

Resident Evil Strategy Guide

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Resident Evil Strategy Guide by Alasdair Lo
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----- 1. Introduction -----

Resident Evil, since released in 1996 has defined a new genre of video games known as survival horror. Seeing the great potential of the series, Capcom then launched a large series of Resident Evil Games including Resident Evil 2, Resident Evil 3: Nemesis and Resident Evil : Code Veronica X, for many consoles including Sony Playstation and Sega Dreamcast. In 2002, Nintendo somehow made a deal with Capcom that many of the Resident Evil games released in the future would become Gamecube exclusives, including this REmake, Resident Evil Zero and the long awaited Resident Evil 4, which is rather great, as this can attract more people to go buy a Gamecube. This REmake has much better graphics, voice acting and all cut-scenes are now FMVs, compared to the original Resident Evil. In this guide, enemies, files and weapons will be introduced to you as you pick them up. Now, let us begin.

----- 2. Updates -----

Version 1.15

Allowed Neoseeker to host this guide.

Version 1.1

Fixed some spelling and grammatical mistakes. Changed the format of Characters, Basics and Secrets section to alternate lines for easier reading. Added a tips and tricks section.

----- 3. Story -----

It was July 1998, there were many bizarre murder incidents occurring in the outskirts of Raccoon City, a mid-western town in America. Victims were apparently eaten. Due to the heightened emotions of the citizens, the Raccoon Police Department has sent its special task force, the Special Tactics and Rescue Service to investigate the affair. The weaker and less experienced Bravo Team was sent first, but contact was soon lost. Hence, the Alpha Team, led by Captain Albert Wesker was sent in. But as they landed, they discovered the abandoned helicopter of the Bravo Team, as well as the remains of the body of Kevin, the pilot. A few moments later, the STARS Alpha Team was ambushed by a group of vicious zombie dogs and Joseph Frost, the cameraman was killed. The rest of the Alpha Team, excluding the coward Brad Vickers, who flew away, ran for a nearby old mansion to shelter from the dogs. That was when the trouble began.

----- 4. Characters -----

Jill Valentine:

Jill Valentine is one of the 3 playable characters in the game. She is quite intelligent, and keeps her cool even when danger arrives. Her scenario is easier than that of Chris's, as she has 8 item spaces, and is given a Lockpick from Barry to pick simple locks. For some strange reason, people refer to her as the "Master of Lockpicking", I just don't understand, if she did not own a Lockpick before Resident Evil 1, how could she be an experienced Lockpicker?

Chris Redfield:

This is the Star Character of this Resident Evil game. He used to be in the air force. Apart from this, he is the harder character in this game, as he only has 6 item slots, does not have the Grenade Launcher, and has to find Old Keys to open doors. However, he is the cooler character of the bunch, as his personal vendetta with Albert Wesker originated from this game.

Barry Burton:

He is Jill's partner. With a 44 Magnum in his hand, he is certainly the ammunition expert of the STARS Alpha team. He is also a "family man" as he would do anything to keep his family safe, including betraying his best friends?

Rebecca Chambers:

She is a survivor of the STARS Bravo Team. Obviously a child prodigy, as she graduated from university at the age of 18. She is the medic for the Bravo Team, and can heal

Chris's wounds for free in his scenario, which balances things a bit. However, she is rather emotionally weak.

Enrico Marini:

He is the captain of the STARS Bravo team. Apparently he discovered something about a traitor in STARS, and was promptly shot by a mystery man, either Barry or Albert Wesker. He is jealous of Chris, and is afraid he will replace him as No. 2 to Wesker, hence he thinks Chris is the double crosser.

Albert Wesker:

He is the leader of the STARS Alpha Team. With his trademark sunglasses, he really is a shady character. He has a dark side, and is working for Umbrella, even before he joined STARS. He has been using the STARS as test subjects in Umbrella's Bio Organic Weapon (BOW) research. Unfortunately, he has plans of his own?

5. Basics

Button Configuration Type A:

A: Open doors, examine surroundings, shoot while in Attack Stance

B: Hold while pushing the control stick or Directional Pad forward to run, Cancel

Selection

C: 180 degree quick turn (Down + B also works)

X: Unused

Y: Status Screen

Z: Show Map

Control Stick or Directional Pad: Press up to move in the direction the character

is facing, press down to backtrack, press left and right to rotate character

R: Attack Stance

L: Use Defense Item

Ammo usage:

As in many survival horror games, there are fewer handgun bullets relative to the

enemies that are found in the game, so you must conserve ammo, and use the knife!

However, I found out that ammo is only an issue in the earlier parts of the game,

as stronger weapons like the shotgun become available, you can act as the exterminator,

and kill anything that gets in your way.

Body Disposal:

A new feature of this Resident Evil remake are the Crimson Heads, revived Zombies

that you took down earlier. Sometime after you killed a Zombie, it would get up, get very red, and run towards you, swiping you with its claws. This is a Crimson Head. To prevent them from coming back to life, always burn the Zombies' bodies with

Kerosene from the fuel canteen and the lighter, or try to blow their heads off in

a big SPLAT!

Files:

Files contain many clues to how to solve many puzzles in the mansion, so always pick them up if you are a beginner. However, if you are trying to complete the game in less than 3 hours, skip all files, and try to memorize the solutions to the puzzles.

Health System:

You may notice that the character's health seemed to drop from Fine to Yellow Caution very quickly in this game. This is because Capcom has changed the health ranges for the status. They are now as follows:
Green Fine: 75% - 100% Health
Yellow Caution: 50% - 75% Health
Orange Caution: 25% - 50% Health
Red Danger: 0% - 25% Health
Poison: Health slowly drops
So don't worry even if you drop to caution, as there is still a lot of HP left in your player. The Poison condition is more specific, as the color of the electrocardiogram is shown. So you will know when to heal yourself.

Map System:

Green rooms denote rooms that you have visited, and have taken all items from. Red rooms indicate rooms you have visited, but did not take all the items from. This item can be a map, a file, ammo, a weapon or a key item. If you are stuck and missing an item, you should always search the red rooms again.

6. Jill's Scenario

*****MANSION*****

After running from the zombie dogs, Jill, Barry and Albert Wesker would arrive at the foyer of the mansion. After hearing a gunshot, Jill and Barry would go and investigate. Their first room is... The Dining Room.

Mansion Dining Room

Ignore the Ink Ribbon for now, and run to the other end of the dining room. Jill will be shown something disturbing by Barry, a pool of blood. Then go through the door to Barry's right.

Kenneth Hallway

Turn to Jill's left, run into the alcove. Someone is busy eating something, it's STARS Bravo Team member Kenneth Sullivan! The Zombie notices you. The Zombie looks at you as if trying to say, "What are you looking at, pinhead" Then he will march towards you!
New Enemy! Zombie
Strength:
Handgun: 4-10 shots, decapitation may occur.
Shotgun: 1-2 shots, decapitation may occur if you aim upwards.

This is the most common enemy of Resident Evil, they march towards you slowly, and grab and bite you! You must be really careful in this game, as one bite can take as much as 33% off your health! I suggest you use the Handgun against them. Or, if there is plenty of room, feel free to stab it with your knife, retreating a few steps between each stab. When you are on stairs, they can only spit goo at you, this is another time to use your knife. Run away from this zombie and reenter the dining room.

Mansion Dining Room

Jill bursts in through the door, and tells Barry that there is a monster. What a wimp! Anyway, Barry would shoot this zombie down with 3 shots of his 44 magnum. What kind of Zombie is this? Anyway, go back to the Mansion Foyer to report to Wesker.

Mansion Foyer

Wesker is gone. Help Barry investigate, to investigate, simply run up the stairs to the 2nd floor and back down. After this, Jill and Barry would separate to search for Wesker, and Jill will receive a Lockpick. Once you have control of Jill, head through the other double door in the 1st floor foyer.

