris's game, but remember to take it when you leave the Ashford island. A very powerful weapon against hunters and good at taking many enemies at one go as well as decapping enemies. Useful against hunters and powerful enemies but useless against zombies because it till strangely take a few ammo before taking them out if you pump ammo to the zombies's body, the zombie seem able to withstand the shotgun power. Strange, isn't it? The reload is slow and the rate of fire is slow so take not of that.

Shotgun ammo:

Item space: 1

Scattered throughout the game, this ammo looks like green big rectangular boxes are the ones that can reload the hunting gun or the shotgun, comes with 7 extra ammo each time you pick it up. Save them up on hunters or spiders but mainly hunters, save them as they are quite few of them unless you use the infinite shotgun trick.

MAGNUM revolver SPAS 12:

Item space: 1

Ammo storage: 6

This is a very powerful weapon in the game, it will straight decap zombies and down hunters with one shot and save them for bosses because you will have an advantage here. The rate of fire is also fast that it shoots damn fast compare to the other magnum in the previous RE games. But the ammo again is hard to find though. You will pick this weapon up in Claire's game. The magnum rounds are white revolver barrel like with bullets that can be seen but they are really rare and hard to find.

Dual Ingrams:

Item space: 1

Ammo storage: 100%

This weapon is picked up by Claire and given to Steve. You will control as him and use this dual machine gun for full effect!! Very fast in terms of rate of fire but not really damaging as it takes a few hits to knock down enemies. Seem to drop in slower than all automatic weapons.

Dual golden guns:

Item space: 2

Ammo storage: NA

This weapon is not use in the game, instead, it is used to unlock a door, please refer to FAQ to details. But you can use it in the battle mode as Steve, quite a weak weapon but rate of firing is fast but not damaging. But nonetheless, a cool weapon to use in the game.

Hidden/secret weapons:

Rocket launcher:

Item space: 2

Ammo storage: infinity

This weapon will need to be unlock, it has infinite ammo and good at taking down all the enemies in the game, one of the two most powerful weapon you can find in the game. Please refer to the secrets section to how to unlock this weapon.

Linear launcher:

Item space: 1

Ammo storage: infinity

One of the two most powerful weapon in the game. You will get it in the final boss fight with Alexia or unlock it ONLY in the battle game mode. Good at taking down all the enemies in the game. Please refer to the secrets section to how to unlock this weapon.

```
GGGGGGG  U      U  IIIIIIIIII  DDDDDDDDD  EEEEEEEEE
G         U      U      I      D      D      E
G         U      U      I      D      D      E
G         U      U      I      D      D      EEEEEEEEE
G  GGG  U      U      I      D      D      E
G  G  U      U      I      D      D      E
GGGGGGGG  UUUUUUU  IIIIIIIIII  DDDDDDDDD  EEEEEEEEE
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4.4 Game Guide

Disc 1:

As you start the game, there's three difficulty levels for you to choose:

- Normal
- Easy
- Very easy

Claire's Walkthrough:

The game starts out like this:

Claire Redfield who arrived in Raccoon City to search for her lost brother Chris and the rookie police officer Leon S. Kennedy managed to escape from the city but their ordeal was only a prelude of things to come.....

3 months later.....

Current priority: Duplicate an eagle emblem

After the awesome cut scene, you will find yourself in the cellblock. Then use the lighter to light up and see the person who captures you sets you free. Then after a dialogue, you will be control as Claire. In the cell has a green herb and on the desk has a knife and the corner of the room has a handgun bullets on the chair. Exit through the door and see an ink ribbon near the typewriter and some handgun bullets on the floor. Pick the ammo up and go up the stairs.

Mission: Get the fire extinguisher

You will then be in the graveyard. After a short FMV about the truck explosion seeing a briefcase fall out of there. Once you are here, dodge all zombies or if you feel unsafe, use the knife and cut the zombies down to size. Remember that you need to clean out the fire on the truck you see afterwards.

Then exit through the door and find yourself in a cut scene with Steve. Near the truck has a dead body that has handgun ammo. After that, equip yourself with the handgun you pick up and enter the door near you and see yourself in a prison house and as you climb up the stairs, something drags the body of a dead person. Then go all the way to the end and pick up the green herb and enter the door. Once you are in, some zombies are here to clear.

Then go up the small stairs to grab a green herb and enter the door at the right or pick up some ammo in the shelves. Once you are in another room, grab the prisoner's diary and move forward and turn right to grab some handgun bullets from the dead body. Then to the left also have some handgun ammo for you to pick up.

Once you do that, a zombie will barge in through the window and some zombies will be active. Clear them and pick up the MP-100s on the floor and exit the room. Then back in the first room, zombies are back, dodge them and exit the house.

Then exit the stairs for a cut scene. Make your way to the end of the area and make your around and enter the guillotine room. Here there are some zombies to clear and enter through another door to the right.

In here, you will see a security room that need you to place all metallic items to the security box. There you move forward and see a duplicating machine and some flame and acid rounds and a first aid spray. Enter the door here and move forward to have a cut scene with Steve. Then hit the switch near the door as well as to check the drawer in the desk for the eagle emblem.

Don't forget that you can't transport the emblem through the room because it

made of metal and you need to duplicate it. Then exit the room and place the emblem at the machine and grab you things back from the box and exit the room.

Then back in the guillotine room, flip the switch open and the big door will open with many zombies here as well some zombies crashing out the guillotine gate. Then shoot the Explosive barrel to kill them effectively as well as to save ammo, grabbing the fire extinguisher. Then head inside the guillotine room and grab the key on the floor.

Mission: Get the briefcase to get the TG-01 to duplicate the emblem

Then grab the fire extinguisher and left the room and head back to the graveyard. On the way, avoid all dogs and the lock gate near the prison room use the key you pick up and unlock the gate so that when you revisit the place again, just enter this gate to save time.

Then clear the zombies in the graveyard and put out the fire at the truck place. Then grab the briefcase and head back to the guillotine room. In the way where you first meet Steve, Zombies have taken over so do dodge them. Go back to the right door in the guillotine room and place all metallic items and check the briefcase to reveal TG-01 and a file.

Then use the TG-01 at the machine to duplicate the eagle emblem. After that, zombies will break through the windows and grab the duplicated emblem and dodge all zombies and grab the items you left on the box and head back to the place where you first met Steve. Then run to the big metal gate dodging all zombies and place the emblem at the big door. Once you do that, you can now enter the door.

Main priority: Grab all proofs to get out of the island

Once you enter here in the bridge, run and go down the stairs and move forward to the end of the area. Then if you want, go to the jeep and grab handgun ammo. Here have some green herbs to take.

Puzzle!!!

Very simple one. Just push the crate right first to meet up to the near by crate, and then push up to fill up the gap that contain the fire. Whoala!! Then the easy puzzle is solve.

Then climb up the stairs and climb it again to arrive to the place that excesses to the military training facility as well the palace. The door to the right is to the military training facility and the door far away is to the palace. Zombies are present here so dodge them or kill them off. It is prefer to dodge them, as Bandersnatches will take over later.

Current priority: get the steering wheel

Go to the palace first. Once you enter, there will be three dogs here. Kill them off and grab the proof on the floor at the demolish place. Then head up the stairs and grabs some green herbs. At this time there will be a lot of green herbs, you may mix them if you wish but mix them to full effectiveness like triple green herbs.

The rest of the herbs can be store up later for mixing with other herbs. Once you are inside the palace, then go to the computer and activate it and type NTC0394 and the door in the short cut scene will be unlock. Then head to the door to the right to go to the toilet. Once in there, use the lighter so that the bats won't touch you.

Then grab the briefcase and some handgun ammo in the toilet. Exit the room and go up the stairs and move right. Then place some things like the briefcase and the proof in the box and some herbs in the magical box.

Well, you wonder why the password is NTC0394? It is because it's one of the staff's passwords, just push the small cardboard and reveal a card. When this card is examined, the password is revealed.

There is some handgun bullets here near the shelf and a green herb at the around the small cardboard you push. There's a door near the cardboard that requires two golden lugars in order to unlock it. Then head over to the unlocked door you unlocked earlier and enter it.

Once inside, you will face many zombies. Clear them and there are some handgun bullets behind you and a red herb on the floor. The door to the right needs to be unlocked which you will do later. Then head to the end of the hallway and enter the door.

There's a zombie to the right, which you can't see so kill it. Once inside the room, flip the blue switch to view a short FMV.

There's a handgun bullet here to take also. Then once it is over, the display case will move to reveal a hidden area. Go in and grab the steering wheel on the floor, you will see many types of weapons here. Want them? Nope, you can't take them except the two golden lugars. Sounds familiar?

Well, I did say that one door needs that two lugars isn't is? But you can't take them because once you do that the display case will close by itself and some heat air will be surrounding. To counter this, put the lugars back to its original place.

Then head back to the entrance of the palace and exit it. Once you do that you will hear a scream. Then head back to the room where you get the steering wheel and see that Steve is stuck inside to solve a simple puzzle.

Puzzle!!!!!!!

Just use the computer and choose the two guns which is C and E. Once you do that, there will be a short FMV.

A	B	C
		Gun

D	E	F
	Gun	

Current priority: Get an ID card

After that, then exit the palace with a short FMV with Alfred and enter the place to the right that has a gate there. Once there, move around to the right to grab a map and some handgun bullets.

There's some arrows here but ignore it near the control panel that control the submarine movement. Then head over to the there and use the steering wheel to move the sub up and enter it.

Once inside grab the backpack to increase space in your inventory and press the switch to move down. Once you have done that, go out and move down some stairs and enter the door. There are some zombies for you to clear and enter the door to the left.

The door near the fish tank is the place where you put all your proofs later. Then run at the long stretch of bridge and then head up the elevator and use the machine here.

Puzzle!!!

Very simple one. Your aim is to get the big box out of the way using the hook. The machine operates the hook to move to the left and up. Just move the hook to the up direction first, and then move to the left. If done right, the hook will carry the box up and the hindrance is gone.

Then head down and press the blue switch and a big elevator will move up with many zombies there. Kill all of them and grab the ID card, ignore the arrows here and retrace your steps and head to the military training facility, dodging all zombies along the way. Enter the door and see a short FMV.

The big worm you will encounter. Just avoid it and enter the big double doors. Once inside grab and red herb and there are three direction for you to head.

- The open door next you
- The door to the right is the photocopy room
- Move forward to see a door to the sauna room

Move to the open door and climb up the stairs and enter the door. You will enter a lab area. Grab the bow gun on the table and view a cut scene. After that, You just exit the door for a cut scene. Then go to the door near the sauna room and use the ID card to open it.

Then move on exit the door and move forward for a short FMV and avoid the red beam aim at you which means that Alfred trying to snipe you. Then climb up the stairs for Alfred to escape. Then enter the door and move forward and enter the silver door.

In here have two green herbs on the floor, a hemosatic medicine on the couch and a typewriter here. Then put some unwanted items like the bow gun, some herbs to the magical box to allow a three free inventory space but do bring the medicine with you.

Then exit the room and enter to another door for a cur scene. The shutter will move down trapping you. Then enter the door you wanted to enter the door earlier. Then grab the ingrams on the floor and view ammo on the boxes.

Then move forward to view a cut scene. Kill the Bandersnatch with the MP-100s you have and move down the stairs which a door will auto open.

Enter it and view a cut scene of a bandersntach grabbing Claire's head and Steve coming to the rescue and exchange with him for the two golden lugars and view another cut scene. Then you will be control as Steve.

Steve's Walkthrough

Use the ingrams to clear all zombies here as well as some of them in the cage, there's a explosive barrel here in the cage for you to shoot to kill them easier.

Then exit through the door near the cage and move down the stairs all kill a zombie and shoot two explosive barrels and kill all zombies here. Then move forward and climb up the stairs and exit the door and move to the area of the Lion's head to view a cut scene, which brings you up from an elevator. End of Steve's walkthrough.

Mission: Take a key

Then follow Steve exiting the door and move where he is to view a cut scene. Then enter the door to the left and kill the zombies here. Then move forward and grab the eagle shield on the wall and exit the room. Return back where Steve is and exit the double door. Avoid the dogs here and exit the room. Then run and avoid the big worm and exit the military training facility.

Then go back to the palace, this time this place is infested with zombies on the stairs and on the ground floor. Clear them and climb on the stairs and enter the safe room to the right.

Then place the two lugars on the wall to unlock the door and enter it. Once inside, grab the handgun ammo and activate the computer to view a cut scene. If the password's right, the clock will move aside to reveal a hidden place to access.

Puzzle!!!

The password's is 1971, very easy puzzle to solve.

Then a Bandersnatch will break through the window. Avoid it and enter the area where the clock will move away. Then move forward and enter a door and move forward and climb up the stairs to hear an eerie laugh.

Here, kill the Bandersnatch here and move forward to kill another Bandersnatch, you can avoid them if you wish to though. Then climb up the stairs and enter the door to the castle. Here has a green herb to take also.

Once inside, you will find yourself in a creepy room full of dolls. Equip the lighter to fend of the bats and turn left and enter the door. Grab some handgun ammo and some ink ribbons and some bow gun arrows and kill the bandersnatch here.

Or you can just grab the handgun ammo and leave the others alone as fighting with the bandersnatch isn't worth it.

Then climb up the stairs to the highest level there. Once there, there's a first aid spray and some handgun ammo here to take. Enter the door and view a cut scene. Then enter the door where Claire is and switch the music box then the big metal box will rise up revealing a key.

Current priority: Grab two shields and a piano note

Take the key and head back to the safe room in the palace, avoiding the Bandersnatch along the way.

Then, exit the safe room and climb down the stairs and move forward and climb up a small flight of stairs and enter the door.

Then there's two green herbs here and some handgun ammo here. Then proceed down to the door you unlock with the computer earlier and enter it and enter to the door near you, then leave the key there and enter it.

Once inside, kill the two Bandersnatchers here with the MP-100s and grab another eagle shield on the floor. There's a Hunk's report and some handgun ammo here.

Exit the door and make your way back to the prison room where you are at the start of the game. Enter to the Guillotine room through the small gate you unlock with a key earlier and enter the room. Then kill the zombies here as well as in the cage.

Then enter the cage and place a shield at the door revealing some zombies in front of you. Kill them. Move forward and kill more zombies and enter the house. Grab some handgun ammo here.

Then move forward all the way and enter to another door for a short cut scene as a body bag move. There's a red herb on the floor and some handgun ammo and a brief case as you kill all the zombies here.

Then exit the door and move forward to see a doctor zombie feeding on another zombie and sees you and attacks you. The doctor's quite powerful, can take up some damage as well it moves quite fast.

Just move away and allow some free space to kill it with a handgun, making sure there's some distance you and it. Kill it and the zombie with it and take the eye and put it on the statue in an open room revealing a hidden passage.

Then use the lighter to avoid all bats and grab a green herb on the floor and enter the door. Then kill all zombies here, then move to the left and climb the stairs and enter the door. Grab the sword and the door you enter will be lock and poisonous gas will start to flow in the room.

Puzzle!!!

Just push the rod at the statue and push it clockwise to make it face the statue you grab the sword from.

Then the door will be unlock and the statue will move back. Then place the sword through the hole and a zombie will come out. Dispose of it and grab the piano score and make your way to the graveyard.

In the graveyard, kill all zombies and climb down the stairs where to move to the place where you start the game. Enter the door and see a cut scene with Rodigro.

Then you will have a lockpick and use it to open the briefcase to see a handgun upgrade. Then head back to the military training facility.

Then enter the double doors and reopen the shutter near the sauna room once again. Then move forward and enter the door and kill all dogs that occupy this area and climb up the stairs and use the eagle shield you have to reveal another ID card.

Then climb down the stairs and move to the area with a fence with an open hole and move in and climb down the stairs. Then use the card to unlock the cage that you will see and move to the place where Steve first kill some zombies.

Then unlock the gate near the door you enter and grab the grenade launcher as well as some grenade rounds on the shelf.

Remember to have the two ID cards with you!!

Mission: Get another proof

Then head back to the lion head statue is and use the elevator and go up to the 2nd floor. Then use the ID card and discard it and the shutter will open and a zombie will fall out.

Then climb up the stairs and take a grenade rounds and move down and move towards the big screen computer. Grab a proof here and use the computer to look at the painting that has a number if 1126.

Then as you try to leave, the zombies get up, avoid them and use the elevator to move to 1st floor. Then move to the left and enter the door. You will be at where Steve is earlier. Then exit the double door and avoid the dog and exit a door.

Mission: Get the painting

Then avoid the worm and enter the double doors near the exit of the military facility area. Once inside, use the card to open the shutter near you which have a Bio hazard contamination earlier. Then climb up the stairs and equip yourself with a grenade launcher.

Then enter the door and move to the small computer unit and enter 1126 to unlock the door. Enter it, grab the painting and see a cut scene.

Move around and kill a small alboind among all alboinds if done fast and escape through the door and climb down the stairs within the time limit. Then retrace your steps where Steve is earlier and enter the door at the left.

Then kill some zombies here and move forward to enter to another door. Then place the painting on the wall where you take the eagle shield earlier and a small model of the whole island will appear. Grab the key and head back to the palace, avoiding dogs and worms.

Along the route back to the palace, some Bandersnatchers will climb up and occupy the area, so do avoid them or if you want dispose of them. But by now, it is assume that your MP-100s has no more ammo, so avoid them is the best option.

When you reach the palace, have a short FMV with wesker and enter the palace. Inside the palace, go back to the unlock door, run along the passage way and this time move right to unlock the door, not enter the room which you take the steering wheel and leave the key behind.

Mission: Get the Red ant and the blue ant

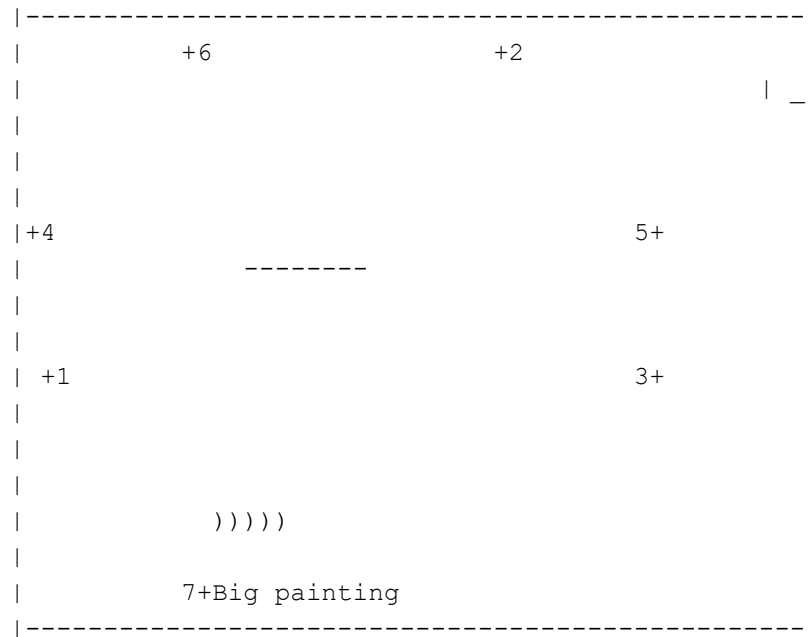
Inside here, you will see many paintings which you need to hit the switch at each painting at in order to take a vase.

Puzzle!!!

Quite tough of a puzzle because you need to know in order as you can't guess as there are two many of combinations to try and error. So the answer of the puzzle is:

1. A portrait of a lady
2. A man cuddling two babies
3. A man by himself
4. A man with candle plate at the background
5. An old man with book
6. Man with candle
7. Finally the big painting

Press it in this sequence:



Legend:

- + is the paintings
- is the statue
-))))) is the stairs
- | - door

Then it will reveal a vase. Examine it to get a red ant and exit the room and then exit the door. Climb up the stairs and move left and enter the door. Place the piano score in the piano and examine the machine that has light in the screen to get the blue ant.

Then head back to the safe room putting all unnecessary items into the magical box like the second proof, enter the lugars door, avoid the Bandersnatch and enter the open area occupy by the clock earlier.

Reminder: Remember to bring the two ants with you!!!

Mission: To get the last proof

In here, this place is now infested with zombies. Then two Bandersnatchers will appear so avoid them and enter the castle.

Clear the zombies in the castle as you go up the stairs and clear them and

climb up the stairs to the highest floor and enter it.

Clear the zombies here and go to the left which you can the key here earlier and enter it. Use the red ant on it and take the music CD from the music box. Then exit the door and go right and enter another door to another bedroom.

Then use the blue ant to open the music box and place the music CD into the music box. Then the big stone will move down on the bed and climb up on the bed and head up the stairs.

Then move down a small flight of steps and move around and get the dragonfly near the clock. Examine the dragonfly to get a key. Then move to the painting of the wall with a big ant and place the key into it.

Then the ladder on the top will join together and go up and see a magical box here as well a document on a chair. Push the big wooden box to the right towards the shelf. Then climb on the box and get the book. Look at it or just skip it and get the last proof.

Mission: Grab all three proofs and get the hell out of here

Then go all the way down back to the bedroom. Then as you exit the door you will see a cut scene and move into the stone door as the secret passage.

Then observe the wig to trigger another cut scene. Then Alfred will activate the self-destruct explosion and then have another cut scene. Then make your way back the safe room and grab all proofs and exit the palace.

Then it will trigger a cut scene and go to the submarine place. There, Steve will be waiting and view a short cut scene. After that, climb down the stairs and into the door and clear all zombies here and move to the left and enter the door.

Mission: Rise up the bridge

Steve will be there and activate the CPU and place all proofs into the machine that rises up after activating the CPU. Then you will automatically enter the airplane. Then climb up the stairs and have a short cut scene and grab the lever on the ground and exit the plane.

Mission: Get a key

Then after exiting the plane, exit the door and go over to the right and enter the shutter. Then run to the end of the bridge and enter another shutter. Then proceed to move up the elevator and enter the green door.

Then you will see a big machine here. Use the lever to raise the bridge and run to the end of the bridge and enter the door. Grab the key near the dead corpse and exit the room and run back the bridge exit the green door move down the elevator.

Then use the key on the gate near the elevator to open it and enter the shutter. Once inside, there are two green herbs, grenade rounds and handgun ammo as well as a typewriter and a magical box. There's also a last puzzle to solve before heading to Disc 2.

Puzzle!!!!

There are two big cargo boxes to worry about. Just push the one near the herbs to meet the other box and push it inside the plane's cargo.

Then turn over to the other side and push the box near the herbs and then push it inside the plane. Then the puzzle is solved. Do remember to take all goodies here before solving the puzzle.

Mission: Defeat the tyrant and head back to the plane.

Then after solving the puzzle, view FMVs of the place going to explode soon in 5 minutes as well as Alfred releasing a Tyrant. After the FMVs, you will find yourself in the military training facility.

Exit the door and head back to the palace. Along the way, a FMV is to be view of the tyrant first part crashing out of the gate and prepare to face him.

Mini Boss:

Tyrant T-078 First form

Difficult: Normal

Tyrant's attacks:

- When near, push you down with a back hand attack
- When near, delivers a karate chop, very damaging one

This guy first part is much easier, he only pushes you and you will fall to the ground, move away as the charges with his karate chop which is slow and preitable and avoidable. He stands between you and the palace as the timer of the self-destruct sequence counts down. You can't run by him because his size block the whole floor up so you need to defeat him.

So use the grenade round to pump his body until he squads to the ground, then when he gets up pump him with more grenade rounds again until he falls to the ground and lay on the ground motionless and you have beaten him at the first part. Pump him with grenade rounds until he falls to the ground and head to the submarine area.

Then enter the submarine and go back to the place where you put all your proofs then head into the plane to view some FMVs of you as well as Alfred escaping and a loud thug in the plane as Steve complain the cargo door is open.

Then after the FMVs, grab all herbs and take some powerful arsenal like the grenade launcher and equip some explosive arrows in the bow gun and some herbs and enter the door.

Mission: Defeat the tyrant to complete Disc 1.

Then see a short FMV of the Tyrant you defeat earlier is back.

Tyrant's attacks:

- When near, push you down with a back hand attack
- When near, delivers a karate chop, very damaging one

Just pump this guy with all your powerful weapons long enough for the blue light be active as well injure the tyrant badly enough. When he use the karate chop attack and nail you, cure immediately as well when nail by Tyrant attacks, cure yourself.

When you see lots of blood on the floor, then head to the machine and hit the blue switch. If it is damage enough, the cargo box will hit it and you will get rid of the unwanted passenger in the plane.

If not, it will reflect back and you need to damage it more and then hit the blue switch again. Some good players do use knife to knife this tyrant and soon get rid of it easily.

Once you defeat the tyrant, head back to exit the door to view a FMV with Steve and that's the end of Disc 1. Whoops!! I forget to say to free save of the game before heading to Disc 2.

Disc 2

Claire's Walkthrough in Antarctica

Mission: Get some ammos

After a short FMV, you be back controlling as Claire, move forward and climb down the stairs and see the double doors, keep moving and enter the door.

Once inside grabs some handgun on the bed and some rounds for the grenade launcher on the floor, search thoroughly because you can't see properly in the dark. In the locker has a first aid spray and handgun ammo.

Near it has 20 explosive arrow ammo to take. Once you do that, a zombie will fall of its bed. When you move near it, it gets up as well as some zombies getting up.

Mission: Power up this place

Clear them and exit the room. Then head down the stairs and see a wooden door and enter it. Here is the safe room with the typewriter and the magical box. There are some handgun ammo and arrows here as well as some green herbs here to take.

Dispose some unwanted items here and push the bookshelf to the end where you can't push anymore. There move inside and see a locker here. Then open the locker to see a mouse escaping.

You can't flip the switch because the place does not have power so exit the room. Then move left and see a short FMV of the moth appearing. Kill them, should you get poison, there a lot of blue herbs near the door to take to cure yourself and don't drag and poison condition.

Enter the doors and dispose the zombie in your path. Then run forward and turn right and move on to enter the weapons' room. Once inside kill all zombies here and grab the key shining and grab the AK47 in the locker.

Exit the room and move back and climb up the stairs and enter door near the BOW room. Then move on and enter a power generator room. Once inside to the left have some green herbs and some handgun ammos.

Then kill the two dogs along the way and move forward to kill another door then move to the end of the room and power up the place. Then back track a bit and move inside where you kill the second and flip the switch to power up the whole place.

Mission: Get the sticker

Then exit the room and head into the BOW room that is label on the front door. Kill the two spiders here, don't get corner or wait for them to come and use

the AK to kill them off. There's the third spider underneath, avoid it as it spits the acid towards. You can't take the mask just yet which is behind you.

Here as some arrows and handguns ammos to take. There's also a blue and green herb to take and move to the end of the room and the sticker. Then exit the place and run and move right and see some boxes here, Then place the sticker on the box and flip the blue switch on the wall,

Then flip the controls on the panel in front of you to bring the box to the weapons' room. Then exit the place. Kill the three moths here and enter the safe room.

Mission: Get a key

Once inside, go into the bookshelf area and flip on the switch. The locker will move away to see a small space here. Then go into and see a short cut scene. Then grab the flowerpot in it and observe it to get the key.

Mission: Get the valve handle

Head back and exit the room and kill the moths. Should you anytime get poison, there's always a free supple of blue herbs to the right. Then climb up the stairs and move on and enter the double doors.

Then move left where your character is facing and run along to enter the door. Then once inside, move into another door and move on to get the valve handle.

Mission: Get the mask

Exit the room and have a short cut scene with Steve. Then you will find yourself out of the room. Then move forward and climb down the stairs where the moths' are. Kill them and turn right and enter the door again.

Then kill the zombies and enter the BOW room and grab the mask and exit the room.

Mission: Redesign the valve handle

Then head up the stairs near the BOW room and enter the door. Then move right with respect to the character's direction and move up the big stairs to see a tractor and climb up the stairs and observe the gap in the pipe. Then exit the room and then exit the place.

Kill all moths again and climb up the stairs and enter the double doors again. This time move left and run along and enter the door. Once inside you can grab some handguns ammos as well as a green and blue herb here. There's an ink ribbon here and some arrows here too.

Then use the valve handle on the machine and it will automatically redesign it for you. Exit the room and then exit the place.

Mission: Use the valve handle on the pipe

Then exit the door and also exit the double doors. Then move forward and head down the stairs and kill the moths and move left and enter the door.

You may enter the safe room and take some explosive arrows and a grenade launcher, as you will soon face a boss.

Then kill the zombies here and move forward and climb up the small flight of

stairs and enter the door. Once inside, move left and climb up the stairs and place the valve handle on the pipe for view a FMV.

Mission: Grab Alfred's sniper rifle

After the FMV, move down the big stones and grab the sniper rifle to again view a short FMV and shortly face the boss.

Mission: Beat the boss

After the short FMV, you will take control of Claire once again. Attempt to go down the stairs to view a cut scene of the boss climbing up the stairs, after the cut scene, you will face the boss.

Boss: Nosferatu (Alexia and Alfred's dad)

This boss will mutate with two tentacles and some change to the body.

His attacks:

- Delivers some poison powder over a certain range
- Uses the tentacles to hurt you

Once you face him, move away some distance and use the sniper rifle and shoot at its exposed heart. Then after running of ammo, use the explosive arrows on this guy and you will soon finish him off. Not done yet? Prepare for Chris's walkthrough. Also avoid the poison he uses by just moving away some distance. Should you get poison, you will have a extra job to do with Chris if you beat this boss.

There's some extra animation when you beat the boss:

- Injure him until he dying and use the knife to stab his heart

Chris's walkthrough:

After the FMV, there's a green herb to take and move forward to have a cut scene with Rodigro. Then the worm will swallow him and disappear.

Mission: Get the lighter (optional)

Then move on and see a small statue and move on to see a typewriter and a magical box and some handgun ammo. Grab the AK47 from the box and equip it and exit the door and prepare to face the mini boss. Put some unwanted stuff like the first aid spray and the combat knife into the magical box to free up some inventory space.

Boss: Big Gulp worm

It's attacks:

- Diving into the ground and gets up with a quick dive at you
- Diving into the ground and gets up and rises and prepare to dive with much force into the ground

As long as you keep moving around the worm can't hurt you. Move around to avoid his quick diving attack and wait for it rise up again. When it rises up again and prepare to dive down again. Move aside or at the back of it where it's likely to dive away from you and use the AK and let it eat your ammo.

As long as you wait it to rise up, keep using the AK to damage it and soon beat this boss easily. Then view a short cut scene of Rodigro's final moments on earth. He will give you the lighter and you will receive it in your inventory.

Mission: Get the ingrams

Go back to the safe room and activate the statue and use the lighter to light up the empty torch. Once you do that, the bars will rise and you will get the ingrams. Put it in the magical box and exit the door to where Rodigro died.

Mission: Get the battery

Then move on and there's handgun ammo and some arrows near the elevator. Then flip the switch of the elevator and enter it. It will take you to the place where Steve's father died. Move down the stairs and kill all zombies here. This place will have a handgun ammo if Claire didn't take it earlier.

Then enter the double doors. Once outside, go to the end of the tank and flip the switch, which allows the tank to move forward and reveal a small elevator. Grab the handgun ammo on the floor and proceed down the elevator.

Then move on and grab a blue herb and a green herb and move forward to grab the battery. As you move forward, two spiders will appear. As soon as the short cut scene is over, move away and don't get corner and use the AK to fend them off. You may take some damage and heal here and enter the door to another safe room.

Take note that this is the place where you put the gold key here in order to get out of this island.

Mission: Get a Lugar by solving a simple puzzle

Once inside the safe room, take the two green herbs here and the acid rounds on the shelf and shotgun ammo as well as handgun ammo here. This place has an infinite blue herbs here should you get poisoned, come here and heal.

Then you will see many drawers here near the table and solve the simple puzzle.

Puzzle!!!!

In order to take the gold lugar, you must flip open the drawers in sequence, very simple puzzle to solve.

Answer of puzzle in sequence:

1. Drawer 2
2. Drawer 3
3. Drawer 1

Drawer 1:

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Drawer 2:

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|-----|
|         |
|         |
|-----|
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Drawer 3:

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|         |
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|-----|
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Drawer 4 (always lock, needs to be unlocked)

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|-----|
|         |
|         |
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Then the fourth puzzle will be unlock and open it and the gold lugar and take it place it in the magical box. Remember to leave two free spaces and grab the grenade launcher with ammo inside.

Mission: Get a key

Then exit the room, go back up the elevator and head back the double doors. Then find the yellow machine and place the battery in it, climb up and use the machine to bring you up.

Head left and grab the key and look at a document then head right and enter the door. After you enter it, move forward for a cut scene. After that, go to the door at the left and enter it. Kill the zombies in this room and grab the side pack to add space in your inventory.

Then exit the room and take the elevator down to the basement. Then go pass the lion head statue and down the stairs. Grab the shotgun and the stairs will rise up. Here have handgun ammo and flame rounds to take.

Mission: Get Chemical A and Door knob

Enter the door to be in the Tyrant storage room. Move ahead and pick up the green herb and head up the stairs and activate the computer move have one of the incubation tube move down to grab the AK's ammo. Then enter the door near the computer.

Then move on and enter a door to the left and move through the auto doors that will move up when you are near it. Then you will see handgun ammo and shotgun shells on the table.

Head to the fridge and use the action button to open the fridge and solve the puzzle to the chemical.

Puzzle!!!

In order to get the chemical A, you need to enter the degree in the fridge to get it. Type 12.8 degree and you will get the chemical A. Then hit the button

on the bottom right hand corner to confirm.

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|-----|
|               |
|           12.8 |
|               |
|               |
|               |
|               |
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|               |
|               |
|           |----| |
|           |----| |
|-----|
```

