

Resident Evil Code: Veronica X FAQ/Walkthrough

by DjSiXpAcK14

Updated to v2.2 on Sep 18, 2003

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-----FOR PS2 & DCX-----
~~~~~  
-----By DjSiXpAcK14-----  
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Resident Evil Code: Veronica  
Resident Evil Code: Veronica X  
Resident Evil Code: Veronica Complete  
Playstation 2  
Dreamcast  
FAQ & Walkthrough  
Copyright 2003 by DjSiXpAcK14  
Version 2.2  
September 18, 2003

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=====  
1. Intro

=====  
This entire file is Copyright 2003 DjSiXpAcK14. If you want to use it, just  
ask me.

=====  
2. Version Info

=====  
Version 2.2  
=====

I got a confirmation from pan77tera of the GREEN HERBs from the last update.

A strategy for defeating Alexia 2 from TLsLayr was added.

I also made this walkthrough comply COMPLETELY with the 79-character/line  
limit of GameFAQs, but the biggest thing was...

A RESIDENT EVIL TIMELINE!  
That's right, finally a timeline. It was written by WeskerFanGirl.

=====  
Version 2.0

=====  
Skatepunk44 says there's 2 GREEN HERBs in the Palace Casino that I didn't see.

A whole bunch of people e-mailed me about my mistake in Claire Redfield's (2) battle mode boss listing. It ISN'T Nosferatu, it's actually Tyrant. Thanks, everyone!

=====  
Version 1.9  
=====

Tbinge has made me aware of a couple things. They're listed in the walkthrough. Thanks, Tim!

=====  
Version 1.8  
=====

I got a question in my e-mail today! Well...erm...I mean...I've been receiving a lot of people asking me the same question...so I made the FAQ section, which I was supposed to have had all along.

=====  
Version 1.7  
=====

So there is a reason for the madness of that darn drawer puzzle. Thanks kof98!

=====  
Version 1.6  
=====

So you CAN get that map. Thanks, Ankh and Daniel R.!

=====  
Version 1.5  
=====

Completed:

- Battle Mode - Chris Redfield
- Battle Mode - Claire Redfield
- Battle Mode - Claire Redfield (2)
- Battle Mode - Steve Burnside
- Battle Mode - Albert Wesker

Also added Perry's strategy for defeating Alexia 2.

=====  
Version 1.0  
=====

Completed:

- Intro
- Version Info
- The Basics of RE
- Characters
- Prologue

Walkthrough  
Enemies/Bosses  
Items  
Files  
Puzzles  
Wesker's Report + Notes  
Wesker's Report 2 + Notes  
Resident Evil Games  
Cheats and Codes  
Links  
Credits, Contact Info, and Everything Else

=====  
3. The Basics of RE  
=====

=====  
Controls  
=====

This is a description of all the buttons on the Gamecube controller, and their functions while playing the game.

X - Action Button. It is used to open doors, pick up items, and fire a weapon when the R button is pushed. It is also used to select the highlighted option of a menu selection.

O - Run. When the Control Stick is pressed to any direction, hold the B button to run. Also the CANCEL Button.

Y - Displays the status screen.

X - Nothing.

TRIANGLE - Displays the Map.

SQUARE - Same as X.

L1 - Change aim.

Analog Stick - Used to move the character in a given direction.

D-Pad - used to move the character in a given direction.

Start - Displays the status screen.

Select - Displays Options Menu.

R3 - Displays the status screen.

=====  
Game Difficulty  
=====

No difficulty level? AHH!  
It's pretty much set on maybe a normal/hard.

=====  
Health-Replenishing Items  
=====

-----

FINE

Always Green, this position indicates you are at full health.

CAUTION (YELLOW)

This position indicates you may have been attacked once by a normal enemy.

CAUTION (RED-ORANGE)

Low Health. This is the time to cure if you are fighting a powerful boss.

DANGER (RED)

One more hit and you will die. Cure as quickly as possible.

FIRST AID SPRAY

Restores health to "Fine" status.

GREEN HERB

Raises health one notch.

2x GREEN HERB MIXTURE

Raises health two notches. Looks like a pile of green powder.

3x GREEN HERB MIXTURE

Raises health three notches. Looks like a big pile of green powder.

RED HERB

Nothing.

GREEN HERB + RED HERB

Restores health to "Fine" status. Looks like red and green piles of powder.

BLUE HERB

Cures poison.

GREEN HERB + BLUE HERB

Cures poison and raises health two notches. Looks like two dots of green and blue.

GREEN HERB + GREEN HERB + BLUE HERB

Cures poison and raises health three notches. Looks like one big green dot and a small blue dot.

GREEN HERB + RED HERB + BLUE HERB

Restores health to "Fine" status and cures poison. Looks like one brown pile.

=====  
4. Characters  
=====

As described on ResidentEvil.com. In alphabetical order.

Alexia Ashford

The first of the twins born through Alexander's experiment. At 10 years old, she becomes a head researcher at Umbrella. Later carrying a rare strain of the T-Veronica virus, she's frozen for a number of years in order to increase the virus's strength. She's awoken by her brother Alfred, only to find herself stronger than ever. She begins spreading her virus to the rest of the world.

Alfred Ashford

One of the inherited owners of Umbrella living on the desert island compound. He releases his sister from her deep freeze after years of not being able to

cope with her "disappearance". Delusional and mentally unbalanced.

Steve Burnside

Despite being young and often reckless, Steve is a good kid at heart. He has mixed feelings about his family, and his motivation remains wrapped in mystery. He was captured along with his father and held in the Umbrella prison on an isolated island. During a raid by an unknown organization, he escaped in the chaos. Steve meets up with Claire in Resident Evil Code: Veronica.

B.O.W.

Umbrella's term for Bio-Organic Weapon.

HUNK

Code name, Hunk, member of Umbrella. He was sent to Raccoon City in Resident Evil 2 to reclaim the G-virus.

Leon S. Kennedy

An idealistic rookie cop. He burns with the need to protect and to serve, and life as a cadet was an eye-opening experience. While reckless and brash, Leon is certainly not as naïve as his demeanor would suggest. He is highly qualified to serve in the Raccoon police. He fought alongside Claire in Resident Evil 2 and joined forces with Barry in Resident Evil Gaiden.

Chris Redfield\*

A member of the S.T.A.R.S. Alpha team. After being kicked out of the Air Force, Chris became a drifter until he met Barry Burton. Barry recruited him for S.T.A.R.S and then got him reassigned to a smaller unit at Raccoon City headquarters to prove himself quickly. After he escaped the mansion with Jill, Rebecca and Barry in Resident Evil, he did something else.

Claire Redfield

She went to Raccoon City in search of her brother Chris. Immediately she became involved in a series of eerie incidents engineered by the Umbrella Corporation. Teaming up with rookie cop Leon, Claire saved Sherry from the G-virus infection, escaped and headed to Europe, following up on clues about Chris. Caught by Umbrella, she is sent to the corporation's prison on an isolated island in Resident Evil Code: Veronica.

S.T.A.R.S.

Special Tactics and Rescue Service. S.T.A.R.S. was founded under the jurisdiction of the Raccoon City Police Department to deal with increasing terrorism and crime.

T-Virus

One of Umbrella's first bio-organic creations which mutates living beings into monsters.

Tyrant

Another one of Umbrella's deadly bio-organic creations featured in many Resident Evil games.

Umbrella

A large, powerful pharmaceutical company secretly providing the military with deadly bio-organic weaponry—the cause of the Resident Evil.

Veronica

The code name given to the project whose objective was to create a variation of the T-virus in Resident Evil Code: Veronica.

Albert Wesker\*

Wesker excelled inside the S.T.A.R.S. organization and led the Alpha Team in Resident Evil. Viewed by many as a "cool guy," Wesker was recruited by a headhunter for his sharp insight. Although he founded the S.T.A.R.S. unit in Raccoon City, he was really spying on Umbrella. He was nearly killed by Tyrant and injected himself with the T-virus which made him all-powerful. In Resident Evil Code: Veronica X, he...

[Wesker didn't inject himself with the T-virus. He injected himself with a virus he obtained from Birkin. If he would have used the T-Virus, he would be a zombie.]

\*=Altered by DjSiXpAcK14 due to either spoilers or irrelevance to this game.

=====  
5. Prologue  
=====

The mid-western town of Raccoon City was completely decimated by the T-virus outbreak, an incident perpetrated by the international corporation known as "Umbrella".

Claire Redfield, who traveled to Raccoon City in search of her lost brother Chris, managed to escape from the city along with a rookie police officer Leon S. Kennedy. But their ordeal is only a prelude of things to come.

Now, 3 months later...

=====  
6. Walkthrough  
=====

-----Intro-----

This is going to be a little harder than any other RE games you may have played due to the fact that there is no difficulty level.

I'm gonna do my best to let you know about every single healing item and ammo box.

Alright. Here we go!

\_Opening Cutscene\_

=====  
Prison Cell  
=====

Well, equip your LIGHTER.

\_Cutscene\_

Hey! That door was unlocked the whole time?

There's a GREEN HERB in the back of the cell, some HANDGUN BULLETS on the chair, and a COMBAT KNIFE on the desk.

The file on the desk says that dude's name is Rodrigo.

It looks like he ran out of HEMOSTATIC. We'll have to get him some more! Leave.

=====  
Underground Prison Corridor  
=====

Take the INK RIBBON from the desk and the HANDGUN BULLETS from the floor.

Save if you want and run up the stairs at the other end.

=====  
Graveyard  
=====

Run to the other end.

\_Cutscene\_

That's kinda freaky.

Run the way Claire is facing, past the two zombies. It's okay if one of them bit you once or twice. Take the door at the end.

=====  
Truck Wreckage Area  
=====

Hey, was that a briefcase that fell out of that burning vehicle?

Run forward.

\_Cutscene\_

That would be Steve.

Now you got a HANDGUN. However, you're going to need to really conserve ammo to survive, so only kill a zombie if I tell you to.

Now take the door on the east side wall. It's kinda hard to see, so use your map if you have to.

NOTE: The huge double doors won't open because the HAWK EMBLEM is not inserted. We'll need to get that.

=====  
Cerberus Path  
=====

Check your map. There's a door at the west side of the path that would help us out, but it's locked with a padlock. We'll need the PADLOCK KEY.

Go up the small stairs leading onto the porch, then run all the way to the end. There's a GREEN HERB here. Now use the door on the porch with you.

=====  
Watchroom  
=====

Go immediately to Claire's left. You can see a zombie at the top of the stairs, but there isn't anything up there, so don't go up there.

Instead, continue around the table. You'll see a zombie. Shoot him only until



he falls, then run past him and take the HANDGUN BULLETS from the shelf. Now continue around the table and take the next door you come to.

=====  
Prisoner Bedroom  
=====

You'll see a blue book on a bed. Take it, it's the PRISONER'S DIARY. Then, continue past the beds until you see some HANDGUN BULLETS on a shelf. DO NOT TAKE THEM. Instead, run the other way down the hall to find some showers. Check the body in the last shower for some HANDGUN BULLETS.

Now run back to that first box of HANDGUN BULLETS. Take it.

\_Cutscene\_

Shoot him until he falls, then pick up the guns he dropped. They're the M-100Ps. Now go out the way you came in. Watch out for the zombie on the floor.

=====  
Watchroom  
=====

Shoot the zombie on Claire's left until he falls, then run past him to the door leading outside.

=====  
Cerberus Path  
=====

Walk down the stairs.

\_Cutscene\_

Hmm. Run around the back of the house.

\_Cutscene\_

That's weird. Run to the door at the end.

=====  
Guillotine Area  
=====

Here, you'll find three zombies that CAN hurt you. Kill them and ignore the 2 zombies behind the fence. Take the other door here.

NOTE: There's a switch to raise that shutter, but it's locked.

=====  
Metal Detector Hallway  
=====

Run to the metal detector area. It tells you to put your metallic items in the box. Well, do what it says. Don't forget the LIGHTER.

Now run to the other end. Here you'll find a 3-D duplicator. You'll also find some items. Some BOW GAS ROUNDS, some FLAME ROUNDS, a F. AID SPRAY, and the USERS' MANUAL file.

Run through the metal detector without putting your metal items in the box. This closes the shutter, but also puts a shield down over the windows, which will keep the zombies from coming through.

Now put the metal items in the security box and take the other door here.

=====  
Prison Security Room  
=====

Take the FACILITY ENT. FAX from the desk, then run around the divider to see who's typing.

\_Cutscene\_

Take the file from the desk. Wait, it's not a file, it's the HAWK EMBLEM. Now we can open those big doors in the Truck Wreckage Area.

But wait, it's metal, and we can't leave here with any metal items. Darn.

Well, use the panel Steve was playing with to unlock the shutter. Then take the INK RIBBONS from beside the typewriter and leave the way you came in.

=====  
Metal Detector Hallway  
=====

Run over to the 3-D duplicator and activate it. Then when it prompts you, put in the HAWK EMBLEM. We'll have to duplicate it onto material that can't be detected by metal detectors.

Let's check out what's behind that shutter.

Put all your metal items in the box and push the blue release switch. Then run down the hall to the other security box. Take out:

HANDGUN  
HANDGUN BULLETS  
LIGHTER

You should still have 2 GREEN HERBS, as well.

Run through the detector with your items to lower the shutters, then go out the door.

=====  
Guillotine Area  
=====

Push the switch beside the shutter to open it.

\_Cutscene\_

Try to use the explosive to help you, but don't get yourself killed trying to.

Be sure they're all dead, then take the EXTINGUISHER from the room revealed by the shutter. Then run into the area the zombies came out of and take the PADLOCK KEY from the guillotine.

Now exit back to the Cerberus Path.

=====  
Cerberus Path  
=====

Run to the other side of the house. Use the PADLOCK KEY on the locked door at the west side, then take the door leading back to the Truck Wreckage Area. Ignore the Cerberus.

=====  
Truck Wreckage Area  
=====

Take the door to the left of the burning truck. Dodge the zombies.

=====  
Graveyard  
=====

You may be a little low on ammo, but whether you are or not, do not kill any of these zombies. You'll need the ammo later.

Get to the fire and use the EXTINGUISHER. Then take the BRIEFCASE and leave the way you came in. Don't kill any zombies.

=====  
Truck Wreckage Area  
=====

Examine the BRIEFCASE. Use your aiming button to zoom in on the red button. Push it. You'll get TG-01 and TG-01 PRODUCT DES. It says TG-01 is a lot like metal, except can't be detected by metal detectors. That will definitely help us out.

Now go to the Cerberus Path.

=====  
Cerberus Path  
=====

Run through the gate that you conveniently unlocked and take the next door you come to.

=====  
Guillotine Area  
=====

Run to the door at the other side.

=====  
Metal Detector Hallway  
=====

Put your metal in the box (not the TG-01) and run to the other end.

Put the TG-01 onto the duplicator.

\_Cutscene\_

You get the SP. ALLOY EMBLEM. Now run back to the first security box, take out everything (including the EMPTY EXTINGUISHER) except for the COMBAT KNIFE and

the INK RIBBON if you didn't use it already.

Now trip the metal detector and leave.

=====  
Guillotine Area  
=====

Use the only unlocked other door.

=====  
Cerberus Path  
=====

Through the gate to the other door.

=====  
Truck Wreckage Area  
=====

Put the SP. ALLOY EMBLEM in place on the front of the big double doors, then proceed through.

=====  
Iron Bridge  
=====

Run until you see two steps leading down to another walkway. Step down them, run across, then step up. Check the jeep for some HANDGUN BULLETS and check beside the blue dumpster-like thing for 2 GREEN HERBs.

Now run onto the bridge. You'll see a steel crate. Push it toward the fires until it hits another crate. Then push it right until it stops.

Now climb over the steel crates. You'll see some stairs. The first set is right in front of you leading up.

Climb up them.

=====  
Passage  
=====

Run past the zombies to the stairs at the end.

=====  
Palace Entrance  
=====

There are 3 very annoying dogs here. Kill them all.

Then run to the south end of the area and pick up the green sparkle. It's the NAVY PROOF. You'll find out what it's for later.

Now run up the stairs to the front doors. Take the GREEN HERB here, then enter.

=====  
Palace Main Hall  
=====

Run down the stairs and behind the desk. Take the HANDGUN BULLETS and check the computer. We need an employee ID number. Press ESC.

Now go up the huge staircase, then up the smaller one. Use the door up here.

=====  
Secretary's Office  
=====

Take the SECRETARY'S NOTE from the coffee table and the HANDGUN BULLETS from the bookshelf. Then check your inventory:

HANDGUN  
HANDGUN BULLETS

Take the INK RIBBONS from the desk and save. Throw them back in the item box.

Now run to the other end of the room. You'll see a door with a lot of gold on it and a small cabinet with a sparkle under it.

Push the cabinet out of the way and pick up the sparkle. It's the ID CARD.

Check beside the gold door for a GREEN HERB. Put it in the item box.

Now go out the way you came in.

=====  
Palace Main Hall  
=====

Run down all the stairs and step behind the desk. Now examine the back of the ID CARD.

"NTC0394"

Put that into the computer. Discard the ID CARD and take the blue door, not the one that was unlocked.

=====  
Palace Restroom  
=====

To avoid Bats, you need to either:

1. Walk
2. Equip the LIGHTER.

Later, you won't have the LIGHTER, but for now, equip it.

Check the broken stall for some HANDGUN BULLETS. Then check the sink for a F. AID SPRAY and the back of the room for RECV's signature item. The DURALUMIN CASE. You need a LOCKPICK to unlock it.

Leave.

=====  
Palace Main Hall  
=====

Re-equip the HANDGUN and go through the door unlocked by the computer.

=====

Checkered Hall

=====

Take the HANDGUN BULLETS from the window, then go to the door at the east end of the hall. Don't kill any more than 2 zombies.

=====

War Room

=====

Take the HANDGUN BULLETS from the coffee table, then push the button under the ant beside the display case.

\_Cutscene\_

How touching...That's really freaky the tenth time you see it.

Oh well. Go into the secret passage and look at those GOLD LUGERS. We need them to unlock the door in the Secretary's Office, but if you take them, you'll be locked in.

Oh well. Take the STEERING WHEEL from the floor beside the entrance and leave.

=====

Checkered Hall

=====

There should be one or two zombies here if you didn't kill them before. Dodge them and don't forget to take the RED HERB beside the bench. Go back to the Palace Main Hall.

=====

Palace Main Hall

=====

Exit via the front double doors.

\_Cutscene\_

Looks like Steve took the GOLD LUGERS and WAS NOT reading this FAQ.

Run back to the Checkered Hall.

=====

Checkered Hall

=====

Run back to the War Room.

=====

War Room

=====

-----Saving Steve Puzzle-----

Check the computer. "When two pairs complete my anger will subside." Well, if you were bored and checked the displays around the room, you'll find a

\_pair\_ of handguns and a

\_pair\_ of magnums.

So push the buttons that make them come up (C & E), then push decide.

\_Cutscene\_

We have to get Steve some automatics. Leave.

=====

Checkered Hall

=====

Once again, return to the Palace Main Hall.

=====

Palace Main Hall

=====

\_Cutscene\_

Ha. He sounds funny.

Run up the stairs and re-enter the Secretary's Office.

=====

Secretary's Office

=====

Pull out a GREEN HERB and mix it with your RED HERB for a MIXED HERB. Then check your inventory:

HANDGUN

HANDGUN BULLETS

NAVY PROOF

STEERING WHEEL

Full-healing item (if you're in red-caution or danger status)

Save if you want and leave.

=====

Palace Main Hall

=====

Run down the stairs and out the front doors.

=====

Palace Entrance

=====

Run down the stairs at the west end of the area.

=====

Sub Station

=====

Run beside the stairs to find a nook with some HANDGUN BULLETS and the PALACE MAP.

Now run to the other side and take the BOW GUN BOLTS from the barrel. Now put the STEERING WHEEL in place and turn it.

\_Cutscene\_

Bet you weren't expecting that. Climb down.

=====  
Submarine  
=====

Take the SIDE PACK from the table. Then move the lever at the control panel.

\_Cutscene\_

Climb back up the ladder.

=====  
Camera Angle Corridor  
=====

Run to the end. You'll find out where the name came from.

=====  
Underwater Office  
=====

Kill all three zombies here, then take the HANDGUN BULLETS from the black couch and use the door at the northeast side of the room.

=====  
Hangar  
=====

Equip the LIGHTER and run to the computer on the other side. Push the switch, then check the panel. Put the NAVY PROOF in place.

It looks like we'll need two more proofs, the AIR FORCE PROOF and ARMY PROOF.

Leave.

=====  
Underwater Office  
=====

Use the shutter on the other side of the desk.

=====  
Lower Bridge Platform  
=====

Run to the shutter on the other side.

=====  
Storage Lift Area  
=====

Hmm. We can see a sparkle down below, but the switch to raise the lift is blocked off by a huge crate.

Use the small lift in the southeast corner of the room.

Check the panel.

-----Crane Puzzle-----



To move the crate out of the way, hold up until it stops, then hold left until it stops.

Ride the tiny lift back down.

Move the lever by the large crate we just moved.

\_Cutscene\_

Although this is hard, it is possible.

Wait for the zombies to close in on you, then run around them and take the BIOHAZARD CARD and BOW GUN BOLTS. Then wait for them to close in on you again. Run to the left of them, toward the lever, then run back out the shutter you used to enter.

=====  
Lower Bridge Platform  
=====

Run to the shutter at the other side.

=====  
Underwater Office  
=====

Take the door leading to Camera Angle Corridor.

=====  
Camera Angle Corridor  
=====

Look out for Neptune (;-)) as you climb down the ladder at the top of the stairs.

=====  
Submarine  
=====

Move the lever and climb the ladder.

=====  
Sub Station  
=====

Climb the stairs.

=====  
Palace Entrance  
=====

Leave via the gate at the other side.

=====  
Passage  
=====

Run past the zombies to the pink door beside the large pink door.

=====  
MTF Courtyard  
=====

\_Cutscene\_

Holy monkeys. Ignore everything in this room (Gigantic Tunnel Worm, Ammo, etc.) and use the double doors.

=====  
Facility Main Hall  
=====

Climb up the stairs on Claire's right. Then use the door at the end.

=====  
Biology Room  
=====

Run to the desk and pick up the BOW GUN and the PASS NUMBER MEMO. Then combine any BOW GUN BOLTS you may have with the BOW GUN. It can store over 200.

Check the device beside the door. We need the pass number. The PASS NUMBER MEMO said it's written on the red skeleton picture in the back of the Biology Experiment Room. But, we can't get in without the pass number. What a predicament.

Leave.

\_Cutscene\_

Leave.

=====  
Facility Main Hall  
=====

\_Cutscene\_

That's some luck.

Check the payphones for some BOW GUN BOLTS and the bench for a RED HERB. Then, use the door at the end of the hall.

=====  
Locker Room  
=====

Equip the BOW GUN. Kill everything here.

Now check the two slightly ajar lockers for two quivers of BOW GUN BOLTS, then check the body beside the other door for another. Then proceed through the door.

=====  
Sauna  
=====

Run past the zombie in the sauna and down the stairs. Dodge the zombie down here and hop into the pool.

The switch beside the statue doesn't work, so we need to find a water pipe.  
It's at the southwest corner of the pool.

Turn the handle.

\_Cutscene\_

Take the sparkle. It's the KEY WITH TAG. Examine the tag, it's the STORAGE KEY.

Now climb back up out of the pool, up the stairs, and out the door.

=====  
Locker Room  
=====

The other door.

=====  
Facility Main Hall  
=====

Now use the door in the middle of the hall.

=====  
Facility Office  
=====

There are 3 zombies here. One is on the floor to your right and the others are standing up in other parts of the room. Kill them all with your BOW GUN, then run behind the divider.

Use the STORAGE KEY on the cabinet and discard it. You get some BOW GUN POWDER. When added to the BOW GUN, it makes a very powerful weapon.

DON'T USE THIS UNLESS I GIVE YOU PERMISSION.

Now check the blinking blue light. Print out the FACILITY MAP and take it.

Finally, take the GREEN HERB behind the body of the zombie on the floor, mix it with the RED HERB and leave.

=====  
Facility Main Hall  
=====

Check the card reader beside the shutter near the Locker Room. Use the BIOHAZARD CARD and proceed through the door at the end.

=====  
Outer Stairway  
=====

Run to the other side.

\_Cutscene\_

QUICK! Run up the stairs!

That Alfred. What a pansy.

Check the blue thing on the edge of the balcony. Looks like we'll be needing an indigo blue plate.

Go through the only unlocked door up here.

=====  
Soda Machine Corridor  
=====

Run to the end. Check beside the soda machine for 2 boxes of HANDGUN BULLETS. Then take the white door.

=====  
Facility Lounge  
=====

Take the INK RIBBONS, HEMOSTATIC, and GREEN HERB. With the HEMOSTATIC, that dude in the prison (Rodrigo) will be happy. Now check your inventory:  
M-100P  
BIOHAZARD CARD  
Full-healing item

Save if you want and leave.

=====  
Soda Machine Corridor  
=====

Use the brown door.

\_Cutscene\_

He sounds so funny. Doesn't his voice just SCREAM "Beat me up"?

The brown door.

=====  
Bandersnatch Battle Room  
=====

Run to the northwest corner of the room. You'll be right beside some stairs. Mentally note this position.

Now run to the other side and pick up the SUB MACHINE GUN. Go back to that place you have a mental note of.

\_Cutscene\_