Mansion Anteroom

There is a statue of a Woman Drawing Water, and something is shining in the jug. To reach it, simply go to the other end of the room, and push the dresser a little bit to the right, then enter the gap and push the dresser outwards until it touches the statue, then you can get on the dresser and examine the statue for the item. It's the Map of the Mansion 1F. If you want a Defense Item, then enter the gap, into the far end. There is a dagger on the table. New Defense Item! Dagger. The dagger is the common defense item of the game, using it will cause Jill to stab the enemy in the head, causing him to let go. Note that you cannot use a defense item when grabbed from behind. Sometimes, if you manage to decapitate a zombie, the dagger will fall to the ground and can be reused. If you grab the Dagger, a Zombie will confront you when you exit, just stab him with the dagger and leave the room. Go all the way back to the Kenneth Hallway.

Kenneth Hallway

Head to where you first saw the zombie, examine Kenneth's body for a file, it is his video tape. New File! Kenneth's Film. It's the film that belonged to Kenneth. I need a video player to see what's recorded on it.

Head through the door.

Birdcage Hallway

Take the Handgun magazine from the birdcage, and the Green Herbs if you want.
Then
head up the stairs.

Mirror Hallway

Turn to Jill's right, and you will see a zombie staring at himself in a mirror.
Shoot
him down or stab him if you want to save ammo. Then turn right, through the
hall,
and pick up the Golden Arrow, examine it, the important part is the arrowhead.
If
you are playing on Normal Mode, there is another zombie around the corner, lure
him
back to the other zombie's body and try to shoot him down in a way so he will
fall
onto the other zombie's body. Then pick up the Handgun Magazine by the 2nd
mirror,
and head through the door to Jill's right.

Above Mansion Dining Room

There is a Zombie on the other side, ignore him, then turn to Jill's left, and
before
going through the double doors, grab the dagger, and go to the side of the
balcony
where the zombie once was. There is a statue, push it down to the dining room
via
the gap. Then go through the double doors.

Mansion Foyer

With your arrowhead, go through the door with the beautiful picture.

Mansion Graveyard

Head down the steps, using your knife to stab the zombie to death while on the
stairs.
Then lure the other half naked zombie to the steps and stab him too. There are
some
Shotgun shells in the grassy area where the half-naked zombie was standing. Then
go between the two fences, and use your arrowhead on the inscription. The tomb
opens,
and you can walk down. In the tomb, there are 4 faces, one with the eyes
removed,
one with the nose removed, one with the mouth removed, and one without eyes,
nose
or mouth. Go to the altar, there is a book. It is the book of curse. Take it.
Examine
the underside of it for a key, the Mansion Key, which is actually a Sword Key.
Then
you can read the book.
New File! Book of Curse
The four masks,
A mask that speaks no evil,
A mask that smells no evil,

A mask that sees no evil,
A mask that cannot speak, smell, or see evil?

When all four fall into place,
Evil will awaken.

Explanation: This tells you that you will have to find 4 masks to place onto the
four faces I mentioned earlier.

Head back to the Mansion Anteroom.

Mansion Anteroom

Unlock the previously locked emblem of a sword door. Go through.

Dresser Hallway

2 of the dressers can be pushed to reveal a Handgun Magazine and a dagger, as
Jill
goes through the hall, a window is smashed. Scared you, didn't it? Go through
the
door at the other end.

Twisted Hall

Unlock the first door you see with Jill's Lockpick, and go through.

Note: If you choose to go back to the dresser hallway, 2 Cerberus dogs will
burst
through the windows, and you will have to kill them, if you continue to the
foyer
at that point, Barry will give you 6 Acid Shells in the Foyer.

Mansion Garden

Go to the other end, and get the Chemical, which is actually a herbicide. Some
Cerberus
dogs will bark at you outside the fence, but they won't be able to come at you
unless
you return. Get the herbs if you have space, and exit.

Twisted Hall

Enter the next door you see.

Bathroom

This is the one and only bathroom in the mansion. Empty the bathtub, and a
zombie
pops up with an expression as if trying to say, "Oh! Why didn't you stop for me"
He tries to lunge at Jill, but Jill steps on his head with a big SPLAT! This
time
even Jill could not take it and throws up in the toilet! After this funny scene,
exit.

Twisted Hall

Go through the other set of double doors and ignore the other door. However, you
could always try your luck and go through, and enter the tea room, take the
shotgun,
and hope that Barry could save you from the lowering ceiling.

Emblem Hallway

Go through the first door you see.

Mansion East Stairs

Run up the stairs, stabbing the first zombie down, and try to stab the other 2
zombies
so that they fall on top of the first zombie you down.
Then enter the door on the 1st floor to the save room.

Mansion East Stairs Save Room

Take the Oil canteen and fill it with kerosene. There is a file on the floor
teaching
you how to dispose dead bodies of zombies.
New File! Body Disposal
Special instructions when disposing dead bodies
We have new information regarding those beings. They may appear to be dead but
in
fact they are able to come back to life. (1) However, there are ways to prevent
them
from becoming active again.
Currently there are two known methods (2) to cease their resurrection.

1. INCINERATION

2. DESTRUCTION OF THE HEAD

If further methods are discovered they will be notified immediately. (3)
Meanwhile to those of you who still have the will to live, oil has been placed
on
the first floor of the mansion. Take as much as you need.
You'll need something to light it with, which you'll need to find by
yourself.(4)

Explanations:

(1)Zombies in this game appear to be dead, but they will come back as Crimson
Heads

unless their bodies are disposed of.

(2)You can burn zombies or decapitate them to eliminate them permanently.

(3) A third way to permanently eliminate zombies is to shoot their legs or knee
caps
off.

(4)Tanks of kerosene are found on the 1st floor of the mansion, and Jill needs
to
find a lighter to light up the kerosene.

Deposit any unwanted items, then leave the room, taking the canteen with you.

Mansion East Stairs

Head up the stairs, to the door in the alcove, next to the door without a knob.

Wooden Mount Hallway

Again, try to kill the zombies in a way that they fall on top of each other,
then
take the Wooden Mount off the table, and enter the door to Jill's right.

2nd floor Study

There is a Handgun Magazine on the table with the chess set, as well as a Dog
Whistle,
take it. There is a crumpled memo with it.
New File! A Crumpled Memo

Today, Sir Spencer told me to hide something where no one could find it. Well, I had this idea. I figured if I could somehow have it protected by a dangerous animal like the vicious canine that lives here, no one would be able to get near it!

As far as I can tell, the mutt is always hanging around the second floor balcony on the west side of the terrace, and he ought to come running at the sound of a dog whistle.

This is where you come in. The thing is, I reckon you're the only person that can get near that damn dog without risking a serious mauling. Which means only you can put this collar on him. The object that Sir Spencer wants hidden is concealed inside. You're the only one I can trust with this. Of course, you'll get something out of it as well. Remember that certain item that you've always wanted to get hold of? Well, in exchange for your services, I just might be able to get it for you. This could work out well for both of us.

Jon Toleman

Explanation: The dog whistle is to be used on the 2nd floor balcony to attract a certain dog who has a hidden item. There is a lighter on the other desk, as well as the Botany Book.

New File! Botany Book

BOTANY ---Uses of Medicinal Herbs---

It is a well-known fact that there exist many plants that are credited with medicinal healing powers. Since ancient times, mankind has been healing wounds and diseases using various plants.

In this book, we will sample three herbs that are a native of the Arklay Mountains

and briefly outline each of their medicinal qualities. Each herb has a distinct color and a distinct medicinal quality.

The green herb recovers physical strength. (1) The blue herb neutralizes natural toxins. However, the red herb has no real effect by itself. We have found that mixing

green and red herbs results in a magnified effect. (2)

We will outline the effects of red herbs with other herbs when we have more data.

Meanwhile, feel free to experiment on your own, for true knowledge is best acquired

through own experience. (3)

Explanations:

(1) To be precise, Green Herbs restore about a quarter of your health.

(2) A Green Herb and Red Herb mixture can restore full health.

(3) There are many other herb mixtures, each with different effects.

Head through the other door.