Then exit the room and grab the doorknob on the floor. View a short FMV and see two hunters attacking you. Waste them the shotgun and exit the place.

Mission: Get the mini tank

From now on, avoid all sensors by avoiding the light it gives out. If it nails you, a hunter will appear and attack you.

Exit the Tyrant's storage room and put the shotgun back. Head up the stairs and enter the elevator to go up to the second level. Kill the zombies in your path and enter the computer room and enter the door to go to the room where you get your side pack.

Avoid the sensor here and enter a door. You will see a cut scene of the shield dropping off and you need to remove the gold key from the shield to get out of here.

Mission: Get the elevator key

Move on and enter another door and go over to the brown door and attach the doorknob to the door and enter it. Then move left with respect to the character's direction to get the mini tank. To the right has some handgun ammo to take.

Exit the door and move on back to the place where you get your side pack. Then exit the door avoiding the sensor and use the elevator to bring you to the first floor. Avoid the sensor here and enter the door.

Then place the mini tank on the toy model and the painting near the typewriter will move up. Grab the elevator key as well as the book. You will see three empty slots which needs the proof to remove the lasers.

Mission: Get Chemical B

Then exit the door and you will see the sensors stop moving and use the elevator to head back to the basement. Then climb down the stairs and grabbing the shotgun with you.

Go back to the Tyrant storage room to have a FMV with Wesker. After that, kill the bandersnatch. Activate the computer for the one of the incubation tubes to move down and get the extra ammo for the AK47 and enter the door and use the key to the machine near the doorknob location.

Activate the computer for the one of the incubation tubes to move down and get the extra ammo for the AK47.

It will then bring you down. Then move on by moving up and down the crate and find yourself in the military training facility room. Go in the photocopy room and kill all zombies here and move on. In the locker has a flame round and move on and turn right and enter the door.

You will find yourself on the other end where the shield drops. Kill the zombie playing and climb down the stairs. Then activate the machine on the wall to blow away the poisonous fumes.

Then kill the zombies in your path and move to the right and climb the stairs and enter the room where Claire first get the grenade launcher. Kill the hunter here and enter the door near the shelf.

Move on and see a tool box, use it to upgrade your handgun and the shelf to the right has a handgun ammo and the shelf to the left has Chemical B. Grab it and mix the two chemicals together to chemical C.

Mission: Get all three proofs

Then exit the room and go back where you just kill the zombies and climb up the ledge where you activate the fan's machine on the wall and climb up the ladder. Then exit the place and find yourself back at the photocopy room.

Exit the room and exit the double doors. Then dodge the two hunters and enter the big elevator where Claire solves the cargo puzzle near the end of Disc 1.

Then find yourself at the cargo solving puzzle area. There's a typewriter and a magical here and empty three slots in your inventory. Get rid of things like the herbs. Then exit the shutter.

Then kill the hunter here and move up the elevator and enter the green door. Then run down the bridge to the other end and enter the door. There's a puzzle here to solve.

Puzzle!!!!

Your objective is to fill up the glass with the length of 10 through the 3 litres and 5-litre water, THE 1 LITRE GAUGE IS BROKEN SO it can't be use.

1 litre water: Broken

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(           }
(           )
1(-----)
(-----)
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3 litre water:

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(-----)
(           )
(           )
3(-----)
(           )
(           )
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(-----)

5 litre water:

(-----)

()

5 (-----)

()

()

()

(-----)

10 litre level (required level)

(-----)

10 (-----)

()

()

()

()

(-----)

After choosing and flushing out the first time, 3 litre drops to one temporary

3 litre water:

(-----)

()

()

()

()

1 (-----)

(-----)

Solution:

I actually solve it the first time without any help. Lucky huh?
First empty twice the 3 litre water and then the five litre water. Then select it and the 3 litre water will drop to 1 litre. Then select the 3 litre thrice as after it fills up 1 litre, the 3 litre water gauge will come back to 3 litres and select it four times to solve the simple puzzle.

Then the three zombies will rise. Kill them and grab shotgun ammo and exit the door. Run back to the other enter and use the machine to move the bridge down.

Then exit the room and move down the small elevator and exit the other shutter and kill the hunter here. You may not see it because of the camera angle but kill it with the shotgun. Move down the bridge and enter another shutter.

You will find the place near the airplane controls room. Kill the zombies here with the handgun and run and turn around and kill two zombies and enter the door.

Once inside, kill the hunter here and use the computer to shut off the electric current on the where the machine that has all three proofs. Grab the three proofs and exit the room.

Mission: Get the shield

Then run and turn around and exit the shutter. Run back across the bridge and enter the shutter and enter the shutter near the elevator and enter the big lift to bring you back to the military training facility.

Avoid the poisonous roaming around and enter the double doors. Then move left to the crack wall, climbing up and over the box and use the elevator to bring you back where you first meet the hunters. Then exit the room to the tyrant's storage room.

Exit the tyrant's storage room and place the shotgun back for the stairs to move down. Then go back up and enter the elevator to go to the first floor. Enter the door where the toy model is and place all three proofs near the lasers.

Then after that, the model table will move and move around grab shotgun shells as well as some green herbs and head down the ladder. Then kill the spiders with the grenade launcher filled with acid rounds and move on and head down another ladder. Then there's a blue herbs and two green herbs to get. Move on and have a short FMV before you face a mini boss.

Boss: Albinoid Adult

It's attacks:

- Discharges electricity

Don't bother to kill the boss, there's a handgun ammo on the floor. Its attacks is simple, when it detects your presence, it will discharge electricity as electricity travels through water, the whole water area will be filled with electricity for a short time.

Just move down and go to the middle of the pool and grab the shield. When you get nailed, just cure yourself and head up to the ground where you be safe and go back and move up the ladder. Then move along and climb up the stairs to go back to the toy model room.

Mission: Get the gold key and exit this place

Then use chemical C to remove the gold key from the shield and exit the room and use the elevator to move down to the basement. Then head down the stairs and grab the shotgun and move down the water and get up the other side and climb up. A zombie will rise but ignore it since you are leaving this place in a short while.

Then grab the two red herbs here and climb up the ladder to bring you to the safe room area. Run along and use the gold key on the door and view a short FMV of Chris escaping this place and reaching Antarctica.

Prepare yourself for the walkthrough in Antarctica.

Chris's walkthrough in Antarctica:

Main priority: Collect the dragonfly wings along the way

You will find yourself at the landing plane area. Just run around and exit this place.

Mission: Get the Valve handle:

Enter the double doors and move left where Claire first get the valve handle. You will see the bottom area covered with Ice when you enter the double doors and a spider moving around underneath the Ice.

After heading left, enter the door, run along the Ice as you see some dead bodies here. Then you will see a valve handle on the pipe, that's where Claire left it earlier.

Grab it and move forward to view a short FMV, then zombies will crash out of the Ice and some zombies gets up, just dodge them and exit this place.

Then go the door to the right, kill all zombies inside and grab some shotgun ammos and a brief case in the cage then exit the room. Head back to the double doors and exit it.

Mission: Get a dice

Then run along and enter the door near the stairs, grab something here you missed out earlier like the handgun ammo on the shelf, grenade rounds in the bed. Then exit this room.

Head down the stairs and you will see that the moths are now gone. Go to the safe room. Then place the gold key near at the shape that resembles it on the wall to unlock a small cardboard underneath. Here there's a ribbon here and a diary as well as a dice.

Mission: Power up the place

Then exit the room, head up the stairs, go back to the double doors. Then move left where you get the briefcase, move down the ice, move up the platform to see a door and a crane towards the end.

Enter the door for a short FMV. Then equip the shotgun as the sensor shine on you. Then a hunter will appear and dispose of it with the shotgun. Then move forward and take the lift. You will see another sensor which means there's two sensor in the walkway.

Take note that when you kill the hunter, the light will turn red meaning the sensors will stop moving unless you exit the place and enter it again for the sensors to detect again.

After moving down the lift, you can hear a hunter's footsteps. Kill it and enter the door next to you. Once inside, enter the door near you again. Then go to the end of the room and use the valve handle to trigger power to the generator.

Then go to the machine to power up the place. Then grab the handgun ammo and shotgun shells on the table near the typewriter. There's two green herb and blue herb on the floor grab it and put the valve handle inside the magical box.

Remember to take the dice with you!!!!!!

Mission: Get the blue jewel and the valve handle modifier

Then exit the room and move on and kill zombies along the way. Grab some herbs on the floor and move on and face more zombies and take another lift.

Once you get out, you will see a statue here, a simple puzzle to solve.

Puzzle!!!!

Just push the statue to the left which meets the wall, then push up to meet up the crack floor and take the map which the statue which she is grabbing. Then move on and see some suits here.

Then proceed and see a familiar tiger.

Take the blue jewel eye and the tiger statue aside to get the valve handle modifier and put blue eye back to the tiger.

The Red eye contains the SPAS 12 ammo.

Put the Red eye back and move back and take a lift near the suits and move on and see a cut scene of a giant ant's nest. Then grab a dragonfly wing and run as you might step on some ant as well as get hit by some ants, that won't damage you much.

Go to the right hand side with respect to the character's direction and grab the green herb here and enter the room. Then move on and turn to the right to see a report and climb up the stairs to solve a puzzle.

Puzzle!!!!

You need to choose a correct sequence of the spade, double As, crown and heart to open the capsule. The other signs are unimportant so ignore them. Examine the dice and point it at double As, then rotate left for the answer.

Choose the sequence of:

- Double As
- Crown
- Heart
- Spade

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|         AA |  
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|           |  
| Crown     |  
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| Heart     |  
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| Spade     |  
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Then the capsule will open and place the dice into the capsule. Then the incubation tube will then open and see Alfred falling out of the tube. Take the ring and examine it to receive blue jewel.

Then go left and grab the herb near the door and enter it. Then kill all zombies here and see a report here. Use the lighter on the lamp to have a better view of things and grab the blue herb and the green herb here.

Mission: Save Claire

Then exit the room and take the lift and then go back to the lift that take you to the power generator area where you use the valve handle on.

Inside the generator room, grab only the knife and the valve handle and the fire extinguisher and the grenade launcher with grenade rounds and herbs and shotgun and the jewels from the magical box and exit the room.

Then exit the place and move on to see a playground and grab two dragonfly wings, one on the floor and the other in the shallow waters. Then enter the doors to see a familiar mansion. Go to the back and move along and use the knife to free Claire from the gluey stuff.

At this point I will split the walkthrough into to:

- Claire poison path
- Claire normal path

The walkthroughs and missions are pretty much the same, but I decide to split the section into two so as two give a better understanding.

Mission: Take the crane key and the green jewel and the blood pack (optional)

Claire's poison path:

If Claire's poison, you just need to do an extra job of grabbing the blood pack but it's still does not provide any inconvenience as it is along the way.

Then exit the palace and take the lift go back to the sensors' room. Avoid them and enter the door near the first sensor. Combine the valve handle to the modifier and go up the lift and use it on the pipe to suck the water away.

Then equip yourself with the shotgun (trust me) and go down the ladder to grab the crane key. Then a hunter will burst through the glass and kill it with the shotgun.

Then head up the ladder, move down the elevator and fill the fire extinguisher with water.

Optional path: Necessary if you want the SPAS 12 and the blood pack if Claire's poison

Then take another elevator near the fire extinguisher refiller and to move down and kill the zombies here. Grab the blood pack near the shelf and use the fire extinguisher to clear the fire and move on and grab the SPAS 12 gun on the box and take the elevator to bring you back to the fire extinguisher refiller room

and exit this place.

Avoid the sensors and enter the door exit the door near you. Then run to the crane machine and use the key to lift Nosferatu's body up as well it crack the ice and the spider will be free.

Spider Black Widow attacks:

- Attacks you
- Spit poison salvia at you

From here you can:

- Kill the spider

Lure it near the ice and use the shotgun to dispose of it and the grab the necklace on the ice.

- Avoid the spider

Dodge it and travel along the ice and grab the necklace and then climb back up the platform and enter the door to the sensor's room.

Check the necklace to get the green jewel.

Then head back to the mansion and give Claire the blood pack. Then after the FMV you will take control of Claire once again.

Claire's mini walkthrough:

Mission: Get an ID card

Head into the room and there's some handgun ammo and a green and red herbs on the floor.

Then put all unnecessary items in the magical box. Bring with you one green herb and a super herb as well as the handgun to fend off zombies in the jail area. Cure yourself as when you are poison, you will have a danger condition.

Then exit the room through the door near the painting. Kill the tentacles in your way and move on and L shape path and enter through the door.

You will find yourself in the jail area. Then move on and climb a flight of stairs and inspect the cannon after grabbing the file near the cannon. A ball will drop off and the concrete wall will smash down.

Your aim is to get the ball and put under the concrete stab at the small stone in the middle and it will smash it to get the ID card.

It's a tricky part here, so listen up. Go and grab the ball first. Then quickly run to the middle and press the selection screen to select the ball.

Then Claire will put place it for the concrete stab to smash down and quickly run and grab the card and the concrete stab will be lock and no longer smash down. Take note that one wrong mistake and you'll be smash like a pulp.

After getting the card, go down the stairs and enter the silver door near the first jail cell you see upon entering the area. You will then see a gate which requires the card to open it and run down the end off the hall to have a short cut scene with Steve which becomes a monster thanks to Alexia.

Mission: Escape from Steve

Boss: Steve

His attacks:

- Uses the weapon to attack you
- 1. First hit gives a yellow caution
- 2. Second successive hit give you a danger if you are at full health

After the cut scene, rotate your character and run away from Steve, you may get damage. Cure by using the green herb, when he hits you the second time, use the super herb and run a bit more to trigger a cut scene and you will control as Chris again.

Chris walkthrough:

Mission: Get the Red jewel

As you take control as him again, you will see an awesome FMV which I won't spoil it for you. After the FMV, prepare for a showdown with Alexia Tyrant.

Boss: Alexia Tyrant

Her attacks:

- Throw flames at you
- Get near you and strangle you to death

When you take control as Chris, getting the damage from the flames is still okay but don't let her strangle you. For a quick kill, pump her with the grenade launcher with grenade rounds and you will beat her fast.

Mission: Get a key and power down the area to get the tiger's eye

Then grab the necklace she drop earlier and examine it to get the Red jewel. Then head up the stairs and place all the jewels in the painting to reveal a door. Enter it and kill the zombies and go left and enter the door near it.

There's a typewriter here and search the desk without the typewriter to grab the key and exit this place and back to the mansion where you face Alexia earlier.

Then exit the mansion and go to the generator room and use the machine to power down the area and get back to the mansion. Then enter the double doors to the left and use the key and leave it and enter it.

You will find yourself at the room where you solve the statue's puzzle. Then proceed and get the tiger's eyes from the tiger statue. Then exit the room.

Mission: Get the metal stick and the last dragonfly wing

Then head up the stairs and enter the door. Then kill the zombies here and move right and run along and enter the door. Then you use the tiger's red eye and take Music CD like the mission Claire did in Disc 1.

Then enter the metal door to gain access like Alfred did when Claire get the

third proof. Then place the blue eye on the music box and place the CD into it to play the music for the stone on the bed to move down. Then go up the ladder and take the metal stick from the waste paper basket on the table and some handgun ammo and green herbs on the floor.

Then move down the stairs and exit the room. Then enter the lift near the door where the jewels were placed. You will find yourself at the incubation room.

Go down the small lift and use the computer to open the incubation tube to reveal a last dragonfly wing. Mix it with the metal stick to get the last dragonfly.

Mission: Get the self-destruct key card

There's a shotgun ammo on top of the machine on the computer and get up the small elevator. Grab the green herbs on the floor and head up the stairs and move right to the room where Claire first entered a room.

Place all unnecessary items to the magical box, bring all the herbs and a shotgun without ammo but full ammo in it as well as the grenade launcher with you with grenade rounds in it.

Mission: Blow this place up and escape from this place

Then exit the room and enter the jail room. As you move forward, you will view a short FMV of Claire giving a file to you. Inspect it to get the self-destruct key card and head up the stairs near the elevator. Then use the dragonfly on the security door to unlock it and enter it.