```
////////////////////////////////////  
*****  
Boss: Super Bandersnatch  
Difficulty: Medium  
*****  
\\////////////////////////////////////
```

QUICK! Get back to that place and fire until he dies and the music stops. It should take about 14 shots.

NOTE: From now on, you will meet a bunch of Bandersnatches. However, they only

take about 8 shots from the M-100P, as opposed to the one you just battle's 14.

Run down the stairs and through the door that just opened.

\_Cutscene\_

You got the GOLD LUGERS.

\_Cutscene\_

=====  
Basement Facility Storage Room  
=====

Kill EVERYTHING. Then, use the door at the north side of the room.

=====  
Gun Maintenance Room  
=====

Kill EVERYTHING. Leave.

=====  
Basement Facility Storage Room  
=====

Take the other door you haven't yet used here.

=====  
Boiler Room  
=====

Once again, kill everything, then run up the stairs to the other door.

=====  
Wierd-Looking Face Bridge  
=====

Run to the other side.

\_Cutscene\_

=====  
2F Elevator Landing  
=====

Follow Steve through the door.

=====  
Facility Garage  
=====

Run over to Steve.

\_Cutscene\_

and another

\_Cutscene\_

Look on your map. You can see a door with a green arrow on it. Go through it.

=====  
1F Elevator Landing  
=====

Kill the 2 zombies, then equip your LIGHTER. Now you can see some HANDGUN BULLETS in the corner. Take them, then enter the door at the other end of the hall.

=====  
Portrait Gallery  
=====

Check the picture here. It's a picture of this room, except there's a red picture of a skeleton on the wall in the picture.

Take the EAGLE PLATE from the indentation in the wall, then leave.

=====  
1F Elevator Landing  
=====

Go back to the Facility Garage.

=====  
Facility Garage  
=====

Now run to the double doors here. You can see some HANDGUN BULLETS on top of the crates. Climb up onto the crate beside the bullets, take them, then leave via the double doors.

=====  
Tank Area  
=====

Run to the pink door here. Pick up the BOW GUN BOLTS and proceed through.

=====  
MTF Courtyard  
=====

Take the double doors before the big worm eats you.

=====  
Facility Main Hall  
=====

Use the BIOHAZARD CARD on the card reader beside the shutter at the end of the hall and take the door at the end.

=====  
Outer Stairway  
=====

Now there's Cerberus here. Kill them.

Then, run up the stairs and put the EAGLE PLATE in the indentation for the EMBLEM CARD.

Now take the unlocked door here.

=====  
Soda Machine Hall  
=====

Now raise the shutter with the BIOHAZARD CARD and go through the white door.

=====  
Facility Lounge  
=====

Check your inventory:

HANDGUN  
HANDGUN BULLETS  
BIOHAZARD CARD  
EMBLEM CARD  
Full-healing item (if you're in red caution or danger status)

Now save if you want and leave.

=====  
Outer Stairway  
=====

Run down the stairs, then climb down the ladder down here (check your map if you need to).

=====  
Boiler Room  
=====

Use the EMBLEM CARD on the card reader and climb down.

Run past the machinery, climb up the stairs, and go out the door.

=====  
Basement Facility Storage Room  
=====

Use the EMBLEM CARD on the reader. Then take the GRENADE LAUNCHER. Now check the shelf beside the door you used to enter for some GRENADE ROUNDS.

Don't go through the door behind the shutter, there's nothing back there.

Instead, go through the door at the northeast corner of the room.

NOTE: Ammo for the GRENADE LAUNCHER is scarce, use it wisely.

=====  
Gun Maintenance Room  
=====

Run to the other end of the room and take the HANDGUN BULLETS. It looks like you can take that green jar, but you can't. Leave.

=====  
Basement Facility Storage Room  
=====

Now use the door directly in front of you.

=====  
Boiler Room  
=====

Run down the stairs, across, up the stairs and out.

=====  
Weird-Looking Face Bridge  
=====

Take the HANDGUN BULLETS from the face, then enter the elevator.  
Push the 2F Button.

=====  
2F Elevator Landing  
=====

Use the EMBLEM CARD on the reader. Discard, and run to the other end of the room. There are 2 GREEN HERBS on the floor. Now check the computer for the ARMY PROOF. Check it again.

Switch to the security monitor.

Look around for the red skeleton picture. Press [the Action Button] to zoom in on it. You'll see some numbers.

"1126"

Now the room has finished ventilating. Run to the next door you come to. Unlock it and enter.

=====  
Outer Stairway  
=====

Go down the stairs and out the door.

=====  
Facility Main Hall  
=====

Use the BIOHAZARD CARD on the reader. Then discard it, run up the stairs and through the door at the end.

=====  
Biology Room  
=====

Enter the numbers "1126" into the device, then enter.

=====  
Biology Experiment Room  
=====

Check the desk with the computer for some ACID SHELLS, then take the SKELETON PICTURE. It should go well in the Portait Gallery where we found the EAGLE PLATE.



\_Cutscene\_

Quick! Dodge the baby Albinoids and get out of there!

=====  
Biology Room  
=====

The shutter's closing! Get outta there!

=====  
Facility Main Hall  
=====

Run down the stairs!

Phew. You made it.

Go out the front doors.

=====  
MTF Courtyard  
=====

Now use the pink door that leads to the Tank Area.

=====  
Tank Area  
=====

Go through the double doors.

=====  
Facility Garage  
=====

Use the other single door here.

=====  
1F Elevator Landing  
=====

Kill or run past the zombies to the door at the end.

=====  
Portrait Gallery  
=====

Hang the SKELETON PICTURE on the door to lower a wall. Take the GOLD KEY and leave.

=====  
1F Elevator Landing  
=====

Run back to the Facility Garage.

=====  
Facility Garage

=====  
Go out the double doors.

=====  
Tank Area  
=====

Use the pink door.

=====  
MTF Courtyard  
=====

Now run PAST the double doors to the other pink door.

=====  
Passage  
=====

Good News: No zombies.  
Bad News: 2 Bandersnatches.

Use your GRENADE LAUNCHER to kill them in 2 shots OR LESS, then run up the stairs at the end.

=====  
Palace Entrance  
=====

Enter the Palace.

=====  
Palace Main Hall  
=====

Run down the small staircase, then use the door in the back corner that leads to the Checkered Hall.

=====  
Checkered Hall  
=====

Run to the double doors at the very end. Unlock, discard, and enter.

=====  
Ashford Family Room  
=====

-----Ashford Family Puzzle-----

Go up the small staircase and take the MEMO TO NEW MASTER. It mentions the following masters with these characteristics and items:

Veronica: Tea set

Stanley: Tea set (had sons Thomas and Arthur)

Thomas: Tea set

Arthur: Twin of Thomas.

Edward: ?

Alexander: Candlestick

NOTE: Check the white candlestick here, it's Alexander's.

First, push the button under the picture of the beautiful woman. That's Veronica.

Second, push the button under the picture of middle-aged man (Stanley) with red-haired twins (Thomas & Arthur).

Third, push the button under the picture of a red-haired man holding a tea set. That's Thomas.

Fourth, push the button under the picture of a red-haired man with a plate. That'd be Thomas's twin, Arthur.

Fifth, push the button under the picture of a gray-haired man with a vase. That's Edward, a co-founder of Umbrella.

Finally, push the button under the picture of a man with a candlestick.

Push the button under the big picture of Alfred to complete the puzzle.

The wall turns to reveal an EARTHENWARE VASE and a picture of Alexia.

Look inside the EARTHENWARE VASE for the QUEEN ANT OBJECT. We'll be able to use it in Alfred's house.

Leave.

=====  
Checkered Hall  
=====

Go back to the Palace Main Hall.

=====  
Palace Main Hall  
=====

Go up the large staircase, then up the small steps. Kill the zombie and enter the Secretary's Office.

=====  
Secretary's Office  
=====

Now check your inventory:

HANDGUN  
HANDGUN BULLETS  
GRENADE LAUNCHER  
QUEEN ANT OBJECT  
GOLD LUGERS

Save if you want (recommended) and use the GOLD LUGERS on the door here. Enter.

=====  
Alfred's Office  
=====

Take the HANDGUN BULLETS.

-----Music Box Puzzle-----

Run behind the desk and check the file. It says:

First Digit: Left, Right

Second Digit: Left

Third Digit: Right

Fourth Digit: Right, Right, Right.

Now turn on the computer. Press ESC to exit, then check the music box.

Do what the paper said. Turn it left, then right for the number \_1\_, then left for the number \_9\_, right for the number \_7\_, and right 3 more times for \_1\_.

"1971"

That's the passcode. Put it into the computer.

\_Cutscene\_

Move.

\_Cutscene\_

Oh mommy! A Bandersnatch! Put your GRENADE LAUNCHER to use, then use the door in the secret passage.

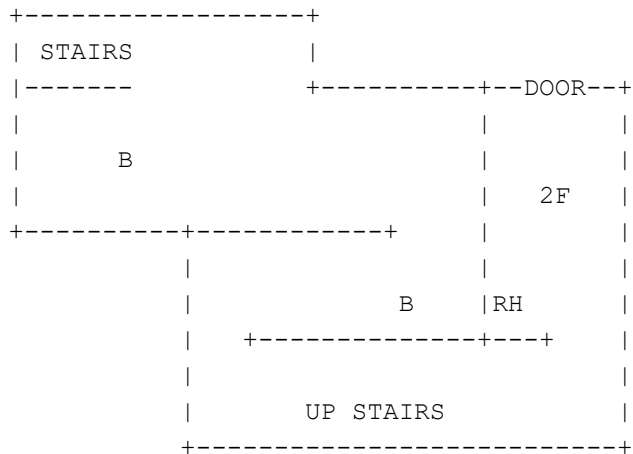
=====  
Bridge  
=====

Run to the other end and climb the stairs.

=====  
Bandersnatch Way  
=====

There's 2 Bandersnatches here begging for a beating. Give them what they want.

If you're out of ammo or for some reason DON'T want to kill them, use this map.



You need to get past the [B]andersnatches to the [UP STAIRS].

If you killed the Bandersnatches, you'll have time to take the [RED HERB] on the balcony.

Go in the double doors.

=====  
Residence Main Hall  
=====

And now...you will see the resident of Resident Evil.

No, not really. Equip the LIGHTER, there are Bats here.

Use the padded door on this floor.

=====  
Fireplace Room  
=====

Introduce the Bandersnatch to your GRENADE LAUNCHER, then use the LIGHTER on the fireplace.

Let there be light! Pick up the BOW GUN ARROWS, HANDGUN BULLETS and INK RIBBONS. You can't pick up that thing that looks like an F. AID SPRAY on the table.

Leave.

=====  
Residence Main Hall  
=====

Run up the stairs until you come to the top. Here, take the F. AID SPRAY and HAND GUN BULLETS. Now go through the padded door up here.

=====  
Bedroom Corridor  
=====

\_Cutscene\_

Take the GREEN HERB at the end of the hall you're closest to and combine it with the RED HERB. Now enter the door here.

=====  
Alexia's Room  
=====

Stop that annoying music box. Put the QUEEN ANT OBJECT in place and take the MUSIC BOX PLATE. Now take the SILVER KEY and leave.

=====  
Bedroom Corridor  
=====

I guess you could check out Alfred's Room if you wanted to, but you can't do anything without the blue king the music box was talking about.

Run down the hall just past the next door for some HANDGUN BULLETS. Then leave.

=====  
Residence Main Hall  
=====

Go down the stairs and out the front doors.

=====  
Bandersnatch Way  
=====

Run down the stairs, around the pile of junk, and down more stairs.

=====  
Bridge  
=====

Run to the door at the other side.

=====  
Alfred's Office  
=====

Go out the other door here.

=====  
Secretary's Office  
=====

Time for an inventory check:

HANDGUN  
HANDGUN BULLETS  
GRENADE LAUNCHER  
SILVER KEY  
HEMOSTATIC  
Full-healing item (if you're low on health)

Now save if you want and leave using the door that leads to the Palace Main Hall.

NOTE: If you have less than 2 shots for the GRENADE LAUNCHER, bring the M-100P along instead.

=====  
Palace Main Hall  
=====

Run down the small staircase, kill the zombie, then unlock and proceed through the door behind him.

=====  
Palace Casino  
=====

Take the HANDGUN BULLETS and BOW GUN POWDER, then check the piano. It's missing its scroll. We'll have to find it for it.

NOTE: I received an e-mail from skatepunk44 saying there are 2 GREEN HERBS here. This was confirmed by pan77tera. Thanks, a lot, guys!

Leave.

=====  
Palace Main Hall

=====  
Run down the stairs to the bottom and take the door to the Checkered Hall.

=====  
Checkered Hall  
=====

Unlock the double doors here with the SILVER KEY, discard it, and enter.

=====  
Conference Room  
=====

Kill the 2 Bandersnatches here, then take HUNK'S REPORT from the desk in the front. It deals with stuff from RE2.

Now go to the middle of the room. Take the EAGLE PLATE from the floor.

Wait...what the heck do we need an EAGLE PLATE for?

Remember the Guillotine Area back at the Prison? Yep. That's where we need it. Well, we might as well give Rodrigo the HEMOSTATIC, since we'll be in that neighborhood.

Take the HANDGUN BULLETS from the chair and leave.

=====  
Checkered Hall  
=====

Run back to the Palace Main Hall.

=====  
Palace Main Hall  
=====

Go out the front doors.

=====  
Palace Entrance  
=====

Go left at the bottom of the stairs to the gate at the end.

=====  
Passage  
=====

Run down the stairs at the other end of the Passage.

=====  
Iron Bridge  
=====

Run down the stairs, over the crates, across the bridge, to the big double doors at the end.

=====  
Truck Wreckage Area

=====  
Use the door to the west that leads to the Graveyard.

=====  
Graveyard  
=====

At this point, I have 211 extra shots for the HANDGUN, so if you have at least 150, kill anything you want and run down the stairs at the end.

=====  
Underground Prison Corridor  
=====

Run to the door at the end.

=====  
Prison Cell  
=====

\_Cutscene\_

Well, Claire Redfield doesn't hold any grudges. The man captures her, points a gun at her head, and she goes out of her way to give him stuff.

Well, anyway, we got the LOCKPICK. Now we can open simple locks.

=====  
Underground Prison Corridor  
=====

Run up the stairs.

=====  
Graveyard  
=====

Return to the Truck Wreckage Area.

=====  
Truck Wreckage Area  
=====

Go through the other single door here.

=====  
Cerberus Path  
=====

Go through the gate, open the door.

=====  
Guillotine Area  
=====

Kill the zombies here, then enter the area with the guillotine. Put the EAGLE PLATE in place.

Eliminate the over-exaggerated zombie threat and use the door you now have



access to.

=====  
Zombie Traffic Area  
=====

Lots of zombies in little space.

There are 2 explosives here, but they're hard to use to your advantage.

Anyway, take the GREEN HERB to the right of the door you used to enter, then proceed through the door there.

=====  
Autopsy Room  
=====

There are some HANDGUN BULLETS on the desk in the corner.

Take them, then run into the room southeast on your map. Take the ANATOMIST'S NOTE. It says something about how no one can get the key because it doesn't look like one or something.

Anyway, run past the body bag to the door behind the divider.

\_Cutscene\_

=====  
Incineration Room  
=====

Run past the zombies to the end, where you'll find a DURALUMIN CASE. Open it to get the M93R PART. :-\. It makes it so the HANDGUN can fire in 3-round bursts and hold 20 rounds.

Combine it with the HANDGUN for the CUSTOM HANDGUN. Take the HANDGUN BULLETS you can see from here and leave the way you came in.

=====  
Autopsy Room  
=====

Someone's having a feast.

Check on the other side of the divider to find out.

\_Cutscene\_

It's the Anatomist! Kill him and his buddy, then take the item he dropped. It's the GLASS EYE.

Now run into the room with the open door and put the GLASS EYE into place. Descend the stairs...

=====  
Bat Corridor  
=====

WALK to the door at the end.

=====  
Torcher Room  
=====

There are some HANDGUN BULLETS on the table beside the chair and some BOW GUN BOLTS on the thing to the right.

Use your map if you have to, but run down the stairs and use the other door here.

=====  
Knight Puzzle Room  
=====

-----Knight Puzzle-----

Take the RUSTED SWORD from the knight.

\_Cutscene\_

AHH! Push the statue in the middle holding a shield around until it faces the statue you took the RUSTED SWORD from (it will stop automatically).

Woo. That was close.

Put the RUSTED SWORD in the hole here. Then immediately back off. Play Ring-around-the-rosey with the zombie until you can take the PIANO ROLL and leave.

=====  
Torcher Room  
=====

Run up the stairs and out the door.

=====  
Bat Corridor  
=====

WALK to the stairs at the end.

=====  
Autopsy Room  
=====

Leave.

=====  
Zombie Traffic Area  
=====

And it looks like it's rush hour.

Re-clean the area of the infestation. Then, go through the gate with the KEEP OUT sign on it.

=====  
Crate Storage Area  
=====

Take the HANDGUN BULLETS, then climb over the crate and push it out of the way.

Take the DURALUMIN CASE from the item box and use the LOCKPICK on it. You'll get some BOW GUN POWDER. Put it in the item box. In fact, but everything in except for:

HANDGUN  
HANDGUN BULLETS  
PIANO ROLL

Then use the door.

=====  
Prison Security Room  
=====

Take the other door.

=====  
Metal Detector Hallway  
=====

Now take all the items from the security box. Leave the way you came in.

=====  
Prison Security Room  
=====

The other door.

=====  
Crate Storage Area  
=====

Put everything you got from the security box in the item box, then use the other door.

=====  
Zombie Traffic Area  
=====

No zombies here. Run to the door leading to the Guillotine Area.

=====  
Guillotine Area  
=====

Run back to the Cerberus Path.

=====  
Cerberus Path  
=====

Run through the gate and use the door.

=====  
Truck Wreckage Area  
=====

Use the big double doors.

=====  
Iron Bridge  
=====

Climb the stairs to the Passage.

=====  
Passage  
=====

Run to the Palace Entrance.

=====  
Palace Entrance  
=====

Enter the Palace.

\_Cutscene\_

Ahhh. Al. The by-far coolest person in the RE series.

Enter.

=====  
Palace Main Hall  
=====

Run up the stairs and enter the Palace Casino.

=====  
Palace Casino  
=====

Put the PIANO ROLL in the piano, then take the KING ANT OBJECT. Leave.

=====  
Palace Main Hall  
=====

Go into the Secretary's Office.

=====  
Secretary's Office  
=====

Now check your inventory:

HANDGUN

HANDGUN BULLETS

KING ANT OBJECT

BOW GUN

MUSIC BOX PLATE

Have the BOW GUN equipped. Save if you want and use the door with the lugers on it.

=====  
Alfred's Office  
=====

Take the door in the secret passage.

=====  
Bridge  
=====

Shoot down the zombies here. Then run up the stairs.

=====  
Bandersnatch Way  
=====

Run up the stairs leading to the Residence. Ignore any friends that show up.

=====  
Residence Main Hall  
=====

Use the BOW GUN to take out the 4 zombies here, then use the door at the very top.

=====  
Bedroom Corridor  
=====

Kill any zombie that dares challenge you, but make your way to Alfred's room, to the south.

=====  
Alfred's Room  
=====

Put the KING ANT OBJECT in place. Then put the MUSIC BOX PLATE in place.

Check Alfred's desk for the MESSAGE CARD. Then, climb up the ladder revealed by his bed lowering.

=====  
Playroom  
=====

Check all around the room for the SILVER DRAGONFLY. Examine it to remove the wings. Then put it in the mouth of the ant on the wall.

\_Cutscene\_

Now climb up the ladder on the carousel.

=====  
Residence Library  
=====

Check the stepladder for the NEWSPAPER CLIP. Then, push the box against the case and climb up on top of it. Take the CONFESSION LETTER and the final proof, the AIR FORCE PROOF. Now we can get out of here!

Take the INK RIBBONS from the desk with the typewriter and climb down the ladder.

=====

Playroom

=====

Climb down the ladder here.

=====

Alexia's Room

=====

Leave.

\_Cutscene\_

They both must be real losers to miss each other at 5ft. distance.

=====

Alfred's Room

=====

Check the blonde wig on the music box.

\_Cutscene\_

Skitsifrentic (just guessing how to spell that)

Leave.

=====

Bedroom Corridor

=====

Exit to the Residence Main Hall.

=====

Residence Main Hall

=====

Go out the front doors.

=====

Bandersnatch Way

=====

Avoid the Bandersnatches one final time and run down the stairs at the end.

=====

Bridge

=====

Run to the door at the end.

=====

Alfred's Office

=====

Return to the Secretary's Office. That Alfred was pretty clever, installing red lights in every room on the off-chance that the self-destruct system would be initiated.

=====

Secretary's Office

=====

Check your inventory:

HANDGUN

HANDGUN BULLETS

AIR FORCE PROOF

ARMY PROOF

Also, take along a Full-healing item if you're low on health.

Save if you want and exit to the Palace Main Hall.

=====

Palace Main Hall

=====

Go out the front doors.

=====

Palace Entrance

=====

Run down the stairs.

\_Cutscene\_

That isn't cool. How did they get to an airport?

Anyway, run down the stairs leading to the Sub Station.

=====

Sub Station

=====

Run to Steve at the Steering Wheel place.

\_Cutscene\_

=====

Submarine

=====

\_Cutscene\_

=====

Camera Angle Corridor

=====

Run to the door at the end.

=====

Underwater Office

=====

Run to the Hangar, where you put the NAVY PROOF.

=====

Hangar

=====

Put the AIR FORCE PROOF and ARMY PROOF in place. Push the switch.

=====  
Cockpit  
=====

Run up the small staircase.

\_Cutscene\_

How about you give me your SUB MACHINE GUN?

Take the sparkling CONTROL LEVER. Then take the INK RIBBONS from beside the typewriter and check your inventory:

HANDGUN  
HANDGUN BULLETS  
GRENADE LAUNCHER (loaded with ACID ROUNDS)  
CONTROL LEVER  
Full-healing item

Now leave.

=====  
Hangar  
=====

Run back to the Underwater Office.

=====  
Underwater Office  
=====

Run around the desk to the shutter on the other side.

=====  
Lower Bridge Platform  
=====

Run to the shutter on the other side.

=====  
Storage Lift Area  
=====

Ride the small lift. Then use the door at the top.

=====  
Upper Bridge Platform  
=====

Use the CONTROL LEVER on the panel, then raise the lever.

Then, run across the bridge to the door on the other side.

=====  
Oil Pressure Regulator Room  
=====

Run to the group of bodies and take the AIRPORT KEY. It's the key for that shutter in the Storage Lift Area.



So, leave.

=====  
Upper Bridge Platform  
=====

Run across to the door at the end.

=====  
Storage Lift Area  
=====

Ride the lift down, then use the AIRPORT KEY on the hole beside the shutter. Go through.

=====  
Hangar Elevator Landing  
=====

The crates are keeping the elevator from working! Push them into the elevator.

Now take the HANDGUN BULLETS, GRENADE ROUNDS, and 2 GREEN HERBS.

Inventory check:

HANDGUN  
HANDGUN BULLETS  
GRENADE LAUNCHER (with those same ACID ROUNDS)  
GRENADE ROUNDS  
Full-healing item

I highly recommend you save at this point.  
Use the elevator.

\_Cutscene\_

=====  
MTF Courtyard  
=====

Oh great. We're back here.

Run to the pink door leading to the Passage.

=====  
Passage  
=====

Equip the GRENADE LAUNCHER. ;-).

Run to the Palace Entrance.

\_Cutscene\_

He's bald, he's ugly, and eww. He's naked.

////////////////////////////////////  
\*\*\*\*\*  
Boss: Tyrant 1  
Difficulty: Medium  
\*\*\*\*\*



Take another if you're low on health.  
I highly recommend you save here as well.

Use the door to the back of the plane.

=====  
Cargo Hold  
=====

\_Cutscene\_

He kinda looks like Neo from the Matrix dodging bullets. Okay, not really.

////////////////////////////////////  
\*\*\*\*\*  
Boss: Tyrant 2  
Difficulty: Medium  
\*\*\*\*\*  
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

He has only 3 moves. The most powerful, however, can be used only when you're on the ground. Thus, don't stay on the ground long!

Fire as many times as you can as soon as you can, then try to dodge if he charges. Whether you make it or not, go to the back of the plane.

Keep firing until he is pushed back a foot or two when you shoot him. Then, check the panel beside the door and push the switch.

That launches an (evidently) explosive crate into the pansy, sending him out of the plane.

Return to the Cockpit.

=====  
Cockpit  
=====

\_Cutscene\_

=====  
Plane Wreckage Area  
=====

Run under the plane until you come to a ladder. Go down it, then run to the stairs at the end.

=====  
Nasty Corridor  
=====

DON'T run down the nasty part. Simply run to the first door you come to.

=====  
Base Office  
=====

The power's out, so you probably can't see much (duh?).

Check your inventory. The item box is by the door:

HANDGUN

HANDGUN BULLETS

Full-healing item

Ignore that rattling and leave.

=====

Nasty Corridor

=====

Run down the nasty part.

\_Cutscene\_

Here, you will encounter the most annoying creature in the game.

No, not Steve, a Moth.

They can't hurt you much directly, but they can poison you and implant their eggs in your back. Later, the eggs hatch and hurt you. They also poison you.

So, switch your HANDGUN to Manual and shoot them down whenever you see them.

Run to the end of the nasty part and use the door.

=====

Sorting Room

=====

Kill all 3 zombies here, you'll be passing through here a lot.

Now use your map to navigate yourself to the double doors in the northwest corner of the room.

=====

Base Storage Room

=====

It's so dark!

I know, but it's necessary to do before we restore the power.

Try to dodge the zombies here (if you're like me, you're better in the dark), and run around the shelves until you see a sparkle. Take it, it's the MINING ROOM KEY. Then, continue around the shelves until you see some missiles on a rack.

Run back a little from the missiles and check the wall, there's some lockers. They'll open to reveal an ASSAULT RIFLE! Yay!

But, we're not quite finished here. Run to the very end, where you'll find another sparkle. It's the DETONATOR. Use it on the cabinet here, then backtrack past the zombies to the way you came in.

=====

Sorting Room

=====

\*Click-click\* Rock on! The ASSAULT RIFLE!

It's like the SUB MACHINE GUN, except there's only one and it's more accurate.

Equip it, then run up the small staircase with the door at the top. Unlock it with the MINING ROOM KEY, discard, and enter.

=====  
Mining Room  
=====

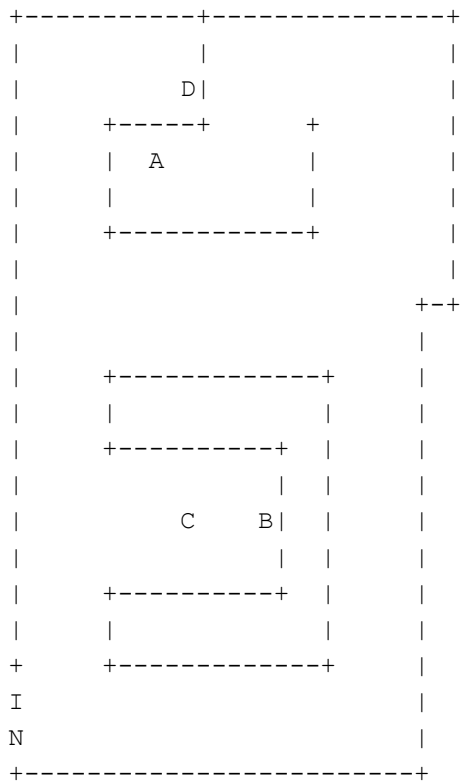
Run to Claire's right. Climb up the large steps, then up the small steps. Check the pipe. It tells you that's what to use if there's a gas leak. Alrighty then (yes, that was necessary).

Now climb back down all the steps and go the other way. Use the door at the end.

=====  
Generator Room  
=====

Ahh. The word generator sounds good, eh?

Check your map.



I'm gettin better at that.

Anyway, point A is where you need to go first.