Mansion East Stairs

With both the lighter and the Fuel Canteen, you can burn Zombie bodies to prevent their resurrection. If the zombies are lying in a close pile, then all 3 can be burnt using one unit of Kerosene. Head through the unlocked door in the darker area of the 2nd floor.

Fireplace Room

Get the Green Herb if you wish, then use the lighter on the fireplace. Some carvings on the metal board above will go red hot. Place the wooden mount on that plate, and the Mansion 2F Map will be branded onto the wood. Then you can have the 2nd floor map. Now go back to the Wooden Mount Hallway.

Wooden Mount Hallway

Go to the other unlocked door at the other end of the hall and unlock it. Go through, and you will be back in the foyer.

Mansion Foyer

Head through the double doors on the 2nd floor.

Above Mansion Dining Room

Avoid the zombie; go through the previously locked Sword Key door.

Drug Room Area

Unlock the first door you see with the Lockpick and go through.

Westside Balcony

This is where you have to blow your dog whistle. Brace yourself, as 2 Cerberus dogs are coming for you!
New Enemy! MA-39 Cerberus
Strength:
Handgun: 4-8 Shots, decapitation may occur.
Shotgun: 1-2 Shots
These hellhounds are one of the Bio Organic Weapons of Umbrella Inc. They try to bite onto your hand, or will pounce on you, trying to bite your neck off. I suggest you face these dogs in a narrow hallway, so they cannot surround you. After you kill the 2 dogs, pick up the sparkling item, it's a collar, examine it to reveal a coin, then examine the underside of the coin to turn it into an Imitation of a Key. Use the Green Herbs if you get hurt. Then head back through the door you came in.

Drug Room Area

There are stairs here, so try to stab the 2 zombies to death on top of each other. Burn them. Then head down the stairs to find a body, burn that too. Then head into the room next to the body.

Mansion Drug Room

This is another save room. Deposit any unwanted items and the Sword Key, and

head
out.

Drug Room Area

Walk along the 1st floor hallway, and go through the other door which can be unlocked by the lockpick.

Broken Shotgun Room

In this room, you can get a Battery Pack, an Ink Ribbon in the drawer, as well as

a broken shotgun. Refill your fuel canteen if you wish.

New Defensive Item! Stun Gun

The Stun Gun is the more powerful defensive weapon for Jill. It sends a large jolt

of electricity through the enemy that grabs Jill. Simple as that.

With the Broken Shotgun, you can get the real thing in the tea room anytime you wish.

TO do this, go back to the Twisted Hall, ignoring the zombies that may pop in through

the windows, and enter the door that I told you to ignore earlier. Go through the

square room to the tea room. Take the Shotgun off the hooks, and place the broken

shotgun on it. Then the ceiling will not crush Jill, rendering her a Jill sandwich!

New Weapon! Shotgun

Ammo: Shotgun shells in units of 6

The all time Resident Evil weapon is finally in your hands. It fires 12 gauge shells.

Whenever zombies come out, you should aim upwards, and shoot when they are close enough to you, then you may be able to decapitate them. Note that the programmers

of this game know that you will be trying to use this technique a lot to save time

from burning the Zombies, so it is now harder to decapitate zombies by this method.

Drug Room Area

Go up the stairs, to the other door that can be unlocked from this side.

Mirror Hallway

With your Fuel Canteen and Lighter, burn the 2 zombies you killed earlier, then run

past the other body on the floor. The zombie wakes up, and he seems to be in a bad

mood, and hence begins the adventures of, Super Zombie!

New Enemy! Crimson Head

Strength:

Handgun: 6-10 shots

Shotgun: 1-2 shots

Crimson Heads are zombies that you have taken down earlier. If you fail to burn them,

then they will wake up with claws and a much faster speed. They swipe at you, and

bite you while you are confused. So take your shotgun out and get ready to

decapitate

them. If you want to use the handgun, you must give these guys plenty of room. Head through the door behind the Crimson Head after you have killed him.

Obsessive Death Knight Room

This room got its name because the knights in this room have inscriptions that treasure death. Anyway, head up the stairs, taking the imitation of a key with you, and remove the Mansion Key, which is an Armor Key off the pedestal. The pedestal will go down, the walls become slightly narrower, and a spiky knight will come towards you! Now, you must quickly replace the imitation of a key onto the pedestal, or you will become Jill sandwich again! After this is down, the trap will be reset, and you can return to the Drug Room Area, however, this time, go there via the Sword Key door in the Dining Room balcony, you will soon find out why.

Drug Room Area

You will hear someone trying to break through the door to Jill's right. Open it, there is a zombie on the west balcony, kill it now and head back in. Go down to the stairs to the drug room. Save if you wish, and take the Herbicide with you. Go through the Armor Key door.

Tiger Eye Hall

There is a battery pack in front of Jill. Go forward to the end of the hall way and enter the door.

Greenhouse

Place the Herbicide into the sprinkler, and turn the knob to the red side to kill the weird plant. Do not turn the knob to the green side, or the Green herbs will be killed! When the plant is dead, go beyond it to get the death mask without eyes. Take the Green Herbs if you wish and exit.

Tiger Eye Hall

As you pass the windows, 2 zombies jump through! Ignore them, and run to the door to came through, and turn left, there are 2 rooms here, the one on the right is the keeper's room, and the one on the left is the Tiger Eye room. The door in the middle leads back to the Kenneth hallway.

Keeper's Room

There is a handgun magazine on the bed; on the table is the keeper's diary.
New File! Keeper's Diary

May 9, 1998

Played poker tonight with Scott and Alias from Security, and Steve from Research.

Steve was the big winner, but I think he was cheating. Scumbag.

May 10, 1998 (1)

One of the higher ups assigned me to take care of a new creature. It looks like a
skinned gorilla. Feeding instructions were to give it live animals. When I threw
in a pig, the creature seemed to play with it? tearing off the pig's legs and
pulling
out the guts before it actually started eating.

May 11, 1998 (2)

At around 5AM, Scott woke me up. Scared the shit out me, too. He was wearing a
protective
suit. He handed me another one and told me to put it on. Said there'd been an
accident
in the basement lab. I just knew something like this would happen. Those
bastards
in Research never sleep, even on holiday.

May 12, 1998

I've been wearing the damn space suit since yesterday. My skin's getting grimy
and
feels itchy all over. The goddamn dogs have been looking at me funny, so I
decided
not to feed them today. Screw 'em.

May 13, 1998

Went to the infirmary because my back is all swollen and feels itchy. They put a
big bandage on it and told me I didn't need to wear the suit anymore. All I
wanna
do is sleep.

May 14, 1998

Found another big blister on my foot this morning. I ended up dragging my foot
all
the way to the dog's pen. They were quiet all day, which is weird. Then I
realized
some of them have escaped. Maybe this is their way of getting back at me for not
feeding them the last three days. If anybody finds out, I'll have my head handed
to me.

May 16, 1998

Rumors going around that a researcher who tried to escape last night was shot.
My
entire body feels hot and itchy and I'm sweating all the time now. I scratched
the
swelling on my arm and a piece of rotten flesh just dropped off. (3) What the
hell's
happening to me?

May 19, 1998

Fever gone but itchy. Today hungry and eat doggie food. (3)

May 21, 1998

Itchy itchy Scott came ugly face so killed him. Tasty. (4)
4//itchy Tasty.

Explanations:

(1) This proves that this mansion is not researching something normal.

(2) The accident that scattered the T-virus in the mansion happened on 11 May,
1998.

(3) When a person is infected by T-Virus, his skin feels itchy, he may have a
fever,
and his flesh will begin to rot. Then their mind deteriorates.

(4) Apparently, the rationale for zombies to kill people is that they are hungry,
and humans have ugly faces! Ha ha!

After you have read the diary, attempt to leave, and the keeper will burst out of the closet! Maybe he thinks Jill has an ugly face! Ha ha! Anyway, kill him and his friend, and get the dagger in the closet, and then leave. Go through the middle door to the Kenneth hallway, and go all the way back to the Emblem Hallway via the Twisted Hallway, and get the Shotgun if you haven't done so.