Then equip yourself with the shotgun and headshot it and head up the small stairs and grab the green herb near the computer and use the card to activate the computer.

Enter the password:

Veronica

And view a short FMV of Chris and Claire activating the linear launcher as it charges slowly and once it's over, use the shotgun and shoot Alexia tyrant once to save Claire and view a short FMV of Alexia mutating further.

Then prepare the last showdown with Alexia

Alexia's second form:

Her attacks:

- Spit acid poison at you
- Use its tentacles at you
- Commands the small ants to attack you

Then run to the area where you place the dragonfly at the end of the corner and pump her with the Grenade rounds. Take the damage and cure yourself when you get too much damage.

You may shoot downward to kill off some of the ants but you need about 15 rounds to beat her. Stay at the corner so that the tentacles won't swipe and injure and make you fall.

After pumping her for about 15 rounds, you will be able to beat her to face her in the third form.

Alexia third form:

She becomes a fly and moves around

Her attacks:

- Fly around
- Spit acid with fire at you

Grab the linear launcher and equip it and give her a shot to finish her off. I prefer to single scope covers a wider range as because double scooping is quite hard when she easily flies off your target.

Sit back and enjoy the ending.

If Claire's not poisoned path:

Claire's mini walkthrough:

After rescuing her, see a FMV and you will take control of Claire once again.

Mission: Get an ID card

Head into the room and there's some handgun ammo and a green and red herbs on the floor. Then put all unnecessary items in the magical box. Bring with you one green herb and a super herb as well as the handgun to fend off zombies in the jail area.

Then exit the room through the door near the painting. Kill the tentacles in your way and move on and L shape path and enter through the door.

You will find yourself in the jail area. Then move on and climb a flight of stairs and inspect the cannon after grabbing the file near the cannon. A ball will drop off and the concrete wall will smash down.

Your aim is to get the ball and put under the concrete slab at the small stone in the middle and it will smash it to get the ID card.

It's a tricky part here, so listen up. Go and grab the ball first. Then quickly run to the middle and press the selection screen to select the ball.

Then Claire will put place it for the concrete slab to smash down and quickly run and grab the card and the concrete slab will be lock and no longer smash down. Take note that one wrong mistake and you'll be smash like a pulp.

After getting the card, go down the stairs and enter the silver door near the first jail cell you see upon entering the area. You will then see a gate which requires the card to open it and run down the end off the hall to have a short cut scene with Steve which becomes a monster thanks to Alexia.

Mission: Escape from Steve

Boss: Steve

His attacks:

- Uses the weapon to attack you
- 3. First hit gives a yellow caution
- 4. Second successive hit give you a danger if you are at full health

After the cut scene, rotate your character and run away from Steve, you may get damage. Cure by using the green herb, when he hits you the second time, use the super herb and run a bit more to trigger a cut scene and you will control as Chris again.

Chris walkthrough:

Mission: Get the Red jewel

As you take control as him again, you will see an awesome FMV which I won't spoil it for you. After the FMV, prepare for a showdown with Alexia Tyrant.

Boss: Alexia Tyrant

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- Throw flames at you
- Get near you and strangle you to death

When you take control as Chris, getting the damage from the flames is still okay but don't let her strangle you. For a quick kill, pump her with the grenade launcher with grenade rounds and you will beat her fast.

Then exit the palace and take the lift go back to the sensors' room. Avoid them and enter the door near the first sensor. Combine the valve handle to the modifier and go up the lift and use it on the pipe to suck the water away.

Then equip yourself with the shotgun (trust me) and go down the ladder to grab the crane key. Then a hunter will burst through the glass and kill it with the shotgun.

Then head up the ladder, move down the elevator and fill the fire extinguisher with water.

Then take another elevator near the fire extinguisher refiller and to move down and kill the zombies here. Use the fire extinguisher to clear the fire and move on and grab the SPAS 12 gun on the box and take the elevator to bring you back to the fire extinguisher refiller room and exit this place.

Avoid the sensors and enter the door exit the door near you. Then run to the crane machine and use the key to lift Nosferatu's body up as well it crack the ice and the spider will be free.

Spider attacks:

- Attacks you
- Spit poison salvia at you

From here you can:

· Kill the spider

Lure it near the ice and use the shotgun to dispose of it and then grab the necklace on the ice.

· Avoid the spider

Dodge it and travel along the ice and grab the necklace and then climb back up the platform and enter the door to the sensor's room.

Check the necklace to get the green jewel.

Mission: Get a key and power down the area to get the tiger's eye

Then grab the necklace she drop earlier and examine it to get the Red jewel. Then head up the stairs and place all the jewels in the painting to reveal a door. Enter it and kill the zombies and go left and enter the door near it.

There's a typewriter here and search the desk without the typewriter to grab the key and exit this place and back to the mansion where you face Alexia earlier.

Then exit the mansion and go to the generator room and use the machine to power down the area and get back to the mansion. Then enter the double doors to the left and use the key and leave it and enter it.

You will find yourself at the room where you solve the statue's puzzle. Then proceed and get the tiger's eyes from the tiger statue. Then exit the room.

Mission: Get the metal stick and the last dragonfly wing

Then head up the stairs and enter the door. Then kill the zombies here and move right and run along and enter the door. Then you use the tiger's red eye and take Music CD like the mission Claire did in Disc 1.

Then enter the metal door to gain access like Alfred did when Claire get the third proof. Then place the blue eye on the music box and place the CD into it to play the music for the stone on the bed to move down. Then go up the ladder and take the metal stick from the waste paper basket on the table and some handgun ammo and green herbs on the floor.

Then move down the stairs and exit the room. Then enter the lift near the door where the jewels where placed. You will find yourself at the incubation room.

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There's a shotgun ammo on top of the machine on the computer and get up the small elevator. Grab the green herbs on the floor and head up the stairs and move right to the room where Claire first enter a room.

Place all unnecessary items to the magical box, bring all the herbs and a shotgun without ammo but full ammo in it as well as the grenade launcher with you with grenade rounds in it.

Mission: Blow this place up and escape from this place

Then exit the room and enter the jail room. As you move forward, you will view a short FMV of Claire giving a file to you. Inspect it to get the self-destruct key card and head up the stairs near the elevator. Then use the dragonfly on the security door to unlock it and enter it.

Then equip yourself with the shotgun and headshot it and head up the small stairs and grab the green herb near the computer and use the card to activate the computer.

Enter the password:
Veronica

And view a short FMV of Chris and Claire activating the linear launcher as it charges slowly and once it's over, use the shotgun and shoot Alexia tyrant once to save Claire and view a short FMV of Alexia mutating further.

Then prepare the last showdown with Alexia

Alexia's second form:

Her attacks:

- Spit acid poison at you
- Use it tentacles at you
- Commands the small ants to attack you

Then run to area where you place the dragonfly at the end of the corner and pump her with the Grenade rounds. Take the damage and cure yourself when you get to much damage.

You may shoot downward to kill off some of the ants but you need about 15 rounds to beat her. Stay at the corner so that the tentacles won't swipe at hit you and injure and make you fall.

After pumping her for about 15 rounds, you will be able to beat her to face her in the third form.

Alexia third form:

She becomes a fly and moves around

Her attacks:

- Fly around
- Spit acid with fire at you

Grab the linear launcher and equip it and give her a shot to finish her off. I prefer to single scope covers a wider range as because double scooping is quite hard when she easily flies off your target.

Sit back and enjoy the ending.

ENDING SPOILERS!!!

AFTER CHRIS KILLED ALEXIA, HE HEAD DOWN THE STAIRS TO SEE THAT WESKER GOT HOLD OF HIS SISTER AND THEN WESKER MOVES OFF WITH HIS SISTER AND CHRIS FOLLOWED THEM. DODGING ALL THE ZOMBIES, HE CAME FACE TO FACE WITH WESKER, THEN ASKS HIM TO LET CLAIRE FREE AS WESKER DOESN'T NEED HER.

WESKER LETS HER GO AND CHRIS ASK HER TO WAIT AT THE PLANE AS HE CAME FACE TO FACE ONE ON ONE WITH WESKER. AWESOME FMVS OF WESKER POUNDING ON CHRIS DESPITE CHRIS GETTING A METAL ROD AND NAIL HIM. THEN CHRIS USE THE SWITCH AND HIT IT AND ALL THE METAL RAILINGS CAME TUMBLING DOWN ON WESKER.

BUT WESKER SOMEHOW GETS UP BUT IS STUN FOR A MOMENT. THEN THEY BOTH STAND FACE TO FACE AGAIN UNTIL A PIPE EXPLODES AND THE STEAM HITS WESKER AND THE BIG RAILING COMES TUMBLING DOWN AND SEPERATE THEM. WESKER WHO IS SCARRED BY THE STEAM SAYS THEY THEY WILL FACE NEXT TIME AND CHIRS IS ALSO DOWN WITH THAT THEN SEE WESKER'S LAUGHTER BEFORE ESCAPING TO THE LIFTS AND BACK TO THE PLANE.

CLAIRE THEN ASKS CHRIS NOT TO LEAVE HER ALONE AGAIN, BUT HE SAYS IT TIME TO TAKE UMERELLA DOWN FOR GOOD AND THEY FLT OFF WITH THE WHOLE PLACE EXPLODES.

4.4.1 My thoughts of the game:

The game can easily be the best among the RE series, but there are some pros and cons in this game.

Bio Hazard: Code Veronica is a fourth installment of the Bio Hazard series. In Code Veronica Complete, it's a slight grade from Bio Hazard: Code Veronica with some minor changes in the FMV and a bit of the game play. So in fact, it's almost the same game play so there's not much difference when you ask for what difference it has. It's a cool fun action RPG game with many objectives to cover before proceeding further.

Story plot:

The Bio Hazard series that all evolves in a little mansion in Raccoon City. Strange Experiments have been taken place there. As a result, some strange noises are heard and the city folks complain to the Raccoon City Police Department so the Special train team led by Albert Wesker, went to investigate. Wesker first dispatch the Barvo team first.

They will all kill or barely survive so Wesker sent the Alpha Team to help up. To their horror, they found several flesh eating zombies in their way and later found out that Wesker the black mole of the team, then the story plot of all the Bio Hazard series evolves around here. Bio Hazard: Code Veronica Complete story plots sort of begin from Bio Hazard 2 where Claire Redfield went to Raccoon City to look for her brother, Chris Redfield.

Then she went there and found out many zombies there as well as Chris Redfield has gone for Europe. With the help of Leon, she manages to escape and the game's story plot starts with Claire infiltrating One of Umbrella's bases looking for some information about her brother and she gets caught and the story plot starts here.

Gameplay:

Nice new and improve surroundings is one of the major aspects of the game. The animations are pretty smooth, good camera angle shots. The weapons also have improve and as well as a slight upgrade like dual sub machine guns are added as well as gold lugars gun. To sum it up, the weapons really have improve over the last few series.

New monsters and old monsters are added to the game to add more fun as well meet some old nemesis along the way like the hunters, Bandersnatchers, Worms, bats etc.

Controls:

What can I say, hmzz.. Well, the controls are pretty easy to master as well as easy to adapt. You will just need a while to get used to it for beginners but not old timers. It is almost the same controls from the past few games.

Difficulty:

The game pretty tough at first, considering that there's no much fire power given to you. The bosses are quite okay, as some of them are deadly, as one wrong move will cost you a life. But once you play for a while like all other games, you get the hang of it and will look easy to you.

Video:

In this area, it has improve the most. Nice FMVs, cut scenes really impress like the FMVs in the start of the game as well as the ending in code veronica complete. Monsters really portray in great effect as well as the surroundings.

Audio:

I think the audio is okay with me, just like the past few Bio Hazard series. Great theme musics, weapons sound effect etc has contributed greatly to the game.

Replay Value:

Well, there's not much in here to really boost about in this game except for the battle mode. I hope they improve in this area.

Here comes the question:

Should you buy it?

Well for Bio Hazard fans, it the game worth getting provided you haven't bought code veronica because they only a minor upgrade to the game unless you wanna see the FMVs added really badly.

Gameplay: 10/10

Entertainment:10/10

Replay value:6/10

Video and audio: 9/10

The pros:

- Improve video graphics
- Nice audio music

- New weapons
- Nice story plot
- Great FMVs
- New monsters
- Some monsters like hunter are back

The cons:

- Lack replay value, should have like RE2
- RE difficulty
- Too many weapons
- Lack multiple routes
- Camera angle can still improve

My score of the game: 9/10

4.4.2 Some extra ammos location

-At the Guillotine room, after you place the shield, go and shoot the explosive barrel at the end of the area to kill off all zombies and go to the end of the area and enter the door.

You will find yourself near the room where you duplicate your eagle emblem. You will see a type writer and a magical box here and a handgun ammo above the barrel and a simple puzzle to solve.

Puzzle!!!!!!

Just push the crate towards the magical box and you will be able to enter a door. Then enter it and find yourself at the place where you get the eagle emblem from the drawer.

Then exit through another door and grab the flame rounds and the anti bow rounds as well as a first aid spray on the table. Take note that the zombies are still around though.

At the place where Steve's Dad died, go to the left and climb up the crate to see a handgun ammo on top of the barrel.

-At the beginning of Steve's walkthrough, the door near the shelf, enter it and you will need the lock pick to unlock the cabinet to get the acid rounds.

-In the military training facility:

Enter the sauna door into the locker room. Also there's a bow gun arrow in one of the phone booths.

Here, search the locker for more items as well dispose the zombies in here. After searching the lockers, two of the lockers has bow gun arrows and also search the dead body near the end of the room for more bow gun arrows.

Then combine them to save up some space in your inventory. Then enter the door at the end of the room, kill all zombies here as you head down the stairs. Then jump into the pool, use the valve handle to lower the water level down.

Then grab the key and head to the photocopy room. Here, kill all zombies and kill one playing dead near the table and grab a green herb here.

Then go into the office and use the key to open the on the cabinet to have some explosive bow gun arrows. Also use the machine to photocopy a map in the photocopy machine.

In here also you will need a lock pick to open a drawer revealing some handgun ammos.

Then where Steve's dad died, enter the brown door and go to the end of the area and enter the door and find yourself in the model room then use the lock pick to get a first aid spray.

- In the Antarctica

When Claire first reach Antarctica, go to the weapons' room and kill all zombies here and grab the AK47 at the locker, then move to the end of the room and grab the detonator from the dead body and place it on the cabinet near the corpse and you will need a lighter to blow it some to get some handgun ammo.

After Chris save Claire, in Claire mini walkthrough, you will enter a door to a save room.

Here you will need to place the shotgun into the shotgun rack, then the painting will rise to reveal some grenade and flame rounds.

Then exit the room and find yourself in the tentacles area. Kill them first and use Claire's lock pick in all the cabinets to get some grenade rounds and some handgun ammos in the Claire mini walkthrough.

Then go to the jail cell and grab the ID card to lock the stone. Then go in the cell to get some bow gun arrows.

4.4.3 Extra animations guide

- If you play as Steve in his mini walkthrough, if you don't kill any monsters, he will say something to Claire different.

- If you give the medicine and lighter to Rodigro as Claire, he will get a lock pick

- If you save kill the worm who swallow Rodigro at the start as Chris and Claire give the medicine and lighter to Rodigro , you will get the lighter after you kill the monster

- If you didn't use Claire to give the medicine and lighter to Rodigro, at the start of Chris's walkthrough, kill the worm who swallow Rodigro, you will then get a lock pick.

- You will not get anything if you don't kill the worm who swallows Rodigro

- If you kill the Gulp worm as Claire, Chris will benefit as the worm is much easier to kill.

- If Claire sees Alexia (Alfred disguise as her) at the castle, then go to the paintings puzzle and solve, view the big painting and Clarie will say something

- You can use the eagle sheild at the castle upon entering it and go to the left and enter the door where you meet a Bandersnatch or go to the Gullitone toom as use the shield
- When using Chris in Antarctica, save Claire first and meet Alexia tyrant to defeat her and you won't have a meet Alexia when you going to get the green jewel
- When using Chris in Antarctica, get the crane key first and get the jewel and have a cut scene with Alexia
- When you kill Nosferatu with the sniper rifle, you will see an alternative scene where Claire blows his heart out
- If you kill Nosferatu with the knife to the heart, you will see another alternative FMV

 4.4.4 Types of Virus

So far we have come across these virus:

- G virus from Bio Hazard 2

Thoughts: Powerful virus, able to recreate cells to bring human from the state of death back to live, but this virus is lets a person erases hie memory and mutates very badly. I think this virus has the worst mutation among all the virus

- T virus from Bio Hazard

Thoughts: Kills cells, very powerful virus, commonly used for Tyrants, mutates badly

- NT virus from Bio Hazard 3

Thoughts: Creates Nemesis which is quite powerful as it able to take very damaging weapons, you need the railway gun to take this down. Also mutates badly

- T-Veronica from This game

Thoughts: Bring power to the peron who has it in his/her blood. AS in the game, gives powerful strength, able to poison humans, super powers like fire throwing. Arguably the most powerful virus yet.

- Unknown Virus that gives Wesker Super Human Powers

In wesker's report, this virus is able to bring a person back to live, thus bringing super human power after he back to life. Ada also has the same virus in her also.

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 S P P E E D D
 S P P E E D D
 SSSSSSSSSSSS PPPPPPPPPP EEEEEEEEEEEE EEEEEEEEEEEE D D

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      S   P           E           E           D           D
SSSSSSSSSSSSSS P           EEEEEEEEEEE EEEEEEEEEEE DDDDDDDD

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GGGGGGG  U   U   IIIIIIIIII DDDDDDDDD  EEEEEEEEE
G         U   U   I   D   D   E
G         U   U   I   D   D   E
G         U   U   I   D   D   EEEEEEEEE
G  GGG  U   U   I   D   D   E
G  G  U   U   I   D   D   E
GGGGGGGG UUUUUUUU IIIIIIIIII DDDDDDDDD  EEEEEEEEE

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4.5 SPEED GUIDE

Hi, welcome to the speed guide, the aim of this section is speed that counts so read this only if you are quite familiar to the game. You will see the guide is quite similar to the normal guide because I do use some short cut at the first place except for the final part of the game I made changes to this guide but still on the modifying though.

Things to take note when reading the speed guide:

- Do not go and take extra ammos (Refer to extra ammo location)
- Conserve ammo
- Dodge enemy when neccessary
- The guide is assuming that Claire is not poisoned in Antartica when Chris saves her
- Do not take extra gun like SPAs 12
- Do not dilly dally around and waste time
- Do not take useless items like ink ribbon
- Grab the knife because it's saviour in conserving ammo
- Don't bother to read files as I will provide all the solutions; so skip it!
- Do grab herbs because they ensure survival
- Always bring along a mix herb or green herb so that when you are hurt, it ensures your survival

Disc 1:

Claire's Walkthrough:

The game starts out like this:

Claire Redfield who arrived in Raccoon City to search for her lost brother Chris and the rookie police officer Leon S. Kennedy managed to escape from the city but their ordeal was only a prelude of things to come.....

3 months later.....

Current priority: Duplicate an eagle emblem

After the awesome cut scene, you will find yourself in the cellblock. Then use the lighter to light up and see the person who captures you sets you free. Then after a dialogue, you will be control as Claire. In the cell has a green herb and on the desk has a knife and the corner of the room has a handgun bullets on the chair. Exit through the door and ignore an ink ribbon near the typewriter. Just grab some handgun bullets on the floor. Pick the ammo up and go up the stairs.

Mission: Get the fire extinguisher

You will then be in the graveyard. After a short FMV about the truck explosion seeing a briefcase fall out of there. Once you are here, dodge all zombies. Remember that you need to clean out the fire on the truck you see afterwards.

Then exit through the door and find yourself in a cut scene with Steve. Near the truck has a dead body that has handgun ammo but in this guide just plainly ignore it. After that, equip yourself with the handgun you pick up and enter the door near you and see yourself in a prison house and as you climb up the stairs, something drags the body of a dead person. Then go all the way to the end and pick up the green herb and enter the door. Once you are in, some zombies are here to clear.

Then go up the small stairs to grab a green herb and enter the door at the right or pick up some ammo in the shelves. Once you are in another room, grab the prisoner's diary and move forward and turn right to grab some handgun bullets from the dead body. Then to the left also have some handgun ammo for you to pick up.

Once you do that, a zombie will barge in through the window and some zombies will be active. Clear them and pick up the MP-100s on the floor and exit the room. Then back in the first room, zombies are back, dodge them and exit the house.

Then exit the stairs for a cut scene. Make your way to the end of the area and make your around and enter the guillotine room. Here there are some zombies to clear and enter through another door to the right.

In here, you will see a security room that need you to place all metallic items to the security box. There you move forward and ignore a duplicating machine and some flame and acid rounds and a first aid spray. Enter the door here and move forward to have a cut scene with Steve. Then hit the switch near the door as well as to check the drawer in the desk for the eagle emblem.

Don't forget that you can't transport the emblem through the room because it made of metal and you need to duplicate it. Then exit the room and place the emblem at the machine and grab you things back from the box and exit the room.

Then back in the guillotine room, grabbing only handgun plus ammos, flip the switch open and the big door will open with many zombies here as well some zombies crashing out the guillotine gate. Then shoot the Explosive barrel to kill them effectively as well as to save ammo then grab the fire extinguisher. Then head inside the guillotine room and grab the key on the floor.

Mission: Get the briefcase to get the TG-01 to duplicate the emblem

Then grab the fire extinguisher and left the room and head back to the graveyard. On the way, avoid all dogs and the lock gate near the prison room use the key you pick up and unlock the gate so that when you revisit the place again, just enter this gate to save time.

Then clear the zombies in the graveyard and put out the fire at the truck place. Then grab the briefcase and head back to the guillotine room. In the way where you first meet Steve, Zombies have taken over so do dodge them. Go back to the right door in the guillotine room and place all metallic items and check the briefcase to reveal TG-01 and a file. Avoid reading the instructions.

Then use the TG-01 at the machine to duplicate the eagle emblem. After that,

zombies will break through the windows and grab the duplicated emblem and dodge all zombies and grab the items you left on the box and head back to the place where you first met Steve. Then run to the big metal gate dodging all zombies and place the emblem at the big door. Once you do that, you can now enter the door.

Main priority: Grab all proofs to get out of the island

Once you enter here in the bridge, run and go down the stairs and move forward to the end of the area. Do not go to the jeep and grab handgun ammo. Just grab some green herbs to take.

Puzzle!!!

Very simple one. Just push the crate right first to meet up to the near by crate, and then push up to fill up the gap that contain the fire. Whoala!! Then the easy puzzle is solve.

Then climb up the stairs and climb it again to arrive to the place that excesses to the military training facility as well the palace. The door to the right is to the military training facility and the door far away is to the palace. Zombies are present here so dodge them or kill them off. It is prefer to dodge them, as Bandersnatches will take over later.

Current priority: get the steering wheel

Go to the palace first. Once you enter, there will be three dogs here. Run past them and grab the proof on the floor at the demolish place. Then head up the stairs and grabs some green herbs. At this time there will be a lot of green herbs, you may mix them if you wish but mix them to full effectiveness like triple green herbs.

The rest of the herbs can be store up later for mixing with other herbs. Once you are inside the palace, then go to the computer and activate it and type NTC0394 and the door in the short cut scene will be unlock. Then head to the door to the right to go to the toilet. Once in there, use the lighter so that the bats won't touch you.

Then grab the briefcase and some handgun ammo in the toilet. Exit the room and go up the stairs and move right. Then place some things like the briefcase and the proof in the box and some herbs in the magical box.

Well, you wonder why the password is NTC0394? It is because it's one of the staff's passwords, but don't bother to push the small cardboard and reveal a card.

There is some handgun bullets here near the shelf and a green herb at the around the small cardboard you push. There's a door near the cardboard that requires two golden lugars in order to unlock it. Then head over to the unlocked door you unlocked earlier and enter it.

Once inside, you will face many zombies. Clear them and there are some handgun bullets behind you and a red herb on the floor. The door to the right needs to be unlocked which you will do later. Then head to the end of the hallway and enter the door.

There's a zombie to the right, which you can't see so kill it. Once inside the room, flip the blue switch to view a short FMV.

There's a handgun bullet here to take also. Then once it is over, the display case will move to reveal a hidden area. Go in and grab the steering wheel on the floor, you will see many types of weapons here. Want them? Nope, you can't take them except the two golden lugars. Sounds familiar?

There is some handgun bullets here near the shelf and a green herb at the around the small cardboard you push. There's a door near the cardboard that requires two golden lugars in order to unlock it. Then head over to the unlocked door you unlocked earlier and enter it.

Once inside, you will face many zombies. Clear them and there are some handgun bullets behind you and a red herb on the floor. The door to the right needs to be unlocked which you will do later. Then head to the end of the hallway and enter the door.

There's a zombie to the right, which you can't see so kill it. Once inside the room, flip the blue switch to view a short FMV.