Test out the ASSAULT RIFLE on any dogs you may encounter, and move the lever at point A. Now go to Point B, kill the dog at Point C, and restore the electric power.

Let there be light! Now take the 2 GREEN HERBs from Point D. Check Point E for 2 boxes of HANDGUN BULLETS and 2 GREEN HERBs, then leave.

=====  
Mining Room

=====  
Go back to the Sorting Room.

=====  
Sorting Room  
=====

Remember that sparkle you saw when you went into the Base Storage Room (with the ASSAULT RIFLE? Now, we're going to try to get that.

Climb down the stairs, then run past them. Use the double doors here with "BOW" on them. They're in the southwest corner of the room.

=====  
B.O.W. Warehouse  
=====

Kill the 2 Spiders here. It's kinda hard, because they don't feel the impact of the bullets. Use your full-healing item if you need to.

Then, check the box in the northwest corner of the room for 2 boxes of HANDGUN BULLETS.

Go to the opposite corner of the room and take the sparkle. It's the BAR CODE STICKER. On it, the words "storehouse B.O.W." are printed. If we stick this on a box, it will be sent here.

Take the BOW GUN BOLTS from the conveyor belt.

On the way out, check yellow and black striped box on the wall by the door. It says a GAS MASK will be available if a gas leak is detected.

Now leave.

=====  
Sorting Room  
=====

Run into the nook directly in front of the door at the top of the stairs.

Push the switch with the blue light on the wall. Then check the box on the belt. Anti-B.O.W. gas. I think that would qualify as a gas leak. Don't you?

Put the BAR CODE STICKER on it so it will be sorted to the B.O.W. Warehouse, then lower the lever on the panel. That will not only send the Anti-B.O.W. gas to the B.O.W. Warehouse, but will also send the sparkle to the Base Storage Room.

You can check if you want, but it won't help you. There's a MAGNUM behind a fire. You'll need to re-fill your EMPTY EXTINGUISHER to get it. We'll do that later.

Now go back to the B.O.W. Warehouse.

=====  
B.O.W. Warehouse  
=====

Ha! Take the GAS MASK and leave.

=====  
Sorting Room  
=====

Now go back to the Nasty Corridor.

=====  
Nasty Corridor  
=====

Kill the moths here if you have plenty of ammo and get to the other door here.

NOTE: There's some BLUE HERBs growing here if you were poisoned by the spiders.

=====  
Base Office  
=====

Now you can see the items here. Take the INK RIBBONS, BOW GUN BOLTS,  
ALEXANDER'S MEMO,

Check your inventory:

HANDGUN  
HANDGUN BULLETS  
GAS MASK

Push the bookcase in the southwest corner of the room back to reveal a secret  
passage. Then check out those moving lockers.

AHHH!

\_Cutscene\_

Phew. It was just a mouse.

Take the BUTLER'S LETTER from the locker. Then push the switch. Check what's  
behind it.

\_Cutscene\_

Check around here for the PLANT POT. What the heck do we need a PLANT POT for?

Examine the bottom and take the MACHINE ROOM KEY. Now leave.

=====  
Nasty Corridor  
=====

Shoot the Moth in front of you, then climb the stairs.

=====  
Plane Wreckage Area  
=====

Use the door here with the green light above it.

=====  
Workers' Bedroom  
=====

DON'T take the sparkle here. Instead, search around until you collect 3 boxes of HANDGUN BULLETS. One's on a bookshelf, one's on a bed, and one's in a locker with some F. AID SPRAY.

Now, take the sparkling BOW GUN POWDER.

\_Cutscene\_

Now leave.

\_Cutscene\_

Kill them ALL! Yes, they all woke up. And it's all your fault.

Now check around the room again for more HANDGUN BULLETS on a shelf, the WORKER'S DIARY on the table, and the ANT. BASE MAP on the wall. Now leave.

=====  
Plane Wreckage Area  
=====

NOTE: The WORKER'S DIARY tells about "Nosferatu", a beast that moans at night. I think we know who that is...

Run to the next double doors. Enter.

=====  
Upper Sorting Room  
=====

Go to Claire's left, take the door you come to. You'll have to use that MACHINE ROOM KEY.

=====  
Machine Room  
=====

Run past the machinery to the other door.

=====  
Valve Handle Platform  
=====

A very interesting and meaningful room. Take the VALVE HANDLE. It has a square end, but maybe it will have some use. Leave.

=====  
Machine Room  
=====

Run to the machine.

\_Cutscene\_

What a loser. At least he wasn't staring at her butt.

=====  
Upper Sorting Room  
=====



\_Cutscene\_

Remember that valve in the Mining Room? Wait...it was octagonal. We'll have to fix that.

Run to the door past the double doors.

=====  
Metal Cutting Room  
=====

Don't let that zombie intimidate you. He's too much of a loser to escape.

Take the 2 boxes of HANDGUN BULLETS and the INK RIBBONS. Then check the floor for a BLUE HERB and GREEN HERB.

Now use the VALVE HANDLE on the machine here. You'll get back the OCTA VALVE HANDLE. Now leave.

=====  
Upper Sorting Room  
=====

Now exit via the double doors.

=====  
Plane Wreckage Area  
=====

Run down the stairs.

=====  
Nasty Corridor  
=====

Duck into the save room.

=====  
Base Office  
=====

You're going to have to trust me on this one. Check your inventory:

HANDGUN  
GAS MASK  
OCTA VALVE HANDLE

No healing items, no ammo. But, do make sure you're at least in yellow-caution condition.

=====  
Nasty Corridor  
=====

Run to the Sorting Room.

=====  
Sorting Room  
=====

You need to get to the door at the top of the small staircase. Use whatever ammo you have in your gun now to do it.

=====

Mining Room

=====

Run up to that pipe we saw earlier and use the OCTA VALVE HANDLE to seal off the gas.

\_Cutscene\_

Run down the large steps and pick up the SNIPER RIFLE.

Hopefully the gun isn't as completely inaccurate as it looks when Alfred fires it.

\_Cutscene\_

=====

Helipad

=====

Check the beacons in the northwest and northeast corners of the Helipad for a F. AID SPRAY and some HANDGUN BULLETS. Then go down the stairs.

\_Cutscene\_

Who let the "Nosferatu" out?

////////////////////////////////////

\*\*\*\*\*

Boss: Nosferatu

Difficulty: Easy/Medium

\*\*\*\*\*

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

Let the SNIPER RIFLE help you out.

Use the L/L1 Button to Zoom in.

Aim for his heart! Try to hit him directly there. You have 7 shots.

If you hit him just right, you'll see a

\_Cutscene\_

and he'll fall.

However, you could run out of ammo and be forced to use the HANDGUN. Well, try to kill him with the SNIPER RIFLE.

If you die, you can retry right on the Helipad, so it's not that bad.

\_Cutscene\_

Hmm. Right to the Australian base. Right.

WARNING: Objects in mirror are more deadly than they appear.

=====  
Rodrigo Tunnel  
=====

Woo! Chris!

Take the GREEN HERB in front of you, then continue down the tunnel.

\_Cutscene\_

Hmm. That would definitely ruin your day.

Now we have to save the freak or we won't get our LIGHTER back.

Continue to the typewriter. Take the BOW GUN BOLTS and INK RIBBONS, then check your inventory:

ASSAULT RIFLE

HANDGUN

HANDGUN BULLETS (remember the ones you left as Claire)

Full-healing item

Equip the ASSAULT RIFLE and head into the next room.

=====  
Tunnel Worm Battle Room  
=====

////////////////////////////////////

\*\*\*\*\*

Boss: Tunnel Worm

Difficulty: Easy/Medium

\*\*\*\*\*

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

You need to save Rodrigo!

Shoot at the worm whenever he surfaces and raises his head in the air. If you can see dirt coming up behind you, go to the left or the right. Don't try to outrun it.

It should take most of your ammo, but you'll be getting something better soon anyway. After he dies, you'll see a

\_Cutscene\_

You got the LIGHTER.

\_Cutscene\_

Check around the outer edges of the room for a BLUE HERB, a GREEN HERB, some HANDGUN BULLETS, and BOW GUN BOLTS. Now return to Rodrigo Tunnel.

=====  
Rodrigo Tunnel  
=====

Run to the statue in the wall. Use the LIGHTER to "dedicate a light", then take the SUB MACHINE GUN. Now check your inventory:

HANDGUN

HANDGUN BULLETS

Full-healing item

Save if you want and leave.

=====  
Tunnel Worm Battle Room  
=====

Run past Rodrigo's body to the elevator.

=====  
Facility Garage  
=====

Hey! There wasn't an elevator here!

Use the HANDGUN to kill the 3 zombies here. Then use the double doors here (the other door leading to the 1F Elevator no longer is accessible).

=====  
Tank Area  
=====

Run to the back of the tank and push the button Alfred pushed.

\_Cutscene\_

Ride that elevator.

=====  
Secret Hangar Tunnel  
=====

Check the second corner you come to for some SHOTGUN SHELLS, a GREEN HERB, and a BLUE HERB. Then take the door here.

=====  
Secret Hangar Save Room  
=====

Here, you'll find some ACID SHELLS, a GREEN HERB, some INK RIBBONS, some HANDGUN BULLETS, and some SHOTGUN SHELLS. You'll also find some colored drawers.

-----Colored Drawer Puzzle-----

There's no documents or reasoning behind this puzzle, so here's the solution:

1. Red drawer
2. Green drawer
3. Blue drawer (CLICK)
4. Brown drawer

NOTE FROM kof98:

If you use the action button to look at the map/picture it gives you a clue: Lava (red) burn forest (green) flows into sea (blue) and forms earth (brown), as you can see it shows the order in which to open the drawers.

You get the LUGER REPLICA.

Now check your inventory:

SUB MACHINE GUN

Make sure you're at least in yellow-caution.  
Leave.

NOTE: The LUGER REPLICA won't be used. After acquiring it, you get Steve in Battle Mode.

=====  
Secret Hangar Tunnel  
=====

Run to the end and pick up the BATTERY PACK. Now check the door.

Great. We need a HALBERD. Well, there was one on each of those EAGLE PLATES, but the one we used at the Prison was destroyed in the self-destruction.

We'll have to get the one we used in the Outer Stairway for the EMBLEM CARD.

Run to the elevator at the other end.

\_Cutscene\_

Run faster. If you get poisoned, use the herbs growing in the save room.

=====  
Tank Area  
=====

Re-enter the Facility Garage.

=====  
Facility Garage  
=====

Run toward the elevator here, but go to the right of it. You should see a yellow and black piece of machinery. Put the BATTERY PACK into place, then climb on top of it and push the switch to raise the lift.

Take the CHEM. STORAGE KEY and the ALLOY REPORT from the desk.

It says in order to dissolve the blue eagle plate holding the HALBERD, we'll need CLEMENT A and CLEMENT E.

Leave via the door up here.

=====  
2F Elevator Landing  
=====

Run to the other end.

\_Cutscene\_

Oh great. That would be a Seeker and a Hunter. The Seeker won't hurt you, but will signal a Hunter do hurt you for it. If you see a Seeker, DON'T LET ITS LIGHT HIT YOU.

Run up the small stairs here and take the GRENADE ROUNDS from the floor beside the chair. Then go out the door on this side of the hall.

=====  
Outer Stairway  
=====

\_Cutscene\_

Well, that's just great. Did you hear the ZAP sound?

Go back to the 2F Elevator Landing.

=====  
2F Elevator Landing  
=====

Jump in the elevator. Head to the B1 Floor.

=====  
Weird-Looking Face Bridge  
=====

The ALLOY REPORT mentioned that CLEMENT A is used in gun maintenance. However, if you go into the Boiler Room, you'll notice that someone shut off the fan and there's toxic gas everywhere.

We'll have to find a way to the lever on the other side of the room that turns the fan on.

Run down the stairs that are now here.

The SHOTGUN's here, but don't take it yet, or the stairs will raise.

Take the FLAME ROUNDS from the shelf, the INK RIBBONS on the floor, and the HANDGUN BULLETS from the floor.

Then, use the door down here.

=====  
B.O.W. Storage Room  
=====

Run up the stairs. You'll see a GREEN HERB at the bottom that you missed. Take it and head up the stairs.

Run to the panel beside the door and push the switch. It lowers something into a container it won't break out of.

Now take the double doors.

=====  
Turntable Area  
=====

Don't take the sparkle on the ground just yet. Instead, use the door at the south side of the room.

=====  
Chemical Storage Room  
=====

Run through the funky doors. You'll come to a table with some HANDGUN BULLETS and some SHOTGUN SHELLS. Now check the illuminated chemical storage cabinet. Unlock it and discard.

-----Clement E Puzzle-----

The ALLOY REPORT tells us that CLEMENT E changes color at a certain temperature. It mentions that the temperature is the same as the date of completion for the facility. Well, the sign in the Portrait Gallery says it was completed December 8th (128).

So, put in 128, then take the chemical that changes colors. It's CLEMENT E.

Now leave.

=====

Turntable Area

=====

Once again, don't take the sparkle. Check the glowing red light in front of "STOP" on the ground. We need to use that turntable, so we'll need the TURNTABLE KEY.

Finally, pick up that sparkle. It's the DOOR KNOB. Now get ready to RUN!

\_Cutscene\_

\_RElish Cutscene\_

\_Cutscene\_

That's alot of cutscenes. QUICK! Retreat back to the B.O.W. Storage Room! Don't waste any ammo on them. The SUB MACHINE GUN is not intended for use with more than 1 Hunter.

=====

B.O.W. Storage Room

=====

Run down the stairs and take the door down here.

=====

Weird-Looking Face Bridge

=====

Hop into the elevator and go to Floor 2F.

=====

2F Elevator Landing

=====

Kill the 2 zombies here, then go out to the Outer Stairway.

=====

Outer Stairway

=====

Use the door directly in front of you.

=====

Biology Room

=====

? Yeah, it's the Biology Room now.

Wait for the Seeker to make its mechanical sound, then run in front of it and into the main part of the room. There's a SIDE PACK here on the crate in front of the glass. How'd it get here?

Go out the other door here.

=====

Upper Facility Main Hall

=====

Check the other door here. Use the DOOR KNOB and proceed through.

=====

Facility Garage

=====

Check behind the column for some HANDGUN BULLETS and on the desk built into the wall for the TANK OBJECT. It will fit nicely in that hole in the model in the Portrait Gallery.

Leave.

=====

Upper Facility Main Hall

=====

Go back into the Biology Room.

=====

Biology Room

=====

Exit to the Outer Stairway. You can ignore the Seeker, you won't be coming back here.

=====

Outer Stairway

=====

Use the door in front of you.

=====

2F Elevator Landing

=====

Ride the elevator to Floor 1F.

=====

1F Elevator Landing

=====

Run to the only other door here you can go through. Watch out for the Seeker.

=====

Portrait Gallery



=====  
Put the TANK OBJECT in the indentation in the model. This causes the picture of this room to slide.

Take the TURNTABLE KEY and the SECRET PASSAGE NOTE.

NOTE FROM TBINGE:

There's a beneficial glitch in the game! After you get the turntable key and go back to the Rodrigo Tunnel to save, check where you got the sub machine guns from before (using the lighter) There should be another set there, thus giving you 2 sub machine guns.

I haven't got to check it yet. Try it if you want.

It says that a secret passage is locked by the diorama trick. Well, this is the diorama model room, so its located here somewhere.

If you check the indentations, we need to lead three armies here. Oh great. We have to find those proofs. Leave.

=====  
1F Elevator Landing  
=====

The Seeker's gone. Board the elevator and push the button to go to Floor 2F.

=====  
2F Elevator Landing  
=====

Enter the Facility Garage.

=====  
Facility Garage  
=====

Ride the lift down and ride the elevator down to the Tunnel Worm Battle Room. We just need to stop at an item box before we use the TURN TABLE KEY.

=====  
Tunnel Worm Battle Room  
=====

Back to the Rodrigo Tunnel.

=====  
Rodrigo Tunnel  
=====

You need:  
SUB MACHINE GUN  
HANDGUN  
CLEMENT E  
TURN TABLE KEY  
SHOTGUN SHELLS

Save if you want and leave.

=====

Tunnel Worm Battle Room

=====

Ride the elevator.

=====

Facility Garage

=====

Ride the lift back up and take the door.

=====

2F Elevator Landing

=====

Ride the elevator to floor B1F.

=====

Weird-Looking Face Bridge

=====

Run down the stairs and take the SHOTGUN. Now go in the door.

=====

B.O.W. Storage Room

=====

Run up the stairs to the other door.

\_Cutscene\_

Run past the Bandersnatch to the double doors.

=====

Turntable Area

=====

Run over to the panel we saw earlier and use the TURNTABLE KEY. Move the  
turntable.

=====

Facility Main Hall

=====

Yes, we're here now. Climb over the crates to the main part.

NOTE: If you check the panel again, it asks you if you want to move the control  
panel. :-\.

Use the only door you can without going out the front doors.

=====

Facility Office

=====

There's some SHOTGUN SHELLS on the floor and some BOW GUN BOLTS on the desk.

Kill all three zombies, then run behind the divider, and check the locker for  
some ACID ROUNDS.

Use the door in the hall outside.

=====  
Outer Stairway  
=====

Kill the zombie here that's pretending to be dead. Check the big hole.

You can see a passage...perhaps the same as the one in the SECRET PASSAGE NOTE?

Climb down the ladder behind the fence.

=====  
Boiler Room  
=====

Check that thing on the wall. Raise the lever to reactivate the fan.

Then climb down, kill the zombies, and take the door at the west side of the room.

=====  
Basement Facility Storage Room  
=====

Make sure that SUB MACHINE GUN works good on single Hunters ;-). Then, take the only other door here that you can.

=====  
Gun Maintenance Room  
=====

Run to the desk. Woo! You get to modify the Glock 17. Do it, and you get the ENHANCED HANDGUN. Take the green CLEMENT A from the shelf and mix it with CLEMENT E for the CLEMENT MIXTURE.

Looks like now our only lead on finding that EAGLE PLATE is Alfred's little secret passage. We have to get those proofs back.

Leave.

=====  
Basement Facility Storage Room  
=====

Go back to the Boiler Room.

=====  
Boiler Room  
=====

Climb back up onto the ledge and ascend the ladder.

=====  
Outer Stairway  
=====

Use the door.

=====

Facility Office

=====

Go out the door to the Facility Main Hall.

=====

Facility Main Hall

=====

Leave out the front doors.

=====

MTF Courtyard

=====

If you're feeling lucky, use the SHOTGUN to kill the Hunters here.

If not, or you've already finished them off, ride the elevator with the green light above it.

=====

Hangar Elevator Landing

=====

Ahh. A save room.

Check your inventory:

SUB MACHINE GUN

That's it. Save if you want and raise the shutter here.

=====

Storage Lift Area

=====

Kill the Hunter here. You'll be passing through here a lot.

We'll need to lower the bridge in order to retrieve the proofs.

Ride the lift up and exit using the door.

=====

Upper Bridge Platform

=====

Lower the lever.

Well that's just peachy. Run across the bridge and go through the door.

=====

Oil Pressure Regulator Room

=====

Check the oil regulator. Choose to operate it.

-----Oil Regulator Puzzle-----

With the 1 liter tank, this would be easy, but we can't use it.

Here's how it works. We need to get the 10 liter tank to 7 gallons. If, for

example, the 10 liter tank was up to 9 liters and you drained the 3 liter tank into it, only 1 liter from the 3 liter tank would go to the 10 liter tank and there would be only 2 liters remaining in the 3 liter tank.

Well, that's what you need to know if you're doing it yourself. If you'd rather just do it by me telling you, here's how:

1. Use the 3 liter tank three times.
2. Drain the 10 liter tank.
3. Use the 3 liter tank.
4. Use the 5 liter tank.

That should do it.

Leave.

\_Cutscene\_

If it's that important to you, kill the zombies for the SHOTGUN SHELLS.

Otherwise, leave.

=====  
Upper Bridge Platform  
=====

Run across the bridge and lower the lever. Why can't you jump onto the bridge while it's lowering?

Use the door.

=====  
Storage Lift Area  
=====

Ride the lift down and exit using the shutter to the Lower Bridge Platform.

=====  
Lower Bridge Platform  
=====

There's a Hunter straight ahead of you. Shoot at him until he screams, then use the shutter across the bridge.

=====  
Underwater Office  
=====

Kill the zombie in front of you. Then take the SHOTGUN SHELLS from the floor and the INK RIBBONS from the crate.

Kill the red-eye zombies here and take the door behind them.

=====  
Hangar  
=====

Kill the Hunter before he kills you.

Sparks are coming from the proofs! Check the computer to shut off the power to

them.

Take the AIR FORCE PROOF, ARMY PROOF, and NAVY PROOF. Then, leave.

NOTE: Hey! This is where Wesker was!

=====  
Underwater Office  
=====

There's nothing in Camera Angle Corridor, so return to the Lower Bridge Platform.

=====  
Lower Bridge Platform  
=====

Run to the shutter on the other side.

=====  
Storage Lift Area  
=====

Raise the shutter directly in front of you.

=====  
Hangar Elevator Landing  
=====

Heal yourself to at least yellow-caution. Check your inventory:

HANDGUN  
HANDGUN BULLETS  
CLEMENT MIXTURE

Now save if you didn't do too well with the Hunters at the top and ride the elevator back up.

=====  
MTF Courtyard  
=====

Re-enter the Facility.

NOTE: If you're brave, you can find some ammo here.

=====  
Facility Main Hall  
=====

Go into the Facility Office.

=====  
Facility Office  
=====

Run to the Outer Stairway.

=====  
Outer Stairway  
=====

Climb down the ladder.

=====  
Boiler Room  
=====

Exit to the Weird-Looking Face Bridge.

=====  
Weird-Looking Face Bridge  
=====

Enter the elevator. Go to Floor 1F.

=====  
1F Elevator Landing  
=====

Run to the Portrait Gallery.

=====  
Portrait Gallery  
=====

Put the proofs in place and lower the lever.

WAIT! Before you climb down, check to the left of the ladder for a GREEN HERB  
and 2 boxes of SHOTGUN SHELLS. Now you can climb down.

=====  
Alfred's Secret Passage  
=====

Run past the Spiders to the ladder at the end.

=====  
Albinoid Battle Room  
=====

Take the

\_Cutscene\_

Good News: The loser can't get out of the water.  
Bad News: The item you need is IN the water.

////////////////////////////////////  
\*\*\*\*\*  
Boss: Albinoid  
Difficulty: Easy/Medium  
\*\*\*\*\*  
\\////////////////////////////////\\

There's some HANDGUN BULLETS in one of the corners.

Don't kill him. Just look for the EAGLE PLATE in the water. Then jump in, take  
it, and jump out. You may get shocked a few times, but you just picked up some  
herbs, so you should be alright.

After you're out of the water, combine the CLEMENT MIXTURE with the EAGLE PLATE for the long-awaited HALBERD. Climb up the ladder.

=====  
Alfred's Secret Passage  
=====

Run to the ladder at the other end.

=====  
Portrait Gallery  
=====

Go out the door.

=====  
1F Elevator Landing  
=====

Ride the elevator to Floor 2F.

=====  
2F Elevator Landing  
=====

Exit to the Facility Garage.

=====  
Facility Garage  
=====

Ride the lift down and go out the double doors.

=====  
Tank Area  
=====

Ride the elevator down.

=====  
Secret Hangar Tunnel  
=====

Run to the end and use the HALBERD in its place.

\_Cutscene\_

=====  
VLTO Hangar  
=====

(Vertical Landing & TakeOff)

Go out the double doors here.

=====  
Plane Wreckage Area  
=====

You'll see a Tentacle here. It's not too difficult, just shoot until it pulls



out of your way. It should take about 11 shots from the HANDGUN.

Shoot the next tentacle; this one took me 13 shots.

Climb down the ladder, then go down the stairs at the end.

=====  
Nasty Corridor  
=====

Don't go down the nasty part.

HA! Those Moths died because they were too cold.

Enter the Base Office.

=====  
Base Office  
=====

Use the HALBERD on the column here. You'll get a PAPER WEIGHT, ALFRED'S DIARY,  
and some INK RIBBONS.

That file tells us that Nosferatu was really Alfred's dad, Alexander.

Check your inventory:  
SHOTGUN  
SHOTGUN SHELLS  
EMPTY EXTINGUISHER

Yep, we're fillin it up. If you don't have it, you won't get the MAGNUM.

Save if you want and leave.

=====  
Nasty Corridor  
=====

Run back up the stairs.

=====  
Plane Wreckage Area  
=====

Go through the double doors.

Why is it snowing UNDER the roof of the building?

=====  
Upper Sorting Room  
=====

Walkin in a Winter Wonderland...

Go to Chris's left to the door at the end.

=====  
Machine Room  
=====

Run onto the ice, across to where Claire used the OCTA VALVE HANDLE to shut off the gas Steve leaked everywhere. Take it and run back to the Upper Sorting Room.

\_Cutscene\_

Don't waste any ammo on them. Just leave.

=====  
Upper Sorting Room  
=====

Now go past the double doors and use the first door you come to.

=====  
Metal Cutting Room  
=====

Run in and kill the zombies. Aim up at their heads to kill them in one shot. Run into the formerly fenced area and take the DURALUMIN CASE. You'll also get some SHOTGUN SHELLS.

Leave.

=====  
Upper Sorting Room  
=====

Climb down onto the ice, then back onto the platform and through the door.

=====  
Seeker Corridor  
=====

\_Cutscene\_

Let the Seeker get you. It's impossible to avoid. Aim straight ahead and blow the Hunter to kingdom come. Then use the double doors.

=====  
Extinguishant Room  
=====

Push the flashing blue button to raise the extinguishant. Put the EMPTY EXTINGUISHER in there for the EXTINGUISHER.

There's an item in the bottom of the pool, but we can't drain the water without a square-shaped valve handle.

Ride the elevator beside the blue switch.

=====  
Base Storage Room  
=====

Kill the 2 zombies here, then approach the fire and use the EXTINGUISHER.

Run to the box and take the ever-powerful, legendary MAGNUM. It's the same make as the one RE1.

DO NOT USE THE MAGNUM UNLESS I GIVE YOU PERMISSION.

Now kill or run past the zombies to that place where you put the DETONATOR as Claire. Use the LIGHTER on it.

Run back to the cabinet and open it for 3 boxes of HANDGUN BULLETS.

Now ride the elevator back up.

=====  
Extinguishant Room  
=====

Leave via the double doors.

=====  
Seeker Corridor  
=====

Run to the opposite end of the hall. There's a second seeker and he's a little harder to dodge, but still possible. Enter the elevator.

=====  
Fountain Area  
=====

Use the door directly in front of you.