Emblem Hallway

Go forward, and enter the Armor Key door to Jill's left.

Stained glass gallery

Go to the other end of the gallery, and you will see a picture of Lisa, protected by the three spirits, and Lisa will be wearing a green crown, a purple necklace and an orange bracelet. It's...

Puzzle Time! Stained Glass switches

To solve the puzzle, the stained glass with the bracelet must be orange, the stained

glass with the necklace must be purple, and the glass with the crown must be green,

to do this, press the switch of the bracelet picture on the side you came in, and

press the switches of the necklace and crown pictures on the other side, then press

the switch on Lisa's picture to open the wall. If you get it wrong, the crows will

come and get you!

New Enemy! Crow

Strength:

Handgun 1 shot

Shotgun: 1 shot and group kill

Crows are just crows, and the T-virus has caused them to attack humans. But however,

if you do not give them a sign that you are a threat, they'll just leave you alone.

On the other side of the wall, there is a death mask without mouth. Take it and go

through the metal gate.

Mansion Graveyard

Go down into the tomb and place the 2 death masks into their respective positions.

2 of the chains holding the coffin will break lose! Scary Scary Scary! Anyway, go

back to the Foyer.

Mansion Foyer

Head through the Armor Key door on the 2nd floor

Eastside Balcony

Walk along the balcony to see another disturbing sight. It is Forest Speyer of

STARS

Bravo Team. He has been severely mauled. Barry may be here, if he is, then he will give Jill the Grenade Launcher. If not, just get it yourself next to him. Take the dagger on the bench as well.

New Weapon! Grenade Launcher

Ammo: Grenade Shells, Acid Shells and Incendiary Shells in units of 6

The Grenade launcher is another old-time Resident Evil favorite. It holds 3 types of shells, Grenade Shells, which are filled with high explosives, the weakest type, to be used against common heavily armored enemies and bosses, the Acid Shells, which are the 2nd most powerful, and are particularly effective against Hunters and other Reptilian enemies. The Incendiary Shells, which are the most powerful, as they can kill and burn zombies to crisp in one shot, and can be used against the Tyrant. If Barry's not here, don't go beyond Forest to get the Green Herbs or he'll wake up and attack Jill. Return to the Foyer and proceed to the Wooden Mount Hallway.

Wooden Mount Hallway

With your Armor Key, you can unlock the previously locked doors in this hall. But enter the double doors first.

Knight Statue Room

4 Knights will slide out. To open the grating in the other end, Jill must push all

4 knights into their places in the correct order.

Puzzle Time! Knight Statue Push and Jewelry Box Puzzle

The correct order of pushing is as follows:

1. Upper Right Hand Knight
2. Lower Left Hand Knight
3. Lower Right Hand Knight

After this, the last knight will slide back in place by himself. Then you can push

the switch in the centre and the grating will be released, giving you the jewelry

box. If you press the switch too early, then poisonous gas will fill the room!

After getting the jewelry box, examine it. The inscription on the top says

"Sunshine

will awaken me", so you will have to get the heart on the sun to light up. To do this, press the 2 switches on the wider rectangular sides of the box. Then the Death

Mask without All will be yours. Then go back to the Mansion East Stairs.

Mansion East Stairs

There is an Armor Key door for you to unlock. Enter.

Researcher's Quarters

The door to Jill's right is the researcher's bedroom. Inside, there is an ink ribbon, a first aid box and a green herb behind the bed. The door to Jill's left is the Researcher's study. There you may find Barry, trying to make out a damaged

document.

He will let you have a look. If not, examine the yellow folder in the room.

New File! Researcher's Will

There is a letter.

June 3, 1998

My dearest Alma,

Let me apologize for no being able to call you. A man wearing sunglasses (1) didn't

permit any phone calls. Sorry Alma.

I sit here trying to think of where to begin, of how to explain in a few simple words

all that's happened in my life since we last spoke, and already I fail. I hope this

letter finds you well, and that you'll forgive the tangents of my pen; this isn't

easy for me.

Even as I write, I can feel the simplest of concepts slipping away, lost to feelings

of despair and confusion---but I have to tell you what's in my heart before I can

rest. Alma, please believe that what I'm telling you is the truth.

The entire story would take hours for me to tell you, and time is short, so accept

these things as fact: last month there was an accident in the lab and the virus we

were studying leaked. All my colleagues who were infected are dead or dying, and the nature of the disease is such that those still living have lost their senses.

This virus robs its victims of their humanity, forcing them in their sickness to seek out and destroy life. (2)

Even as I write these words, I can hear them, pressing against my door like mindless,

hungry animals.(3)

Alma, I have survived only to see you again. But my efforts only delayed the inevitable;

I am infected, and there is no cure for what will follow---except to end my life before I lose the only thing that separates me from them.(4)

My love for you.

In an hour I'll have entered my eternal sleep where there is peace. Please understand.

Please know that I'm sorry.

Martin Crackhorn

Explanations:

(1) Who is this man wearing sunglasses? Could it be...

(2) This explains the details of the accident that occurred in the mansion, and the reason for the zombies' behavior.

(3) If Barry were here, the contents before this mark would be torn out by someone, could be either Wesker or Barry himself.

(4) There is no cure for T-virus infection, anyone infected becomes a zombie.

After reading the will, Barry would have left you alone, now, go to the frame hanging

on the wall next to the fish tank, and take the fish hook, then go to the frame with

the insect specimens, take the lure of a bee, and combine it with the fish hook. Then go to the frame with the fishing lures, and take the bee specimen. Place the

lure onto the frame, and the specimen by the other insect specimens. Then press the

switch. A Wind Crest will be revealed. As Jill attempts to take it, the bee specimen comes to life and attacks her!
New Enemy! Bee
Strength
Handgun: 2 shots
Shotgun: 1 shot with group kill
Bees are just bees. When you see them, just ignore them, but if you kill them, you can have the pleasure of stomping them with a lovely SPLAT!
Take the Wind Crest, and deposit it into the Save Room.

Mansion East Stair Save Room

By the time you have returned, Barry should have left some Flame Rounds and a First Aid Spray with you, what a nice guy? Now head back to the Wooden Mount Hallway.

Wooden Mount Hallway

Enter the other Armor Key door in the hall.

Richard Room

Enter, go forward a bit to find Richard poisoned by what he says is a giant snake. Your quest is to bring him serum. There is serum on the shelf of the Mansion drug room. So go all the way back there to take the serum for him, otherwise he will die, and you will miss getting one of the weapons later. After you inject him with the serum or let him die, go through the other door in the room.

Dimly Lit Wooden floor room

There is a zombie here, so run up the stairs and dodge the zombie as he walks up to you. Go through the other unlocked door in the room.

Candlestick Room

Light up the candles, and the zombie outside will burst in. Kill him, and then take the Handgun Magazines off the table and the shelved cupboard, there is another cupboard you can push aside, and when you enter the alcove, another zombie will surprise you inside. Dodge the zombie and take the musical score, or the Music-mid pages from the cupboard inside. Afterwards, head all the way back to the Mansion Dining Room.

Mansion Dining Room

In the Dining Room, you will notice a broken statue on the floor, remember? Take the blue gemstone. This can be put into the Tiger statue in the Tiger Eye room for 6 extra shotgun shells. Also take the Emblem off the top of the fireplace. Then head through the other door to the Kenneth Hallway.

Kenneth Hallway

There is a zombie in the way, shoot him down, and go past his body. Enter the only armor key door in this hallway.

Entertainment Room

There is a piano, but ignore it for the moment. Instead, head to a corner with a cupboard; push it to the left a bit to reveal another Musical Score. Combine the 2 musical scores to create the Moonlight Sonata. Then use the score on the piano to play it. A wall will open. Inside, there is a gold emblem. Take it, and the wall will close down. Now, place the other emblem into the slot and the wall will reopen.

On the ground is an extract of Trevor's Diary.