There's a handgun bullet here to take also. Then once it is over, the display case will move to reveal a hidden area. Go in and grab the steering wheel on the floor, you will see many types of weapons here. Want them? Nope, you can't take them except the two golden lugars. Sounds familiar?

Well, I did say that one door needs that two lugars isn't is? But you can't take them because once you do that the display case will close by itself and some heat air will be surrounding. To counter this, put the lugars back to its original place.

Then head back to the entrance of the palace and exit it. Once you do that you will hear a scream. Then head back to the room where you get the steering wheel and see that Steve is stuck inside to solve a simple puzzle.

Puzzle!!!!!!!

Just use the computer and choose the two guns which is C and E. Once you do that, there will be a short FMV.

A	B	C
		Gun

D	E	F
	Gun	

Current priority: Get an ID card

After that, then exit the palace with a short FMV with Alfred and enter the place to the right that has a gate there. Once there, move around to the right to grab a map and some handgun bullets.

There's some arrows here but ignore it near the control panel that control the submarine movement. Then head over to the there and use the steering wheel to move the sub up and enter it.

Once inside grab the backpack to increase space in your inventory and press the

switch to move down. Once you have done that, go out and move down some stairs and enter the door. There are some zombies for you to clear and enter the door to the left.

The door near the fish tank is the place where you put all your proofs later. Then run at the long stretch of bridge and then head up the elevator and use the machine here.

Puzzle!!!

Very simple one. Your aim is to get the big box out of the way using the hook. The machine operates the hook to move to the left and up. Just move the hook to the up direction first, and then move to the left. If done right, the hook will carry the box up and the hindrance is gone.

Then head down and press the blue switch and a big elevator will move up with many zombies there. Kill all of them and grab the ID card, ignore the arrows here and retrace your steps and head to the military training facility, dodging all zombies along the way. Enter the door and see a short FMV.

The big worm you will encounter. Just avoid it and enter the big double doors. Once inside grab and red herb and there are three direction for you to head.

- The open door next you
- The door to the right is the photocopy room(ignore)
- Move forward to see a door to the sauna room(ignore)

Move to the open door and climb up the stairs and enter the door. You will enter a lab area. Grab the bow gun on the table and view a cut scene. After that, You just exit the door for a cut scene. Then go to the door near the sauna room and use the ID card to open it.

Then move on exit the door and move forward for a short FMV and avoid the red beam aim at you which means that Alfred trying to snipe you. Then climb up the stairs for Alfred to escape. Then enter the door and move forward and enter the silver door.

In here have two green herbs on the floor, a hemostatic medicine on the couch and a typewriter here. Then put some unwanted items like the bow gun, some herbs to the magical box to allow a three free inventory space but do bring the medicine with you.

Then exit the room and enter to another door for a cut scene. The shutter will move down trapping you. Then enter the door you wanted to enter the door earlier. Then grab the ingrams on the floor and view ammo on the boxes.

Then move forward to view a cut scene. Kill the Bandersnatch with the MP-100s you have and move down the stairs which a door will auto open.

Enter it and view a cut scene of a bandersnatch grabbing Claire's head and Steve coming to the rescue and exchange with him for the two golden lugars and view another cut scene. Then you will be control as Steve.

Steve's Walkthrough

Use the ingrams to clear all zombies here as well as some of them in the cage, there's a explosive barrel here in the cage for you to shoot to kill them easier.

Then exit through the door near the cage and move down the stairs all kill a zombie and shoot two explosive barrels and kill all zombies here. Then move forward and climb up the stairs and exit the door and move to the area of the Lion's head to view a cut scene, which brings you up from an elevator. End of Steve's walkthrough.

Mission: Take a key

Then follow Steve exiting the door and move where he is to view a cut scene. Then enter the door to the left and kill the zombies here. Then move forward and grab the eagle shield on the wall and exit the room. Return back where Steve is and exit the double door. Avoid the dogs here and exit the room. Then run and avoid the big worm and exit the military training facility.

Then go back to the palace, this time this place is infested with zombies on the stairs and on the ground floor. Clear them and climb on the stairs and enter the safe room to the right.

Then place the two lugs on the wall to unlock the door and enter it. Once inside, grab the handgun ammo and activate the computer to view a cut scene. If the password's right, the clock will move aside to reveal a hidden place to access.

Puzzle!!!

The password's is 1971, very easy puzzle to solve.

Then a Bandersnatch will break through the window. Avoid it and enter the area where the clock will move away. Then move forward and enter a door and move forward and climb up the stairs to hear an eerie laugh.

Here, kill the Bandersnatch here and move forward to kill another Bandersnatch, you can avoid them if you wish to though. Then climb up the stairs and enter the door to the castle. Here has a green herb to take also.

Once inside, you will find yourself in a creepy room full of dolls. Equip the lighter to fend off the bats and turn left and enter the door. Grab some handgun ammo and some ink ribbons and some bow gun arrows and kill the bandersnatch here.

Or you can just grab the handgun ammo and leave the others alone as fighting with the bandersnatch isn't worth it.

Then climb up the stairs to the highest level there. Once there, there's a first aid spray and some handgun ammo here to take. Enter the door and view a cut scene. Then enter the door where Claire is and switch the music box then the big metal box will rise up revealing a key.

Current priority: Grab two shields and a piano note

Take the key and head back to the safe room in the palace, avoiding the Bandersnatch along the way.

Then, exit the safe room and climb down the stairs and move forward and climb up a small flight of stairs and enter the door.

Then there's two green herbs here and some handgun ammo here. Then proceed down to the door you unlock with the computer earlier and enter it and enter to the

door near you, then leave the key there and enter it.

Once inside, kill the two Bandersnatchers here with the MP-100s and grab another eagle shield on the floor. There's a Hunk's report and some handgun ammo here.

Exit the door and make your way back to the prison room where you are at the start of the game. Enter to the Guillotine room through the small gate you unlock with a key earlier and enter the room. Then kill the zombies here as well as in the cage.

Then enter the cage and place a shield at the door revealing some zombies in front of you. Kill them. Move forward and kill more zombies and enter the house. Grab some handgun ammo here.

Then move forward all the way and enter to another door for a short cut scene as a body bag move. There's a red herb on the floor and some handgun ammo and a brief case as you kill all the zombies here.

Then exit the door and move forward to see a doctor zombie feeding on another zombie and sees you and attacks you. The doctor's quite powerful, can take up some damage as well it moves quite fast.

Just move away and allow some free space to kill it with a handgun, making sure there's some distance you and it. Kill it and the zombie with it and take the eye and put it on the statue in an open room revealing a hidden passage.

Then use the lighter to avoid all bats and grab a green herb on the floor and enter the door. Then kill all zombies here, then move to the left and climb the stairs and enter the door. Grab the sword and the door you enter will be lock and poisonous gas will start to flow in the room.

Puzzle!!!

Just push the rod at the statue and push it clockwise to make it face the statue you grab the sword from.

Then the door will be unlock and the statue will move back. Then place the sword through the hole and a zombie will come out. Dispose of it and grab the piano score and make your way to the graveyard.

In the graveyard, kill all zombies and climb down the stairs where to move to the place where you start the game. Enter the door and see a cut scene with Rodigro.

Then you will have a lockpick and use it to open the briefcase to see a handgun upgrade. Then head back to the military training facility.

Then enter the double doors and reopen the shutter near the sauna room once again. Then move forward and enter the door and kill all dogs that occupy this area and climb up the stairs and use the eagle shield you have to reveal another ID card.

Then climb down the stairs and move to the area with a fence with an open hole and move in and climb down the stairs. Then use the card to unlock the cage that you will see and move to the place where Steve first kill some zombies.

Then unlock the gate near the door you enter and grab the grenade launcher as

well as some grenade rounds on the shelf.

Remember to have the two ID cards with you!!

Mission: Get another proof

Then head back to the lion head statue is and use the elevator and go up to the 2nd floor. Then use the ID card and discard it and the shutter will open and a zombie will fall out.

Then climb up the stairs and take a grenade rounds and move down and move towards the big screen computer. Grab a proof here and use the computer to look at the painting that has a number if 1126.

Then as you try to leave, the zombies get up, avoid them and use the elevator to move to 1st floor. Then move to the left and enter the door. You will be at where Steve is earlier. Then exit the double door and avoid the dog and exit a door.

Mission: Get the painting

Then avoid the worm and enter the double doors near the exit of the military facility area. Once inside, use the card to open the shutter near you which have a Bio hazard contamination earlier. Then climb up the stairs and equip yourself with a grenade launcher.

Then enter the door and move to the small computer unit and enter 1126 to unlock the door. Enter it, grab the painting and see a cut scene.

Move around and kill a small alboind among all alboinds if done fast using only one shot and escape through the door and climb down the stairs within the time limit. Then retrace your steps where Steve is earlier and enter the door at the left.

Then kill some zombies here and move forward to enter to another door. Then place the painting on the wall where you take the eagle shield earlier and a small model of the whole island will appear. Grab the key and head back to the palace, avoiding dogs and worms.

Along the route back to the palace, some Bandersnatchers will climb up and occupy the area, so do avoid them or if you want dispose of them. But by now, it is assume that your MP-100s has no more ammo, so avoid them is the best option.

When you reach the palace, have a short FMV with wesker and enter the palace. Inside the palace, go back to the unlock door, run along the passage way and this time move right to unlock the door, not enter the room which you take the steering wheel and leave the key behind.

Mission: Get the Red ant and the blue ant

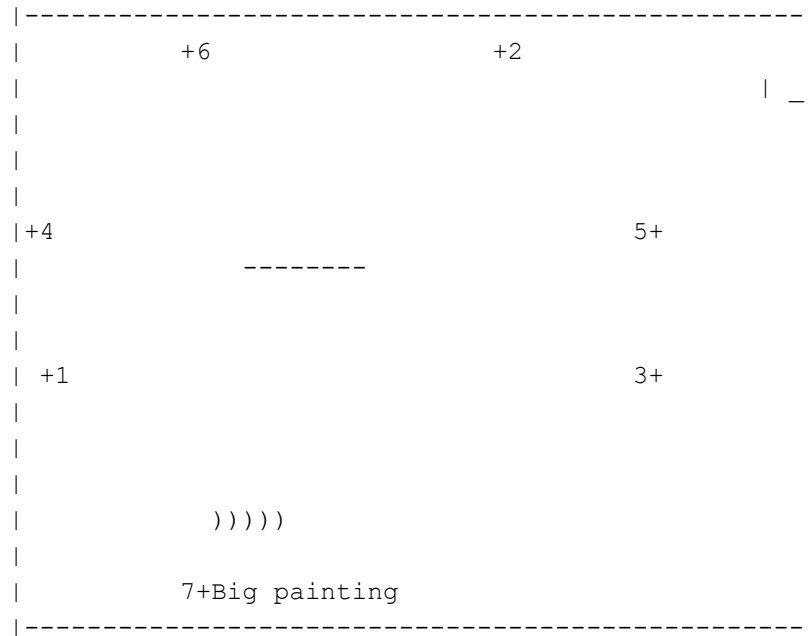
Inside here, you will see many paintings which you need to hit the switch at each painting at in order to take a vase.

Puzzle!!!

Quite tough of a puzzle because you need to know in order as you can't guess as there are two many of combinations to try and error. So the answer of the puzzle is:

1. A portrait of a lady
2. A man cuddling two babies
3. A man by himself
4. A man with candle plate at the background
5. An old man with book
6. Man with candle
7. Finally the big painting

Press it in this sequence:



Legend:

- + is the paintings
- is the statue
-))) is the stairs

| - door

Then it will reveal a vase. Examine it to get a red ant and exit the room and then exit the door. Climb up the stairs and move left and enter the door. Place the piano score in the piano and examine the machine that has light in the screen to get the blue ant.

Then head back to the safe room putting all unnecessary items into the magical box like the second proof, enter the lugars door, avoid the Bandersnatch and enter the open area occupy by the clock earlier.

Reminder: Remember to bring the two ants with you!!!

Mission: To get the last proof

In here, this place is now infested with zombies. Then two Bandersnatchers will appear so avoid them and enter the castle.

Clear the zombies in the castle as you go up the stairs and clear them and climb up the stairs to the highest floor and enter it.

Clear the zombies here and go to the left which you can the key here earlier and enter it. Use the red ant on it and take the music CD from the music box.

Then exit the door and go right and enter another door to another bedroom.

Then use the blue ant to open the music box and place the music CD into the music box. Then the big stone will move down on the bed and climb up on the bed and head up the stairs.

Then move down a small flight of steps and move around and get the dragonfly near the clock. Examine the dragonfly to get a key. Then move to the painting of the wall with a big ant and place the key into it.

Then the ladder on the top will join together and go up and see a magical box here as well a document on a chair. Push the big wooden box to the right towards the shelf. Then climb on the box and get the book. Look at it or just skip it and get the last proof.

Mission: Grab all three proofs and get the hell out of here

Then go all the way down back to the bedroom. Then as you exit the door you will see a cut scene and move into the stone door as the secret passage.

Then observe the wig to trigger another cut scene. Then Alfred will activate the self-destruct explosion and then have another cut scene. Then make your way back the safe room and grab all proofs and exit the palace.

Then it will trigger a cut scene and go to the submarine place. There, Steve will be waiting and view a short cut scene. After that, climb down the stairs and into the door and clear all zombies here and move to the left and enter the door.

Mission: Rise up the bridge

Steve will be there and activate the CPU and place all proofs into the machine that rises up after activating the CPU. Then you will automatically enter the airplane. Then climb up the stairs and have a short cut scene and grab the lever on the ground and exit the plane.

Mission: Get a key

Then after exiting the plane, exit the door and go over to the right and enter the shutter. Then run to the end of the bridge and enter another shutter. Then proceed to move up the elevator and enter the green door.

Then you will see a big machine here. Use the lever to raise the bridge and run to the end of the bridge and enter the door. Grab the key near the dead corpse and exit the room and run back the bridge exit the green door move down the elevator.

Then use the key on the gate near the elevator to open it and enter the shutter. Once inside, there are two green herbs, grenade rounds and handgun ammo as well as a typewriter and a magical box. There's also a last puzzle to solve before heading to Disc 2.

Puzzle!!!!

There are two big cargo boxes to worry about. Just push the one near the herbs to meet the other box and push it inside the plane's cargo.

Then turn over to the other side and push the box near the herbs and then push it inside the plane. Then the puzzle is solved. Do remember to take all goodies here before solving the puzzle.

Mission: Defeat the tyrant and head back to the plane.

Then after solving the puzzle, view FMVs of the place going to explode soon in 5 minutes as well as Alfred releasing a Tyrant. After the FMVs, you will find yourself in the military training facility.

Exit the door and head back to the palace. Along the way, a FMV is to be view of the tyrant first part crashing out of the gate and prepare to face him.

Mini Boss:

Tyrant T-078 First form

Difficult: Normal

Tyrant's attacks:

- When near, push you down with a back hand attack
- When near, delivers a karate chop, very damaging one

This guy first part is much easier, he only pushes you and you will fall to the ground, move away as the charges with his karate chop which is slow and preitable and avoidable. He stands between you and the palace as the timer of the self-destruct sequence counts down. You can't run by him because his size block the whole floor up so you need to defeat him.

So use the grenade round to pump his body until he squads to the ground, then when he gets up pump him with more grenade rounds again until he falls to the ground and lay on the ground motionless and you have beaten him at the first part. Pump him with grenade rounds until he falls to the ground and head to the submarine area.

Then enter the submarine and go back to the place where you put all your proofs then head into the plane to view some FMVs of you as well as Alfred escaping and a loud thug in the plane as Steve complain the cargo door is open.

Then after the FMVs, grab all herbs and take some powerful arsenal like the grenade launcher and equip some explosive arrows in the bow gun and some herbs and enter the door.

Mission: Defeat the tyrant to complete Disc 1.

Then see a short FMV of the Tyrant you defeat earlier is back.

Tyrant's attacks:

- When near, push you down with a back hand attack
- When near, delivers a karate chop, very damaging one

Just pump this guy with all your powerful weapons long enough for the blue light be active as well injure the tyrant badly enough. When he use the karate chop attack and nail you, cure immediately as well when nail by Tyrant attacks, cure yourself.

When you see lots of blood on the floor, then head to the machine and hit the blue switch. If it is damage enough, the cargo box will hit it and you will get rid of the unwanted passenger in the plane.

If not, it will reflect back and you need to damage it more and then hit the blue switch again. Some good players do use knife to knife this tyrant and soon get rid of it easily.

Once you defeat the tyrant, head back to exit the door to view a FMV with Steve and that's the end of Disc 1. Whoops!! I forget to say to free save of the game before heading to Disc 2.

Disc 2

Claire's Walkthrough in Antarctica

Mission: Get some ammos

After a short FMV, you be back controlling as Claire, move forward and climb down the stairs and see the double doors, keep moving and enter the door.

Once inside grabs some handgun on the bed and some rounds for the grenade launcher on the floor, search thoroughly because you can't see properly in the dark. In the locker has a first aid spray and handgun ammo.

Near it has 20 explosive arrow ammo to take. Once you do that, a zombie will fall of its bed. When you move near it, it gets up as well as some zombies getting up.

Mission: Power up this place

Clear them and exit the room. Then head down the stairs and see a wooden door and enter it. Here is the safe room with the typewriter and the magical box. There are some handgun ammo and arrows here as well as some green herbs here to take.

Dispose some unwanted items here and push the bookshelf to the end where you can't push anymore. There move inside and see a locker here. Then open the locker to see a mouse escaping.

You can't flip the switch because the place does not have power so exit the room. Then move left and see a short FMV of the moth appearing. Kill them, should you get poison, there a lot of blue herbs near the door to take to cure yourself and don't drag and poison condition.

Enter the doors and dispose the zombie in your path. Then run forward and turn right and move on to enter the weapons' room. Once inside kill all zombies here and grab the key shining and grab the AK47 in the locker.

Exit the room and move back and climb up the stairs and enter door near the BOW room. Then move on and enter a power generator room. Once inside to the left have some green herbs and some handgun ammos.

Then kill the two dogs along the way and move forward to kill another door then move to the end of the room and power up the place. Then back track a bit and move inside where you kill the second and flip the switch to power up the whole place.

Mission: Get the sticker

Then exit the room and head into the BOW room that is label on the front door. Kill the two spiders here, don't get corner or wait for them to come and use the AK to kill them off. There's the third spider underneath, avoid it as it spits the acid towards. You can't take the mask just yet which is behind you.

Here as some arrows and handguns ammos to take. There's also a blue and green herb to take and move to the end of the room and the sticker. Then exit the

place and run and move right and see some boxes here, Then place the sticker on the box and flip the blue switch on the wall,

Then flip the controls on the panel in front of you to bring the box to the weapons' room. Then exit the place. Kill the three moths here and enter the safe room.

Mission: Get a key

Once inside, go into the bookshelf area and flip on the switch. The locker will move away to see a small space here. Then go into and see a short cut scene. Then grab the flowerpot in it and observe it to get the key.

Mission: Get the valve handle

Head back and exit the room and kill the moths. Should you anytime get poison, there's always a free supple of blue herbs to the right. Then climb up the stairs and move on and enter the double doors.

Then move left where your character is facing and run along to enter the door. Then once inside, move into another door and move on to get the valve handle.

Mission: Get the mask

Exit the room and have a short cut scene with Steve. Then you will find yourself out of the room. Then move forward and climb down the stairs where the moths' are. Kill them and turn right and enter the door again.

Then kill the zombies and enter the BOW room and grab the mask and exit the room.

Mission: Redesign the valve handle

Then head up the stairs near the BOW room and enter the door. Then move right with respect to the character's direction and move up the big stairs to see a tractor and climb up the stairs and observe the gap in the pipe. Then exit the room and then exit the place.

Kill all moths again and climb up the stairs and enter the double doors again. This time move left and run along and enter the door. Once inside you can grab some handguns ammos as well as a green and blue herb here. There's an ink ribbon here and some arrows here too.

Then use the valve handle on the machine and it will automatically redesign it for you. Exit the room and then exit the place.

Mission: Use the valve handle on the pipe

Then exit the door and also exit the double doors. Then move forward and head down the stairs and kill the moths and move left and enter the door.

You may enter the safe room and take some explosive arrows and a grenade launcher, as you will soon face a boss.

Then kill the zombies here and move forward and climb up the small flight of stairs and enter the door. Once inside, move left and climb up the stairs and place the valve handle on the pipe for view a FMV.

Mission: Grab Alfred's sniper rifle

After the FMV, move down the big stones and grab the sniper rifle to again view a short FMV and shortly face the boss.

Mission: Beat the boss

After the short FMV, you will take control of Claire once again. Attempt to go down the stairs to view a cut scene of the boss climbing up the stairs, after the cut scene, you will face the boss.

Boss: Nosferatu (Alexia and Alfred's dad)

This boss will mutate with two tentacles and some change to the body.

His attacks:

- Delivers some poison powder over a certain range
- Uses the tentacles to hurt you

Once you face him, move away some distance and use the sniper rifle and shoot at its exposed heart. Then after running of ammo, use the explosive arrows on this guy and you will soon finish him off. Not done yet? Prepare for Chris's walkthrough. Also avoid the poison he uses by just moving away some distance. Should you get poison, you will have a extra job to do with Chris if you beat this boss.

There's some extra animation when you beat the boss:

- Injure him until he dying and use the knife to stab his heart

Chris's walkthrough:

After the FMV, there's a green herb to take and move forward to have a cut scene with Rodigro. Then the worm will swallow him and disappear.

Mission: Get the lighter (optional)

Then move on and see a small statue and move on to see a typewriter and a magical box and some handgun ammo. Grab the AK47 from the box and equip it and exit the door and prepare to face the mini boss. Put some unwanted stuff like the first aid spray and the combat knife into the magical box to free up some inventory space.

Boss: Big Gulp worm

It's attacks:

- Diving into the ground and gets up with a quick dive at you
- Diving into the ground and gets up and rises and prepare to dive with much force into the ground

As long as you keep moving around the worm can't hurt you. Move around to avoid his quick diving attack and wait for it rise up again. When it rises up again and prepare to dive down again. Move aside or at the back of it where it's likely to dive away from you and use the AK and let it eat your ammo.

As long as you wait it to rise up, keep using the AK to damage it and soon beat this boss easily. Then view a short cut scene of Rodrigo's final moments on earth. He will give you the lighter and you will receive it in your inventory.

Mission: Get the ingrams

Go back to the safe room and activate the statue and use the lighter to light up the empty torch. Once you do that, the bars will rise and you will get the ingrams. Put it in the magical box and exit the door to where Rodrigo died.

Mission: Get the battery

Then move on and there's handgun ammo and some arrows near the elevator. Then flip the switch of the elevator and enter it. It will take you to the place where Steve's father died. Move down the stairs and kill all zombies here. This place will have a handgun ammo if Claire didn't take it earlier.

Then enter the double doors. Once outside, go to the end of the tank and flip the switch, which allows the tank to move forward and reveal a small elevator. Grab the handgun ammo on the floor and proceed down the elevator.

Then move on and grab a blue herb and a green herb and move forward to grab the battery. As you move forward, two spiders will appear. As soon as the short cut scene is over, move away and don't get corner and use the AK to fend them off. You may take some damage and heal here and enter the door to another safe room.

Take note that this is the place where you put the gold key here in order to get out of this island.

Mission: Get a Lugar by solving a simple puzzle

Once inside the safe room, take the two green herbs here and the acid rounds on the shelf and shotgun ammo as well as handgun ammo here. This place has an infinite blue herbs here should you get poisoned, come here and heal.

Then you will see many drawers here near the table and solve the simple puzzle.

Puzzle!!!!

In order to take the gold lugar, you must flip open the drawers in sequence, very simple puzzle to solve.

Answer of puzzle in sequence:

1. Drawer 2
2. Drawer 3
3. Drawer 1

Drawer 1:

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Drawer 2:

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|         |
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|-----|
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Drawer 3:

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|-----|
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|-----|
```

Drawer 4 (always lock, needs to be unlocked)

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|-----|
|
|
|-----|
```

Then the fourth puzzle will be unlock and open it and the gold luger and take it place it in the magical box. Remember to leave two free spaces and grab the grenade launcher with ammo inside.

Mission: Get a key

Then exit the room, go back up the elevator and head back the double doors. Then find the yellow machine and place the battery in it, climb up and use the machine to bring you up.

Head left and grab the key and look at a document then head right and enter the door. After you enter it, move forward for a cut scene. After that, go to the door at the left and enter it. Kill the zombies in this room and grab the side pack to add space in your inventory.

Then exit the room and take the elevator down to the basement. Then go pass the lion head statue and down the stairs. Grab the shotgun and the stairs will rise up. Here have handgun ammo and flame rounds to take.

Mission: Get Chemical A and Door knob

Enter the door to be in the Tyrant storage room. Move ahead and pick up the green herb and head up the stairs and activate the computer move have one of the incubation tube move down to grab the AK's ammo. Then enter the door near the computer.