=====  
Chilly Corridor  
=====

Enter the first door you come to.

=====  
Power Room  
=====

Run to the green light and use your OCTA VALVE HANDLE. Then run to the switchboard in front of the "DANGER HIGH VOLTAGE" and move the lever.

And bing bang bong. The power's back on. Now you can see a bunch of items. Take the SHOTGUN SHELLS, 2 GREEN HERBS, BLUE HERB, 2 boxes of HANDGUN BULLETS, and INK RIBBONS.

Heal yourself to at least yellow-caution and organize your inventory:

SHOTGUN  
SHOTGUN SHELLS  
PAPERWEIGHT

Leave.

=====  
Chilly Corridor  
=====

There's 3 zombies around each corner. Aim up at their heads for a 1-shot kill.

There's also a BLUE HERB and 2 GREEN HERBS.

Now use the door at the end.

=====  
Woman Drawing Water Room  
=====

Hey, I think I've been here before...and I know for a fact Chris has.

There's some SHOTGUN SHELLS and HANDGUN BULLETS on the piece of furniture that you were probably thinking about pushing to that statue in order to get that map.

NOTE from Ankh (Ankh101@aol.com) and Daniel R. (punkrocker6182@yahoo.com):  
Pfft. It looks like you CAN get that map. I didn't think you could, but Ankh and Daniel R. have told me that you have to move the STATUE to the crack in the floor. Then the floor breaks and the statue falls about halfway in, allowing access to the ANTARCTIC BASE MAP.

Hmm. I wish I could have figured that out myself.

Now run down the red part of the room to the end where you'll find yet another thing from RE1. The Tiger statue.

Take the BLUE JEWEL to make the tiger spin to reveal a SOCKET. Then take the RED JEWEL for some MAGNUM BULLETS. Put it back.

NOTE: That tiger's running on electricity.

Now use the elevator you saw on your way to the tiger.

=====  
Anthill Area  
=====

Run into the main area.

\_Cutscene\_

Pick up the item you're standing on. It's a WING OBJECT. You'll eventually find four.

Now continue away from the camera where you'll find the hall Alfred came through just before he died. Take the GREEN HERB and use the double doors.

=====  
Alexia's Holding Room  
=====

Check the huge T.V. that would be nice for watching football for the VIRUS REPORT.

-----Paperweight Puzzle-----

Then, climb the stairs and check the panel.

"As twins, Alexia and I are two sides of a coin."

The design there looks like:  
HEART, SPADE, AA, CROWN

Now examine the PAPERWEIGHT. Check the side with the heart. Alfred said they're sides of a coin. So look on the other side. It's AA. Now hold left and it will scroll through:

AA, CROWN, HEART, SPADE

So, type that into the panel.

Now put the PAPERWEIGHT into the box that appears.

That's nasty. Take ALFRED'S RING from his finger. Examine it to remove the jewel. It's ALFRED'S JEWEL.

Remember ALFRED'S DIARY? It talks about a secret room that you need a special possession from each family member (Alfred, Alexia, Alexander) to get into. Well, we have Al's. Now we need Alexander's and Alexia's.

Leave.

=====  
Anthill Area  
=====

Run to the other end of the platform for a GREEN HERB. Then enter the room.

=====  
Queen Ant Research Lab  
=====

There's a bunch of zombies here, but the only thing here of interest is the QUEEN ANT REPORT on the desk. There's 2 boxes of HANDGUN BULLETS in the room through the doorway, but they're not worth the zombies in there.

NOTE FROM TBINGE:

In the Queen Ant Lab there is an oil lamp to the left. When you check it, it says "Some oil remains" (or something like that). Use the lighter and then you can see several green and red herbs along the wall.

Haven't checked that either, but I'd say it's worth a try.

Leave.

=====  
Anthill Area  
=====

Now use the elevator in the middle of the platform.

=====  
Woman Drawing Water Room  
=====

Use the door leading to the Ornamental Plate Hallway.  
I mean...the Chilly Corridor.

=====  
Chilly Corridor  
=====

Run back to the Power Room.

=====  
Power Room  
=====

Take the OCTA VALVE HANDLE from the item box and combine it with the SOCKET for the SQ. VALVE HANDLE. Now we can drain the pool in the Extinguishant Room.

Now check your inventory:

SHOTGUN  
SHOTGUN SHELLS  
SQ. VALVE HANDLE  
WING OBJECT  
ALFRED'S JEWEL  
Full-healing item

Now leave.

=====  
Chilly Corridor  
=====

Take the door on your right.

=====  
Fountain Area  
=====

Use the door directly in front of you.

=====  
Seeker Corridor  
=====

Run past the Seeker to the double doors.

=====  
Extinguishant Room  
=====

Ride the lift in the corner. Then run over to the small square hole and use the SQ. VALVE HANDLE. Climb down the ladder.

Take the sparkling CRANE KEY, then hold down R/R1 and A/X (whatever you normally use to shoot at someone) during the

\_Cutscene\_

You automatically shoot the Hunter. Now kill him before he kills you.

Then leave via the double doors.

=====  
Seeker Corridor  
=====

Run quickly past the Seeker to the door on your right.

=====  
Upper Sorting Room

=====

Run into the crane control room and use the CRANE KEY.

\_Cutscene\_

////////////////////////////////////////

\*\*\*\*\*

Boss: Giant Spider

Difficulty: Medium

\*\*\*\*\*

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

No need to fight this bad boy. Just climb down onto the ice and run over to Nosferatu. Take the sparkle, it's ALEXANDER'S PIERCE. Now climb back onto the walkway and enter the Seeker Corridor.

=====

Seeker Corridor

=====

Take the door at the end.

=====

Fountain Area

=====

The door in front of you.

=====

Chilly Corridor

=====

Enter the Power Room.

=====

Power Room

=====

Examine ALEXANDER'S PIERCE to remove the metal portion for ALEXANDER'S JEWEL.

Stock up, you're about to fight another boss.

MAGNUM

MAGNUM BULLETS

ALFRED'S JEWEL

ALEXANDER'S JEWEL

WING OBJECT

GRENADE LAUNCHER (at least enough shots to kill a Hunter)

Make sure you're at full health. This next boss's moves will kill you in one hit, so it's not really necessary to bring along any full-healing items.

Now we need to find Alexia's item. How are we gonna get that?

Leave.

=====

Chilly Corridor

=====

The door on your right.

=====  
Fountain Area  
=====

Now run into the main area until you are under some arches. Wait here until a Hunter shows up. Kill him with the GRENADE LAUNCHER.

Then check around this area for 2 WING OBJECTS. One is by the carousel and one is in the water by the thing that looks kinda like a fountain.

Now take the GREEN HERBs on each side of the double doors and proceed through.

=====  
Main Hall  
=====

Run up the stairs here. Check around up here for a COMBAT KNIFE, then run down the stairs.

If you've ever played RE1, you know there's something behind the stairs.

So, whether you've played it or not, check behind the stairs.

!!! IT'S CLAIRE !!!

Use the COMBAT KNIFE.

\_Cutscene\_

\*\*\*\*\*  
Separation Point  
\*\*\*\*\*

If you got poisoned by Nosferatu, Chris will have to find SERUM for Claire.

It's in the room with the MAGNUM, but you don't need the FIRE EXTINGUISHER to get it (if you foolishly forgot it).

Here's the room order on how to get there.

- Main Hall
- Fountain Area
- Chilly Corridor
- Extinguishant Room (use the elevator)
- Base Storage Room

Now check the shelf that hasn't been pushed over for the SERUM. Now make your way back here...

- Base Storage Room
- Extinguishant Room
- Chilly Corridor
- Fountain Area
- Main Hall

Now you'll see a



\_Cutscene\_

and will be caught up with those of us who didn't get poisoned by Nosferatu.

\*\*\*\*\*

Integration Point

\*\*\*\*\*

Now, you'll see a

\_Cutscene\_

and you'll be playing as Claire again.

=====

Shotgun Room

=====

Here there's a bunch of items. There's a GREEN HERB, RED HERB, HANDGUN BULLETS, and some SHOTGUN SHELLS.

Now take the SHOTGUN out of the item box and push the bookshelf away to reveal hooks like the ones Chris took the SHOTGUN from. Put the SHOTGUN on the hooks to make the picture move, revealing some GRENADE ROUNDS and FLAME ROUNDS. Put the SHOTGUN back in the item box.

Make sure you're at full health.

Take the DURALUMIN CASE out of the item box and unlock it with the LOCKPICK.

Check your inventory:

M-100P

Full-healing item

Full-healing item

and be SURE you don't leave out those 2 full-healing items. Use the other door here.

=====

Portrait Hallway

=====

Run forward until a Tentacle busts through the wall. Shoot it until it leaves, then continue down the hall until you come to another. Don't discriminate, kill it too, then use the door at the end.

=====

Prison Cell Area

=====

Kill the zombie in the cell on your right, then run up the stairs here. Pick up the SECURITY FILE.

-----Smashing Puzzle-----

Turn the handle.

Now take the item that rolled out of the cannon. It's the CRYSTAL.

Here's the tricky part. You need to put the CRYSTAL under the smashing thingy

so that it cracks the crystal.

However, if you're under it when it falls, you'll become an instant pancake and you'll die.

After you put it under there, you'll see a little `_Mini-Cutscene_`, then you'll realize you need to pick up the item.

The same deal as last time. After you pick it up. It clicks and you're safe.

It's the SECURITY CARD.

NOTE: If you're very attached to the M-100Ps, take them back to the item box now.

NOTE: If you're not at full health, run back to the item box and heal yourself. Be sure you still have 2 Full-healing items.

Now use the door closest to the door you used to enter.

=====  
Steve's Room  
=====

Check the red-lighted card reader and use the SECURITY CARD.

`_Cutscene_`

Well, you can't leave, so run down to the end of the hall.

`_Cutscene_`

////////////////////////////////////  
\*\*\*\*\*  
Boss: Nosfer-Steve  
Difficulty: N/A  
\*\*\*\*\*  
\\

Quickturn and RUN! Each time Steve hits you, it puts you either in Danger or Red-Caution. So heal every time he hits you.

After you get to the end, you'll see a very touching

`_Cutscene_`

and you'll switch to Chris.

=====  
Main Hall  
=====

I think one of these cutscenes is only in RECVX and RECVC, and not in the original.

`_Cutscene_`

`_Really Cool (Hot) Cutscene_`

`_Cutscene_`



SHOTGUN SHELLS  
WING OBJECT

Now go out the way you came in.

=====  
Portrait Hallway  
=====

Run to the door at the end. Let's check on Claire.

=====  
Prison Cell Area  
=====

\_Cutscene\_

Well, that won't quite help yet because if you run ahead, the door up there is locked. There's an indentation of a dragonfly with 4 wings. We have the wings, so we need the dragonfly.

Anyway, you got the SECURITY FILE. Open it for the SECURITY CARD. Leave the way you came in.

=====  
Portrait Hallway  
=====

I love this music. It reminds me of Chrono Trigger for some reason. You ever played Chrono Trigger?

Take the door in the middle of the hall.

=====  
Alexander's Lab  
=====

Go out the double doors to Alexander's Secret Hall.

=====  
Alexander's Secret Hall  
=====

Kill the zombies here. Don't forget to aim up at their heads. There should be four.

Now go left at the junction. Run to the end where you'll see 2 GREEN HERBS and a door. Take the GREEN HERBS and use the door.

=====  
Alfred's Bedroom 2  
=====

The music stopped...:'-(.

Whoa! This is exactly like the one at the Residence. Check the music box. This time the blue sapphire is missing. We need to find it.

Use the secret door.

=====  
Alexia's Bedroom 2  
=====

Hey...that tune sounds familiar. It's the one Alexia was singing on the T.V. at the Military Training Facility.

Stop the music box only to discover the red ruby is missing. Leave through the regular door.

=====  
Alexander's Secret Hall  
=====

Yea! There's my music!

Run back toward Alfred's Room 2, except use the door you stumble across on the way.

=====  
Secret Office  
=====

Check the southwest corner of the room for a F. AID SPRAY and some SHOTGUN SHELLS. Then take the INK RIBBON from the desk.

Well, there has to be SOME meaning to this room. Check the drawer beside the chair for the STERILE ROOM KEY. It unlocks the doors between the Main Hall and the Woman Drawing Water Room.

Leave.

=====  
Alexander's Secret Hall  
=====

Wait...where are we going to find a RED JEWEL and BLUE JEWEL? Remember the tiger? It was power operated, so we'll have to shut off the power to take both jewels.

Run back to the Main Hall.

=====  
Main Hall  
=====

Unlock the double doors here at the bottom and discard. Proceed through.

=====  
Woman Drawing Water Room  
=====

Use the door leading to Chilly Corridor.

=====  
Chilly Corridor  
=====

Run into the Power Room.

=====  
Power Room  
=====

At this point, you should prepare to fight the final boss.

Make sure you have this stuff:

MAGNUM  
MAGNUM BULLETS  
SHOTGUN  
SHOTGUN SHELLS  
SECURITY CARD  
WING OBJECT  
Full-healing item  
Full-healing item

Now we are ready.

I guess I'll do my customary SAVE line.

SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE

Shut off the power and leave.

=====  
Chilly Corridor  
=====

Well, we can't take the door leading directly to the Woman Drawing Water Room because it's power-operated. So take the door on your right.

=====  
Fountain Area  
=====

Enter the Main Hall.

=====  
Main Hall  
=====

Use the double doors on the side of the hall.

=====  
Woman Drawing Water Room  
=====

Run to the tiger and take the RED JEWEL and BLUE JEWEL. Then leave the way you came in.

=====  
Main Hall  
=====

Climb the stairs and go through the door.

=====  
Alexander's Secret Hall  
=====

Great. Some zombies came to say hello. Proceed to Alexia's Room 2, which is located at the end of the hall to the right.

=====  
Alexia's Room 2  
=====

Put the RED JEWEL in place and take the MUSIC BOX PLATE. Use the door with the woman's hiney on it (tee hee).

=====  
Alfred's Room 2  
=====

Put the BLUE JEWEL in place, then put the MUSIC BOX PLATE in place.

Climb up the ladder that appears. I bet you didn't see that coming.

=====  
Dragonfly Room  
=====

Here you'll find some HANDGUN BULLETS and some INK RIBBONS, but seriously, how much are INK RIBBONS going to help against the boss of the game?

Take the final key item in the game, the DRAGONFLY OBJECT. Combine it with the WING OBJECTs for the GOLD DRAGONFLY.

Check the corner of the room near the HANDGUN BULLETS for 2 GREEN HERBs.

Now climb back down the ladder.

NOTE: You may recognize this to be the place where Alfred and Alexia's debut with the ants was filmed.

=====  
Alfred's Room 2  
=====

Make sure you have the SHOTGUN equipped.  
Exit to Alexander's Secret Hall.

=====  
Alexander's Secret Hall  
=====

Aim & Fire QUICK!

Take the double doors here.

=====  
Alexander's Lab  
=====

Go up the stairs to the Portrait Hallway.

=====  
Portrait Hallway  
=====









Difficulty: Medium

=====

////Before you fight////

Run to the northwest corner of the room. You'll be right beside some stairs. Mentally note this position.

Now run to the other side and pick up the SUB MACHINE GUN. Go back to that place you have a mental note of.

QUICK! Get back to that place and fire until he dies and the music stops. It should take about 14 shots.

NOTE: From now on, you will meet a bunch of Bandersnatches. However, they only take about 8 shots from the M-100P, as opposed to the one you just battle's 14.

=====

Boss: Tyrant 1

Difficulty: Medium

=====

Okay. Don't aim up, just fire right into his belly. When he kneels, don't fire. Wait until he stands up. He should kneel every two shots you get on him.

He'll take all of your ACID ROUNDS (6) and a few GRENADE ROUNDS.

=====

Boss: Tyrant 2

Difficulty: Medium

=====

He has only 3 moves. The most powerful, however, can be used only when you're on the ground. Thus, don't stay on the ground long!

Fire as many times as you can as soon as you can, then try to dodge if he charges. Whether you make it or not, go to the back of the plane.

Keep firing until he is pushed back a foot or two when you shoot him. Then, check the panel beside the door and push the switch.

That launches an (evidently) explosive crate into the pansy, sending him out of the plane.

=====

Boss: Nosferatu

Difficulty: Easy/Medium

=====

Let the SNIPER RIFLE help you out.

Use the L/L1 Button to Zoom in.

Aim for his heart! Try to hit him directly there. You have 7 shots.

If you hit him just right, you'll see a

\_Cutscene\_

and he'll fall.

However, you could run out of ammo and be forced to use the HANDGUN. Well, try to kill him with the SNIPER RIFLE.

=====  
Boss: Tunnel Worm  
Difficulty: Easy/Medium  
=====

You need to save Rodrigo!

Shoot at the worm whenever he surfaces and raises his head in the air. If you can see dirt coming up behind you, go to the left or the right. Don't try to outrun it.

It should take most of your ammo, but you'll be getting something better soon anyway. After he dies, you'll see a

\_Cutscene\_

=====  
Boss: Albinoid  
Difficulty: Easy/Medium  
=====

There's some HANDGUN BULLETS in one of the corners.

Don't kill him. Just look for the EAGLE PLATE in the water. Then jump in, take it, and jump out. You may get shocked a few times, but you just picked up some herbs, so you should be alright.

=====  
Boss: Giant Spider  
Difficulty: Medium  
=====

No need to fight this bad boy. Just climb down onto the ice and run over to Nosferatu. Take the sparkle, it's ALEXANDER'S PIERCE.

=====  
Boss: Nosfer-Steve  
Difficulty: N/A  
=====

Quickturn and RUN! Each time Steve hits you, it puts you either in Danger or Red-Caution. So heal every time he hits you.

After you get to the end, you'll see a very touching

\_Cutscene\_

=====  
Boss: Alexia  
Difficulty: Medium  
=====

Equip your MAGNUM and DO NOT LET HER TOUCH YOU. If she touches you, she'll grab you and incinerate you completely, regardless of your status.

The blood she throws (if you haven't noticed already) is flammable, so don't

get too close to it.

Run around the room taking shots at her with your MAGNUM. She should take about 5 shots and fall.

You can't run back to the area where Claire was, but you can run close to there, lure Alexia near you, then run past her. She can't throw blood quite that far, so you'll get your 5 shots at her easy.

=====  
Boss: Alexia 2  
Difficulty: Medium/Hard  
=====

Shoot her with the SHOTGUN quickly to save Claire.

\_Cutscene\_

Use the MAGNUM now. Fire everything you have at her.

She'll probably poison you pretty quick, so you'll have to go solely by your appearance on whether you should heal or not. Heal when you start limping.

Watch out for here little annoying friends, they're annoying, but not too deadly.

Just basically keep firing at her while avoiding the little bugs. Eventually, you'll see a

\_Cutscene\_

When the queen of an ant colony is injured, the ants reject her and a new queen comes. Well, a new queen won't come, but that's whats happening.

NOTE: This from Perry [perry\_da\_great@yahoo.com]:

"I have a little bit of side help for the last boss. I used the crossbow with 20 explosive tips and she bit the big one before she even hit me once, it fires so fast and does mass amounts of damage. It is way better then any other weapon in the game for her."

NOTE: This from TL Slayer:

"I found a good place for Chris to stand and attack without getting hit much and actually being able to kill the little annoying creatures. Position Chris just beside A2's "tail" in front of the dragonfly door and just f\*ckin fire away, you will be able to shoot some of the little ones but she will also kill some herself with that tail."

=====  
Boss: Alexia 3  
Difficulty: Easy  
=====

Take the LINEAR LAUNCHER. Now aim. She's pretty hard to hit, but when you DO hit her, she's done. That's about all there is to her final form.

=====  
8. Items  
=====

ACID ROUNDS - A special bullet filled with sulfuric acid.

AIR FORCE PROOF - A hex-shaped stone object. A picture of a fighter is carved on it.

AIRPORT KEY - It's a key for the motor-driven shutter. The word "K-402" is written on its tag.

ALEXANDER'S JEWEL - A green jewel that has been attached to a pierce.

ALEXANDER'S PIERCE - Remove the metal portion.

ALEXIA'S CHOKER - Remove the metal portion.

ALEXIA'S JEWEL - A red jewel that has been attached to a choker.

ALFRED'S JEWEL - A blue jewel that has been attached to Alfred's ring.

ALFRED'S RING - Remove the metal portion.

ARMY PROOF - A hex shaped stone object. A picture of a jeep is carved on it.

ASSAULT RIFLE - The AK47 Assault Rifle. It uses 7.62mm bullets.

BAR CODE STICKER - An identification sticker used to sort the loads.

BATTERY PACK - A large capacity battery pack. This must be used to operate a big machine...

BIOHAZARD CARD - A card key shining in silver. You can use this at the military training facility.

BLUE JEWEL - A large blue sapphire. It could be a decoration.

BOW GUN BOLTS - An iron made arrow for use with a bow gun.

CHEM. STORAGE KEY - A key made of metal. The word "Chemical Warehouse" [that's 2 words] is on its tag.

CLEMENT A - It's a chemical used to dissolve enhanced alloy.

CLEMENT E - It's a chemical used to dissolve enhanced alloy. It glows at a certain temperature (128F)

CLEMENT MIXTURE - Mixture of A type and E type. This can dissolve the enhanced alloy Diploid.

COMBAT KNIFE - This weapon is a veteran survivor's first choice.

CONTROL LEVER - This seems to have been removed from a control panel.

CRYSTAL - A well-polished crystal. It contains a card inside. I could obtain the card if I could crack it.

CUSTOM HANDGUN - M93R Burst. It's an M93R equipped with a stock. It can be adjusted to fire 3 bullets in succession.

DETONATOR - A heat-sensitive detonator.

DOOR KNOB - This must have been removed from a door somewhere. However, the knob is not broken.

DRAGONFLY OBJECT - It's a dragonfly object that is missing its wings.

DURALUMIN CASE - It's secured by a simple lock.

EAGLE PLATE - Ashford family's crest. An eagle grasps a gold halberd. The indigo blue plate portion appears to be made of special alloy.

EARTHENWARE VASE - An earthenware vase with a nice flower design.

EMBLEM CARD - This is a card key shining in indigo blue. You can use this at the military training facility.

EMPTY EXTINGUISHER - It's an empty extinguisher. I must fill it with the extinguishant before I can use it.

EXTINGUISHER - You can extinguish fire with this.

F. AID SPRAY - This spray fully restores your vitality.

FAMILY PICTURE - It's a picture of Steve and his parents.

GLASS EYE - An eyeball model that is made of glass.

GOLD DRAGONFLY - A dragonfly object made of jewels and gold. All of the wings are attached.

GOLD KEY - A golden key. The Ashford family's crest is carved on it.

GREEN HERB - This was made by breeding the herb from Raccoon city.

GRENADE LAUNCHER - M79 G. Launcher. This use[s] 40mm rounds.

GRENADE ROUNDS - These can be used with the M79 Grenade Launcher.

HALBERD - It's an object that has been placed on the eagle plate. It's made of gold and looks like a middle-age halberd.

HANDGUN - Glock 17. A large size handgun that uses 9mm x 19 rounds.

HANDGUN BULLETS - 9mm x 19 Rounds. These can be used with the M93R and Glock 17.

HEMOSTATIC - Medicine that is used to stop bleeding. It should be used on someone who is wounded.

INK RIBBON - Use this with a typewriter to save your progress.

KEY WITH TAG - It's the STORAGE KEY.

KING ANT OBJECT - A king ant object that contains a blue sapphire.

LIGHTER - An oil lighter. You can use it to light a dark area.

LINEAR LAUNCHER - Anti-B.O.W. Linear Launcher. An advanced weapon developed to handle B.O.W.s.

LOCKPICK - A simple lock can be opened with this.

LUGER REPLICCA - A replica gun modeled after the luger. It has nice decoration on it. It can't be used as a weapon.

M93R PARTS - The M93R can be modified with this.

MACHINE ROOM KEY - A key used to open the door of the machine room.

MAGNUM BULLETS - Magnum cartridge. This contains powerful bullets for the magnum gun.

MINING ROOM KEY - A key used to open the door of the mining room.

MUSIC BOX PLATE - This plate is needed for a music box to play.

NAVY PROOF - A hex-shaped stone object. A picture of a submarine is carved on it.

OCTA VALVE HANDLE - A tool used to open/close the valve.

PAPERWEIGHT - A tool used to hold documents so they don't scatter. I can't figure out the meaning of the designs on its top and bottom but this item seems to be related to Umbrella Inc.

PIANO ROLL - Roll paper that is used for an auto-play piano. If you set it, the music on the paper will be played...

PLANT POT - A plant pot. It appears to be an ordinary one.

QUEEN ANT OBJECT - A queen ant object that contains a red ruby.

RED JEWEL - A large red ruby. It could be a decoration.

RUSTED SWORD - It's rusted and cannot be used as a weapon.

SECURITY CARD - A card used to release the security lock.

SHOTGUN - SPAS 12. A combat shotgun developed for military use. It uses 12 gauge shell[s].

SHOTGUN SHELLS - 12 Gauge Shells. These can be used with the SPAS 12.

SIDE PACK - Allows Claire or Chris to carry two more items than before.

SILVER DRAGONFLY - A dragonfly object.

SILVER KEY - A key made of pure silver. The Ashford family's crest is carved on it.

SKELETON PICTURE - A human skeleton is outlined in blood...

SNIPER RIFLE - MR7. This is an American bolt action rifle. You can snipe a distant enemy with its scope.

SOCKET - This appears to be some kind of socket.

SP. ALLOY EMBLEM - A picture of a hawk is carved on it. It's made of newly-developed alloy TG-01.

SQ. VALVE HANDLE - An Octa-shaped valve handle with a square socket.



STEERING WHEEL - This is used to steer a ship.

STERILE ROOM KEY - A biohazard symbol is carved on it.

STORAGE KEY - A small key made of steel with the word "storage" [written on the tag].

SUB MACHINE GUN - Ingram. A 38-caliber submachine gun. It uses DOT380 ammo.

TANK OBJECT - A miniature old tank is placed on the base.

TG-01 - Newly developed special alloy. It cannot be detected by a metal detector.

VALVE HANDLE - A tool used to open/close the valve.

WING OBJECT - It appears to be Dragonfly's wings. It seems to be a part of something.