New File! Trevor's Diary

Nov 24, 1967

Eleven days have past since arriving on this estate. How did I end up like this? A guy in a lab coat came with a plate of skimpy meal and said to me, "Sorry to put you through this, but it's for security reasons." That's when it hit me. It all makes sense now. There are only two people that know the secret of this mansion, Sir Spencer and myself. If they kill me, Sir Spencer will be the only person that knows the secret.

But for what purpose? It doesn't matter now. It's too dangerous here. My family...

I hope they are right. I've decided to escape... Jessica, Lisa, I pray you are safe.

Nov 26, 1967

How could I be so careless? I lost my favorite lighter-the one Jessica gave me for my birthday. Now it's going to be that much harder to get out this dark place. Nov. 13th the date when my fate was sealed. My aunt was hospitalized just three days before that. Jessica and Lisa said that they were going to visit her. I wish I could be there with them. But wait, even as I'm writing my memory is coming back to me more vividly. Just before I passed out, I remember the men in the lab coats said something like "Most likely your family is already..." I pray for their safety.

Nov 27, 1967

Somehow I managed to get out that room. But getting out of this mansion won't be as easy. I have to get past all the booby-traps... Tiger Eyes, Gold Emblem... I have to try to remember for my own sake...

Explanation: George Trevor was the architect that designed this ghastly mansion in 1967. He was invited by Lord Spencer to visit his finished mansion. But by Nov 24, George Trevor was imprisoned in the mansion to keep the Umbrella Company's secrets.

As to what happened to Jessica and Lisa, play on to find out.

With your Gold Emblem, head back to the dining room.

Mansion Dining Room

Place the Golden Emblem in the slot, and the grandfather clock will spring open. You can turn the gears inside the clock. It's another puzzle.

Puzzle Time! Clock Puzzle

Before you attempt the puzzle, take note of the painting to the left of the clock,

A knight is using his short sword to stick into the chest of a second knight, who

is sticking his long sword into the first knight's head. There is a clue, when the

2 have ran each other through, the path to your destiny will open. This means that

the minute hand of the clock must point towards the helmet and the hour hand of the

clock must point into the armor. So you should turn the Large Gear to the right or

left twice, creating a 6 o'clock position. Then the clock will move aside, revealing

the Mansion Key, which is a Shield Key.

With the Shield Key, head back to the Dimly Lit Wooden Floor room and use the shield

key to unlock the door.

Attic

Move into the screen, and a giant snake will appear. It's time for our first...

Boss Battle! Yawn 1

Fortunately, Richard will come with his Assault Shotgun to help you. While he is distracting Yawn, grab the Death Mask without nose in a corner. Return fire with your Shotgun for a while, and Yawn will appear to be dead. But he is not, and Richard

pushes Jill out of the way, himself getting swallowed. But the snake looks at you

in a way as if trying to say, "You little squirt, I think I'll have you for dessert!"

Now, take his Assault Shotgun and go out of the room before you become Jill Pudding!

If you were bitten by Yawn, you must get poisoned, and you will have to go all the

way back to the drug room for serum.

With the last Death Mask in hand, head back to the Mansion Graveyard, taking your

shotgun or Grenade Launcher with you.

New Weapon! Assault Shotgun

Ammo: Shotgun Shells in units of 6

Assault Shotgun is like the Shotgun, but it holds 10 shells. So each box of Shotgun

shells you pick up cannot even fill up the entire gun.

Mansion Graveyard

Go down to the tomb, and insert the other 2 death masks, and the coffin will drop

down. Walk close to it, and the body will awaken. He looks rather steamed up, and

oh, Grandma, what bad breath you have! It's time for another...

Boss Battle! Crimson Head Prototype

Strength:

Shotgun: 3-4 Shots

Grenade Launcher with Grenade Rounds: 3-4 Rounds

This boss is rather slow for a Crimson Head in the beginning, but he will speed

up
when he gets close, open fire on him, and he should fall within one to two shots
Then you can kill him while he is on the ground.
When he is dead, walk by his coffin, pick up the Shotgun Shells and the Stone
and
Metal Object from the coffin. Press the switch and the gratings will come up.
Head
back to the East Stairs Save Room and take the Wind Crest with you because we
are
moving. Head back to the Emblem hallway.

Emblem Hallway

Avoid the Zombie and head out the door behind him.

Courtyard Access

Run along the walkway, ignoring the Cerberus dog, and place your Stone and Metal
Object onto the slot that says, to the defiler of the accursed coffin. The metal
door next to it should unlock. Enter.

Tool shed

Grab the Shotgun Shells, First Aid Spray and Battery Pack if you have room. Then
head down the steps to the door. You are now in the...

*****COURTYARD*****

Cerberus Statue Path

In the end of this path is a door locked. It says, "The gate will open when the
guard
dog's desires are fulfilled. It seems that we have a new puzzle on our hands.
Puzzle Time! The 2 Demanding Cerberuses
Examining the red eyed statue will tell you that this is the War Cry of Revenge.
The Blue eyed statue gives the Last Gasp of Destruction. So, we will have to
make
the red and blue weather vanes to point at the right direction. Examining the
sign
in the beginning of the path tells you that the Valley of Destruction is to the
North,
so set the blue vane to N. You can start and stop the vane's movement by
pressing
the switch. The Path of Revenge is to the West, so the Red vane should point to
the
West. After the puzzle is completed, the gate will open.
By the way, Barry will call you on the radio about some monster... chains...gun
unaffected.
I wonder what's wrong.

Courtyard Graveyard

There are crows here, but they will not attack you if you just walk. Walk to
Jill's
right at the junction and you will see 2 gravestones, place the Wind Crest onto
the
slot on the right tombstone, and A Moon, Star and Sun Crests will be revealed.
Examine
each crest's underside to protrude some shapes out. Then place the 3 crests onto
the slots in the left tombstone, and a Magnum Revolver will be magically
revealed!

New Weapon! Magnum Revolver

Ammo: Magnum Bullets

This is the most powerful weapon in the game. It can kill anything in one shot.

But

ammo is scarce, so save it for bosses, particularly the tyrant.

Walk to the other gate after you have done.

Path outside Cabin

You will hear some disturbing sounds, and you are left to play as Jill again.

Just

walk along the path and enter the Cabin.

Cabin

There is a Map of the Courtyard in here. There is also some family picture and notes

and a typewriter for you to save.

New File! Family Picture and Notes

A family picture

There's a journal left by someone.

19

daddy attached first

momm attached scnd

iNside reD and sLimy

white and hard

not true moM where

dunno dadd

found mum again

whne atachd mommy

she move no more

she screaming

why?

Jst want to b with her

4

mom

where?

I mis you

Explanation: It seems that someone sadistic is obsessed with ripping off people's

faces and attaching them to other people's faces. Who could this be?

Anyway, continue to explore this cabin and you will find an Item Box, there is also

a Square Crank on top of a wooden cover in the dead end that follows. Now, attempt

to leave with the crank, and someone will enter and hit Jill on the head hard, knocking

her out. When Jill wakes up, she is confronted by a hideous mutated woman, by the

name of Lisa Trevor. Don't even bother to fight her. She is invincible, just run pst her, hoping you won't get hit, out of the shed, and all the way back to the Tool

Shed, avoiding the zombie on the way.

Tool Shed

Go through the double doors

Cerberus yard

Go forward, and Jill will hear a transmission from Brad over the radio,
unfortunately
the radio is damaged so that Jill can only receive signals, but not transmit
any.

There are 3 Cerberus dogs in this yard. Run back to the double doors and kill
them
from afar. Then pick up the herbs and go through the gates

Giant Pool

The water level is too high, so use the Square Crank on the hole to Jill's left
to
lower the water level, then she can cross, go along the pathway to the elevator
on
the other side.

Waterfall Area

Ignore the crows and head through the gates.

Path to Residence

Get the Red Herb, and run along the path, dodging any snakes that get in your
way.

You will come to a door. Enter it and you will be in the Residence, more like
the

Staff Quarters.