Then move on and enter a door to the left and move through the auto doors that will move up when you are near it. Then you will see handgun ammo and shotgun shells on the table.

Head to the fridge and use the action button to open the fridge and solve the puzzle to the chemical.

Puzzle!!!

In order to get the chemical A, you need to enter the degree in the fridge to get it. Type 12.8 degree and you will get the chemical A. Then hit the button on the bottom right hand corner to confirm.

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|-----|
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```

|                12.8                |
|                                     |
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```

Then exit the room and grab the doorknob on the floor. View a short FMV and see two hunters attacking you. Waste them the shotgun and exit the place.

Mission: Get the mini tank

From now on, avoid all sensors by avoiding the light it gives out. If it nails you, a hunter will appear and attack you.

Exit the Tyrant's storage room and put the shotgun back. Head up the stairs and enter the elevator to go up to the second level. Kill the zombies in your path and enter the computer room and enter the door to go to the room where you get your side pack.

Avoid the sensor here and enter a door. You will see a cut scene of the shield dropping off and you need to remove the gold key from the shield to get out of here.

Mission: Get the elevator key

Move on and enter another door and go over to the brown door and attach the doorknob to the door and enter it. Then move left with respect to the character's direction to get the mini tank. To the right has some handgun ammo to take.

Exit the door and move on back to the place where you get your side pack. Then exit the door avoiding the sensor and use the elevator to bring you to the first floor. Avoid the sensor here and enter the door.

Then place the mini tank on the toy model and the painting near the typewriter will move up. Grab the elevator key as well as the book. You will see three empty slots which needs the proof to remove the lasers.

Mission: Get Chemical B

Then exit the door and you will see the sensors stop moving and use the elevator to head back to the basement. Then climb down the stairs and grabbing the shotgun with you.

Go back to the Tyrant storage room to have a FMV with Wesker. After that, kill the bandersnatch. Activate the computer for the one of the incubation tubes to move down and get the extra ammo for the AK47 and enter the door and use the key to the machine near the doorknob location.

Activate the computer for the one of the incubation tubes to move down and get the extra ammo for the AK47.

It will then bring you down. Then move on by moving up and down the crate and

find yourself in the military training facility room. Go in the photocopy room and kill all zombies here and move on. In the locker has a flame round and move on and turn right and enter the door.

You will find yourself on the other end where the shield drops. Kill the zombie playing and climb down the stairs. Then activate the machine on the wall to blow away the poisonous fumes.

Then kill the zombies in your path and move to the right and climb the stairs and enter the room where Claire first get the grenade launcher. Kill the hunter here and enter the door near the shelf.

Move on and see a tool box, use it to upgrade your handgun and the shelf to the right has a handgun ammo and the shelf to the left has Chemical B. Grab it and mix the two chemicals together to chemical C.

Mission: Get all three proofs

Then exit the room and go back where you just kill the zombies and climb up the ledge where you activate the fan's machine on the wall and climb up the ladder. Then exit the place and find yourself back at the photocopy room.

Exit the room and exit the double doors. Then dodge the two hunters and enter the big elevator where Claire solves the cargo puzzle near the end of Disc 1.

Then find yourself at the cargo solving puzzle area. There's a typewriter and a magical here and empty three slots in your inventory. Get rid of things like the herbs. Then exit the shutter.

Then kill the hunter here and move up the elevator and enter the green door. Then run down the bridge to the other end and enter the door. There's a puzzle here to solve.

Puzzle!!!!

Your objective is to fill up the glass with the length of 10 through the 3 litres and 5-litre water, THE 1 LITRE GAUGE IS BROKEN SO it can't be use.

1 litre water: Broken

```
(-----)
(           )
(           )
(           }
(           )
1(-----)
(-----)
```

3 litre water:

```
(-----)
(           )
(           )
3(-----}
(           )
(           )
(-----)
```

5 litre water:

```
(-----)
(          )
5(-----)
(          }
(          )
(          )
(-----)
```

10 litre level (required level)

```
(-----)
10(-----)
(          )
(          }
(          )
(          )
(-----)
```

After choosing and flushing out the first time, 3 litre drops to one temporary

3 litre water:

```
(-----)
(          )
(          )
(          }
(          )
1(-----)
(-----)
```

Solution:

I actually solve it the first time without any help. Lucky huh?
First empty twice the 3 litre water and then the five litre water. Then select it and the 3 litre water will drop to 1 litre. Then select the 3 litre thrice as after it fills up 1 litre, the 3 litre water gauge will come back to 3 litres and select it four times to solve the simple puzzle.

Then the three zombies will rise. Kill them and grab shotgun ammo and exit the door. Run back to the other enter and use the machine to move the bridge down.

Then exit the room and move down the small elevator and exit the other shutter and kill the hunter here. You may not see it because of the camera angle but kill it with the shotgun. Move down the bridge and enter another shutter.

You will find the place near the airplane controls room. Kill the zombies here with the handgun and run and turn around and kill two zombies and enter the door.

Once inside, kill the hunter here and use the computer to shut off the electric current on the where the machine that has all three proofs. Grab the three proofs and exit the room.

Mission: Get the shield

Then run and turn around and exit the shutter. Run back across the bridge and enter the shutter and enter the shutter near the elevator and enter the big lift to bring you back to the military training facility.

Avoid the poisonous roaming around and enter the double doors. Then move left to the crack wall, climbing up and over the box and use the elevator to bring you back where you first meet the hunters. Then exit the room to the tyrant's storage room.

Exit the tyrant's storage room and place the shotgun back for the stairs to move down. Then go back up and enter the elevator to go to the first floor. Enter the door where the toy model is and place all three proofs near the lasers.

Then after that, the model table will move and move around grab shotgun shells as well as some green herbs and head down the ladder. Then kill the spiders with the grenade launcher filled with acid rounds and move on and head down another ladder. Then there's a blue herbs and two green herbs to get. Move on and have a short FMV before you face a mini boss.

Boss: Albinoid Adult

It's attacks:

- Discharges electricity

Don't bother to kill the boss, there's a handgun ammo on the floor. Its attacks is simple, when it detects your presence, it will discharge electricity as electricity travels through water, the whole water area will be filled with electricity for a short time.

Just move down and go to the middle of the pool and grab the shield. When you get nailed, just cure yourself and head up to the ground where you be safe and go back and move up the ladder. Then move along and climb up the stairs to go back to the toy model room.

Mission: Get the gold key and exit this place

Then use chemical C to remove the gold key from the shield and exit the room and use the elevator to move down to the basement. Then head down the stairs and grab the shotgun and move down the water and get up the other side and climb up. A zombie will rise but ignore it since you are leaving this place in a short while.

Then grab the two red herbs here and climb up the ladder to bring you to the safe room area. Run along and use the gold key on the door and view a short FMV of Chris escaping this place and reaching Antarctica.

Prepare yourself for the walkthrough in Antarctica.

Chris's walkthrough in Antarctica:

Main priority: Collect the dragonfly wings along the way

You will find yourself at the landing plane area. Just run around and exit this place.

Mission: Get the Valve handle:

Enter the double doors and move left where Claire first get the valve handle. You will see the bottom area covered with Ice when you enter the double doors and a spider moving around underneath the Ice.

After heading left, enter the door, run along the Ice as you see some dead

bodies here. Then you will see a valve handle on the pipe, that's where Claire left it earlier.

Grab it and move forward to view a short FMV, then zombies will crash out of the Ice and some zombies gets up, just dodge them and exit this place.

Then go the door to the right, kill all zombies inside and grab some shotgun ammos and a brief case in the cage then exit the room. Head back to the double doors and exit it.

Mission: Get a dice

Then run along and enter the door near the stairs, grab something here you missed out earlier like the handgun ammo on the shelf, grenade rounds in the bed. Then exit this room.

Head down the stairs and you will see that the moths are now gone. Go to the safe room. Then place the gold key near at the shape that resembles it on the wall to unlock a small cardboard underneath. Here there's a ribbon here and a diary as well as a dice.

Mission: Power up the place

Then exit the room, head up the stairs, go back to the double doors. Then move left where you get the briefcase, move down the ice, move up the platform to see a door and a crane towards the end.

Enter the door for a short FMV. Then equip the shotgun as the sensor shine on you. Then a hunter will appear and dispose of it with the shotgun. Then move forward and take the lift. You will see another sensor which means there's two sensor in the walkway.

Take note that when you kill the hunter, the light will turn red meaning the sensors will stop moving unless you exit the place and enter it again for the sensors to detect again.

After moving down the lift, you can hear a hunter's footsteps. Kill it and enter the door next to you. Once inside, enter the door near you again. Then go to the end of the room and use the valve handle to trigger power to the generator.

Then go to the machine to power up the place. Then grab the handgun ammo and shotgun shells on the table near the typewriter. There's two green herb and blue herb on the floor grab it and put the valve handle inside the magical box.

Remember to take the dice with you!!!!!!

Mission: Get the blue jewel and the valve handle modifier

Then exit the room and move on and kill zombies along the way. Grab some herbs on the floor and move on and face more zombies and take another lift.

Once you get out, you will see a statue here, a simple puzzle to solve.

Puzzle!!!!

Just push the statue to the left which meets the wall, then push up to meet up the crack floor and take the map which the statue which she is grabbing. Then move on and see some suits here.

Then proceed and see a familiar tiger.

Take the blue jewel eye and the tiger statue aside to get the valve handle modifier and put blue eye back to the tiger.

The Red eye contains the SPAS 12 ammo.

Put the Red eye back and move back and take a lift near the suits and move on and see a cut scene of a giant ant's nest. Then grab a dragonfly wing and run as you might step on some ant as well as get hit by some ants, that won't damage you much.

Go to the right hand side with respect to the character's direction and grab the green herb here and enter the room. Then move on and turn to the right to see a report and climb up the stairs to solve a puzzle.

Puzzle!!!!

You need to choose a correct sequence of the spade, double As, crown and heart to open the capsule. The other signs are unimportant so ignore them. Examine the dice and point it at double As, then rotate left for the answer.

Choose the sequence of:

- Double As
- Crown
- Heart
- Spade

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|           |  
|         AA |  
|           |  
-----
```

```
-----  
|           |  
|Crown     |  
|           |  
-----
```

```
-----  
|           |  
|Heart     |  
|           |  
-----
```

```
-----  
|           |  
|Spade     |  
|           |  
-----
```

Then the capsule will open and place the dice into the capsule. Then the incubation tube will then open and see Alfred falling out of the tube. Take the

ring and examine it to receive blue jewel. Then head back and take the lift and go back to the place that is near the power generator room, then exit the door near it. Remember to have a knife with you or else go the generator room and grab the knife. Take the lift go back to the sensors' room. Avoid them and enter the door near the first sensor. Combine the valve handle to the modifier and go up the lift and use it on the pipe to suck the water away.

Then equip yourself with the shotgun (trust me) and go down the ladder to grab the crane key. Then a hunter will burst through the glass and kill it with the shotgun. Avoid the sensors and enter the door exit the door near you. Then run to the crane machine and use the key to lift Nosferatu's body up as well it crack the ice and the spider will be free.

Spider Black Widow attacks:

- Attacks you
- Spit poison salvia at you

From here you:

- Avoid the spider

Dodge it and travel along the ice and grab the necklace and then climb back up the platform and enter the door to the sensor's room.

Check the necklace to get the green jewel.

Mission: Save Claire

Then head all the way back to the palace and grab two dragonfly wings, one on the floor and the other in the shallow waters. Then enter the doors to see a familiar mansion. Go to the back and move along and use the knife to free Claire from the gluey stuff.

Claire's mini walkthrough:

After rescuing her, see a FMV and you will take control of Claire once again.

Mission: Get an ID card

Head into the room and there's some handgun ammo and a green and red herbs on the floor. Then put all unnecessary items in the magical box. Bring with you one green herb and a super herb as well as the handgun to fend off zombies in the jail area.

Then exit the room through the door near the painting. Kill the tentacles in your way and move on and L shape path and enter through the door.

You will find yourself in the jail area. Then move on and climb a flight of stairs and inspect the cannon after grabbing the file near the cannon. A ball will drop off and the concrete wall will smash down.

Your aim is to get the ball and put under the concrete stab at the small stone in the middle and it will smash it to get the ID card.

It's a tricky part here, so listen up. Go and grab the ball first. Then quickly run to the middle and press the selection screen to select the ball.

Then Claire will put place it for the concrete stab to smash down and quickly

run and grab the card and the concrete slab will be locked and no longer smash down. Take note that one wrong mistake and you'll be smashed like a pulp.

After getting the card, go down the stairs and enter the silver door near the first jail cell you see upon entering the area. You will then see a gate which requires the card to open it and run down the end of the hall to have a short cut scene with Steve which becomes a monster thanks to Alexia.

Mission: Escape from Steve

Boss: Steve

His attacks:

- Uses the weapon to attack you
- 3. First hit gives a yellow caution
- 4. Second successive hit gives you a danger if you are at full health

After the cut scene, rotate your character and run away from Steve, you may get damage. Cure by using the green herb, when he hits you the second time, use the super herb and run a bit more to trigger a cut scene and you will control as Chris again.

Chris walkthrough:

Mission: Get the Red jewel

As you take control as him again, you will see an awesome FMV which I won't spoil it for you. After the FMV, prepare for a showdown with Alexia Tyrant.

Boss: Alexia Tyrant

Her attacks:

- Throw flames at you
- Get near you and strangle you to death

When you take control as Chris, getting the damage from the flames is still okay but don't let her strangle you. For a quick kill, pump her with the grenade launcher with grenade rounds and you will beat her fast.

Then head up the stairs and place all the jewels in the painting to reveal a door. Enter it and kill the zombies and go left and enter the door near it.

There's a typewriter here and search the desk without the typewriter to grab the key and exit this place and back to the mansion where you face Alexia earlier.

Then exit the mansion and go to the generator room and use the machine to power down the area and get back to the mansion. Then enter the double doors to the left and use the key and leave it and enter it.

You will find yourself at the room where you solve the statue's puzzle. Then proceed and get the tiger's eyes from the tiger statue. Then exit the room.

Mission: Get the metal stick and the last dragonfly wing

Then head up the stairs and enter the door. Then kill the zombies here and move

right and run along and enter the door. Then you use the tiger's red eye and take Music CD like the mission Claire did in Disc 1.

Then enter the metal door to gain access like Alfred did when Claire get the third proof. Then place the blue eye on the music box and place the CD into it to play the music for the stone on the bed to move down. Then go up the ladder and take the metal stick from the waste paper basket on the table and some handgun ammo and green herbs on the floor.

Then move down the stairs and exit the room. Then enter the lift near the door where the jewels where placed. You will find yourself at the incubation room.

Go down the small lift and use the computer to open the incubation tube to reveal a last dragonfly wing. Mix it with the metal stick to get the last dragonfly.

Mission: Get the self-destruct key card

There's a shotgun ammo on top of the machine on the computer and get up the small elevator. Grab the green herbs on the floor and head up the stairs and move right to the room where Claire first enter a room.

Place all unnecessary items to the magical box, bring all the herbs and a shotgun without ammo but full ammo in it as well as the grenade launcher with you with grenade rounds in it.

Mission: Blow this place up and escape from this place

Then exit the room and enter the jail room. As you move forward, you will view a short FMV of Claire giving a file to you. Inspect it to get the self-destruct key card and head up the stairs near the elevator. Then use the dragonfly on the security door to unlock it and enter it.

Then equip yourself with the shotgun and headshot it and head up the small stairs and grab the green herb near the computer and use the card to activate the computer.

Enter the password:

Veronica

And view a short FMV of Chris and Claire activating the linear launcher as it charges slowly and once it's over, use the shotgun and shoot Alexia tyrant once to save Claire and view a short FMV of Alexia mutating further.

Then prepare the last showdown with Alexia

Alexia's second form:

Her attacks:

- Spit acid poison at you
- Use it tentacles at you
- Commands the small ants to attack you

Then run to area where you place the dragonfly at the end of the corner and pump her with the Grenade rounds. Take the damage and cure yourself when you get to much damage.

You may shoot downward to kill off some of the ants but you need about 15 rounds to beat her. Stay at the corner so that the tentacles won't swipe at hit you and injure and make you fall.

After pumping her for about 15 rounds, you will be able to beat her to face her in the third form.

Alexia third form:

She becomes a fly and moves around

Her attacks:

- Fly around
- Spit acid with fire at you

Grab the linear launcher and equip it and give her a shot to finish her off. I prefer to single scope covers a wider range as because double scooping is quite hard when she easily flies off your target.

Sit back and enjoy the ending.

```
DDDDDDD      EEEEEEEEEEE      MMM      MMMM      OOOOOOOO
D      D      E      M M      M M      O      O
D      D      E      M M      M M      O      O
D      D      EEEEEEEEEEE      M M      M M      O      O
D      D      E      M M      M M      O      O
D      D      E      M      M M      M      O      O
DDDDDDD      EEEEEEEEEEE      M      M      M      OOOOOOOO

GGGGGGG      U      U      IIIIIIIIII      DDDDDDDDD      EEEEEEEEEEE
G      U      U      I      D      D      E
G      U      U      I      D      D      E
G      U      U      I      D      D      EEEEEEEEEEE
G      GGG      U      U      I      D      D      E
G      G      U      U      I      D      D      E
GGGGGGGG      UUUUUUUU      IIIIIIIIII      DDDDDDDDD      EEEEEEEEEEE
```

4.6 Demo Game Guide

There's some option here before you start the game:

- Sound museum
- Begin a new game
- Options

Sound Museum Section:

There are 12 tracks here, first three are from Bio hazard theme musics, the next three are from Bio Hazard 2, the next three are from Bio Hazard 3 including the theme of Nemesis final Metamorphosis, the last three are remix tracks from Bio hazard.

As you start the game, there's three difficulty levels for you to choose:

- Normal
- Easy
- Very easy

As you know, the demo game was release as a package of buying Bio Hazard 2 in Dreamcast, here's a brief walkthrough here.And another note, don't bother to save the game since it's only a Demo.

Claire's Walkthrough:

The game starts out like this:

Claire Redfield who arrived in Raccoon City to search for her lost brother Chris and the rookie police officer Leon S. Kennedy managed to escape from the city but their ordeal was only a prelude of things to come.....

Clarie's walkthrough:

-==!!IMPORTANT!!=- This game is played on normal difficulty

=====
Jail Cell
=====

You start out here,the screen prompts you to light up,so use the lighter to light up for a FMV.After the FMV,go back to the cell for a green herb,take the handgun ammo but ignore the knife on the desk near Rodigro.Then exit this place through the door near the desk.

-- Side note agreement --

I refer left is left of character,right is right of character,Claire is right handed by the way.And also note that what Claire does on this island will affect Chris game later in the game,please refer to Q and A section to find out more.

=====
Jail corridor
=====

You will find yourself in a dark corridor.Unequip the lighter,take the handgun ammo on the floor next to the typewriter,since your adventure has just started,don't bother to save.Go to the end of the corridor and head up the stairs.

=====

Grave yard

=====

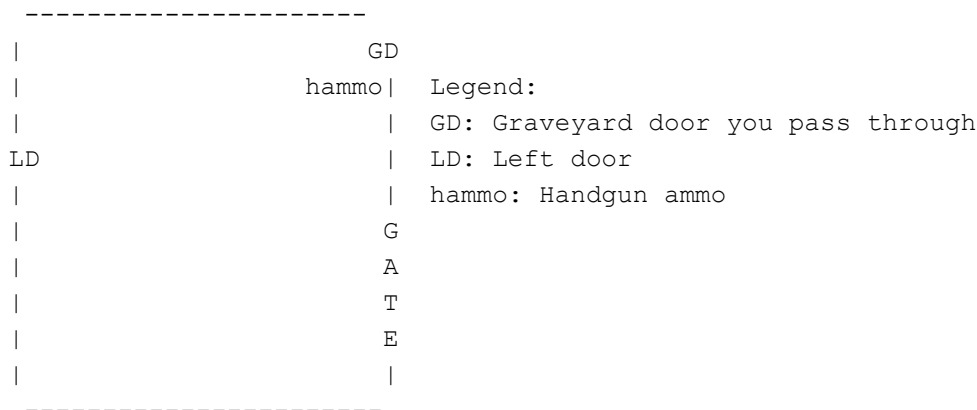
Move along the path until a FMV occur.Then quickly run forward and zig zag pass the zombies,if you can't mash the controllers to breack free and move through the gate and to the door.But you are fast,you can run pass two of them without a problem.

=====

Checkpoint

=====

You will view a FMV,after that,you will get a hold of a handgun.Grab the handgun near the dead corpse at the destroyed lorry and move forward and enter the door at the left.There's a gate drawn below,that gate needs a emblem before you can unlock to move on so your current job is to find it.



=====

Home zone

=====

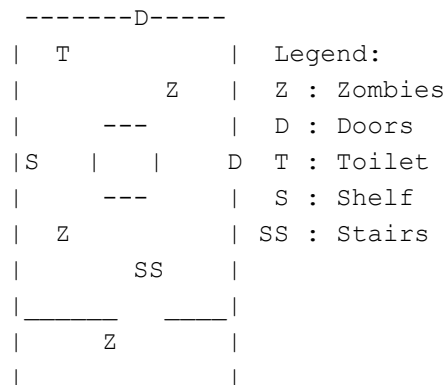
Move on and turn right,go up the small flight of steps,ignore the door,move all the way to the end,grab the herb,combine with the green herb earlier.Then go back and enter the door you ignore earlier.

=====

Resting Hut

=====

There are three zombies here,move forward(don't turn and quickly run forward and turn right as you are fast enough the zombie will miss you and grab the handgun ammo on the shelf,then enter the door you see.I know when you go above the stairs and kill the zombie there to grab the herb,but don't bother about the green herb,ammo is more important.Don't bother going to the loo,there's nothing inside.



=====
Rest room
=====

You will see many dead people. Move on and don't grab the handgun ammo near the window that a zombie is knocking just yet, instead, turn left, move to the end and search the dead corpse for handgun ammo, then go back to the window and grab the handgun ammo, the zombie by the window will break through it, dropping the MP100s and drop him quick and grab the MP7 near him and get out of here back to the resting hut, a sleeper might block your way so kill him.

=====
Resting Hut
=====

There is one additional zombie added, so drop the two you see near you, then get out of this hut.

=====
Home zone
=====

Move down the stairs for a FMV, then continue on the path, then turn right and move on this path till you see a corpse being drag inside. Follow the path until you see a gate and a door and enter the door.

=====
Cell area
=====

Kill the three zombies here, continue on the path, ignore the zombie inside the cell, move right and enter the door.

=====
security point
=====

Move on and see a bin here, then the AI will ask you to put all your metallic items in the security items in the security box. Leave your lighter, handgun, handgun ammo, MP-100s in the bin. If you don't all the door will be seal up and you need to go back to the bin and flip the blue switch to turn off the trap. Anyway, move to the end, you will see a duplicating machine next to the first aid spray, ignore the flame rounds for now and enter the door near another security bin.

=====
Pc room
=====

Move on and see a FMV with Steve. After that, check the drawer near the machine to get the emblem, yes you got the emblem, but you can take through it because it's metallic so you will need to duplicate it. Anyway, flip the blue switch on and go back to the security point.

=====
security point
=====

Go back to the security bin and grab the handgun ammo and handgun, then go back to the cell area.

=====
Cell area
=====

Flip the blue switch to reveal two zombies while another two breaks free. Shoot the barrels to kill two, don't be near the barrel though, it also can hurt you, then kill the rest of the two. Then go and grab the fire extinguisher. Also grab the key inside the first cell near the beheading machine, then leave this place.

=====
Home zone
=====

Go back to the checkpoint, along the way, some dogs will break free and chase you so keep running and unlock the gate with the key (you can't unlock it from behind where you were) and leave it when prompt, get out of here.

=====
Checkpoint
=====

You hear some eating noises, go back to the graveyard, you will need to drop two zombies eating the corpse though.

=====
Grave yard
=====

Clear all the zombies roaming around first, then go to the helicopter wreck, clear out the fire using fire extinguisher. Then grab the case and view it to get the TG-01 and a file and go back to the checkpoint.

=====
Checkpoint
=====

Run pass the zombies and go to the home zone.

=====
Home zone
=====

Go through the gate you have unlock, convenient isn't it? You do not need to get spotted by dogs this way but enter the cell area.

=====
Cell area
=====

Go to the security point.

=====
security point
=====

Place the fire extinguisher, handgun and handgun ammo and go to the duplicating

machine and use the TG-01 to duplicate the emblem. As you backtrack, zombies will burst through the window, run past them before they get up, you will need to outwit the last zombie though, then grab all metallic items you left in the bin.

Inventory check:

- Combine dual green herb
- Handgun
- Handgun ammo
- MP100s
- fire extinguisher
- Lighter

=====
Cell area
=====

Go back to home zone.

=====
Home zone
=====

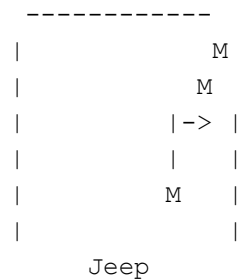
Go back to checkpoint.

=====
Checkpoint
=====

Run past one zombie and quickly place the duplicated emblem on the gate and enter the gate.

=====
Ruin bridge
=====

Move on head down the stairs and move on and grab the two green herbs, go to the jeep and grab a handgun ammo and push the metal crate to meet the other two metal crates first, then push it to join the two metal crates to put out the fire, climb on the crate and move on to the other side and head up the two flight of stairs.



=====
T junction
=====

Avoid all the zombie, move forward and avoid the zombies, don't shoot them, they don't know you are behind them, then find a gap to run past them, if not you get bitten, then struggle and try to push them off the ledge if you are caught. Anyway, head up the stairs and enter the door.

=====
Mansion walkway

=====
Run past the dogs, ignore the green blinking item, head up the stairs, grab the herb and enter the double doors.

=====
Mansion main room
=====

Then go to the console and type in NTC0394 to unlock the door. Then head up the steps, turn right and head up the stairs again and enter the door.

=====
Another corridor
=====

Grab the handgun at the back, kill all zombies here, move to the end and kill the zombie to your left, you can't see it, but your character has autoaim to kill it, then enter the door.

=====
Study room
=====

Grab handgun ammo here and go to the computer. Activate it and input number 1971 to see a FMV of the clock moving, revealing a secret corridor. Then a Bandersnatch will break through the window and quickly run into the open gap by the clock and move on and enter a door.

=====
Link passage
=====

Continue on the path and head up the stairs to hear an eerie laughter. This is the end of the demo guide.

Demo game description:

- Short cut of the actual game
- Some missions does not need to be done
- But it still somewhat the same to the actual game
- FMVs still awesome and the same
- Missions somewhat a bit different
- After all it's a demo