~~~~~  
9. Files
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++++  
Red Book  
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=====  
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.

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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.]

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Worker's Diary

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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

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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 if 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  
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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  
=====

#### 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

=====  
10. Puzzles  
=====

=====  
War Room  
=====

-----Saving Steve Puzzle-----

Check the computer. "When two pairs complete my anger will subside." Well, if you were bored and checked the displays around the room, you'll find a pair of handguns and a pair of magnums.

So push the buttons that make them come up (C & E), then push decide.

=====  
Storage Lift Area  
=====

-----Crane Puzzle-----

To move the crate out of the way, hold up until it stops, then hold left until it stops.

=====  
Ashford Family Room  
=====

-----Ashford Family Puzzle-----

Go up the small staircase and take the MEMO TO NEW MASTER. It mentions the following masters with these characteristics and items:

Veronica: Tea set  
Stanley: Tea set (had sons Thomas and Arthur)  
Thomas: Tea set  
Arthur: Twin of Thomas.  
Edward: ?  
Alexander: Candlestick

NOTE: Check the white candlestick here, it's Alexander's.

First, push the button under the picture of the beautiful woman. That's Veronica.

Second, push the button under the picture of middle-aged man (Stanley) with red-haired twins (Thomas & Arthur).

Third, push the button under the picture of a red-haired man holding a tea set. That's Thomas.

Fourth, push the button under the picture of a red-haired man with a plate. That'd be Thomas's twin, Arthur.

Fifth, push the button under the picture of a gray-haired man with a vase. That's Edward, a co-founder of Umbrella.

Finally, push the button under the picture of a man with a candlestick.

Push the button under the big picture of Alfred to complete the puzzle.

=====  
Alfred's Office  
=====

-----Music Box Puzzle-----

Run behind the desk and check the file. It says:

First Digit: Left, Right  
Second Digit: Left  
Third Digit: Right  
Fourth Digit: Right, Right, Right.

Now turn on the computer. Press ESC to exit, then check the music box.

Do what the paper said. Turn it left, then right for the number 1, then left for the number 9, right for the number 7, and right 3 more times for 1.

"1971"

That's the passcode. Put it into the computer.

=====

Secret Hangar Save Room

=====

-----Colored Drawer Puzzle-----

There's no documents or reasoning behind this puzzle, so here's the solution:

1. Red drawer
2. Green drawer
3. Blue drawer (CLICK)
4. Brown drawer

You get the LUGER REPLICA.

NOTE FROM kof98:

If you use the action button to look at the map/picture it gives you a clue: Lava (red) burn forest (green) flows into sea (blue) and forms earth (brown), as you can see it shows the order in which to open the drawers.

=====

Chemical Storage Room

=====

-----Clement E Puzzle-----

The ALLOY REPORT tells us that CLEMENT E changes color at a certain temperature. It mentions that the temperature is the same as the date of completion for the facility. Well, the sign in the Portrait Gallery says it was completed December 8th (128).

So, put in 128, then take the chemical that changes colors.

=====

Alexia's Holding Room

=====

-----Paperweight Puzzle-----

Then, climb the stairs and check the panel.

"As twins, Alexia and I are two sides of a coin."

The design there looks like:

HEART, SPADE, AA, CROWN

Now examine the PAPERWEIGHT. Check the side with the heart. Alfred said they're sides of a coin. So look on the other side. It's AA. Now hold left and it will scroll through:

AA, CROWN, HEART, SPADE

So, type that into the panel.

=====

Prison Cell Area

=====

-----Smashing Puzzle-----

Turn the handle.

Now take the item that rolled out of the cannon. It's the CRYSTAL.





4 zombies here. Use the MAGNUM. Run to the door at the end.

=====  
Zombie Traffic Area  
=====

A BUNCH of zombies here. Forget the barrel, just shoot. There's a zombie faking it face down by the door.

=====  
Facility Main Hall  
=====

Use the MAGNUM on the 2 Bandersnatches, then run around the corner at the other side of the room and shoot that one, too.

There's an F. AID SPRAY in the payphone.

Use the door at the end.

=====  
Woman Drawing Water Room  
=====

There's a zombie on your left beside a barrel. Shoot him, then shoot the zombies blocking the doorway. Kill anything else that's left and use the door that was an elevator in the main game.

=====  
Boiler Room  
=====

Shoot the zombie beside you quickly, then run down the stairs and kill the 5 zombies down here. Run up the stairs at the other end and out the door.

=====  
Turntable Area  
=====

2 Hunters here. They only take 1 shot each. Use the shutter past the big crates.

=====  
Sorting Room  
=====

Aim quickly and fire to kill that Hunter. Now run forward until you come to a small pillar supporting an upper conveyor belt. Aim and fire. Now run up the stairs and through the door.

=====  
1F Elevator Landing  
=====

3-4 zombies here and a barrel. Don't shoot the barrel unless you're not close to it.

Use the door at the other end of the hall.

=====

2F Elevator Landing

=====

There's a zombie by a barrel here, but you should be far enough away from it to not get hurt. Kill him, then kill the zombies in the control room. One's coming down the stairs and another is lying down by the computers. Take the door normally leading to the Outer Stairway, in the middle of the hall.

=====

Portrait Hallway

=====

Shoot the 3 zombies in front of you, then round the corner and shoot the other ones. Continue to the door at the end.

=====

Autopsy Room

=====

Kill the zombies here and run behind the divider. Take the F. AID SPRAY and use the door.

=====

Soda Machine Hall

=====

Shoot the barrel in front of you, then run past its remains and shoot the zombie around the corner. Use the white door.

=====

Palace Casino

=====

Check the lighted slot machine. You get the M-100P, the SUB MACHINE GUN, or D.I.J. DIARY. Leave.

=====

Soda Machine Hall

=====

Now go through the brown door.