New Enemy! Snake

Strength:

Handgun: 1 shot

Snakes are just the poisonous snakes we see every day. Most can be avoided, but
you

will have to kill one in this game later. If Jill gets bitten, she may get
poisoned,

otherwise very little damage will be done.

*****RESIDENCE*****

Residence Entryway

The Residence is the staff quarter of the Arklay Mountain Lab personnel. Now,
explore

this entryway and get the 3 blue herbs, you most likely will need it. There is
also

a lone crate, push it so that it covers the hole in the floor. Then enter the
first

single door from Jill's right.

Residence Storage Save Room

This is the only save room of the Residence. Take the Battery pack and the ink
ribbon,

refill your Fuel Canteen and save as you wish. Take the lighter with you. Then
head

out, to the hallway, and enter the double doors.

Staff Common Room

Surprise! Right above Jill's head is...

New Enemy! Giant Spider

Strength:

Handgun, 6-10 shots, abdomen may burst.

Shotgun: 2-3 shots

Spiders are arachnids that have been enhanced by the T-virus. They charge and pin you down, or spit poison which may cause poisoning. If you shoot them with the handgun, the spiders may die earlier if their abdomen bursts. But beware, the green goo may poison you, and baby spiders may come out. So leave the room, and the mess will be automatically gone.

Try to kill the spider with your handgun, because they are slow it won't be that hard. There is another giant spider hanging on the wall, so head to the steps, aim up to shoot the spider down, and then aim down and shoot. The spider will lose a leg or too before lying on its back and going stiff! Anyway, there is a first aid box, some green herbs, a Red Book, which is unprinted and shotgun shells for Jill to get. Take note of the 3 oil lamps that are red yellow and green. Light them up with your lighter, and you will see three different eye images, one with no line, one with 2 lines and one with 4 lines. There is also a pool table. On it are balls with numbers 2,3,4,5,6. Remember the color of the balls. Then return to the save room, dumping any unnecessary items and the Red Book. Then return to the hallway and climb over the boxes and enter the door on the other side. If Jill walks over the hole. A vine will come up and hurt her.

Gallery Hallway

Just run to the end of the hallway, and get the map of the Residence off the wall.

Do not examine the hole. Then attempt to enter Room 002. Jill will overhear Barry talking to someone with the voice of Wesker. Then enter.

Room 002

Barry is inside, and he claims to be talking to himself, because all the monsters are freaking him out, he says. Really???? Anyway, enter the first door you see. It's a bathroom. Walk over to the shining object. It's a Residence Key, the Key to Room 001. Then you will hear someone entering. Attempt to leave, and a zombie bursts in! Use your handgun to kill it, or dodge it, I don't care, just head back to the bedroom area. You'll see 2 bookshelves. Push the left one forward and the right one to the right to reveal a ladder, but don't go down yet. There is also a file, the Plant 42 Report.

New File! Plant 42 Report

Four days have passed since the accident. The plant at Point 42 is growing at an amazing rate.(1)

Although there are many unknown aspects about this plant, we know that in comparison

with the other group of plants, the T-Virus has had a substantially stronger affect
t on this one.

The T-Virus has drastically morphed its host's anatomy as well as its size.

Looking

at its current state, it's difficult to imagine its original appearance. Nowhere
on Earth will find anything like it. (2)

We've also found that PLANT 42 has two main source of acquiring its necessary
nutrients.

One source is through its root. Somehow it has rooted itself down in the
basement.

Immediately after the accident, a scientist went mad and destroyed the Aqua
Ring.

Ever since, the basement has been like a pool. (3) There is a high possibility
that

it's one of the chemicals in the water that's promoting the PLANT 42's rapid
growth.

However, we have yet to determine the specific chemical.

A bulb-like body of the PLANT 42 has been sighted hanging from the ceiling of
the

first floor. We are sure that it used the air ducts to reach the first floor.

Numerous

long tentacle-like vines are protruding from the bulb. (4)

We believe the vines are the second means of acquiring its nutrients. When the
PLANT

42 senses prey, it uses the tentacle-like vines to capture its prey. After doing
so, suckers on the vine drain the prey of its blood. (5)

We've also noticed that it has some intelligence. When it captures its prey, the
vines twine around the door to stop possible intruders.

Unfortunately, a several of our scientists have already fallen victim to this
PLANT

42. When we heard the victims from the survivors, they all observed one thing in
common:

When the uniform petal-like flaps open and reveal its vital internals, it has a
tendency

to become more aggressive. (6)

One witness reported that it was as if was trying to protect itself. Why it
behaves

the way it does is still unknown.

May 21, 1998

Henry Sarton

Explanations:

(1) PLANT 42 is named after the area which it is grown, that is Point 42.

(2) It is a T-Virus infected Plant.

(3) Later, Jill will explore the Aqua Ring, and like the file said, it will be
flooded

with water, and PLANT 42's roots can be found in one of the rooms.

(4) Jill will fight the PLANT 42 in a room on the 1st floor.

(5) This is one of the main attacks of the PLANT 42.

(6) The PLANT 42 is the most vulnerable when its internal organs are revealed.

So

Jill should shoot its body at that time.

Now, head back to the Residence Entryway, and use your new key to enter Room
001.

Room 001

Explore the bedroom first, there is a man who has just hung himself. Take the
Handgun

magazine and the Self Defense Gun. There is a suicide note.

New Weapon! Self Defense Gun

This is one of the most useless weapons of the game. It holds 2 bullets, and one has already been fired. The best time to use it when you want to kill powerful enemies

like Hunters. Dump this in an Item Box as soon as possible.

New File! Suicide Note

June 22, 1998

I had to do it. We ran from those thing-helping each other to survive. But Robert

started to show the symptoms. I had to do it. Those damn things are pure evil. There was no other way. He would have done the same if it were the other way around.

After I put him out of his misery I had to just leave him in the bathroom. Now I'm

probably the last one....How could this happen? I'll never forgive myself for being

part of this project. Eventually I'll get what's coming to me, though. There's no

way to escape from this nut house. It's just a matter of time now.

Everything is set. All I need is a little courage to get it done. Knowing that I'll

leave many things undone is regret beyond words.

But, this is better than just waiting to turn into one of them. Please understand

and at least let me end my life as a person.

There's a message on the back.

Linda, please forgive me...

Explanation:

This is just the suicide note of the last survivor of the T-Virus accident. He apparently hung himself over a month ago. You will find Robert in the bathroom. Enter the bathroom, and you'll see Robert on the floor, empty the bathtub. There is a Control Room Key. After taking it, Robert may get up to say hi, just ignore him and get back to Room 002.

Room 002

Climb down the ladder.

Aqua Ring Access

You are now in the Aqua Ring, as mentioned earlier in the file. Go along the walkway and you will see a big pool of water in your way. To make a bridge, push the 3 crates into the water, start with the one closest to the pool. Then walk across the new bridge you made, and take the green herb with you.

Aqua Ring B1

Run into the screen, and something in the water will come up and get Jill! It's Jaws!

New Enemy! Fi-3 Neptune

Neptunes are shark BOWs created by Umbrella, they bite Jill bad. Luckily there are

only 2 of them, but watch out for the bigger one, it can swallow Jill whole!

Ignore

them, just run for the double doors, unlocking it with your Control Room Key.

Enter!

Whew...

Control Room

Head down the ladder. There is an Aqua Ring Map, as well as a First Aid Kit, heal Jill if she gets bitten, and examine the whiteboard on the table. It says, "Caution!
In case of drop in valve pressure, turn valve #n. Remember n, it can be 1, 2 or 3.
Then head to one of the control panels, displaying an error message. Attempt to drain the water. A Neptune crashes against the wall, oh no!
Puzzle Time! The High Pressure Barriers
Follow these instructions, and watch out! There is a critical meter, if it gets to Critical 100%, Jill will drown.
1. Turn to Jill's right, and activate the safety switch of the pressure shelter.
2. Activate the pressure shelter which is on the control panel right behind Jill.
3. The shutters will go down halfway, saying that there is a loss in pressure. Then go back to the 3 valves near where you got the First Aid Kit, and then turn valve #n, which is the number on the whiteboard.
4. Repeat Steps 1 and 2, this time, the shutters will come down completely, danger's over! Whew...
Head through the other pressurized door that can now be opened.