```
BBBBBBB  AAAAAA  TTTTTTTTTT  TTTTTTTTTT  L  EEEEEEEEEEE
B   B   A   A   T           T           L   E
B   B   A   A   T           T           L   E
BBBBBBB  AAAAAA  T           T           L  EEEEEEEEEEE
B   B   A   A   T           T           L   E
B   B   A   A   T           T           L   E
BBBBBBB  A   A   T           T           LLLLLLLLLL  EEEEEEEEEEE
```

Well, this section is for the guide for the battle game. First, I will take about the characters in the battle then the brief walkthrough of the battle game, then the brief walkthrough of each character.

In this battle game, you select a character first then choose the camera angles you want:

- First person
- 3rd person like the game walkthrough

Character's Guide

Name: Claire Redfield

She's a sister of Chris Redfield, in search of her brother, which starts in Bio Hazard 2 which brings her futile search to Bio Hazard: Code Veronica Complete. Here, she infiltrated into Umbrella's base to find some information about her brother and she's been caught and sent to one of Umbrella's base as a prisoner. Then the island shortly been attack be Wesker, now working for another organization. Then the person, who caught her, Rodrigo, sets her free, thinking that there's no escape route. She then went around and found a new friend, Steve who aids her quest to escape from the island. On her way, she found many zombies to clear to reach her escape route and faxes to her brother who finally be reunited with her later on. Also encounter romance in this game somehow, play the game to find out.:)

Appearance: Exactly the same appearance in the game

Weapons she carries:

- Handgun Beretta M93R
- Infinite handgun ammo
- Bow gun with infinite explosive arrows
- 4 super herbs

Name: Chris Redfield

He's an ex RPD officer of the S.T.A.R.S squad, who went to Europe in search of some information about Umberella. Little does he know he's been taken tabs and monitor closely by Umberella. He's brother of Claire Redfield. It all started from the little place in the Spencer's Mansion. Many of his fellow members from the Bravo team have been perished and the Alpha team has been dispatch there. Chris one of the Alpha team members uncovers that Wesker the team leader is the mole of Umberella and somehow some of the S.T.A.R.S team manage to escape from the mansion. Then he made up his mind to leave RPD and went to Europe and finally reunited with here sister as well meet an old fiend. One of the playable characters in the game.

Appearance: Exactly the same appearance in the game

Weapons he carries:

- Knife
- Colt Python Shotgun
- SPAS 12 magnum gun
- Infinite shotgun ammo
- 2 super herbs

Characters that need to be unlock:

Name: Steve Burnside

He's a prisoner of the island because his dad took some top-secret information about Umbrella. His dad was caught and the family paid the price as his mom as killed and his dad and him were taken as prisoners in the island. Rather cocky person and a distrust person as you can see later in the game. Very smart person as he's good in with weapons as well as can operate machineries easily. From the age, you can see he's rather young and quite smart from the age of his. Also be known to be quite bonded with the family as he doesn't seem to blame his father at his present state. One of the playable characters in the game. You get to play as him only for awhile.

Appearance: Exactly the same appearance in the game

Weapons he carries:

- Two gold Lugars
- Knife
- 2 Ingrams M10
- 2 super herbs

Name: Alternative Claire Redfield

She's a sister of Chris Redfield, in search of her brother, which starts in Bio Hazard 2 which brings her futile search to Bio Hazard: Code Veronica Complete. Here, she infiltrated into Umbrella's base to find some information about her brother and she's been caught and sent to one of Umbrella's base as a prisoner. Then the island shortly been attack by Wesker, now working for another organization. Then the person, who caught her, Rodrigo, sets her free, thinking that there's no escape route. She then went around and found a new friend, Steve who aids her quest to escape from the island. On her way, she found many zombies to clear to reach her escape route and faxes to her brother who finally be reunited with her later on. Also encounter romance in this game somehow, play the game to find out.:)

Appearance: Wear a white boot, sexy outfit with sunglasses on the head, hot, whoo~~~~.

Weapons she carries:

- Grenade Launcher
- Grenade Rounds
- Napalm rounds (flame rounds)
- Sulphuric acid
- AK47
- 1 super herb

Name: Albert Wesker

The traitor as you can say in the S.T.A.R.S squad, which later the team discover and which he "died" under the hands of the Tyrant. He's back and now working for another organization and he have super human abilities after consuming an unknown virus given by William Birkin as you can see later in the game as well the confrontation with Chris later in the game. He's the one who attack the island and causes the people in the island to become zombies. Works for a company HCF now.

Appearance: Exactly the same appearance in the game

Weapons he carries:

- Knife
- 3 super herbs

Brief walkthrough of the battle game

1st room:

- 3 zombies
- Climb on the stairs to move on

2nd room:

- 5 walking zombies
- 1 playing dead
- 1 explosive barrel
- 1 green herb
- Enter the door to exit 2nd room

3rd room:

- 3 bandersnatchers
- 1 first aid spray in the phone booth
- Run a L shape and exit the door to exit the 3rd room

4th room:

- 1 explosive barrel
- 3 zombies

5th room:

- 6 zombies

- 1 near you
- The other 5 to take down as you move down the stairs

6th room:

- 2 hunters
- 1 green herb

7th room:

- 3 hunters
- 1 explosive barrels
- Some green herbs here
- GO forward, move up the stairs to exit the room

8th room:

- 4 zombies
- 1 explosive barrels

9th room:

- 5 walking zombies
- 1 playing dead
- 1 explosive barrel

10th room:

- 5 zombies

11th room:

- 5 zombies
- 1 zombie in the doctor statue room
- 1 first aid spray

12th room:

- 4 zombies
- 1 explosive barrel
- Two directions to head to:

1. The door to the left leads to the piano room in Disc 1, hit the machine to get a DIJ diary or a SPAS 12 for Wesker
2. The other door exits the room

13th room:

- 2 hunters

· In locker has a first aid spray

14th room:

· 7 zombies

15th room:

· 1 explosive barrel
· 3 zombies

16th room:

· 4 zombies

17th room:

· 3 bandersnatchers
· 1 first aid spray on the table

18th room:

· Boss!!!!

Which boss you face depends on the character you select:

For Claire Redfield:

· Nosferatu

For Chris Redfield:

· Alexia's 2nd and 3rd form

For Steve Burnside:

· Big worm

For Alternative Claire Redfield:

· Tyrant in Disc 1

For Albert Wesker:

· Alexia tyrant first form

Chris Battle Game

Rank A: less than 8 minutes

To get good grade, use the SPAs 12 and move fast and go for quick kills by running and kill the moff don't wait for them to come and kill them. When

playing just for fun, use the knife or shotgun to have fun playing around. Take note that you can head shot zombies with the SPAs 12 as well as the shot gun, don't get items like first aid spray, it's a waste off your precious seconds.

Chris best bet is to equip his SPAS gun for quick kill as this gun does not need to reload unlike the Shotgun.

Room 1:

Equip the SPAS 12 gun and run to the end and kill three zombies then head up the stairs to the next room. Take note that if you turn you can't see the zombies in the 3rd person mode if you are using that but just blast away as it is auto aim to the enemies.

Room 2:

If you aim, it will automatically aim to the barrel, so blast the barrel first then kill all the zombies in your path. Then kill the zombies playing dead. Take note that there's a herb to take if you want but move on if you want to get better timing to the battle game.

Room 3:

Kill the first two bandersnatch you see. There's a first aid spray in the phone booth to get but ignore it for better timing then move on and kill the third bandersnatch and move in a L shape and exit room 3.

Room 4:

Shoot the explosive barrel to kill a zombies then move on and kill the remaining zombies. Exit this room.

Room 5:

Get rid of the zombies near you. Then head down the stairs and kill the rest of the zombies. Then move on and head up another flight stairs and exit this room.

Room 6:

Two hunters will come towards but you can kill them fast with the SPAs 12 as it kill most enemies with one shot. Grab the green herb if you want and exit the room.

Room 7:

Kill the hunter near you and shoot the explosive barrel to kill another hunter. Then move on and kill the last hunter. Don't wait for it to come if you are going for better timing. There are also some herbs to grab here. Then head up the stairs and exit the room.

Room 8:

Shoot the explosive barrel to instantly kill all the zombies here. Then exit the room.

Room 9:

Shoot the explosive barrel here and kill all the zombies. There's one playing dead. Kill him also. Then enter the door where Chris gets his side pack in the

game to exit this room.

Room 10:

Kill all the zombies and exit this room to room 11.

Room 11:

Kill all the zombies here. They are separate not in bunches so move on to kill all of them. Then go to the end of the room to exit this room. Take note there's a first aid spray near the exiting door.

Room 12:

Shoot the explosive barrel to kill some zombies and move on to kill the rest of the zombies. There's two directions to go from here:

1. The door to the left leads to the piano room in Disc 1, hit the machine to get a DIJ diary or the first aid spray or the ingrams, don't go here if you are going for good timing.
2. The other door exits the room

Room 13:

Kill a hunter near you first. Then in the lockers have a first aid spray to take if you want. Then move on and kill another hunter and exit the room.

Room 14:

Kill all the zombies here and exit the room to room 15.

Room 15:

Shoot the explosive barrel and kill the zombies and exit the room to room 16.

Room 16:

Kill all the zombies here and exit the room to room 17.

Room 17:

Kill all the bandersnatches here. Two to the right and one to the left. Take note that there's a first aid spray on the table. Then go to the left and enter the shutter and meet the boss of Chris's battle game.

Room 18:

Boss!!!!

Alexia 2nd and 3rd form:

Alexia's second form:

Difficulty: Hard

Note: She mutates rather badly like William Birkin in RE2.

Her attacks:

- Spit acid poison at you
- Use her tentacles at you
- Commands the small ants to attack you

Since you don't have much power pact guns so use the SPAS 12 on her. Move to the place where you put the dragonfly. Just keep shooting until she dies. Take damage from the ants because they can't hurt much and the tentacles from Alexia will kill them any way.

Alexia third form:

Note: She splits from her nest and become a insect

Difficulty: Easy

She becomes a fly and moves around

Her attacks:

- Fly around
- Spit acid with fire at you

Since you don't have the linear launcher, you have to use the SPAS 12 to kill her. Move around when she spits the fire at you. When she stops, held the weapon up and point up and shoot her, Use this tactic and you will defeat her in no time.

*****End of Chris's battle game*****

Alternative Claire Redfield battle game

Well, she's has quite a powerful arsneal in her inventory, grenade launcher, AK. Very powerful weapons to take down her enemies. You wonder why it takes 10 minsutes to get rank A. Well, because of her weapon are mainly short range for damaging power effect and her AK ain't quite powerful when it comes to powerful monsters. So it's quite challenging to use her in the battle game.

Best bet for Claire to get A is to use the grenade launcher on the monsters and run towards them and not waste time waiting for them to come and don't get items like first aid spray, it's a waste off your precious seconds.

Rank A: Get less than 10 mintues

Room 1:

Equip the grenade launcher with grenade rounds and run to the end and kill three zombies then head up the stairs to the next room. Take note that if you turn you can't see the zombies in the 3rd person mode if you are using that but just blast away as it is auto aim to the enemies.

Room 2:

If you aim, it will automatically aim to the barrel, so blast the barrel first then kill all the zombies in your path. Then kill the zombies playing dead. Take note that there's a herb to take if you want but move on if you want to get better timing to the battle game.

Room 3:

Kill the first two bandersnatch you see. There's a first aid spray in the phone booth to get but ignore it for better timing then move on and kill the third bandersnatch and move in a L shape and exit room 3.

Room 4:

Shoot the explosive barrel to kill a zombies then move on and kill the remaining zombies. Exit this room.

Room 5:

Get rid of the zombies near you. Then head down the stairs and kill the rest of the zombies. Then move on and head up another flight stairs and exit this room.

Room 6:

Two hunters will come towards but you can kill them fast with the grenade launcher as it kill most enemies with one shot. Grab the green herb if you want and exit the room.

Room 7:

Kill the hunter near you and shoot the explosive barrel to kill another hunter. Then move on and kill the last hunter. Don't wait for it to come if you are going for better timing. There are also some herbs to grab here. Then head up the stairs and exit the room.

Room 8:

Shoot the explosive barrel to instantly kill all the zombies here. Then exit the room.

Room 9:

Shoot the explosive barrel here and kill all the zombies. There's one playing dead. Kill him also. Then enter the door where Chris gets his side pack in the game to exit this room.

Room 10:

Kill all the zombies and exit this room to room 11.

Room 11:

Kill all the zombies here. They are seperate not in bunches so move on to kill all of them. Then go to the end of the room to exit this room. Take note there's a first aid spray near the exiting door.

Room 12:

Shoot the explosive barrel to kill some zombies and move on to kill the rest of the zombies. There's two direction to go from here:

1. The door to the left leads to the piano room in Disc 1, hit the machine to get a DIJ diary or Bow gas rounds, don't go here if you are going for good timing.
2. The other door exits the room

Room 13:

Kill a hunter near you first. Then in the lockers have a first aid spray to take if you want. Then move on and kill another hunter and exit the room.

Room 14:

Kill all the zombies here and exit the room to room 15.

Room 15:

Shoot the explosive barrel and kill the zombies and exit the room to room 16.

Room 16:

Kill all the zombies here and exit the room to room 17.

Room 17:

Kill all the bandersnatches here. Two to the right and one to the left. Take note that there's a first aid spray on the table. Then got to the left and enter the shutter and meet the boss of Alternative Claire's battle game.

Room 18:

Boss!!!!!!

Tyrant T-078:

Difficulty: Hard

Note: I don't think you can kill this tyrant, you can only incapacitate it long enough for the blue switch to turn blue and hit it for the crate to hit him off the plane.

Tyrant's attacks:

- When near, push you down with a back hand attack
- When near, delivers a karate chop, very damaging one

You will find yourself in the place where you face Alexander in Antarctica in the game walkthrough. There's a large area of space to move so make full use of it.

Best bet is to use the AK to kill the monster from FAQ range so that he can't hurt you as it's attacks are powerful and deadly. It's not advisable to use grenade launcher because it's a short range weapon and he will nail you before you can hit it. So stick to the AK, it's the better alternative. Beat the tyrant and you complete her walkthrough.

*****End of Alternative Claire's battle game*****

Claire Redfield battle game

Compare to Alternative Claire's weapons, she has a weaker arsenal. But she takes lesser time of 7 minutes to get rank A. I think it is because the boss is much weaker than the Tyrant so the time is lesser and tougher so you will need to save time and rush to do well for better grades.

Best bet is to use explosive bow gun arrows to save time as it's her best and powerful arsenal for her.

Rank A: Less than 7 minutes

Room 1:

Equip the bow gun with explosive arrows and run to the end and kill three zombies then head up the stairs to the next room. Take note that if you turn you can't see the zombies in the 3rd person mode if you are using that but just blast away as it is auto aim to the enemies.

Room 2:

If you aim, it will automatically aim to the barrel, so blast the barrel first then kill all the zombies in your path. Then kill the zombie playing dead. Take note that there's a herb to take if you want but move on if you want to get better timing to the battle game.

Room 3:

Kill the first two bandersnatch you see. There's a first aid spray in the phone booth to get but ignore it for better timing then move on and kill the third bandersnatch and move in a L shape and exit room 3.

Room 4:

Shoot the explosive barrel to kill a zombies then move on and kill the remaining zombies. Exit this room.

Room 5:

Get rid of the zombies near you. Then head down the stairs and kill the rest of the zombies. Then move on and head up another flight stairs and exit this room.

Room 6:

Two hunters will come towards but you can kill them fast with the explosive arrows and don't let them perform th high slash to damage you badly. Grab the green herb if you want and exit the room.

Room 7:

Kill the hunter near you and shoot the explosive barrel to kill another hunter. Then move on and kill the last hunter. Don't wait for it to come if you are going for better timing. There are also some herbs to grab here. Then head up the stairs and exit the room.

Room 8:

Shoot the explosive barrel to instantly kill all the zombies here. Then exit the room.

Room 9:

Shoot the explosive barrel here and kill all the zombies. There's one playing dead. Kill him also. Then enter the door where Chris gets his side pack in the game to exit this room.

Room 10:

Kill all the zombies and exit this room to room 11.

Room 11:

Kill all the zombies here. They are separate not in bunches so move on to kill all of them. Then go to the end of the room to exit this room. Take note there's a first aid spray near the exiting door.

Room 12:

Shoot the explosive barrel to kill some zombies and move on to kill the rest of the zombies. There's two directions to go from here:

1. The door to the left leads to the piano room in Disc 1, hit the machine to get a DIJ diary or ingrams, don't go here if you are going for good timing.
2. The other door exits the room

Room 13:

Kill a hunter near you first. Then in the lockers have a first aid spray to take if you want. Then move on and kill another hunter and exit the room.

Room 14:

Kill all the zombies here and exit the room to room 15.

Room 15:

Shoot the explosive barrel and kill the zombies and exit the room to room 16.

Room 16:

Kill all the zombies here and exit the room to room 17.

Room 17:

Kill all the bandersnatches here. Two to the right and one to the left. Take note that there's a first aid spray on the table. Then go to the left and enter the shutter and meet the boss of Claire's battle game.

Room 18:

Boss!!

Nosferatu (Alexia and Alfred's dad)

Difficulty: Normal

Note: He's been injected with the T-veronica virus which gives him almost the same power as Steve the Tyrant and Alexia Tyrant.

This boss will mutate with two tentacles and some change to the body.

His attacks:

· Delivers some poison powder over a certain range

· Uses the tentacles to hurt you

Just avoid him as you confront him at the same area you face him in the game walkthrough, run around and deliver the explosive arrows to him and you will beat him and complete this battle game.

*****End of Claire's battle game*****

Steve Burnside's battle game

His weapons ain't powerful but fanciful. Like the sub machine guns can be spray in full auto as it has infinite bullets. The two gold lugars can head shot zombies if you are accurate. It's takes about 15 minutes to get rank A, but it's difficult because the boss has quite a long life and his arsneal ain't quite powerful to kill the monsters like hunters so it's also another rush battle game to get rank A so to speak.

Best bet is to use sub machine all the way and rush all the way as waiting takes off time off your battle game.

Rank A: Less than 15 minutes

Room 1:

Equip the sub machine guns and run to the end and kill three zombies then head up the stairs to the next room. Take note that if you turn you can't see the zombies in the 3rd person mode if you are using that but just blast away as it is auto aim to the enemies.

Room 2:

If you aim, it will automatically aim to the barrel, so blast the barrel first then kill all the zombies in your path. Then kill the zombie playing dead. Take note that there's a herb to take if you want but move on if you want to get better timing to the battle game.

Room 3:

Kill the first two bandersnatch you see. There's a first aid spray in the phone booth to get but ignore it for better timing then move on and kill the third bandersnatch and move in a L shape and exit room 3.

Room 4:

Shoot the explosive barrel to kill a zombies then move on and kill the remaining zombies. Exit this room.

Room 5:

Get rid of the zombies near you. Then head down the stairs and kill the rest of the zombies. Then move on and head up another flight stairs and exit this room.

Room 6:

Two hunters will come towards but you can kill them fast with the sub machine guns and don't let them perform the high slash as it will damage you badly. Grab the green herb if you want and exit the room.

Room 7:

Kill the hunter near you and shoot the explosive barrel to kill another hunter. Then move on and kill the last hunter. Don't wait for it to come if you are going for better timing. There are also some herbs to grab here. Then head up the stairs and exit the room.

Room 8:

Shoot the explosive barrel to instantly kill all the zombies here. Then exit the room.

Room 9:

Shoot the explosive barrel here and kill all the zombies. There's one playing dead. Kill him also. Then enter the door where Chris gets his side pack in the game to exit this room.

Room 10:

Kill all the zombies and exit this room to room 11.

Room 11:

Kill all the zombies here. They are separate not in bunches so move on to kill all of them. Then go to the end of the room to exit this room. Take note there's a first aid spray near the exiting door.

Room 12:

Shoot the explosive barrel to kill some zombies and move on to kill the rest of the zombies. There's two directions to go from here:

1. The door to the left leads to the piano room in Disc 1, hit the machine to get a DIJ diary or MP-100s, don't go here if you are going for good timing.
2. The other door exits the room

Room 13:

Kill a hunter near you first. Then in the lockers have a first aid spray to take if you want. Then move on and kill another hunter and exit the room.

Room 14:

Kill all the zombies here and exit the room to room 15.

Room 15:

Shoot the explosive barrel and kill the zombies and exit the room to room 16.

Room 16:

Kill all the zombies here and exit the room to room 17.

Room 17:

Kill all the bandersnatches here. Two to the right and one to the left. Take note that there's a first aid spray on the table. Then go to the left and enter the shutter and meet the boss of Steve's battle game.

Room 18:

Boss!!!

Big Gulp worm

Difficulty: Easy

Note: It appear in the military training facility when Claire enter the area.

It's attacks:

- Diving into the ground and gets up with a quick dive at you
- Diving into the ground and gets up and rises and prepare to dive with much force into the ground

You will face the boss at the place where Rodigro died in the game wlkthrough at the begining of Chris's game in the island. Just run around and when it rises, use the sub machine gun to damage it and then run around again so that when it rises it won't be able to hit you. Use this tactic of running around and damaging it whenever it rises from the sand in the ground and you will beat it and complete his battle game.

*****End of Steve Burnside's battle game*****

Albert Wesker's Battle game

Well, the key to his game is surviving in this battle game. He has the weakest arsneal game just like Tofu in RE2. He has only a knife to start with but he can take some damage before his injured. Take everything in sight like ther herbs to the first aid spray as you will need the to survive. When using his knife, slash zombies at the legs to trip them and slash their body to kill them off. Be sure whe they fall off don't be near them as they can still bite you.

Ways to take down hunter:

Just take damage from it and be near it so that it won't high slash you. Never run from it as it will chase you and use the high slash on you

Ways to take down the Bandersnatch:

Just slash the part where it does not have an arm and kill it.
Or just run around it and backstab it as it has a slow reaction speed.

Rank A: Complete the battle game

Room 1:

Equip the knife and run to the end and kill three zombies then head up the stairs to the next room. Take note that if you turn you can't see the zombies in the 3rd person mode if you are using that but just blast away as it is auto aim to the enemies.

Room 2:

Run along and kill all the zombies by slashing their legs to finish them off. Then kill the zombie playing dead. Take note that there's a herb to take if you want but move on if you want to get better timing to the battle game.

Room 3:

Kill the first two bandersnatch you see. Slash them where the part it does not have arms because it can't hurt you or run around it and slash it because it has a slow reaction speed. There's a first aid spray in the phone booth to get but ignore it for better timing then move on and kill the third bandersnatch and move in a L shape and exit room 3.

Room 4:

Slash the zombies near you zombie and kill it and then move on and kill the remaining zombies. Exit this room.

Room 5:

Get rid of the zombies near you. Then head down the stairs and kill the rest of the zombies. Then move on and head up another flight stairs and exit this room.

Room 6:

Two hunters will come towards you and be near them and take damage and knife them as you are near them, they won't use the high slash damage. Grab the green herb if you want and exit the room.

Room 7:

Kill the hunter near you. Then move on and kill the second hunter. Then move around to kill the last hunter. Don't wait for it to come if you are going for better timing. There are also some herbs to grab here. Then head up the stairs and exit the room.

Room 8:

Run around the explosive barrel to instantly kill all the zombies here. Then exit the room.

Room 9:

Don't care about the explosive barrel here and kill all the zombies by slashing them with the knife. There's one playing dead. Kill him also. Then enter the door where Chris gets his side pack in the game to exit this room.

Room 10:

Kill all the zombies by slashing their knees to trip them and kill them off and exit this room to room 11.

Room 11:

Kill all the zombies here. They are separate not in bunches so move on to kill all of them. Then go to the end of the room to exit this room. Take note there's a first aid spray near the exiting door.

Room 12:

Shoot the explosive barrel to kill some zombies and move on to kill the rest of the zombies. There's two direction to go from here:

1. The door to the left leads to the piano room in Disc 1, hit the machine to get a SPAs 12, don't go here if you are going for good timing.
2. The other door exits the room

Room 13:

Kill a hunter near you first. Then in the lockers have a first aid spray to take if you want. Then move on and kill another hunter and exit the room.

Room 14:

Kill all the zombies here and exit the room to room 15.

Room 15:

Don't care about explosive barrel and kill the zombies slashing their knees and exit the room to room 16.

Room 16:

Kill all the zombies here and exit the room to room 17.

Room 17:

Kill all the bandersnatches here. Two to the right and one to the left. Take note that there's a first aid spray on the table. Then go to the left and enter the shutter and meet the boss of Steve's battle game.

Room 18:

Boss!!!

Move up the stairs to trigger a FMV of the game walkthrough earlier and face her after the FMV.

Boss: Alexia Tyrant

Note: She changes and becomes like her dad, a powerful tyrant

Difficulty: Normal

Her attacks:

- Throw flames at you
- Get near you and strangle you to death

Equip the SPAs 12 and pump 6 bullets to kill her to complete the game or else you will need to backstab her which must be fast and beat her and complete Wesker's battle game.

*****End of Albert Wesker's battle game*****

5. Code and secrets

For first person view:

Successfully complete the game under easy and normal difficulty setting

Unlock Steve burnside in battle mode:

Solve the drawer and place the gold lugar into the magical box

Unlock Albert Wesker in battle mode:

Complete Chris battle game mode

Unlock Alternative Claire Redfield in battle mode:

Complete battle game with Claire

Use rocket launcher in game under normal and easy difficult setting:

Use your code veronica save, though you need to unlock it first in the code veronica game

Extra animations in battle mode:

Chris

When playing as Chris, after killing the Hunter and the Sweeper in the locker room, go back to the smashed mirror and press Action. Chris will do his hair.

Steve

When you get to the junction room, where you have the choice of going into the casino room or continuing on with battle mode, check the soda machine after killing everything. Steve will get upset about not having money for the machine. Note: You may also need to try the machine in the locker room.

Walk up to one zombie and press R to aim, then press L to auto aim with the sub-machine guns. Steve will cross his guns just like in the FMV sequences.

Wesker

Look at the human torso in the insane doctor's office. Wesker will tilt his glasses down and look at it disgusted.

Claire:

When Claire in the freezing hallway, after killing the zombies. Walk (do not run) back to the door you came in by and press Action. She will be affected by the cold.

Press Action when Chris goes to the tiger statue. He will put his hand into it and will get cut.

Find Rodrigro in battle mode:

Play in first person and go to the first room with the hunters. After killing them, go to the stacked up boxes in the turntable and press Action. Rodrigo will be standing there.

Gameshark(NA) :

Note: i have not tried them out yet,so don't email me about the codes and gamshark questions.

Item 8 Wesker Replace xx with a value from one of the Items lists for that item to appear in this slot. CB33E9AF000000xx

Item 7 Steve/Battle Mode Replace xx with a value from one of the Items lists for that item to appear in this slot. 533F7900000000xx

Item 8 Steve/Battle Mode Replace xx with a value from one of the Items lists for that item to appear in this slot. 9B8004A0000000xx

Item 1 Wesker Replace xx with a value from one of the Items lists for that item to appear in this slot. EA3F16C3000000xx

Item 2 Wesker Replace xx with a value from one of the Items lists for that item to appear in this slot. 2AAF6D12000000xx

Item 6 Steve/Battle Mode Replace xx with a value from one of the Items lists for that item to appear in this slot. F52198D1000000xx

Item 3 Wesker Replace xx with a value from one of the Items lists for that item to appear in this slot. 73FDDD55000000xx

Item 4 Wesker Replace xx with a value from one of the Items lists for that item to appear in this slot. AADB5FC6000000xx

Item 5 Wesker Replace xx with a value from one of the Items lists for that item to appear in this slot. FA1198D1000000xx

Item 6 Wesker Replace xx with a value from one of the Items lists for that item to appear in this slot. 35F92A10000000xx

Item 7 Wesker Replace xx with a value from one of the Items lists for that item to appear in this slot. 81EB8357000000xx

Item 5 Chris Replace xx with a value from one of the Items lists for that item to appear in this slot. 8FCB8357000000xx

Item 6 Chris Replace xx with a value from one of the Items lists for that item to appear in this slot. B46E34DA000000xx

Item 7 Chris Replace xx with a value from one of the Items lists for that item to appear in this slot. 123C18C6000000xx

Item 8 Chris Replace xx with a value from one of the Items lists for that item to appear in this slot. 24076D12000000xx

Item 1 Steve/Battle Mode Replace xx with a value from one of the Items lists for that item to appear in this slot. B59E34DA000000xx

Item 4 Chris Replace xx with a value from one of the Items lists for that item to appear in this slot. 3BD92A10000000xx

Item 2 Steve/Battle Mode Replace xx with a value from one of the Items lists for that item to appear in this slot. E50F16C3000000xx

Item 3 Steve/Battle Mode Replace xx with a value from one of the Items lists for that item to appear in this slot. 4B32119E000000xx

Item 4 Steve/Battle Mode Replace xx with a value from one of the Items lists for that item to appear in this slot. 7C0DDD55000000xx

Item 5 Steve/Battle Mode Replace xx with a value from one of the Items lists for that item to appear in this slot. C463E9AF000000xx

Item 3 Claire Replace xx with a value from one of the Items lists for that item to appear in this slot. A72B5FC6000000xx

Item 4 Claire Replace xx with a value from one of the Items lists for that item to appear in this slot. D9C08D88000000xx

Item 5 Claire Replace xx with a value from one of the Items lists for that item to appear in this slot. 38C92A10000000xx

Item 6 Claire Replace xx with a value from one of the Items lists for that item to appear in this slot. 65D36516000000xx

Item 7 Claire Replace xx with a value from one of the Items lists for that item to appear in this slot. B77E34DA000000xx

Item 8 Claire Replace xx with a value from one of the Items lists for that item to appear in this slot. F74198D1000000xx

Item 2 Claire Replace xx with a value from one of the Items lists for that item to appear in this slot. 51EF7900000000xx

Item 1 Chris Replace xx with a value from one of the Items lists for that item to appear in this slot. 7DDDD550000000xx

Item 2 Chris Replace xx with a value from one of the Items lists for that item to appear in this slot. A43B5FC6000000xx

Item 3 Chris Replace xx with a value from one of the Items lists for that item to appear in this slot. F4F198D1000000xx

Items 3 These item values should be inserted into the Item Codes for each character. Replace the xx in the Item code with any of these values to insert that item.

Mining Room Key 5a
Bar Code Sticker 5b
Sterile Room Key 5c
Door Knob 5d
Battery Pack 5e
Hemostatic 5f
Turn Table Key 60
Chem Storage Key 61
Clement a 62
Clement E 63
Tank Object 64
Special Alloy Emblem 65
Alfred's Memo 66
Rusted Sword 67
Hemostatic 68
Security Card 69
Security File 6a
Alexia's Choker 6b
Alexia's Jewel 6c
Queen Ant Relief 6d
King Ant Relief 6e
Red Jewel 6f
Blue Jewel 70
Socket 71
Square Valve Handle 72

Serum 73
Earthenware Vase 74
Paperweight 75
Silver Dragonfly 1 76
Silver Dragonfly 2 77
Winged Object 78
Crystal 79
Gold Dragonfly 1 7a
Gold Dragonfly 2 7b
Gold Dragonfly 3 7c
File 7d
Plant Pot 7e
Picture B 7f
Dural. Case 3 80
Dural. Case 4 81
Bow Gun Powder 82
Enhanced Handgun 83
Memo 84
Board Clip 85
Card 86

Items 4 These item values should be inserted into the Item Codes for each character. Replace the xx in the Item code with any of these values to insert that item. Newspaper Clip 87

Luger Replica 88
Queen Ant Relief 89
Family Picture 8a
File 8b
Remote Controller 8c
M-100P 8e
Calico Bullets 8f
Clement Mixture 90
Empty Extinguisher 95
Square Socket 96
Crest Key S 98
Crest Key G 99

Item 1 Claire Replace xx with a value from one of the Items lists for that item to appear in this slot. 279F6D12000000xx

Items 2 These item values should be inserted into the Item Codes for each character. Replace the xx in the Item code with any of these values to insert that item. Alfred's Ring 2d

Alfred's Jewel 2e
Prisoner's Diary 2f
Director's Memo 30
Instructions 31
Lockpick 32
Glass Eye 33
Piano Roll 34
Steering Wheel 35
Crane Key 36
Lighter 37
Eagle Plate 38
Side Pack 39
Map 3a
Hawk Emblem 3b
Queen Ant Object 3c
King Ant Object 3d
Biohazard Card 3e

Dural. Case 2 3f
Detonator 40
Control Lever 41
Gold Dragonfly 42
Silver Key 43
Gold Key 44
Army Proof 45
Navy Proof 46
Air Force Proof 47
Key With Tag 48
ID Card 49
Map 2 4a
Airport Key 4b
Emblem Card 4c
Skeleton Picture 4d
Music Box Plate 4e
Dragonfly Object 4f
Album 50
Halberd 51
Extinguisher 52
Briefcase 53
Padlock Key 54
TG-01 55
Special Alloy Emblem 56
Valve Handle 57
Octa Valve Handle 58
Machine Room Key 59

Items 1 These item values should be inserted into the Item Codes for each character. Replace the xx in the Item code with any of these values to insert that item. Empty 00

Rocket Launcher 01
Assault Rifle 02
Sniper Rifle 03
Shotgun 04
Handgun 05
Grenade Launcher 06
Bow Gun 07
Combat Knife 08
Handgun 2 09
Custom Handgun 0a
Linear Launcher 0b
Handgun Bullets 0c
Magnum Bullets 0d
Shotgun Shells 0e
Grenade Rounds 0f
Acid Rounds 10
Flame Rounds 11
Bow Gun Arrows 12
M93R Part 13
First Aid Spray 14
Green Herb 15
Red Herb 16
Blue Herb 17
Mixed Herb 1 18
Mixed Herb 2 19
Mixed Herb 3 1a
Mixed Herb 4 1b
Mixed Herb 5 1c
Mixed Herb 6 1d

Magnum Bullets 2 1e
Ink Ribbon 1f
Magnum 20
Gold Lugers 21
Submachine Gun 22
Bow Gun Powder 23
Gun Powder Arrow 24
Bow Gas Rounds 25
Machine Gun Bullets 26
Gas Mask 27
Rifle Bullets 28
Dura. Case 29
Auto Rifle Bullets 2a
Alex's Pierce 2b
Alex's Jewel 2c

Inf Items/Ammo Pos 6 Wesker FA2998D1000003E7
Inf Items/Ammo Pos 7 Wesker 5C377900000003E7
Inf Items/Ammo Pos 8 Wesker 948804A0000003E7
Inf Items/Ammo Pos 5 Wesker CB6BE9AF000003E7
Inf Items/Ammo Pos 6 Chris 8FF38357000003E7
Inf Items/Ammo Pos 7 Chris DAF88D88000003E7
Inf Items/Ammo Pos 5 Chris 52177900000003E7
Inf Items/Ammo Pos 8 Chris 24076D12000003E7
Inf Items/Ammo Pos 1 Steve/Battle Mode 8E038357000003E7
Inf Items/Ammo Pos 2 Steve/Battle Mode B5A634DA000003E7
Inf Items/Ammo Pos 3 Steve/Battle Mode 13F418C6000003E7
Inf Items/Ammo Pos 4 Steve/Battle Mode 4BCA119E000003E7
Inf Items/Ammo Pos 5 Steve/Battle Mode 9BD804A0000003E7
Inf Items/Ammo Pos 6 Steve/Battle Mode C45BE9AF000003E7
Inf Items/Ammo Pos 7 Steve/Battle Mode 25776D12000003E7
Inf Items/Ammo Pos 8 Steve/Battle Mode 67BB6516000003E7
Inf Items/Ammo Pos 1 Wesker BA9634DA000003E7
Inf Items/Ammo Pos 2 Wesker EA0716C3000003E7
Inf Items/Ammo Pos 3 Wesker 443A119E000003E7
Inf Items/Ammo Pos 4 Wesker 7305DD55000003E7
Inf Items/Ammo Pos 1 Chris 4A1A119E000003E7
Inf Items/Ammo Pos 2 Chris 7DE5DD55000003E7

Inf Items/Ammo Pos 3 Chris C58BE9AF000003E7
Inf Items/Ammo Pos 4 Chris F40998D1000003E7
Plant Pot Always In Crate 6D9BA516007E0001
M - 100P Always In Crate BF36F4DA008E03E7
Infinite Health DE488CD6000000A0
Save Counter Always 0 913804AF00000000
Low Timer BF36F4DB000005C3
Shoulda' Gone Before We Left FDB9998C00000027
Running In Place FDB9998C00000004
Glide FDB9998C0000000B
Dancin' Like A Dork FDB9998C00000014
Crystal Always In Crate 3081EA1000790001
Turntable Key Always In Crate 5837B90000600001
Chem. Storage Key Always In Crate 9088C4A000610001
Clement a Always In Crate EEB7D6C300620001
Clement E Always In Crate 2E27AD1200630001
Tank Object Always In Crate 77751D5500640001
Security Card Always In Crate 8453435700690001
Hemostatic Always In Crate FE2958D1005F0001
Alexia's Choker Always In Crate D1584D88006B0001
Alexia's Jewel Always In Crate 19A4D8C6006C0001
Queen Ant Relief Always In Crate 6D4BA516006D0001
King Ant Relief Always In Crate AF139FC6006E0001
Red Jewel Always In Crate FFD958D1006F0001
Blue Jewel Always In Crate 3031EA1000700001
Socket Always In Crate 8423435700710001
Square Valve Handle Always In Crate BF46F4DA00720001
Serum Always In Crate 1914D8C600730001
Earthenware Vase Always In Crate 41EAD19E00740001
Paperweight Always In Crate 91F8C4A000750001

Silver Dragonfly Always In Crate D1884D8800760001
ID Card Always In Crate 5F07B90000490001
Airport Key Always In Crate A9C39FC6004B0001
Emblem Card Always In Crate D7E84D88004C0001
Skeleton Picture Always In Crate 36E1EA10004D0001
Music Box Plate Always In Crate A99B9FC6004E0001
Album Always In Crate C82B29AF00500001
Halberd Always In Crate F96958D100510001
Extinguisher Always In Crate 5F77B90000520001
Padlock Key Always In Crate 404AD19E00540001
TG - 01 Always In Crate 9058C4A000550001
Valve Handle Always In Crate CFDB29AF00570001
Octa Valve Handle Always In Crate 2EF7AD1200580001
Machine Room Key Always In Crate 6C3BA51600590001
Mining Room Key Always In Crate BE96F4DA005A0001
Bar Code Sticker Always In Crate EE07D6C3005B0001
Air Force Proof Always In Crate 29B7AD1200470001
Sterile Room Key Always In Crate 403AD19E005C0001
Door Knob Always In Crate 77051D55005D0001
Battery Pack Always In Crate CF6B29AF005E0001
Alfred's Jewel Always In Crate 5ED7B900002E0001
Lockpick Always In Crate 8333435700320001
Glass Eye Always In Crate D6384D8800330001
Piano Roll Always In Crate 1E04D8C600340001
Steering Wheel Always In Crate 6AEBA51600350001
Crane Key Always In Crate 96E8C4A000360001
Eagle Plate Always In Crate E8D7D6C300380001
Side Pack Always In Crate 3791EA1000390001
Queen Ant Object Always In Crate 83834357003C0001
King Ant Object Always In Crate B826F4DA003D0001

Biohazard Card Always In Crate 1E74D8C6003E0001

Detonator Always In Crate 29C7AD1200400001

Control Lever Always In Crate 70951D5500410001

Gold Dragonfly Always In Crate A9739FC600420001

Silver Key Always In Crate F9B958D100430001

Gold Key Always In Crate 470AD19E00440001

Army Proof Always In Crate 9718C4A000450001

Alfred's Ring Always In Crate F8C958D1002D0001

Navy Proof Always In Crate C89B29AF00460001

Inf Items/Ammo Pos 8 Claire C63BE9AF000003E7

Rocket Launcher Always In Crate 694BA516000103e7

Assault Rifle Always In Crate AB139FC6000203E7

Sniper Rifle Always In Crate FBD958D1000303E7

Shotgun Always In Crate 3431EA10000403E7

Inf Items/Ammo Pos 7 Claire 8CE38357000003E7

Grenade Launcher Always In Crate 80234357000603E7

Custom Handgun Always In Crate BB46F4DA000A03E7

Linear Launcher Always In Crate 1D14D8C6000B03E7

Acid Rounds Always In Crate 45EAD19E001003E7

Flame Rounds Always In Crate 95F8C4A0001103E7

First Aid Spray Always In Crate D5884D88001403E7

Ink Ribbons Always In Crate 3481EA10001F03E7

Magnum Always In Crate 699BA516002003E7

Gold Lugers Always In Crate BB36F4DA002103E7

Submachine Gun Always In Crate D6484D88002203E7

Gas Mask Always In Crate 3741EA1000270001

Alexander's Pierce Always In Crate 6A5BA516002B0001

Alexander's Jewel Always In Crate B8F6F4DA002C0001

999 Any Item (Place Item In Last Position In Crate) F3A998D0000003E7

Inf Items/Ammo Pos 1 Claire E73716C3000003E7

Inf Items/Ammo Pos 2 Claire 27A76D12000003E7

Inf Items/Ammo Pos 3 Claire 7EF5DD55000003E7

Inf Items/Ammo Pos 4 Claire A7D35FC6000003E7

Inf Items/Ammo Pos 5 Claire F71998D1000003E7

Inf Items/Ammo Pos 6 Claire 38F12A10000003E7

Infinite Ammo All Guns 256766B600000009

6. FAQs

Que:

How do I play this game?

Ans:

Read the above FAQ.

Que:

Any secrets in the game?

Ans:

Read my codes and secrets section

Que:

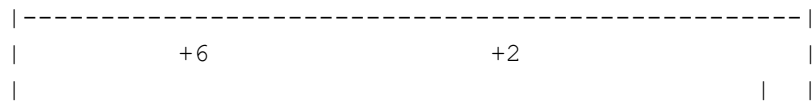
How to solve the painting puzzle to get the red ant?

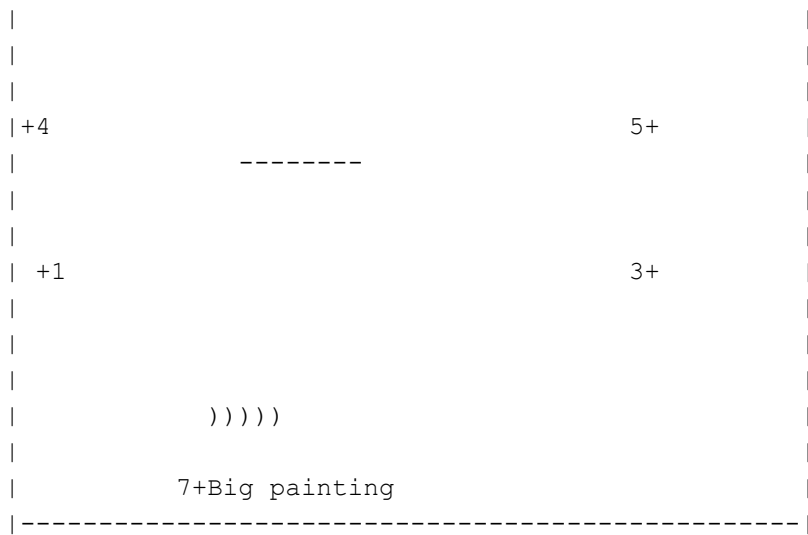
Ans:

Flip the paintings' switch in sequence:

- 1. A portrait of a lady
- 2. A man cuddling two babies
- 3. A man by himself
- 4. A man with candle plate at the background
- 5. An old man with book
- 6. Man with candle
- 7. Finally the big painting

Press it in this sequence:





Legend:

+ is the paintings
----- is the statue
))))) is the stairs

| - door

Que:

Can you use your Bio Hazard code veronica save?

Ans:

Yes, in the Japanese version you are able to do that, I'm not sure about the American version though.

Que:

Is there any other way where I accidentally left the fire extinguisher behind in the security box before I left to Antarctica?

Ans:

Nope, unless you hack the game save file or use game shark codes and don't ask me how to hack the file though. You will only miss the magnum SPAS 12 gun.

Que:

How to get the gold key for Chris before heading to Antarctica?

Ans:

You need to get to chemicals first, then mix them. Go and take the shield from the Alboind area and combine it with the mixed chemical to get the key.

Que:

I forgot to give Rodigro the lighter and the medicine after heading to Antarctica? Will that affect Chris?

Ans:

Sorry, since you didn't give him the lighter, Chris will not have the lighter so you can't get the sub machine guns but it won't affect much though.

Que:

How do I get the lockpick?

Ans:

Just give Rodigro the medicine, then he will give you the lock pick, though you need to sacrifice the lighter.

Que:

How to solve the water gauge puzzle?

Ans:

I actually solve it the first time without any help. Lucky huh?
First empty twice the 3 litre water and then the five litre water. Then select it and the 3 litre water will drop to 1 litre. Then select the 3 litre thrice as after it fills up 1 litre, the 3 litre water gauge will come back to 3 litres and select it four times to solve the simple puzzle. Because of the 1 litre gauge is broken, you will need to form the 1 litre gauge so that it tallies with the required level of 10.

1 litre water: Broken