=====

Locker Room

=====

Run to the lockers and shoot the Hunter. Then run around to the other door and shoot the other Hunter. Check the open locker here for a F. AID SPRAY. Open the other door.

=====

Chilly Corridor

=====

Lots of zombies in a little space. You can kill as many as 3 with one shot if you're lucky.

Use the other door.



BROWN HERB  
BROWN HERB  
BROWN HERB

Items Claire can get:

F. AID SPRAY  
F. AID SPRAY  
F. AID SPRAY  
F. AID SPRAY  
M-100P / SUB MACHINE GUN / D.I.J. DIARY

Claire's "A" rank:  
Complete it in under 7 minutes.

=====  
Bat Corridor  
=====

4 zombies here. Use the BOW GUN. Run to the door at the end.

=====  
Zombie Traffic Area  
=====

A BUNCH of zombies here. Forget the barrel, just shoot. There's a zombie faking it face down by the door.

=====  
Facility Main Hall  
=====

Use the BOW GUN on the 2 Bandersnatches, then run around the corner at the other side of the room and shoot that one, too.

There's an F. AID SPRAY in the payphone.

Use the door at the end.

=====  
Woman Drawing Water Room  
=====

There's a zombie on your left beside a barrel. Shoot him, then shoot the zombies blocking the doorway. Kill anything else that's left and use the door that was an elevator in the main game.

=====  
Boiler Room  
=====

Shoot the zombie beside you quickly, then run down the stairs and kill the 5 zombies down here. Run up the stairs at the other end and out the door.

=====  
Turntable Area  
=====

2 Hunters here. You may have to dodge a little, as they take more than 1 shot.

=====

Sorting Room

=====

Aim quickly and fire to kill that Hunter. Now run forward until you come to a small pillar supporting an upper conveyer belt. Aim and fire.

Now run up the stairs and through the door.

=====

1F Elevator Landing

=====

3-4 zombies here and a barrel. Don't shoot the barrel unless you're not close to it.

Use the door at the other end of the hall.

=====

2F Elevator Landing

=====

There's a zombie by a barrel here, but you should be far enough away from it to not get hurt. Kill him, then kill the zombies in the control room. One's coming down the stairs and another is lying down by the computers.

Take the door normally leading to the Outer Stairway, in the middle of the hall.

=====

Portrait Hallway

=====

Shoot the 3 zombies in front of you, then round the corner and shoot the other ones. Continue to the door at the end.

=====

Autopsy Room

=====

Kill the zombies here and run behind the divider. Take the F. AID SPRAY and use the door.

=====

Soda Machine Hall

=====

Shoot the barrel in front of you, then run past its remains and shoot the zombie around the corner. Use the white door.

=====

Palace Casino

=====

Check the lighted slot machine. You get the M-100P, the SUB MACHINE GUN, or D.I.J. DIARY. Leave.

=====

Soda Machine Hall

=====

Now go through the brown door.

Locker Room

Run to the lockers and shoot the Hunter. Then run around to the other door and shoot the other Hunter. Check the open locker here for a F. AID SPRAY. Open the other door.

Chilly Corridor

Lots of zombies in a little space. Fire quickly to kill them easily.

Use the other door.

Facility Garage

Shoot the barrel in front of you. Then use the first double doors you come to.

Facility Basement Storage Room

Shoot the barrel to kill ALMOST all the zombies. Shoot the one that barely lives, then go through the door that was behind a shutter.

Underwater Office

There'e 3 Bandersnatches here, 2 on Claire's left and 1 on Claire's right. Kill all of them, then go to Claire's right. Take the F. AID SPRAY from the desk and use the shutter at the end.

Heliport

Boss: Nosferatu
Difficulty: Easy

Just keep shooting at him from where you are with the BOW GUN. He dies.

Perform well and you'll get to play as Claire in a bikini.

13. Battle Mode - Claire Redfield (2)

- Claire's Inventory:
COMBAT KNIFE
GRENADE LAUNCHER
ASSAULT RIFLE

GRENADE ROUNDS  
ACID ROUNDS  
FLAME ROUNDS  
BROWN HERB

Items Claire can get:

F. AID SPRAY  
F. AID SPRAY  
F. AID SPRAY  
F. AID SPRAY  
M-100P / BOW GAS ROUNDS / D.I.J. DIARY

Claire's "A" Rank:  
Complete it in under 10 minutes.

=====  
Bat Corridor  
=====

4 zombies here. Use the GRENADE LAUNCHER w/ GRENADE ROUNDS. Run to the door at the end.

=====  
Zombie Traffic Area  
=====

A BUNCH of zombies here. Forget the barrel, just shoot. There's a zombie faking it face down by the door.

=====  
Facility Main Hall  
=====

Run up really close to each Bandersnatch and fire into their faces.

There's an F. AID SPRAY in the payphone.

Use the door at the end.

=====  
Woman Drawing Water Room  
=====

There's a zombie on your left beside a barrel. Shoot him, then shoot the zombies blocking the doorway. Kill anything else that's left and use the door that was an elevator in the main game.

=====  
Boiler Room  
=====

Shoot the zombie beside you quickly, then run down the stairs and kill the 5 zombies down here. Run up the stairs at the other end and out the door.

=====  
Turntable Area  
=====

2 Hunters here. Use the same strategy as the Bandersnatches. You may have to aim down a little.

=====  
Sorting Room  
=====

Aim quickly and shoot the Hunter. Now run forward until you come to a small pillar supporting an upper conveyor belt. Aim and fire until he dies. Now run up the stairs and through the door.

=====  
1F Elevator Landing  
=====

3-4 zombies here and a barrel. Don't shoot the barrel unless you're not close to it.

Use the door at the other end of the hall.

=====  
2F Elevator Landing  
=====

There's a zombie by a barrel here, but you should be far enough away from it to not get hurt. Kill him, then kill the zombies in the control room. One's coming down the stairs and another is lying down by the computers. Take the door normally leading to the Outer Stairway, in the middle of the hall.

=====  
Portrait Hallway  
=====

Shoot the 3 zombies in front of you, then round the corner and shoot the other ones. Continue to the door at the end.

=====  
Autopsy Room  
=====

Kill the zombies here and run behind the divider. Take the F. AID SPRAY and use the door.

=====  
Soda Machine Hall  
=====

Shoot the barrel in front of you, then run past its remains and shoot the zombie around the corner. Use the white door.

=====  
Palace Casino  
=====

Check the lighted slot machine. You get the M-100P, the SUB MACHINE GUN, or D.I.J. DIARY. Leave.

=====  
Soda Machine Hall  
=====





Steve's Inventory:

COMBAT KNIFE  
GOLD LUGERS  
SUB MACHINE GUN  
BROWN HERB  
BROWN HERB

Items Steve can get:

F. AID SPRAY  
F. AID SPRAY  
F. AID SPRAY  
F. AID SPRAY  
M-100P / D.I.J. DIARY

Steve's "A" Rank:

Complete it in under 12 minutes.

NOTE: I'll tell you to use the GOLD LUGERS. Aim up for head shots.

=====  
Bat Corridor  
=====

4 zombies here. Use the GOLD LUGERS. Run to the door at the end.

=====  
Zombie Traffic Area  
=====

A BUNCH of zombies here. Forget the barrel, just shoot. There's a zombie faking it face down by the door.

=====  
Facility Main Hall  
=====

Use the SUB MACHINE GUN on the 2 Bandersnatches, then run around the corner at the other side of the room and shoot that one, too.

There's an F. AID SPRAY in the payphone.

Use the door at the end.

=====  
Woman Drawing Water Room  
=====

There's a zombie on your left beside a barrel. Shoot him, then shoot the zombies blocking the doorway. Kill anything else that's left and use the door that was an elevator in the main game.

=====  
Boiler Room  
=====

Shoot the zombie beside you quickly, then run down the stairs and kill the 5 zombies down here. Run up the stairs at the other end and out the door.

=====  
Turntable Area

=====  
2 Hunters here. This part is hard. You need to kill these 2 Hunters without getting yourself killed. Good luck. Take the shutters.

=====  
Sorting Room  
=====

2 Hunters here. If you run up the stairs, it's easier to shoot them. Go through the door at the top of the stairs.

=====  
1F Elevator Landing  
=====

3-4 zombies here and a barrel. Don't shoot the barrel unless you're not close to it.

Use the door at the other end of the hall.

=====  
2F Elevator Landing  
=====

There's a zombie by a barrel here, but you should be far enough away from it to not get hurt. Kill him, then kill the zombies in the control room. One's coming down the stairs and another is lying down by the computers. Take the door normally leading to the Outer Stairway, in the middle of the hall.

=====  
Portrait Hallway  
=====

Shoot the 3 zombies in front of you, then round the corner and shoot the other ones. Continue to the door at the end.

=====  
Autopsy Room  
=====

Kill the zombies here and run behind the divider. Take the F. AID SPRAY and use the door.

=====  
Soda Machine Hall  
=====

Shoot the barrel in front of you, then run past its remains and shoot the zombie around the corner. Use the white door.

=====  
Palace Casino  
=====

Check the lighted slot machine. You get the M-100P or D.I.J. DIARY. Leave.

=====  
Soda Machine Hall



15. Battle Mode - Albert Wesker

=====

Wesker's Inventory:

- COMBAT KNIFE
- BROWN HERB
- BROWN HERB
- BROWN HERB

Items Wesker can get:

- F. AID SPRAY
- F. AID SPRAY
- F. AID SPRAY
- F. AID SPRAY
- MAGNUM (w/ 6 shots)

Wesker's "A" Rank:

Just complete it!

NOTE: I'll tell you to use the COMBAT KNIFE. Aim low for the knees to knock them down and slice away. It's really not as hard as in other RE games.

=====

Bat Corridor

=====

4 zombies here. Use the COMBAT KNIFE. Run to the door at the end.

=====

Zombie Traffic Area

=====

A BUNCH of zombies here. Let one grab you, then push him into a group of others. Slice them while they're on the ground.

=====

Facility Main Hall

=====

This may seem impossible, but these enemies have a weak spot. Aim for their left arm-stub. It hurts them a lot.

There's an F. AID SPRAY in the payphone.

Use the door at the end.

=====

Woman Drawing Water Room

=====

There's a zombie on your left beside a barrel. Kill him, then kill the zombies blocking the doorway. Kill anything else that's left and use the door that was an elevator in the main game.

=====

Boiler Room

=====

Stab the zombie beside you quickly, then run down the stairs and kill the 5 zombies down here. Run up the stairs at the other end and out the door.

=====  
Turntable Area  
=====

2 Hunters here. This part is extremely hard. You need to kill these 2 Hunters with only a COMBAT KNIFE. Aim for the head. That's all I can say. Take the shutters.

=====  
Sorting Room  
=====

2 Hunters here. Same deal as last time. Good luck.

=====  
1F Elevator Landing  
=====

3-4 zombies here. Watch out for the one hiding in the dark near the door.

Use the door at the other end of the hall.

=====  
2F Elevator Landing  
=====

Kill the zombie by the barrel first, then kill the zombies in the control room. One's coming down the stairs and another is lying down by the computers.

Take the door normally leading to the Outer Stairway, in the middle of the hall.

=====  
Portrait Hallway  
=====

Slash the 3 zombies in front of you, then round the corner and slash the other ones. Continue to the door at the end.

=====  
Autopsy Room  
=====

Kill the zombies here and run behind the divider. Take the F. AID SPRAY and use the door.

=====  
Soda Machine Hall  
=====

Can't use the barrel!  
You have to slash them all. After you're done take the white door.

=====  
Palace Casino  
=====

Check the lighted slot machine. You get the MAGNUM (w/ 6 shots). Don't use this except on the final boss, or you WILL lose. Leave.







My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas, the scene went as planned. Then the winds turned unexpectedly. I had to eliminate Enrico, who had found out what was behind it all. I used Barry to get to him. After I had successfully gotten rid of that nuisance, I awaited the sample specimen that Barry would bring to me in the Tyrant's room.

[The dialogue from the cutscene here is below.

Jill: Wesker!

Wesker: You did a fine job, Barry.

Jill: Just as I thought. Why do you have to destroy S.T.A.R.S.?

Wesker: That's Umbrella's intention. This laboratory has been engaging in dangerous experiments and recently an accident has occurred. Anyway, this disaster cannot be made public.

Jill: That's why having S.T.A.R.S. know anything is so inconvenient. So, you're a slave of Umbrella now, along with these virus monsters.

Wesker: Barry, go up on the ground and wait there.

Jill: Barry!

Wesker: I just used him for my...personal purposes. Though both you and Barry seem to think I was just following orders from Umbrella.

Jill: So you're planning something else?!

Wesker: If you succeeded in producing the world's most powerful biological weapon, what would you do? What if you were in charge?

Jill: So, you're going to steal all the research?

Wesker: Better yet, I'm going to show you the Tyrant.]

I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation.

According to Birkin, the virus had profound effects. It would put my body in a state of temporary 'death'. It would then bring me back to life with super human powers. Therefore, I unleashed an awesome Tyrant from its slumber and let it attack me.

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

Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and that plan that I devised which had cost me my humanity ended in failure. Now anyone or anything that stood in my way would be terminated.

It has been that way for a long time and it always will be. At all costs, I had to make S.T.A.R.S. pay.

SEPTEMBER

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

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

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

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

9.28

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

In the chaos, Umbrella Europe applied a new type B.O.W. called Nemesis. The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S., Jill.

It became imperative that our organization also obtain the Nemesis data.

9.29

To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets.

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

A spy's obligation and priorities in the mission: to carry out the mission like a machine without any emotional interference. But through her interaction and involvement with Leon S. Kennedy, There had been an affection growing inside her. My instincts sensed danger. Something had to be done quickly.

My instincts did not disappoint me. Even though Ada almost had her hands on the G-Virus, which Leon had acquired from Sherry, that affection of hers drove her to her death. But she was still of some use, I had to save her life.

My people hurried to retrieve the G-Virus that Leon threw away. But Hunk, the only survivor of Umbrella's salvage team, was there before us.

9.30

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

10.1

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

Later Claire left to Europe to find her lost brother. Chris and Leon joined forces with an underground anti-Umbrella organization. Sherry is safe in our hands; I would never underestimate Birkin.

There's something about this little girl...

[NOTE: Anything in brackets was either edited or added by the writer, DjSiXpAcK14.]

[NOTE: The following record contains spoilers about Resident Evil, part 2, 3, 0, and Code: Veronica.]

[NOTE: I will be spelling Birkin's name Birkin, as opposed to Burkin, due to the fact that in the game, it is spelled Birkin.]

Wesker's Report II - Update on March 22 (Friday)

Wesker's Report II

Update on March 22 (Friday) (5) G Virus

Before the "Resident Evil incident" occurred, Wesker left a record of the past 20 years and all of the events that occurred between himself and "the incident."

He sent it to a "Eda Won" but we have no details on her. [Ada Wong]

We have posted that record here.

1. The Experiment
2. Alexia 1
3. Alexia 2
4. Nemesis
5. G-Virus

The Experiment

July 31, 1978

The first time I visited that place, it was the summer of my 18th year. That makes it about 20 years ago. As I got off the helicopter, I remember the sight of the swirling wind that the helicopter blades whipped into the air. When I viewed from above the old mansion seemed quite normal, but when seen from the ground there was something foreboding and unapproachable about it. Birkin (my junior by 2 years) seemed, as usual, to only be concerned with the document he was holding.

We were assigned to the mansion days earlier, on the day that the "executive training center", we had belonged to, was closed. It all seemed like it was planned and too much of a coincidence. But probably the only person who knew the real truth was Spencer.

Spencer was one of the main guys in charge of America's "T-Virus" research at the Arklay Research Facility.

As soon as we got off the helicopter the head of the facility was standing in front of the elevator ready to greet us.

I can't even remember the guy's name. Who really cares about formalities and figureheads like him; from that day on, the Arklay Research Center was ours. As Chief Researchers, we were put completely in charge of all aspects of the facility. Of course that is just how Spencer had planned it all out. He chose us.

We ignored the facility head and got on the elevator. I had already memorized the building layout the day before, and Birkin, although he has no bad intentions, never really pays much attention to other people.

Most people probably get irked from the first 5 seconds that they meet us.

However, the facility head had no reaction at all.

Back then I was a young-buck completely full of himself, so I didn't really pay the facility head any mind.

But in the end, I was really only Spencer's puppet, and the facility head, whose boss was Spencer, at least actually knew what Spencer was up to, and what he was thinking.

The whole time we were riding in the elevator, Birkin never took his eye off the documents he was holding.

The document that Birkin was scrutinizing so closely was a report about a new virus that has shown up in Africa. It was called "Ebola".

At this moment there were many people, all throughout the world, who were studying the Ebola Virus. However, I think there are two major reasons why they were studying it. To help people and... to kill them.

As you probably know, the death rate of someone affected by Ebola is 90 percent. In 10 days it quickly destroys the person's organs. Even now, there are no known ways to prevent it or cure it. It could, quite possibly, destroy a large part of the human race.

Of course even before this, due to the "Biological Weapons Prohibition Pact", it was illegal for us to study the virus as a weapon. However, even if we weren't the ones to research it, there was no proof that someone else wouldn't be doing that same thing and so it was considered legal for us to research it--just in case. There is a thin line in "international law" between what is acceptable and what is prohibited.

And so, it became necessary to research how the virus study information would be used as a method of prevention, not as a weapon. There really is no difference in the way in which you research a virus as a cure, from how you research it as a weapon.

But since the two are very similar, it is possible to pretend you are researching a cure, while in fact, be researching the virus as a weapon.

Even though, at that time, for whatever reason, Birkin may have been looking at the Ebola report, he wasn't really researching the Ebola virus. The Ebola virus had too many "weak spots".

First of all, the virus could only survive for a few days if not inside a human body. It would soon "die" if under sunlight (ultra-violet light) for too long.

Secondly, since it kills the host too quickly there isn't enough time to transfer/infect other hosts.

Finally, the virus is only transferable through direct touch and so it can be easily prevented.

Try to imagine the following: If a person who was heavily infected (the disease had spread all throughout their body) could actually stand and walk around? And, without knowing it, was in direct contact with other people, of their own accord...

What if the RNA of the Ebola Virus could actually alter a person's genetic code? And if, through that, a person was able to carry the virus without

dying? What if this person had the resilience of a monster?

That is, wouldn't this person be a "living dead" whose body carried the virus? Something that could infect others, sort of like a "living biological weapon".

I guess we are lucky that the Ebola Virus doesn't have the potential to do such things.

I wonder if we will be successful in holding on to such a virus without it getting into the wrong person's hands?

The Arklay Lab headed up by Spencer was built for that purpose, it seemed. To create a disease capable of the characteristics I listed before. Officially it was just pharmaceutical company researching cures to viruses, but the truth is, it was really a factory for manufacturing biological weapons.

The origin of the company was to create new "starter" viruses by recombining genes.

In order to produce "biological weapons" out of these new "starter" viruses, they began studying "virus mutations" in order to "strengthen" the basic viruses they had created.

This was known as the "T-Virus" experiment.

RNA based starter viruses can easily be mutated. Through those mutations, it is possible to "strengthen" their traits.

The reason Birkin was so interested in the Ebola Virus was that he was thinking of recombining the Ebola genes into a starter virus to strengthen its attributes. By the time we had arrived at the research center there was already a sample of the Ebola Virus waiting for us.

We changed elevators several times and finally reached the upper level of the complex. When we arrived even Birkin looked up.

It was the first time we had met "her".

We hadn't heard a single word about "her" before. She was a secret of the utmost confidentiality at the research center. And they didn't let any information about her out of the compound.

According to the records, she was at the research center from the very moment it was first built.

She was 25.

But we didn't know her name, nor why she was here.

She was used as the experimental subject host for the T-Virus. The day we began the experiment was November 10th, 1967.

We did T-Virus experiments on her for all of 11 years.

Birkin mumbled something.

Maybe they were words cursing our situation. Maybe they were words of praise.

In any case, we had come to the point of no return now.

We had two choices: to succeed in our research.... or to lay here rotting like she was. Of course that meant we really only had one choice.

She was bound to a "pipe bed" and something about her made me think....

Had this been a part of Spencer's plan all along?  
(The report continues 3 years later)

Alexia 1

July 27, 1981

Today, a 10 year-old girl was sent here, as a chief researcher, from Umbrella's Antarctica Research Facility.

Her name was Alexia Ashford.

I was 21 and Birkin was 19.

As annoying as it was, the whole Arklay complex was rampant with rumors of "Antarctica Alexia". Nobody talked about anything else.

She had been at Umbrella for a long time. The older guys at Umbrella knew the legendary Ashford name.

Before, if we ever reached a dead end in our research, one of the old timers would say "if only Professor Edward were still alive"...

If I remember correctly, "Edward Ashford" was one of the people who first discovered the "Starter Virus" and who originally planned creating the T-Virus.

However, he died soon after Umbrella was founded. It's been 13 years since his death. So is there really anything to gain by having high expectations of the "Ashford" lineage?

And, in fact, the Antarctic Research Center founded by his son hadn't yielded a single result.

Don't people know the limits of Alexia's smarts? She is only Edward's grandchild after all.

But from the day she came, our worthless, good for nothing subordinates began to say "It's a good thing Alexia is here". She may be from a famous family, carry great "genes" within her, but nonetheless, I knew it was gonna be a real hassle having subordinates with such a lack of good judgement.

It's idiots like that, who, if they accidentally stuck their foot in a bucket, wouldn't be able to move or figure out what to do unless someone told them.

At least I could still tell the difference.

However, if, at that time, I would have gotten upset about the whole thing, it would have just slowed down our progress on the T-Virus research.

Unless you can keep cool and still be decisive no matter what the circumstances, then success will always evade you.

At that time I was thinking this:

By making good use of the "past", then we could definitely yield good results. And iff some of those "old timers", who feasibly could die at any second, then they would make great test subjects.

After all, do you think it is possible to stand above the people, if you can't rationally use their "human resources" well?

However, the problem was Birkin.

The way he reacted to the Alexia rumors was terrible.

He never really said it, but for Birkin, the fact that he was the youngest person to ever be a chief researcher was always something he was proud of.

That "pride" was severely injured by having a mere 10 year-old become a chief researcher. It was probably the first time someone so talented as he had ever tasted defeat.

He just couldn't accept the "younger, girl of good lineage".

To be made a fool of by someone who hadn't gotten any results. Someone who had worked so far away.

The face that he couldn't get over it, showed his immaturity.

However, even though he was still immature, no matter what, I had to bring him back to his senses.