Aqua Ring Storage

Search for Shotgun Shells in the pile of Dynamite. Then head through the double doors, not the gates.

Aqua Ring B2

The helpless Neptune sharks are bouncing helplessly now! Laugh at them, or kill them with one shot if you wish. Then head to the giant pool with the giant Neptune shark.
Climb onto the platform and attempt to get the sparkling object. The Giant Shark will charge at you, knocking the item into the water. Don't get it, or the shark will eat you. Instead, push one of the control panels into the water, and activate the electricity. Giant Neptune will be fried to a crisp! Laugh hysterically.
Then you can go into the water to get the item. It's a Gallery Key. Then head back to the Aqua Ring Storage.

Aqua Ring Storage

Head through the gates this time.

Aqua Ring Dump

Get the Magnum bullets and climb the ladder. Then unlock the door, you will be back at the Aqua Ring Access. Head back to the Residence Storage, and take the Red Book with you. Then enter the Gallery in the Gallery Hall.

Gallery

Dodge the bees, and run into the hallway next to Room 003, and get the Insecticide

Spray from the body which has apparently been stung to death by the bees. Return to the Gallery Hall, and spray the Insecticide into the hole in the wall where you

have got the map. The bees will be dead. Then you can go and get the Key to Room 003 off the desk where the beehive used to be. Enter Room 003.

Room 003

There is nothing in the bathroom, and when you examine the bookshelf, there is a line of Bandage with Blood books, and a white book in between. It is the Organic Chemistry Lab Experiment.

New File! Organic Chemistry Lab Experiment

The similarities in the cellular characteristics of the rapidly growing plant infected

by the Tyrant Virus have been reported in the previous papers. However, while repeating

these experiments, an interesting new fact becomes clear.

We learned that a chemical in the UMB family, UMB No. 20, contains a compound that

that is toxic to the cells of the plant.

We have given UMB No. 20 a new name: V-JOLT. If calculations prove correct, when V-JOLT is applied directly to the root of the plant, the entire plant should be dead

within 5 second.

The V-JOLT can be made by simply mixing the VP and UMB chemicals in a specific ratio.

However, extra care must be taken when handling these UMB chemicals. They have been

known to generate toxic gases if mishandled.

The characteristics of each UMB chemical are as follows:

UMB No. 3 red

Yellow-6 yellow

UMB No. 7 green

UMB No. 10 orange

VP-017 blue

V-JOLT dark brown

Explanation: This provides an alternate way to deal with the PLANT 42; you would have to mix V-JOLT. This is optional, if you want to use V-JOLT, follow the instructions

below:

Puzzle Time! Interesting Chemistry Experiment

1. To make V-Jolt, Jill has to return to the Gallery, and crack the coded lock on

the door first. There are 3 pictures of eyes, similar to those on the oil lamps in

the common room. If the image of a particular eye is on a particular colored lamp,

press that eye image, and key in the number corresponding to the color on the billiard

ball. For example, if the eye with 4 lines is on the red lamp, click that eye on the lock and key in number 3. After cracking the lock, Jill can enter the

pharmaceutical

room.

2. In the pharmaceutical room, there are 4 empty bottles, take them all. Notice the

scrawls on the wall, one reads: 1+3=4, 4+6=10, 1+6=7, 10+7=17, 17+3=20

Another reads: Water=1, Red=3, Purple=4, Yellow=6

3. There is Water, UMB No.3 and Yellow-6 to be found in different tanks. You use the empty bottles to mix chemicals. Given the hints, you should know how to mix the chemicals.

4. Mix UMB No. 3 with water to create NP-004.

5. Mix NP-004 with Yellow-6 to create UMB No.10

6. Using another 2 bottles, mix Yellow-6 with water to create UMB No. 7

7. Mix UMB No. 7 with UMB No. 10 to create VP-017.

8. Mix UMB No. 17 with UMB No. 3 to create V-JOLT

9. With your V-JOLT, head back to the Aqua Ring B1, enter the security room.

PLANT

42's roots are there. Use the V-JOLT on the roots and they will retract. Then return to Room 003.

Room 003

Now, regardless of whether you have made V-JOLT or not, place the red book on the shelves, a simple puzzle begins.

Puzzle Time! Bandage with Blood

The whole point is to arrange the bindings of the book to create a picture of a woman

lying down naked. To do this, exchange the 1st book with the 4th, 2nd book with the

6th and the 3rd with the 7th. Then a door will be revealed. Enter.

PLANT 42 Room

Boss Battle! PLANT 42

Strength:

Shotgun: 11-13 shots

Barry: FMV scene

When you enter, Jill will be grabbed by the PLANT 42. If she made V-JOLT and used

it on the plant, Barry will come in and burn PLANT 42 to pieces with his flamethrower.

If not, PLANT 42 will release Jill, and you have to fight the plant woman to plant.

Climb up the stairs and shoot at the Plant 42's bulb when it is open, while avoiding

the pollen showers and the vine whips. Eventually after 11-13 shots of the Shotgun,

the Plant will fall into pieces. Then grab the Mansion Key, which is a Helmet Key

from the Fireplace and leave through the double doors, and return to the Residence

Storage Save Room. On the way, Jill will meet Wesker. Apparently, Wesker has left

her so as to protect himself from those strange creatures. He asks Jill to return

to the Mansion to explore the locked rooms.

Residence Storage Save Room

Take the Self Defense Gun and Shotgun or Grenade Launcher with you, and then return

to the Mansion. On your way back, there are a few things that you have to bear

in
mind. In the Waterfall area, 2 Cerberus dogs would have appeared. The Big Pool
area
will be infested by snakes. Jill can run past most of them, but there is one
hiding
next to the lamp that has to be taken out. When you return to the Tool Shed, you
will find some Grenade Rounds, a battery pack and a First Aid Spray, left by
Barry
to help you deal with the Monster in chains. The door in the Emblem hall leading
to the East Stairs has been fixed.

*****MANSION*****

Emblem Hall

Move a little forward and you will see the FMV of something coming for you from
the
Courtyard. Then, that thing will attack you, shoot it to death with one shot of
your
Self Defense Gun, and it would shout "Erageh chchchch..." before lying down
stiff.

But what was that thing?

New Enemy! MA-121 Hunter (Alpha)

Strength:

Shotgun: 2-3 shots

Grenade Launcher with Grenade Shells: 2-3 Rounds

Grenade Launcher with Acid Shells: 1-2 Rounds

The Hunters are one of Umbrella most successful series of BOWs. Made from
combining

the DNAs of humans and reptiles, the Hunter is very fast indeed, the Hunter
Alphas

are probably the most handsome Hunters in the series, unlike the other uglier
prototypes. I suggest you use heavy weapons like the Shotgun and Grenade
Launcher.

Acid Shells are particularly effective. Note that there are Red Hunters too, but
they are not Sweepers, as they are not poisonous. When Hunters die, they are
very

funny, they either lie on the ground, trying in vain to get up and crying
"Erageh

chchchch..." which may mean "I can get up! Somebody please help me!" before
lying stiff.

Or, they may suddenly hold their chest, and spread their arms out like Moses and
cry "Erageh chchchchch..." which may mean "Why is the world so cruel to me?"

before falling

down! It's so funny!

Return to the East Stairs, don't go through the double doors, or you will have
to

fight 2 more Hunters that have torn the place up.

Mansion East Stairs

There are now 2 Hunters here, blast them with your Grenade Launcher or Shotgun,
then

save at the save room if you wish, then go up the stairs and enter the Fireplace
room.

Fireplace Room

Use your Helmet Key to unlock the door and then enter.