```
(-----)
(           )
(           )
(           )
(           )
1(-----)
(-----)
```

3 litre water:

```
(-----)
(           )
(           )
3(-----)
(           )
(           )
(-----)
```

5 litre water:

(-----)
()
5(-----)
()
()
()
(-----)

10 litre level (required level)

(-----)
10(-----)
()
()
()
()
(-----)

After choosing and flushing out the first time, 3 litre drops to one temporary

3 litre water:

(-----)
()
()
()
()
1(-----)
(-----)

Que:

Any difference between Code veronica and code Veronica complete?

Ans:

Yes, in the FMVs though, not much change in the gameplay.

Que:

Does Claire walkthrough affect Chris's walkthrough?

Ans:

Yes, in a certain way. All those ammos and weapons left behind by Claire in both the island and the Antarctica is available for Chris when his walkthrough has begun.

Que:

How to solve the drawer puzzle to get the gold lugar to unlock Steve Burnside

in the battle game?

Ans:

In order to take the gold lugar, you must flip open the drawers in sequence, very simple puzzle to solve.

Answer of puzzle in sequence:

- Drawer 2
- Drawer 3
- Drawer 1

Drawer 1:

```
|-----|
|         |
|         |
|-----|
```

Drawer 2:

```
|-----|
|         |
|         |
|-----|
```

Drawer 3:

```
|-----|
|         |
|         |
|-----|
```

Drawer 4 (always lock, needs to be unlocked)