It was during these three years that our research moved up to the 2nd level.

It was at this point that we fixed upon the idea of making a "living biological weapon". We started to call the "T-Virus" by a new name--"Zombie".

However, it was impossible to get a 100% infection ratio. Within people there is a subtle difference that the virus couldn't totally overtake. It seems "capability" was also a major factor.

About 10 percent of the people who were injected with the "Zombie Virus" didn't get infected. And this was something that, no matter how hard we researched, we just couldn't overcome.

A disease that would affect 90 percent of all humans seemed to me to be quite a powerful weapon. But Spencer didn't see it that way. Spencer said that he was hoping for a specialty virus that could "easily" wipe out EVERYONE.

But, why in the world would he want something like that?

One important characteristic of biological weapons was that they could be developed cheaply. However, the "biological weapon" that we were researching started to become very costly.

If Spencer was in it just for the money, then he probably wouldn't have chosen to spend the extra money on researching a specialty virus that infected and wiped out 100% of its victims. It just wasn't financially "worth it".

Why would he want to ignore all financial concerns just to continue research?

If by changing the idea of war (through biological warfare), he was attempting to monopolize all military industries then I would have understood that but...

Even to this day, I have no idea what his true intentions were.

But whatever Spencer's real reason was, Birkin was planning on making a biological weapon that would increase a country's military capacity.

Not to just manipulate the genes of the "T-Virus", but also by adding other genetic code he was planning on creating "him".

A military biological weapon that could annihilate those who went unaffected by the virus, as well as, people who were wearing anti-viral gear and equipment. This weapon was later named "Hunter".

However, that experiment was temporarily put on hold.

In order to protect the test subjects from Birkin.

Birkin's pace was quickened by Alexia's existence. He began to act "out of the ordinary".

He would stay in the lab for 24 hours straight. Attempt experiments that he hadn't really thought out.

I tried to use other researchers to get as many samples from the subjects before they died, but I just couldn't keep up with his pace.

The head facilitator brought in a new subject, as if nothing had ever happened. But she, too, soon died.

It was [heck].

And within that [heck] there was but one person living--The female test subject's body that continued to live on. [Lisa Trevor]

She was already 28 years old. Having lived 14 of her years in this research facility.

Someone whose "consciousness" had been taken away by the "Starter Virus" that had been injected into her 14 years ago. Someone who, if their "heart" did happen to actually be alive, would only hope for "death".

But she continued to "survive".

Why was only she able to survive this long? Her basic experiment data and that of other subjects seemed to be the same.

It would still take a long time for us to solve this riddle.  
(The report continues 2 years later)

Alexia 2

December 31st, 1983

The winter of my sixth year at the Arklay Research Center.

For the past 2 years, there were no significant results and time seemed to just stagnantly flow along, but before long we had a breakthrough.

The thing that started it all was a report we got that morning.



Antarctica Alexia had died.

The cause of her death was that she accidentally got infected by a virus that she, herself, was researching. It was called the "T-Veronica Virus".

Alexia was 12 years old. It seems she was just a little too young to be undertaking such dangerous experiments.

There were many rumors to be heard. One particular rumor actually suggested that she injected the "T-Veronica" into her own body. But no matter what the circumstances I find that particular "theory" to be implausible.

Probably she was just so shaken up over her father's disappearance one year earlier that she just made a mistake in the experiment.

After that Alexia's last remaining blood relative, her twin brother [Alfred] who had worked in the Antarctica Research Center came and picked up where she left off. But no one had any expectations of him.

In the end, the "Ashford" family was basically "dead"... without even yielding a single advance for the experiment.

It was just as I thought. A legend is, after all, merely that....a legend.

After the news of Alexia's death, Birkin changed. Or I guess I should say, he returned back to his normal self.

But I guess the biggest thing was that all of his subordinates now had no choice but to think of him as the main researcher. Since, now, there was no one who could surpass his talents.

However, with that, it became "taboo" for anyone to talk about Alexia in front of him.

He fiercely opposed me when I planned on getting a sample of the T-Veronica Virus.

I had no choice but to put finding the truth about Alexia's research on the back burner.

In the end, even though the situation was at its best, Birkin, himself, failed to grow up and advance his research.

However, at that time I was concerned more about a different question at hand.

The Arklay Research Center was surrounded by a dense forest.

I often hiked through the forest but since the center was located in a mountain region there was never anyone to be found nearby.

The only method of transportation was by helicopter. And the center wasn't exactly the type of place people came to visit.

One important reason for the fact that the center was located in such an isolated location was to prevent the virus from getting out in the instance of a "leak".

However, "biological weapons" aren't that simple.

"Viruses" don't only infect humans. They can infect "other" things as well.

Any virus is usually capable of infecting more than one host.

For example, the number of species that the ordinary "influenza virus" (the common flu) is recognized as infecting birds, pigs, horses, seals, and humans.

The difficult part is that not all types of animals/people within a species are affected. Even though, within the bird species, ducks and chickens are affected, all other birds are not.

And, if a virus mutates, then the kinds and number of hosts it affects changes.

So it is impossible to create a virus that is capable of affecting everything.

And that was the main problem--trying to adapt the T-Virus so that it would affect "everything" that it came into contact with.

After Birkin became "useless", I started investigating the T-Virus's communicative infection rate.

It was then that I found out that, it was a fact that the T-Virus could infect almost any kind of living thing.

Not just animals, but plants, insects, fish--almost any species. The virus had the power to expand and disperse all over the earth.

Whenever I would leave the center for a walk in the woods I would always think to myself...

Why did Spencer choose this place?

Because there were lots of different types of species concentrated in the woods.

If the virus ever did get out here, then what would happen to a place where there were this many types of living things present?

In the case of insects, they are small so you might not think of them as "dangerous" even if they are secondary carriers of the virus.

However, insects usually exist in "swarms" and that huge number makes them a very dangerous "carrier", indeed.

If they were carriers then how far would the virus spread?

If a plant was a carrier then, since they can't move, you wouldn't expect them to be able to infect many people.

However, what about the "pollen" that comes from plants?

Considering those factors, the center was an extremely dangerous place to run "virus research".

And if you really think about it, the location of the Ashford's Antarctica Research Center was really a much safer and obvious choice.

It would almost seem as if this place was specifically chosen, as a location, for the purpose of "spreading" the virus.

But, I just can't imagine that would really be so.

What is Spencer trying to get us to do?

This was a major issue. So big that I couldn't tell the other researchers.

At this time the only person that I felt I could have talked with about this was Birkin, but it was evident that telling him would be meaningless.

I needed more information.

It was at that time that I first began to feel the limitations of my position as researcher.

I needed to get myself to a position that had more access to information that would reveal Spencer's true objective.

I felt no love lost for throwing away my position as researcher in order to find out.

But I couldn't rush things. Because if Spencer ever got wind to what I was doing then it would be all over.

I jumped back into my research and it was "business as usual" so as not to call attention to my plans.

During those times, the female test subject that continued to survive was left in some corner and forgotten.

A living "could've been".

We began to call her that, sometime after she stopped yielding useful data for us.

At least, until 5 years later that is...  
(This report continues 5 years later)

Nemesis

July 1st, 1988 [My birthday! Woo hoo!]  
The summer of our 11th year at Arklay was just starting.

I was already 28.

Birkin had become a father and already had a 2 year-old daughter.

[Sherry Birkin]

His wife was one of the researchers that worked at Arklay.

You would normally think it [would be] hard to understand someone wanting to get married and raise a child, all while doing their research.

But, it is said that only "non-ordinary" people ever continued to do research at Arklay.

Only the crazy ones ever succeeded there.

And so, after 10 long years, our research finally reached the 3rd stage.

To create a living biological weapon that was a soldier that would follow strict orders, obey its program, and have intelligence.

It was the so-called "Tyrant", basically a monster, that we set out to create.

However, there was a major obstruction to our research back then. Finding a basic body for "Tyrant".

The biggest problem was that suitable bodies for Tyrant were, at that time, genetically very limited.

The source of the problem lay in the nature of the T-Virus.

The T-Virus mutation used to create "zombies" and "hunters" could be used on just about any human but it would also cause a decline in the subject's brain capacity.

If the subject didn't have a certain amount of "intelligence" then it couldn't function as a Tyrant.

Birkin tried to solving the problem by picking out new mutagens that would keep down the "wear and tear on the subject's brain" so long as the subject fit the "Tyrant Profile".

However the number of people that had "suitable" genetics to accept the tyrant cells were very limited.

In a genetic analysis simulation it was found that only 1 in a million had the genetic make-up to become a "Tyrant", any other person would merely become a regular zombie.

If we would have continued with our research then I'm sure we would have found a way to make a different type of T-Virus that could change more people into "Tyrants".

However, in order to do that research, we first needed people that were perfectly suitable for the new mutation.

However, the odds of us being able to bring one of those few people, living in America, that fit the profile was extremely low.

In the end, the only thing they were able to do was to, by force, bring a few "close contenders" in from other labs[.]

Even before we had the chance to start our research, it seemed we had already hit an obstacle.

At that time I heard a rumor about another location in Europe where they had already reached the "third level" of producing a biological weapon using a method that no one had thought of.

It was known as the "Nemesis Plan".

In order to change the stagnant working pace and conditions, I took it upon myself to get a sample of one of the subjects from that "plan".

Of course Birkin first disagreed with me, but in the end I was able to get him to reconsider.

Everyone had no choice but to recognize the fact that, until we found a

suitable "Tyrant" subject, our research wasn't going anywhere.

The "package" from Europe came at midnight, several days later, after a series of broadcasts, proposals, and counter-proposals.

The box that contained "it" landed on the helicopter pad.

It reads "Nemesis Prototype".

I had to use some very strong tactics to get the incomplete "thing" where it was being researched in France, but all the while, Spencer was backing me up, pulling all of his strings and using his influence.

Only Birkin showed no interest in "it" until the end. But he, at least, recognized it as an important part of the experiment.

The sample was developed to create a never before seen, totally new "form".

By manipulating genes, they had artificially created a "living parasite".

That was what "Nemesis" really was.

It could latch onto another organism's brain and then take control of the host's brain[,] bringing it a high-level of destructive power.

By combining intelligence with a destructive body suitable for battle, they were able to form the ultimate biological weapon.

And if they could complete the project then they would be capable of creating "warlike bodies" without having to worry about the intelligence issue.

However, the problem was that the parasite containing "it" was not stable.

The only thing written within the document that was attached to the sample was "Failure--sample died" over and over again.

Anything that had been affected and whose intelligence was being controlled would die within 5 minutes.

We all understood that messing around with the "incomplete" prototype was very dangerous.

If we could only somehow manage to extend the amount of time that the hosts would live then we could take control over the project. That was what I was aiming for.

Of course we would use "her" as our test subject. [Lisa Trevor]

Surely her unusually high endurance would be perfect for sustaining the Nemesis Prototype parasite for a long time.

Even if she didn't last long, it's not as if we would be losing anything special anyways.

However the experiment yielded a result that was opposite from what I was predicting.

The Nemesis parasite that tried to enter her brain disappeared.

At first, I didn't even know what was going on.

I couldn't believe that "she" would be the one to mix with the parasite genes without dying.

That was the beginning.

Somewhere within that "undying" body of hers, there had been a change...

We had to re-examine her from head to toe one more time.

During our 10 years of research she had been totally and thoroughly examined but this time we ignored that previous data.

For the 21 years that she had been here, for the first time, something was actually happening.

After she had already survived longer than other subjects who had received the Nemesis Virus, it was only Birkin that started to realize what was happening.

There was something within "her".

That "something" was a deviation from the T-Virus plan.

Something new that gave way to a new form.

Something that changed our destiny.

It was the beginning of the "G-Virus plan".

(This report continues 7 years later)

G-Virus

July 31, 1995

It had been 17 years since I'd been back "there".

When I come, I remember the wind. The scenery and buildings from the surrounding area hadn't changed a bit.

I saw Birkin standing on the Heli-pad. He arrived before I did.

Meeting with him somehow already seemed "nostalgic".

It had been 4 years since I had left the Arklay Research Center.

4 years ago, when Birkin's proposed "G-Virus" plan was approved, I put in a transfer request for the "data/information" section and my request was immediately approved.

The fact that I had given up on being a researcher and need a change probably seemed like a natural change that most people go through.

Actually, the truth of the matter was that "G" had already reached a level that was beyond my ability.

And even if I wasn't really here to discover Spencer's "true intentions", I think that, at that time, I would have definitely realized the limitations of my ability.

As the wind danced around the helicopter, Birkin was, as usual, fixated on some document.

Apparently, he was coming to Arklay on a routine basis, but he was no longer assigned there.

A while ago, he had been transferred to a huge underground research facility in Raccoon City. That was the main facility for his "G-Virus" research.

But to tell the truth, 4 years ago, I really didn't think Spencer would approve "G".

Because "it" deviated from the idea of "weapon" and it was created with too many unknowns left unsolved.

The big difference between "G" and the "T-Virus" was that a body infected with "G" would spontaneously continue to mutate.

Of course a virus's genes are unprotected so it quickly mutates.

But the cells within a living organism are different.

Even if the subject['s] make-up has been altered by the virus, the cells within the organism's body rarely can be mutated.

Of course, by using other "stimuli", such as radiation, you can make mutations occur within a living body.

However, a body that is infected with "G" continues to mutate, without any outer stimuli, until the host dies.

Even that "T-Virus" has lots of attributes that are quite similar to "G".

It has already been observed that the genetic make-up of one of the "living biological weapons" (a person infected with the T-Virus), who has been placed in a special setting, has continuously "changed".

But in order for this change to occur it is necessary to use outer stimuli as a catalyst. And one can mildly predict which changes are likely to occur.

However, there are no such "laws" concerning a body infected with "G".

No one can predict just how someone infected with "G" will change. No matter what kind of method you use to try to cope with "G", it continually changes, making that "method" ineffective.

7 years ago Birkin noticed a little bit of this effect in the female test subject.

There wasn't the slightest change in her appearance, but deep within her something was constantly changing and she continued to co-exist with the virus used in the experiments.

And so after 21 years of inner mutations, even the "parasite Nemesis" just became one more mutation within her body.

The "G-Virus Plan" was a plan to push those "characteristics" to the utmost limit.

However, the thing that lay ahead could be an evolution to the "final form"

for mankind... or it could be a "finale" in which the organism merely dies...

Could we really call that a weapon?

What was Spencer thinking when he approved this plan?

Even though I had been working in the information section for these 4 long years, I had still been unable to figure out what Spencer was planning.

And now Spencer has stopped coming to Arklay.

Almost as if something that he has been eagerly awaiting and expecting has begun to start.

Spencer, like some mirage floating in the desert, had begun to grow farther and farther away from me.

But I was sure that a chance would present itself to me eventually.

That was, of course, if I lived long enough to see that day.

Birkin and I got on the elevator and rode to the top floor.

To the place where we had first met "her".

A man named John, Birking's successor and new chief researcher, was waiting there for us.

He came from a research center in Chicago and was supposedly a very talented scientist but he was a little too "straight" to be working at a place like this.

He began to question the "inhumanity" of what was going on in the labs and made his opinions known to the upper-level executives.

I had heard rumors about him at the information section.

Everyone seemed to agree that if any information ever leaked out, he probably would have been the culprit.

We ignored John and kept on walking, and then began the final "disposal" procedures on her.

"You must kill her".

Due to her being infected with "Nemesis", although only a minor amount, she started to "think" and become conscious. She started to act in "grotesque" ways.

Her behavior has continued to escalate and now she wears the face of another woman that she "peeled off" just like a mask.

According to reports, she acted the same way after they gave her the first "Starter Virus".

I don't know why she began to act in such a way, but because she recently killed 3 researchers, "they" have decided to "dispose" of her.

Now that the "G" research is on the right track, there is no real use for a "test subject" like her.



After constantly checking and re-confirming for 3 days the fact that she was dead, her corpse was, as per Facility Head's order, taken away somewhere.

In the end, I never did find out who she was and why she was brought here?

Of course, she was merely a test subject.

But still though, if she hadn't been here then there wouldn't have been any "G Plan". And Birkin and I would probably be leading different lives now.

I left the Arklay Research Center, thinking that very thing.

I wonder how much of this was according to Spencer's "plan".  
(3 years later the "incident" began)

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18. Frequently Asked Questions  
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Well. I don't get many questions so I guess I covered most of it. This is the only one I've got so far:

Question:

Crap! I left the EMPTY EXTINGUISHER in the security box at Rockfort Island!  
Now I need it in the Antarctic Base!

Answer:

No, you don't. The EMPTY EXTINGUISHER is only used for obtaining the MAGNUM, which isn't vital, but it's up there on the list of things you should get.

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19. Resident Evil Games  
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As of now, here are the Resident Evil games and their platforms.

Resident Evil / Director's Cut / Dual Shock

- Gamecube
- PC
- Playstation
- Saturn

Resident Evil 0

- Gamecube

Resident Evil 2 / Dual Shock Edition

- Dreamcast
- game.com
- Gamecube
- Nintendo 64
- PC
- Playstation

Resident Evil 3

- Dreamcast
- Gamecube
- PC
- Playstation

Resident Evil 4 (Announced)

-Gamecube

Resident Evil: Survivor

-PC

-Playstation

Resident Evil: Survivor 2

-Arcade

-Playstation 2

Resident Evil Code: Veronica / Complete / X

-Dreamcast

-Gamecube

-Playstation

Resident Evil Gaiden

-GameBoy Color

Resident Evil: Gun Survivor 4 (Announced)

-Playstation 2

Resident Evil Online (Announced)

-Playstation 2

Resident Evil Movie

-DVD/VHS

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20. Resident Evil Timeline (By WeskerFanGirl)  
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[NOTE: This entire section of the FAQ was written completely by WeskerFanGirl.]

July 23, 1998

After several murders in the Raccoon City area, S.T.A.R.S. are sent to investigate the area. The Bravo team is sent in first. Their helicopter has to make an emergency landing. Rebecca Chambers, who is on her first mission, gets on a train sitting in the middle of the woods. There, she meets Billy Coen. Billy Coen was supposed to be executed for killing 23 people, but the transport vehicle was attacked by leeches.

They are stuck on the train with several zombies and leeches, so after the train starts moving, they team up. They eventually have to use the emergency brakes, and end up at the old Umbrella Training Facility. Wesker and Birkin watch Rebecca and Billy through some monitors. Marcus interrupts them as he tells them he was responsible for the virus leak in the lab, mansion, and train. He says it's revenge for the death of James Marcus, although they don't know it's him, because he looks younger.

Billy saves Rebecca's life a few times at the training facility, and he tells her about an incident in Africa that explains the 23 people. They find Marcus' Diary, which says he created the t-virus. They also visit Marcus' lab under a church outside the training facility. Billy and Rebecca get separated for a short time, after Billy is attacked by an eliminator. Rebecca gets in a cable car and ends up at a factory. She uses the turn table and meets up with Enrico, the Bravo team leader. He tries to get her to come with him, but she says she has to find Billy. After fighting a Tyrant and getting in an elevator she arrives at the sewer treatment plant. She finds Billy, and they try to look for a way out of the treatment plant.

James Marcus confronts them, and he tells them who he is. He tells them

he was resurrected by the Queen Leech. The queen takes over and he morphs into the boss. They defeat him, and get onto a lift, but the Queen Leech follows them and the self destruct sequence starts. They end up getting knocked off the lift, and fighting the leech queen in a large room with several large boxes and shutters. They open the windows when they find out that the queen is weakened by sunlight. Billy kills the leech queen with a Magnum that Rebecca finds lying on the floor. They make it out in time. They end up in a field overlooking the Spencer mansion. Rebecca tells Billy he is now officially dead, and they go their separate ways. Rebecca heads to the mansion and Billy goes off on his own.

July 24, 1998 (Note: I wrote a combination of Chris' and Jill's senerio)

S.T.A.R.S Alpha team is sent in to search for the missing Bravo team. Joseph is attacked by zombie dogs, and the rest of the team runs, while the helicopter pilot, Brad Vickers, leaves them stranded. Wesker, Barry, Chris, and Jill all run to the mansion. The characters all get separated. Wesker disappears and forces Barry to help him destroy S.T.A.R.S. by threatening his family. Wesker's goal is to get combat data and then destroy the lab and the mansion. Chris meets Rebecca Chambers, who is with Richard Aiken from Bravo team. Richard Aiken eventually dies. Enrico is also killed, along with all the other Bravo team members, besides Rebecca.

In the labs, Wesker tries to shoot Jill, but Barry saves her just in time. Wesker releases the Tyrant, who turns on him. After Jill defeats the Tyrant, Wesker escapes. Wesker sets the self destruct system, and all four go to the heliport to signal Brad. Before he can land, the Tyrant breaks through the concrete and attacks again. Brad drops a rocket launcher, and the Tyrant is destroyed. Chris, Rebecca, Jill, and Barry fly away as the mansion blows up.

September 28, 1998

After there was a major outbreak in Raccoon city, Jill Valentine tries to escape the city. Brad warns her that something is coming for them, and he is killed outside of the RPD, by a B.O.W. called Nemesis. Nemesis chases Jill out of the RPD, and she eventually loses him. She meets a mercenary who was hired by Umbrella named Carlos. She doesn't trust him at first, but later learns to work together with him. She meets the rest of the remaining Umbrella Biohazard Countermeasure Services (U.B.C.S.) team, Nicholai and Mikail. Nicholai tells them the plan for getting out of the city involving ringing the bell at the city Clock Tower. Nicholai later fakes his death, and Jill tells Carlos. After getting all the needed materials, they start the cable car. Mikail sacrifices his life to save Jill and Carlos, when Nemesis attacks. Then Jill and Carlos have to use the emergency brakes, and the cable car crashes.

Jill wakes up outside of the Clock Tower. Inside she finds Carlos, and Nemesis is also still stalking her. She rings the bells and exits the Clock Tower. She sees a helicopter coming, but Nemesis blows it up with his rocket launcher. This destroys some of the Clock Tower. Nemesis infects Jill with his tentacles. Carlos tries to help, but he faints after Nemesis fights back with his rocket launcher. Jill fights Nemesis until he walks off into the flames. She then blacks out, and Carlos wakes up and carries her into the Clock Tower.

September 29, 1998 (Note: This follows Leon A, Claire B)

Claire Redfield and Leon S. Kennedy are both driving into Raccoon city. Claire is looking for her brother, Chris. Leon was going to the RPD for his first day as a cop. Leon and Claire meet up after seeing some zombies. They get into a police car, but it crashes after a zombie in the back seat wakes up. They are then separated by a large truck running into the back of the cop car. Leon tells Claire to go to the police station.

At the police department, Leon meets a woman named Ada Wong and Claire meets a girl named Sherry Birkin. After searching the RPD, the four all go

into the sewers with the people they met up with.

Leon gets injured when he is shot by Annette Birkin. Ada then meets Annette and finds out she is Sherry's mother. Her husband, William Birkin, was shot by a group of men in biohazard suits, who were sent to get the G-virus. They took the sample and headed toward their rendezvous point. Before he died, William injected the G-virus into his own body. He killed the men while several samples of the t-virus were broken. The rats then spread the virus.

Leon and Ada get onto the turn table. Ada is wounded by Birkin when his claws go through the side of the car on the turn table.

Later, Claire and Sherry also get on the turn table, but it stops halfway down. Claire gets out and climbs through a vent. When she gets to the lab, the turn table lowers.

Leon and Claire make their separate ways through the labs. Annette tells Leon that Ada is a spy sent for the G-virus. Leon doesn't believe it. Annette gets knocked out by a falling pipe, and Leon takes the virus. Ada then tries to get the G-virus from Leon. He is shocked to find out that she is a spy after all. Ada threatens to shoot Leon, but she can't do it. Annette, who is barely alive, shoots Ada, causing her to fall off the platform. Leon can't hold on, and she falls. He throws the virus after her.

Claire and Sherry make their way to the bottom platform, after hearing the self destruct system. Leon goes an alternate way. Claire fights Mr. X for the final time. During the fight, a woman figure believed, but not confirmed to be, Ada, throws Claire the rocket launcher. Leon fights Birkin. Leon defeats him and gets onto a lift to the train, where Claire is.

Claire starts the train, and Leon makes it on just as it starts moving. They think they have made it until there is another emergency. Birkin followed them onto the train. Leon once again fights Birkin, but that still doesn't stop him. Sherry then crawls into the control room and stops the train. They get out and run out of the train tunnel just as the train explodes.

At this point, Sherry stays with Leon as Claire leaves to look for Chris. The date of this is not confirmed, but at some point, Leon surrenders Sherry to a man who claims to be an agent of the U.S. government.

October 1, 1998

Jill wakes up in the Clock Tower. She tells Carlos that she knows she has the virus. He goes to look for a way to help. There is a hospital nearby that has the vaccine. He sees Nicholai there, and finds out that Nicholai is not on their side. Nicholai goes flying out the window when another member of the U.B.C.S. commits suicide with a grenade in an attempt to kill Nicholai. After Carlos gets the virus vaccine, he sees that Nicholai has set a bomb to go off. He hurries out of the hospital and back to the Clock Tower.

He gives Jill the vaccine. Carlos says he has something important he has to check and to watch out for Nicholai and Nemesis, because they are both still alive.

Jill then goes to the park. She finds a hide out for the U.B.C.S. supervisors, and Nicholai confronts her. They are interrupted by an earthquake. When Jill follows Nicholai outside of the hut, she falls into a ditch made by a huge worm-like creature. So she fights the monster and climbs out of the ditch.

She finally makes her way to an old treatment plant. She meets up with Carlos once again and he tells her there is a missile heading to Raccoon city at dawn. She eventually opens a door leading to a large room filled with trash. Nemesis comes, and she is locked in. She defeats Nemesis, and finds a key card to unlock the door. Nemesis then falls to where all the wastes and chemicals are dumped.

A missile launch is then detected. Jill hurries to open the last door she hasn't opened yet. In the Control Room, Nicholai starts shooting at her from a

helicopter. She tries to negotiate with Nicholai, but he leaves in the only helicopter. Carlos enters and she tells him that Nicholai left with the only helicopter. Carlos is still determined to escape though. Jill leaves the room through a ladder and finds herself in some kind of junk yard. She once again has to fight Nemesis, this time with a huge rail-gun called Paracelsus' Sword. Carlos is there and says someone is coming in another helicopter to rescue Jill. The pilot turns out to be Barry Burton. They leave in the helicopter just in time before the city is nuked.

November, 1998

Ark Thompson is sent by Leon to Sheena Island. The island is owned by Umbrella. Vincent Goldman is the commander of the Island. Ark pretends to be Vincent, and he meets a sewer manager named Andy. Ark confronts Vincent, and Ark tries to escape with a helicopter, but Vincent hangs on and shoots the helicopter, causing it to crash. Ark wakes up with a headache, and he doesn't remember who he is.

Ark gets up and starts walking around. He sees Vincent lying on the ground, but doesn't know it's him, because of his memory loss. The Island has had a t-virus outbreak, so monsters and zombies are wondering around. After exploring a while, Ark gets a phone call from Andy from a pay phone. Andy still thinks Ark is Vincent. He enters the nearby library where Andy is. Andy runs away and locks the door behind him.

Ark walks up the stairs and through another door. Andy locks him in a room with a Hunter. Ark survives and exits, and follows Andy. He eventually gets into the sewer, where he reads Andy's diary. Andy has a hobby of taking pictures as seen all around the room. Ark finds a picture of himself, but again thinks it's Vincent because of what the diary said. A young boy named Lott enters and when he sees Ark, he gets scared and runs away.

After further exploration, Ark comes to an Umbrella facility. He goes to Vincent's office, where he reads Vincent's diary. He also finds Lott's sister, Lily, who is listening to some recordings. Lott tries to attack Ark with a baseball bat, and he tells Lily to run. Both children run off.

Ark follows them, and sees them jumping over the rail and into knee high water. Ark eventually finds their house. Inside he finds Lily, who tells him that Lott has gone to the labs, and she is worried because of all the monsters there. Ark goes to save Lott.

When Ark finally gets to Lott, Lott tells him the truth. Lott tells him he isn't Vincent. The self destruct system begins. Ark tells Lott to go home and get Lily. Ark has to fight more monsters, including a Tyrant. He finally makes it to the train. Ark, Lott, and Lily all board, and arrive at a helipad. The Tyrant is there too, and attacks. Ark defeats it and boards the plane. The Tyrant hangs onto the plane, Ark finishes it with a missile equipped to the plane. All three fly to safely.

December, 1998

Claire Redfield breaks into Umbrella's paris lab. She is caught by Rodrigo, and sent to Rockfort Island.

December 27, 1998

Claire wakes up in her small jail cell. Rodrigo staggers in and lets her go. He tells her a special forces team attacked the island. Rodrigo also needs some medicine to stop some internal bleeding. Claire cautiously exits the prison, and into a graveyard, where several zombies attack her. She runs through a door into a courtyard. A light shines in her eyes, and someone starts shooting at her. She picks up a gun and shoots back. The sniper turns out to be a teenage boy named Steve, who was a prisoner on the island. He is now looking for a way out. Steve walks away quickly. Claire follows him.

After exploring the prison area, which is infested with zombies from an

outbreak, Claire finds Steve at a computer. Umbrella is monitoring Chris, so Claire sends Leon and E-mail so he can tell Chris he's being monitored and to come and save Claire. Steve doesn't think he will come, and he gets mad and walks away again.

Claire finds her way to a palace. Claire meets Steve again there. He tries to take some Gold Lugers and is caught in a trap. Claire says she needs them, but Steve wants something fully automatic. He runs off once again. Claire goes back to the main foyer, where she meets Alfred Ashford, who is aiming a sniper rifle at her. He misses, and she hides behind a pillar. Alfred thinks the t-virus outbreak was her fault, but Claire denies it. He still doesn't believe her. He eventually leaves, and Claire leaves the palace, and goes to the island's airport. she needs three proofs to get to the plane. She begins to explore the rest of the island.

There is also a military training facility for Umbrella employees. While walking through a stone courtyard, Alfred tries to shoot Claire again. He misses, and she chases him up the stairs, through the door, and down the hall. He is nowhere to be seen, but he traps her using the shutters. He uses the P.A. system to warn her about whats in the next room. First, however, she checks out a different room and finds some Hemostatic medicine, which is used to stop internal bleeding. She enters the room, and finds the sub-machine guns, but the ammo is on some crates below. A monster then attacks her. It is a rubbery monster that uses a long rubbery arm to slap her around. She defeats it, but when she goes down the stairs she is attacked by another. It grabs her by the head and picks her up. Steve jumps through the window and saves her.

After Steve defeats the monster, he gives Claire a lift to get the ammo for the sub-machine gun. The platform begins to move to a lower level. Steve runs around the area shooting zombies, and testing the new guns he has. He meets up with Claire, and he says guns are more dependable than people. Claire is shocked by this. They continue walking around until a wooden walkway falls from underneath of them. Claire's leg is trapped under some rubble and she can't move. A zombie starts to walk toward them. Claire tells Steve to shoot it, but Steve just stares. The zombie gets closer. Just before the zombie bites Claire, Steve screams "Father!!!" and shoots the zombie until it doesn't move any more.

Steve begins to cry. He explains to Claire that his father worked for Umbrella. They were captured and sent to the island. Due to the recent t-virus outbreak, his father became a zombie. Claire continues to look through the facility.

She takes the lugers and uses them in the palace. After putting in a password in a computer, she finds the Ashford's private mansion. On the second floor, she hears a two people talking, Alfred and Alexia. Judging by the conversation, they appear to be siblings. Claire waits for them to leave, and then walks into the room. Inside is a music box playing a song. Claire needs to find the missing piece of the jewel shaped like an ant that opens the music box in the opposite room. Claire leaves and goes back to look through the prison with a new key she found at the Ashford mansion.

She goes back to check on Rodrigo and gives him the medicine that he needed. She also gives him her lighter that her brother gave her. Back at the prison she finds the music roll for the piano in the palace. When she goes back to the palace, Wesker is there. He threatens her, and tells her how much he hates Chris. Wesker leaves eventually after getting a call. When she uses the music roll, a slot machine opens with the missing jewel shaped like an ant. She takes it back to the other mansion. This opens a secret door. After climbing the ladder, she finds herself in a room, where the Ashfords keep all their stuff from childhood. She solves a puzzle there and climbs another ladder leading to a loft. There she finds an article about Alexia and the last proof for the plane.

When she tries to leave, Alexia catches her. She aims a rifle at her, but misses. Before she can shoot again, Steve comes in and shoots Alexia. Alexia goes to the opposite room through a secret door. Claire and Steve follow her, but when they get there, all they find is a wig and a dress. Claire goes to look at the wig, when Alfred jumps off the top of the canopy bed, and attacks. Alfred happens to catch a glimpse of himself in the mirror, screams, and runs away. Steve and Claire come to the conclusion that there wasn't an Alexia, and Alfred was a cross-dresser. The self-destruct system starts, and they go to the planes using the submarine.

They use the proofs and get on the plane, but can't leave because of a bridge blocking the way. Claire goes to move it. On her way back to the plane, she is attacked by a Tyrant. She defeats him, and gets back to the plane. Claire and Steve fly away, when suddenly there is a loud noise from the back of the plane. Claire goes to check, and it's the Tyrant again. She fights him and uses large crates to push him off the plane.

Claire and Steve think they are safe until Alfred tells them he won't let them escape using a video screen in the plane. Later, Steve notices that the plane is headed toward Antarctica. Then the plane crashes. They get off the plane after being knocked out for awhile. The T-virus has also spread in the Antarctic Facility. It turns out that this facility was once owned by Alfred's father, Alexander. There is also a horrible monster in the facility called "Nosferatu".

When Steve tries to move the digger, he accidentally causes poisonous gas to leak. Claire finds a valve and shuts off the gas. Alfred tries to shoot Claire again, and Steve shoots Alfred, causing him to fall off a ledge.

Steve and Claire get into the digger and use it to escape the facility. They get out and climb to a helipad. They are just about to go down the stairs when Nosferatu walks up and knocks Steve off the helipad. He hangs on to a piece of metal hanging off the side of the helipad. Claire fights the monster and saves Steve. They then make it to a snow-mobile and try to drive to the Australian base.

Alfred is barely alive, but manages to get to a lab where his sister has been frozen for the last 15 years so she can get the best possible results from the T-Veronica virus. Alfred dies, and Alexia somehow manages to trap Steve and Claire and bring them back. She controls these tentacles all around the facility.

Chris goes to Rockfort Island to rescue Claire. He meets Rodrigo. Rodrigo tells him that Claire has left. Then a large worm swallows him whole. Chris fights the monster and saves Rodrigo. Rodrigo gives Chris his lighter before he dies.

Chris explores the remains of the military facility. He sees Wesker again. Wesker tries to strangle him. It turns out that Wesker now has super powers, and a new employer. Alexia appears on a screen. This gets Wesker to let Chris go, since Wesker is looking for Alexia.

Chris gets into one of Alfred's jets and flies to Antarctica. At the facility in Antarctica, he reads a diary by Alfred. Nosferatu was actually his father that Alexia tested the virus on, and Alfred and Alexia were created from the genes of their ancestor, Veronica. Chris finds a mansion that looks very similar to the Spencer mansion. He finds Claire there. She is safe, but she is concerned about Steve. They run up the stairs, and the tentacles destroy some of the staircase. Chris falls to the main floor. Claire goes to find and save Steve. After walking through the mansion's hallway, she ends up in the prison area. Steve is being held captive there. Steve says Alexia injected him with a virus. He begins to feel pain, and turns into a T-Veronica monster, much like Nosferatu! He grabs the axe that was once holding him back, and chases Claire. Claire runs under a gate just in time. Steve hits the bars with the axe. One of the tentacles grabs Claire, and Steve breaks the gates. He is just about to hit her with the axe, when he regains some human memory,

and instead hits the tentacle. The tentacle recoils and injures Steve. He turns back to normal, and tells Claire he loves her just before he dies.

Back in the mansion's main hall, Wesker is trying to make Alexia come with him, because she has the T-Veronica virus. Alexia changes and attacks Wesker. He escapes and Chris is forced to fight Alexia. After winning, Chris hears Claire crying behind the door, but he can't open it because it's locked. Claire shoves a folder with a key card in it from under the door. He activates the self destruct system so the lock will be released. Claire meets Chris at the top platform outside the control room. Alexia regenerates and tries to kill Claire, but Chris intervenes in time. Chris fights Alexia, and destroys her for good. Chris runs and sees that Wesker is kidnapping Claire. Chris follows them. He makes Wesker let her go. Wesker says he has taken Steve's body because it has T-Veronica virus in it. Claire then runs to the jet to wait for Chris. Chris and Wesker fight until Wesker gets badly burned. Chris makes it back to the jet, then Chris and Claire fly away as the facility explodes. They are now on a mission to stop Umbrella.

September 18, 2002

Morpheus D. Duvall and his followers steal three t-virus samples from the Paris lab. Morpheus tells his followers he is going to auction the items on a ship called the Spencer Rain. He instead spreads the virus.

September 22, 2002

Bruce McGivern is sent to the Spencer Rain after it was contaminated by the t-virus. He works as a spy for the U.S. government. Morpheus holds a gun to Bruce's head and makes Bruce drop his gun. Morpheus is just about to shoot Bruce, when Fong Ling, who was sent by the Chinese government, throws a grenade. Bruce notices it before Morpheus, and jumps out of the way in time. Morpheus is wounded, but escapes.

Bruce climbs into the cruiser and explores. He eventually gets a call from his boss. Morpheus is black-mailing the government or he will send missiles to the U.S. and China. Fong Ling sneaks up on Bruce and kicks the radio out of his hand. After kicking him around a bit, Fong Ling decides that she doesn't want Bruce around. She runs off, and Bruce continues to search the cruiser.

Bruce eventually finds a valve he needs to open the door to the cargo room. As he is leaving a huge hand breaks through the window and knocks him down. Fong Ling then takes the valve and runs off. She makes her way past dozens of zombies to the pool deck. Bruce follows her there. Morpheus is watching them through a monitor. He releases some Hunters, and Bruce kills them. Morpheus then gives up and injects himself with a new virus called the tG virus.

Bruce and Fong Ling go down the ladder. Fong Ling runs ahead of Bruce. Bruce walks around until he comes to a large room that has theatre seats, and a room with a sliding door. He finds a crowbar there and takes it. When he tries to leave, Morpheus (in tG virus form) comes through the sliding door and picks up Bruce by the neck. Bruce tries to shoot him, but with the effects of the virus, it doesn't do anything. Morpheus now has electrical powers, claws, and high heels. He chases Bruce down the hall. Bruce uses the crowbar to get a key card he uses to open a door. He runs down the hall until he sees Fong Ling. He then shuts the door behind him. Fong Ling crawls through a vent at the top of the door and electronically opens it. Bruce closes the newly locked door behind him, and locks it. They wait until Morpheus leaves.

They leave the room, and go their separate ways once again. Bruce finds the room where Morpheus injected himself. There is a file there saying that Morpheus was fired from Umbrella because he was blamed for the incident in the Spencer Mansion on May 11th (RE0/RE1).

Bruce walks up a few flights of stairs, and hears an alarm start to go off. Fong Ling is looking out the window. The cruiser is close to hitting a cliff. Fong Ling runs for the exit first, and Bruce follows her. The monster that



hit Bruce earlier is out there. Bruce tells Fong Ling to go after Morpheus while he fights the monster. After defeating the monster, Bruce jumps off the cruiser and into the ocean. He swims to a nearby island. It's another island with an Umbrella facility. Bruce happens to see a fence destroyed with an electrical current coming from it. He knows Morpheus has been there.

He jumps down the hole and into the Umbrella waste disposal facility. There are several sewer-like places in the facility, as well as zombies and other monsters. Bruce finds a radio he uses to call headquarters. He tells his boss that he knows about Fong Ling. The man on the other end tells Bruce that the Chinese government has given in to Morpheus' deal, so Fong Ling's presence is no longer needed.

Fong Ling is also at the facility. When she steps into an outside area, a large aircraft is seen in the sky. A laser is pointing towards her. She just stands there in shock. Bruce pushes her out of the way. They look back to see a huge hole in the concrete where Fong Ling was just standing. They run towards a nearby office. Bruce notices that a symbol on the aircraft is the same symbol she has on her arm. He cuts the tattoo on her arm. There was a computer chip under it. Bruce steps on it, and the aircraft's laser fades.

Fong Ling thanks Bruce, and he goes on his way. Fong Ling stays behind for the moment to take care of the wound. Bruce then finds an elevator leading to Morpheus' underwater facility, where the missiles are going to be launched from.

A large Tyrant attacks Bruce. After he defeats it, Fong Ling catches up with him. They get into the elevator. Morpheus is standing on the top of the elevator and cuts the cords holding it with his claws. Bruce uses the emergency brakes to stop the elevator. He helps Fong Ling out of the elevator. When he tries to get out, however, the elevator falls.

Fong Ling explores the facility. She uses an elevator to get to Morpheus' office. Morpheus sneaks up behind her and knocks her out.

Bruce wakes up on a different level of the facility. He also uses another elevator to explore the 2nd and 3rd floor. Along the way he finds a new weapon that is used to destroy tG virus creatures called the Charged Particle Rifle. He gets to Morpheus' office, and reads his diary. It talks about building a kingdom in Africa. Morpheus uses the flat TV screens in the room to show Bruce that he has Fong Ling. Bruce goes to rescue her. He takes the secret elevator down. He comes to a large room filled with several pillars.

He uses the new weapon to defeat Morpheus. Bruce wakes up Fong Ling. Their goal now is to disarm the missiles. Fong Ling guides Bruce, while he goes through a maze-like missile silo.

Fong Ling tells Bruce that Morpheus is coming, as Bruce is heading to the missile silo. Bruce looks back, and sees a very large monster coming his way. Bruce hurries through the maze, but there is a locked door. Fong Ling tries to open it, while Bruce shoots at Morpheus. He goes through another maze. The door to the last room is locked. Morpheus is still following Bruce. Bruce fights Morpheus and defeats him for good. Fong Ling tries to catch up to Bruce after giving him directions, and she sees Morpheus mutating and becoming even larger. Bruce is trapped on the other side of Morpheus. Morpheus explodes, destroying the entire facility. Bruce and Fong Ling manage to escape by submarine, as a helicopter comes to rescue them.

Credits:

I do not own Resident evil. I would like to thank Capcom and all those involved in making all the games.

I would also like to thank everyone in the RE community. I've learned so much about the games from you and the games themselves.

WeskerFanGirl

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21. Cheats and Codes

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Battle Mode

Complete the game on any difficulty with any rank.

Get Steve in Battle Mode

Solve the Drawer Puzzle in the Secret Hangar Office or perform well as Chris in Battle Mode.

Get Alternate Claire in Battle Mode

Perform well as Claire in Battle Mode.

Get Albert Wesker in Battle Mode

Perform wells As Chirs in Battle Mode.

Rocket Launcher w/ Infinite Ammo in Main Game

Complete the game with an "A" rank.

Linear Launcher in Battle Mode

Complete Battle Mode with all characters with an "A" rank for each one.

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22. Links

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Here are some Resident Evil Sites I found very interesting.

BIOHAZARD EXTREME

-<http://www.biohazardextreme.com/>

Resident Evil Fan

-<http://www.residentevilfan.com/>

Resident Evil Horror

-<http://www.rehorror.com/>

The Horror is Alive

-<http://www.resident-evil.com/>

Resident Evil .IT

-<http://www.residentevil.it/>

Resident Evil Survival Horror

-<http://residentevil.metropoli2000.com/>

Umbrella - Inc.com

-<http://www.umbrella-inc.com/>

Resident Evil X

-<http://www.residentevil-x.com/>

Evil Factory

-<http://www.evilmfactory.tk/>

Resident Evil Sitez

-<http://www.resitez.com/>

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23. Credits, Contact Info, and Everything Else

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This FAQ/Walkthrough was written by DjSiXpAcK14.

My Updated E-mail:
Benn[at]Linger.com
Just put in @ for [at].

If you sent me mail to my old address, I'll still get it.

Things that I REALLY REALLY need badly:
Story & Plot Analysis

NOTE: If you write me a story and plot analysis or a speed walkthrough I will:

Give you \$9,887,156,643,768,389,029,345,013,432,664,183,098.43.

* = Applicable only to residents living on the planet Uranus.

Things that I REALLY REALLY DO NOT need:
A hamster named Bob.
A monkey named Jim.

Thanks to:
EastAce
ABF
BusyBeeBandGeek
JessicaLynn
Steve Rico
kof98 for telling me what that drawer puzzle meant.

Please don't copy any of this stuff, it would make me rather unhappy.
If you have any questions, see my e-mail above.

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