```
|-----|
|         |
|         |
|-----|
```

Then the fourth puzzle will be unlock and open it and the gold lugar and take it place it in the magical box to unlock Steve.

Que:

How to save Steve when he trapped after taking the lugares?

Ans:

Just use the computer and choose the two gun. The answer is C and E.

Que:

What's the difference between all three versions of the game?

Ans:

Code Veronica:

General walkthrough and a story plot

Code Veronica Complete:

Same Walkthrough with added and changes FMVs

Code Veronica X:

Same Walkthrough with a more detail introduction of the game

Que:

Did you add the boss section. What is it for?

Ans:

Yes, I added it to sum the game bosses up and make it easier for anyone to read.

=====

7. Diary list

=====

Special thanks to DjSiXpAcK14 for this part of the section to exist.

+++++

Red Book

+++++

=====

Playing Manual

=====

CHECK ALL ITEMS

When you obtain a new item, always remember to look at it with the "Check" command on the status screen. Remember, it's always best to rotate the item so you can check it from different angles.

TRY TO PUSH OBJECTS

If you face an object and press and hold up on the directional button, sometimes you will be able to push it. You may find hidden rooms and items this way.

USE THE QUICK TURN

You can turn 180 degrees instantly by pressing the Cancel button while holding the directional button down. This is a very effective move when you attack an enemy and then want to turn around and run.

USE THE MAP SCREEN

When you are lost or are unsure of what to do, check the map screen. You can easily tell where you've been and can see which doors you have unlocked.

CLIMB/DESCEND

You can climb/descend some objects. To do this, face the object and then push the Action button.

SECURITY BOXES

The items you store in a Security Box in the prison cannot be accessed through an Item Box. Make sure you remove all important items from a Security Box before exiting a room.

I CAN'T TAKE THE GOLD LUGERS FROM THE PROJECTION ROOM

You cannot release the trap by yourself. After certain events occur, you will be able to release the trap and obtain the Gold Lugers.

I CAN'T ENTER THE BIO-EXPERIMENT ROOM

Once the shutter near the bio-experiment room shuts, you can't open it until the ventilation process completes due to the in-room air pollution problems.

I CAN'T CLIMB THE LADDER IN THE BEDROOM

You will need to place a pair of items onto the two music boxes. Then you will have to...

I CAN'T SEND LOADS PROPERLY WITH THE SORTER

The sorter judges which room each load will be sent to by an item that is posted on the load. You should check an already sorted load in the room you would like to send your load to and then...

=====
Facility Ent. Fax
=====

FAX ON THE FACILITY ACCESS APPLICATION

Be sure to verify the content of the following facility access application form, and add the applicants' name to the expected visitor's list.

Chief Prison Guard Room
Paul Steiner

I hereby apply for access permission for Prison Area D.

Details follow,

Visitor's name: Carl Grisham

Purpose of Entry: Carrying in the following materials;

1. New product sample from Metal Industries Co: "TG-01". 2. Various daily commodities ordered by the prison.

Note:

1. Will use a transportation truck.

2. "TG-01" sample will be stored in a designated briefcase.

=====
TG-01 Product Des.
=====

"TG-01" PRODUCT DESCRIPTION

Thank you for your continued support and for our products. This time we have gathered our most advanced technologies, and have succeeded in creating the unique anti-metal detection alloy "TG-01".

TG-01 features

1. Cannot be detected by any metal detectors.
2. Cannot be pictured by roentgenography at the immigration check.
3. Lightweight, yet durable.

We plan to develop various weapons utilizing this innovative new alloy. We enclosed a sample for you to review. We look forward to hearing from you regarding possible business opportunities.

Metal Industries Co.
Chief, Development Planning
Carl Redhill

=====
Users' Manual
=====

USER'S MANUAL

3-D Duplicator User's Manual

Our new product, the "3-D Duplicator" consists of two parts.

3-D Scanner Portion

This portion scans the 3D object. Simply place the material that you want to have scanned onto the tray of the scanner. The scanned object will be processed into 3D data, which will be transferred to the duplicator portion.

Duplicator Portion

If you place the material you wish to have converted on the machine, you can begin conversion based on the 3-D data that was scanned portion. The conversion will be executed with complete data accuracy.

The result will be an object precisely true to the original.

[Capcom really messed up with that apostrophe. Is it the Users' Manual or the User's Manual?]

=====
Pass Number Memo
=====

MEMO ON THE PASS NUMBER

The emergency lock system in the biology experiment room can be released with

the four digit pass number. I hope you haven't forgotten about it already.

I have just received an order from the system administrator requesting us to change the pass number periodically. What bothers me is that you often lose important memos, pass numbers, or even chemicals... So, in an attempt to solve that problem, I came up with an idea.

You know the red human skeleton picture at the back of the biology experiment room? I have decided to use the number signed on the picture as the pass number. If you happen to lose the memo just use the picture.

Well, I don't think you would ever need to use the emergency pass number anyway. But just in case, now you know.

Take it easy, Mr. Careless!

=====
Memo to New Master
=====

MESSAGE TO THE NEW FAMILY MASTER

Sir Alfred,

Congratulations on your succession as master as the Ashford family. I hereby present you with an earthenware vase, according to the Ashford family tradition. As you may know, this tradition first began when a butler presented a golden teacup as a commemorative to Veronica. As founder of the Ashford family, her intelligence and beauty are legendary.

The second and third, masters, Stanley and his son Thomas were also presented with similar teacups. It was their hope to achieve glory as Veronica did before them.

The position as family master then shifted to Sir Thomas to his twin brother Sir Arthur. It then went to Sir Edward, your grandfather. That was when the Ashford family enjoyed it's golden age. It was also Sir Edward's achievement that established the large chemical enterprise, Umbrella Inc.

However, when Sir Edward passed away, and your father Sir Alexander succeeded the position, the glorious Ashford family gradually began to sink... I sincerely hope that the Ashford family regains it's glory with your guidance, just as this vase continues to shine eternally.

Ashford Family Butler,
Scott Harman

=====
Security File
=====

SECURITY FILE

The Ashford family's most important secret is kept at this lab.

As a safety precaution, I have installed a self-destruct device in the control room and have placed the activation code inside the computer.

Once inputted, all door locks will be released to provide easy access to escape routes.

By using the elevator that directly connects to the hangar, one should be able to escape from the lab easily.

Please remember that I have used the name of my beautiful ancestor for the activation code.

Glory to the Ashfords,

Alexander Ashford

=====
Alloy Report
=====

Although we planned to utilize the enhanced anti-decay alloy called "Deploid" to create the storage capsule of the new B.O.W., we have had to cancel the plan. This is primarily based upon the fact that despite it's excellent resistance to all kinds of liquid including strong acid, it easily dissolves when soaked with a mixture of the two chemicals, "Clement A" and "Clement E".

Due to the lethal nature of the new B.O.W., we cannot be too careful in choosing the material for their storage capsule. We have instead decided to use Deploid to create the plate portion of the "Eagle Plate", which shines in indigo-blue.

CLEMENT INFORMATION

The "A" type is used for gun maintenance and possesses no conspicuous characteristics. However, the E type will change its color to blue at a certain temperature. (It is an odd coincidence that the temperature is exactly the same as the date of completion of this training facility.)

Based upon our analysis of the E type, we believe that Clement possesses more features.

As new information is learned, we will update this file.

NOTE: The temperature is 128F.

++++
Yellow Book
++++

=====
Prisoner's Diary
=====

PRISONER'S DIARY

May 13th

This room stinks of death. Based upon the information I've found, I believe that I'm far south of the equator. Lucky for me that Bob in the bunk below me, is one of those interesting types of guys...

May 16th

Today Bob told some crazy story of why he was put this place with me. Bob said that he used to be an attendant of the head of this place. This "boss" named

Alfred supposedly placed him in here because of a tiny little mistake. What does that mean? What's going to happen to me?

May 20th

Without warning, a group of military men took Bob to the building behind the guillotine stand. At midnight, I'll sneak out of here to see him. I've been hearing that anyone taken to that building never comes back. On top of that, there are these REALLY large plastic bags being constantly being removed from that place. I'd better pray for Bob...

May 21st

I was wrong. I shouldn't have gone there. What is going on it there?! All I could here was some insanely creepy laughter and the sound of Bob screaming. I don't know what to do. I can't sto thinking about it... Is that going to happen to me?! I can't let it... I just can't...

May 27th

Since my last entry, all of my fellow inmates have been taken to that building! I know that I am next...It's obvious that we are all here to be used as Alfred's guinea pigs. There's no way out! What am I going to do?!...

=====
Anatomist's Note
=====

There is a demon in my mind. I can't control the fierce impluses that the demon sometimes drives me to act upon. It is a brutal ceremony. With the demon next to me, I enjoy watching agonize in pain, screaming and convulsing repeatedly as they die...

But, Sir Alfred was kind enough to acknowledge me, and has given me the facilities, the chemicals, and the "equipment" necessary to study everything. I must never betray Sir Alfred's kindness. It is especially critical that no one discovers the sacred place that only he and I know about.

I swear the basement of this medical building will be kept secret. Of course, I keep the key to the sacred place with me at all times. Even if an outsider sees it, they will never be able to tell that it is the key. I must remember that my life ends when I lose Sir Alfred's trust.

=====
Secretary's Note
=====

Four years have passed since I began serving Sir Alfred. He doesn't trust anyone! Even though I am his attendant, I am still strictly prohibited from entering his private house! What is his problem anyway?! They say he lives with his twin sister, Alexia in his private house on the hill.

Occasionally, I've seen someone standing by the window of the house. It might have been Alexia, whose extreme beauty is often talked about. I once asked Sir Alfred about this, but it only enraged him. Even though I am his attendant. He will not show me any lenience. If I ask about her again, I could put my life at risk. After all, it is a mystery why he so desperately tries to keep his private life with Alexia a secret.

Robert Dorson

=====
Secret File:
D.I.J.'s Diary
=====

D.I.J.'s Diary

During a heavy squall, a girl in a red outfit was brought to this island of Rockfort. What could she have possibly done?

I've been living here quite some time now, but many who are brought to this island seldom leave alive.

Through the sounds of gun and fire, soldiers appeared. There was something going on. I went to the prison, but the girl in red was nowhere in sight. I hurried to the military training facility. The "man" of Rockfort was attacking her relentlessly. How stupid of me.

I got too close and almost got myself smashed by the shutters. But, thanks to my natural agility, I was able to get out of the situation and get outside.

Anyone other than me would not have been so lucky.

Again, I was able to find the girl in red.

There she was; in front of the residence. Then from behind her appeared a man with blonde hair. As he called her, he approached her in a friendly manner and started saying something to her... and it happened abruptly.

The man in blonde hair started to hurt the girl in red.

"I must save her."

I thought to myself. But the man in blonde hair went away. Who was that blonde haired man? What did he want from the girl in red?

The self-destruct announcement and emergency siren warned the end of Rockfort Island. I hurried to the hangar of the transport. The transport we were on took off as everything exploded into flames.

With my neck risking effort, the girl in red slammed the monster out into the open sky. Sure enough, she was a Valkyrie, a goddess of destruction.

I couldn't believe it. The transport landed in Antarctica. And to top it all, the transport that landed before us spilled tons of the T-Virus and everything alive had already turned into zombies.

If I stayed, there was no way I could stay alive. I had to find a way to get out of there, quickly. I parted with the girl in red. I started searching the base to see if there was anything I could use.

As I was resting in the dark, someone was coming. Whatever it was, it was right there. The door suddenly closed and there was no escape. I kept slamming the doors. Then the door opened. I exploded out of there. But I was no chicken. I stopped to turn around and there she was, the girl in red, standing there looking at me.

Where was this place? I was stuck in a room with an elevator and old cannon. Where was I supposed to go? I was stranded. I felt endless despair.

Then that blonde man with the sunglasses appeared. He had the girl in an arm lock. Then a man in a black vest came running after them. The man in the black vest followed them.

I also hurried to chase after them. It was a grueling fight. Was the man who also knew that girl a monster? The fight looked like it could last forever.

Then suddenly there was an explosion, which interfered the fight. That was my last chance. I had to get out of there. I snuck through the hatch of the sub as it was about to close.

Finally, I was released from the world of death and I was able to come back to a world where desire and power ruled.

D.I.J.

[D.I.J. is the mouse that you let out of the locker in the Base Office.]

=====
Newspaper Clip
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A 10 year old girl genius graduated at the top of her class, from a prestigious university. The international corporation, Umbrella Chemical Inc., offered the position of head researcher.

=====
Message Card
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My dear brother, I firmly believe that the glory of the Ashford family will be revived through your courage and strength as an honored soldier.

Yours faithfully,

Alexia Ashford

=====
Hunk's Report
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Attn: Mr. Alfred Ashford, head of the facility

Today at 16:32, I arrived successfully from the Umbrella transport base with the large-scale B.O.W. capsule. Extreme care was taken during transport, and all 108 check points were confirmed condition "green" in accordance with standard procedures. It is currently being stored in a freezer.

There's one thing that I don't understand. We are normally assigned to special missions. Why were we ordered to transport a frozen capsule this time? I understand that this may be classified as top-secret, but without knowledge of the contents, our safety could be at risk during this transport. This is especially important if the contents are potentially harmful. We would like to ask you provide us with more information, should we be assigned similar missions in the future.

I still remember the good old days in the military training center. Nothing has changed since then.

We will gear up for the next mission today at 23:00.

Umbrella Special Forces Unit
HUNK

[HUNK is the dude who recovered the G-virus in RE2. No one knows if he actually attacked Birkin or not, but he did get out of there with the G-VIRUS.]

=====
Worker's Diary
=====

October 30th

When I joined Umbrella Inc., I thought that I would be able to live care free for the rest of my life, being employed by this huge corporation. It's a joke that I ended up being a driver at a place like this. I asked for a position change, but they completely ignored me. It feels more like a prison! Work is extremely demanding, and there's nothing fun about it. I'd rather be dead!

November 3rd

My hard-earned vacation was canceled suddenly. I heard they failed to secure enough manpower due to a mistake made by the facility head, Alfred. That fool doesn't deserved forgiveness. He doesn't even treat us like human beings!

November 5th

I heard an interesting story from a guy who's been working here for 8 years. He must be awfully patient... He says that there is a man who has been confined for over 10 years, locked deep below here. People call him "Nosferatu" and are deathly afraid of him. What an absurd story!

November 10th

At midnight I woke up to an ominous growling sound that seemed to be coming from deep underground... I'm so pathetic to have been frightened by such a foolish story. Then again, I suppose anyone would have a hard time maintaining their sanity if they were confined in a place like this!

++++
Red Book
++++

=====
Alexander's Memo
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ALEXANDER'S MEMO

My father, Edward, discovered the mother virus in cooperation with Lord Spencer, who was also a nobleman. They studied it for the purpose of military use. Eventually their study took shape. They named a variation of the mother virus, the "T-virus". To camouflage their research, they established Umbrella Chemical, Inc. I majored in bio genetics and have been involved with a top-secret project, supporting my father's research.

However, my research went through a difficult phase, and my father died in the middle of the project. We are now at a major disadvantage against the other researchers, as there is great competition in the field of T-virus research. I

have disgraced the honorable name of the Ashford family that our great ancestor Veronica established. If nothing is done, Umbrella will be taken over by Spencer.

I must expedite the project to its fullest, without being detected by Spencer. After much thought, I decided to establish a large-scale advanced research facility. It will be located in the transport terminal that I created by using the abandoned mine in the Antarctic. Within the facility, I'll have a room built. It will be similar to the design of my mansion, the legacy of the late Trevor.

I will be able to cherish my sweet memories there... For security purposes, this confidential project will be given a code name. It is the same name as the beautiful ancestor of the Ashford family, "Veronica" whom I wish to revive so badly. I am confident that the result of my research will be as glorious as her name, and that honor will be restored to the Ashford family again.

[Trevor refers to George Trevor, who Spencer (sorta) killed. His daughter, Lisa Trever, was a test subject for the T-virus and the Nemesis project. She became almost completely invulnerable. Play RE1 to find out what happens to her.]

=====
Butler's Letter
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BUTLER'S LETTER

Sir Alfred,

Please forgive me, as I must tell you of my abrupt departure by leaving this letter. I first served your father, Lord Alexander, and have for so long shared in the joys and sorrows of the Ashford family. Lord Alexander disappeared unexpectedly 15 years ago, then an accident during an experiment took the life of our dear Alexia.

You were forced to become the master of the family at a very young age, and nearly lost your sanity from the sorrow of having lost all of your family members at once. There was nothing I could do, and I felt powerless. I first thought that I should kill myself to apologize. I then realized that it would be an insult to our dear Lord Alexander and Alexia, in the other world...

Scott Harman
Butler, Ashford family

=====
Confession Letter
=====

CONFESSION LETTER

Alexia, my sister, is a genius and possesses unmatched beauty. She is everything to me. I would overcome any obstacle and be willing to risk my life for her. For Alexia, I must revive the glorious Ashford Family which fell during the era of my father, Alexander. Together, we will restore our family name. Once that has been achieved, I'll build a palace where only nobles may gather.

I cannot allow the unwashed to see my dear Alexia, to whom my life is devoted. She reigns the world as queen, with I as her servant. That is my dream, and how sweet it will be. Those accomplishments will be proof of my love toward Alexia.

It is the purpose of my existence. All other people are meaningless, and they shall prostrate themselves before Alexia and I.

Devoted to my beloved Alexia,
Alfred Ashford

=====
Passage Memo
=====

SECRET PASSAGE NOTE

The underground passage, which leads to the mansion where Alexia and I live, has been badly damaged. Although I can never allow the unwashed to see Alexia, I cannot go on using the underground waterway that those local people made, either.

Oh yes... I think I'll have those prisoners build a bridge. It must be a gorgeous bridge that benefits the perfection that is Alexia. Of course, I must kill everyone who's involved in the construction of the bridge after it is done, so that no one will know about the existence of our mansion.

But that is okay, as I have no problems executing such matters. Once the bridge is completed, I'll seal the mansion entrance door at the end of the underground waterway. The entrance of the waterway is locked by the diorama trick, ensuring the secrecy of our mansion.

Alfred Ashford

=====
Veronica Report
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CODE: VERONICA REPORT

After many long years of research, I finally indentified the inheritance element that administers the intelligence of man.

I even succeeded in manipulating the absolute value of intelligence artificially, by recomposing the base alignment of the element.

I then sampled the gene of our great ancestor, manipulated its element, then implanted it into the unfertilized egg of a surrogate mother.

What I didn't expect was that twins, a boy and a girl, were born. The boy had higher intelligence than normal, but not high enough for him to be considered a genius. However, the girl had unmatched intelligence that easily allowed her to be classified as a genius. She was exactly what I had been looking for, the revival of our great ancestor.

I already determined their names;
the girl's name, Alexia,
and the boy's name, Alfred.

I'm certain that Alexia will elevate the name of the Ashford family to extreme glory.

Alexander Ashford

=====

Alfred's Diary

=====

ALFRED'S DIARY

January 30th

There's a sealed room in the hallway located inside of the Antarctic facility. I don't know what is hidden there, but I do not know how to get in. I can use the three jewels that each one of our three members wear as proof of being legitimate descendant of the Ashford family. The only problem is, I do not know how I can gain possession of my father's proof.

February 17th

I finally succeeded in entering that sealed room. I never could have imagined that such an insane secret existed regarding the birth of both Alexia and myself... I hate my father. That fool, Alexander... Now it is obvious that we were merely created in an attempt to cover my father's blunder. I can never trust him again. I must regain the glory of the Ashford family with my sister. I have nothing to be afraid of, as long as Alexia is with me.

March 3rd

Alexia carried out the experiment on the human body that we've been talking about. Our useless father must be happy now, since he can finally contribute to the Ashford family. The only thing we should be careful about is that the butler, Harman, does not become wise to our activities.

April 22nd

The experiment resulted in failure. Our father was useless after all. Even worse, he turned into a dangerous monster that is completely out of control. We tied him down and locked him up in an underground prison cell. However, Alexia seems to be close to a solution. Beyond all my expectations, she now says that she wishes to conduct the experiment on her own body. On top of that, she feels she must be kept asleep for 15 years in order to accomplish the experiment.

Thanks to that idiot, I can't see my dear Alexia for as long as 15 years. Alexia is going to sleep, with all of her trust relying upon me. Now, I am the only one who can protect Alexia.

=====

Queen Ant Report

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RESEARCH REPORT ON QUEEN ANT

After discovering the remains of an ancient virus within the genes of a queen ant, I have been concentrating on the research of ants. The ecosystem of the ants seems truly ideal to me. There is one queen ant in each anthill, and the soldier and worker ants are the queen's slaves. They dedicate their lives to the queen. The death of the queen ant means the doom of the entire anthill.

However, the soldier and worker ants can be easily replaced as long as the queen ant is alive. This is exactly the same relationship between myself and other ignorant masses. I have succeeded in creating an ideal virus by implanting the queen ant's gene into the mother virus that Spencer found.

I used my otherwise useless father as a test subject. However, as I expected,

the virus caused a rapid change in his cells, triggering the complete destruction of his brain cells and body flesh. Furthermore, a special type of poison gas was generated inside his body, that the blue herb had no effect against.

Because of this, I created an antidote in case of an emergency, and stored it inside of the weapon/chemical warehouse on the B2 floor. I have decided to name this virus with unimaginable potential, the "T-Veronica" virus. When I find out how I can fully utilize the power of wonderful virus, my great research will finally be complete.

Alexia Ashford

[In summary, Alexia took the base of the T-virus, Progenitor, and implanted the queen ant's genes in it. She tried it on her father, but everything went so fast he turned into a monster. She figured if her body was frozen for 15 years, then it would work.]

=====
VIRUS REPORT
=====

VIRUS RESEARCH REPORT

Work continues on the "T-Veronica" virus , which I extracted from the queen ant. The more research I conduct on it, the more I am impressed by how much potential it has. I have finally implanted the virus into my own body, and discovered how to fully utilize its power.

I will avoid making the mistake that I made on my father. I will suppress the activity of the virus at an ultra-low temperature, so that my cells will change slowly. My calculations indicate that it will take 15 years before my body will gain immunity, and become able to coexist with the virus. Until then, I have no choice but to trust the capsule that I will be in, to that inept but loyal soldier ant who is my brother.

For me to obtain unlimited power, some risks need to be taken. When I awaken, I will be the queen... And the "T-Veronica" virus will be unleashed upon the entire world by my children. Every last creature on earth will exist to serve me. At that time, the world will achieve the perfect ecosystem, just like an anthill, but on a much grander scale.

Alexia Ashford

8. Contact information

Any comments or strategies or anything I have left out, please drop me a mail at maxidestroyer@hotmail.com. You will be credited and please don't be annoyed when I don't reply because I quite busy at school at times. Thanks for reading this guide. And don't give stupid questions or I won't answer them. Once again, thank you for reading this guide.

You also can post at my forum at www.members4.boardhost.com/Thanos. Thank you and please be polite if you have posting on forum or emailing to me. Take note that I'm changing email soon and do if you want to contact me, drop me a mail

and I'll give you my email address. If you plan to give constructive criticisms, DO NOT bash the FAQ, just plain suggestion or email will be ignore. Yeah one more thing, do not ask me about rom stuff and cheats as I won't reply to the email.

=====
Emails I will take:
=====

- Constructive criticisms

Yes, it must be valid, don't tell me to revamp the whole FAQ or what i have stated above before i write a walkthrough will not be tolerated. and don't give silly remarks with points to start from, i think it's stupid, just give plain suggestion will do.

- Boss strategies

Needless to say, i look forward to what strategies you have up your sleeve.

- Any things I miss out

Yes, i like people coming forward to point out my mistakes, as well as things i have overlook, but what i can't stand is flame mails as i find these bastards immature and i pity them as they must have switch brains with donkies rather to be rational human beings.

- Requesting the FAQ to put on certain website

Well, very simple, if i reject you, please do not harrass me or else i will block your mail and never ever consider putting on your website again.

- Questions regarding the gamefaq

Normally i will tolerate some questions that's answered in the FAQ, try to find it by using ctrl+F method.

- Useful information

Anything that will help this guide to be a success are welcome, such as character stats, weapon strategy, you know, that kind of stuff.

- Subject heads and English mails

I can only read english unless you plan to sent in chinese mails, i will also welcome it. Any language sent to me besides english and chinese will be removed instantly to the trash can. Please also have subject heads in your mail

- Ambigious mails

I hate readers sending unreadable mails to me, I can't second guess what you are trying to say, so please keep those short form languages to yourself and friends. Remember I am not a mind reader as well as a fortune teller.

- Be polite

It nevers hurts to be a nice guy, doesn't it? If you are polite enough, i will help you in whatever way i can.

=====

Email I will not take:

=====

- Spam mails and hate mails and also Kleez virus mails

Any clowns who plan to flame or sent hate mails will not be tolerated.I can't stand donkies without any sense of IQ who rather sent retarded mails rather than constructive ones.One more thing,i will instantly delete any spam mails as well as any 100k mails sent to me and block them.It fills my mail box up and i hate those mails as i have some important mails in my mail box.

- Stupid questions which is irrelevant to the game FAQ

Yes,even if it's story plot,i hate sending mails talking about them.If you are interested,go to the gamefaqs board and discuss about them.I will also reject any question irrelevant to the FAQ.

- Useless information

Speaks for itself,any useless mails end up in the trash can.

- Sent FAQ to you

Stop being lazy and request this faq to be sent to you via email.Get your lazy bum and click right and select all and open a notepad to paste it in.Sent this mail to me and i will block your mail and boycott your email asking for help.

9. Credits

I will like to thank:

- Myself
- CjayC (for putting on his website)
- Gamewinners for the extra animations section
- DjSiXpAcK14(for the diary part)

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