Statue Room

Push the statue between the 2 walls, as they come to make another Jill Sandwich, they will stop because of the statue, then run back out, and enter the other gap made by the wall, run to the opposite wall and press the switch. The walls will come back at Jill. Run out, and back to the statue. Push it onto the N Pad, and the walls will back up, and a wall will open. Inside, take the dagger and jump into the hole. Walk forward, pick up the Last Book Vol.1, and open it to reveal a Medal of Eagle.

Then examine the tombstone. It's part two of Trevor's diary.

New File! Trevor's Diary

Nov. 29, 1967

I can't get out. I have tried every possible way to escape but only to be faced with the reality that I'm trapped.

I've been everywhere. The laboratory with the large glass tubes filled with formaldehyde and those dark, wet and eerie caves... Wjat can I do?

At first I didn't want to believe my eyes. But that familiar high-heeled shoe in the corridor... It was like reflex. One name came to my mind, Jessica!

I don't want to believe they sharte the same fate as me. No! I can't give up hope.

I have to hope that they're alive.

Nov. 30, 1967

I haven't had anything to eat or drinkfor the past few dats. I feel like I'm going crazy.

Why is this happening to me? Why do I have to die like this?

I was too obsessed with designing this ghastly mansion. I should have known better.

Nov. 31, 1967

It was a dark and damp underground tunnel. And another dead end. But even in the darkness something caught up my eye.

Carefully, I lit the last match I had to see what it was.

A grtave! But deeply engraved into the stone was my nname!

"George Trevor"

At that instant, it all became clear to me. Those bastards knew from the beginning

that I'd die here and I fell right into their trap.

But it's too late now. I'm losing it. Everything is becoming so far away.

Jessica...

Lisa... Forgive me.

Because of my ego, I got both of you involved in this whole damn conspiraacy. Forgive

me. May God justify my death in exchange for your safety.

George Trevor

Explanation: Geroge Trevor was killed trying to escape this mansion and the people

of Umbrella, already rather evil back in 1967, prepared this grave for him.

Press the switch, and a ladder will be revealed. Go down.

Spider Hallway

There is a Spider in front of Jill, kill it quickly with the handgun. There are 2

more giant spiders that can be killed from a long range. There is a Mansion B1 Map

on the wall as well as some Shotgun Shells by some cardboard boxes. Go through the

only door.

Damp Hallway

If you were poisoned by the spiders, use the blue herb here. There are two zombies.
Take them down from a distance and pick up the dagger. There is an elevator power switch in a damp corner behind one of the zombies. Activate it, then pick up the Handgun Magazine on a dish and unlock the other door to Jill's right. It leads to the kitchen.

Mansion Kitchen

Take the dagger from the table, and kill the zombie in the way. Then explore the room for an elevator. Take it up to the 2nd floor.

Library Access

Kill the 2 zombies here, and enter the first single door to the Jill's right. The double doors lead to the library, but it was jammed shut.

Battery Storage

There are some Magnum bullets, Acid Shells, a Battery Pack and most importantly a battery. Take them all and leave.

Library Access

Unlock the other single door and go through it, you are back in the mirror hallway.

Mirror Hallway

If you have at least one inventory space open, then head through the door to the Obsessive Death Knight Room, otherwise, deposit unneeded items into the Item Box in the Mansion Drug Room. Remember to take your shotgun with you.

Obsessive Death Knight Room

Head to the other end, and unlock the Helmet Key door. You will be in the library.

Library

Pick up the Green Herbs if you have room. Then go along the hallway and a crash will be heard. It's Yawn the snake! He still wants Jill Pudding!
Boss Battle! Yawn 2
Strength:
Shotgun Shells: 10-13 shots
Climb down the ladder, and lure Yawn into the narrow corridor, then Jill can trick the snake into the corridor and shoot at Yawn from behind! This cheap trick guarantees no damage will be given to Jill. If Jill were bitten she would not become poisoned

this time, so don't worry. After Yawn is dead, he will crash into the bookshelves and a shining book will be revealed for Jill to collect. It is the Last Book Vol.2, inside is the Medal of Wolf. After this, head back to the Drug Room Area through the door Jill came in.

Drug Room Area

Use the Helmet key to unlock the Helmet Key door to Jill's right.

Trophy Room

In this room, an eagle trophy is keeping an eye on Jill. Turn off the light, there are two gemstones hidden in the deer and bull trophies. To get them, push the 2 dressers in front of the 2 trophies. Then, lean against the wall the eagle trophy is on and stand at a corner. It will focus on Jill, and then run forward, under the trophy; the eagle trophy will not follow. Then on the opposite corner, quickly climb onto the dresser and get the gemstone on the trophy. If you hear a clank sound, the eagle trophy has discovered Jill, and the gemstone will be stuck. Repeat until the 2 gemstones are obtained. There is a dagger and Grenade Rounds near the 2 trophies, as well as a file on the table.

New File! Mail from Chief of Security

CONFIDENTIAL

Attn: Chief of Security

Date: July 22, 1998 2:13

X Day is drawing up on us. Execute the following procedures within one week.

Prompt

actions are demanded.

1. Lure S.T.A.R.S. to the estate, and obtain B.O.W.'s raw combat data against S.T.A.R.S.

2. Collect two embryos of each mutated specimens as samples, excluding the Tyrant.

Dispose of the Tyrant.

3. Ensure complete disposal of the Arklay Laboratory including all personnel and test animals. Disguise their deaths as an accident. When the above procedures are

executed, report to headquarters for further instructions.

If for some reason you are unable to execute the procedure by the deadline,

report

immediately. In case of emergency situations, report directly to the extension

number

5691.

Good Luck.

Umbrella Headquarters,

Umbrella Inc.

Explanation: This proves that Wesker belongs to Umbrella, and he is using the S.T.A.R.S.

as test subjects against the BOWs in the mansion. The traitor!

Note: The yellow gemstone is to be used in the Tiger Eye Room, to obtain the MO Disk.

Take the yellow one if you want the best ending. Otherwise, skip this gemstone and collect the red one only.

Then head back to the Mansion Foyer via the 1st floor drug room area. If Jill took the Yellow Gemstone, 2 Hunters will burst in through the windows, so be ready.

Mansion Foyer

Enter the Helmet Key door on the first floor.

Organ Specimen Room

There is another Trevor's Diary in the brown leather book

New File! Trevor's Diary

There's something handwritten.

It's not dated.

Nothing's changed.

I never thought that this room was designed as an experiment would pay off like this.

I can hide here safely for a while, because nobody knows about the secret behind this painting. Not even, Sir Spencer.

Painting of a mansion... In the back of the art room.

Explanation: This tells you the secret of the Mansion closet in the anteroom.

After

you beat the game, you can return with the closet key to enter the room to change costumes.

There is an Ink Ribbon in a drawer. Take it if you wish, then go through the other door.

Large Mirror Room

Ignore the zombie; pick up the dagger and the Jewelry Box. Combine the Red Gemstone

with the box and puzzle pieces will fall out. You must solve this puzzle in order

to open the box.

Puzzle Time! Umbrella Style Jigsaw Puzzle

There are in total 5 pieces. Press R and L to rotate the pieces, and A to place them.

Use the control stick to move the selected piece. To solve the puzzle follow these steps.

1. Select the trapezium shaped piece, and rotate it so the side with 2 90-degree angles faces upwards. Then place this piece in the lower right hand corner of the

octagon.

2. Select the largest piece, rotate it so that the external side parallel to the longest internal side faces upwards. Then place this piece at the top of the octagon,

above the trapezium.

3. Take the 5 sided piece, and rotate it so the right angle is perpendicular to the

bottom, then place it at the bottom, to the left of the trapezium.

4. Select the piece that looks like a pentagon but with a small kink sticking out.

Rotate the piece so that the side with the kink faces downwards.

5. Take the last piece and rotate it so it fits into the centre hole. Then the

box
will open, revealing a broach, examine it to reveal an Emblem Key. Then head
back
to the Emblem Hall via the Stained Glass Gallery.

Emblem Hall

Use the Emblem Key to enter the Spencer Family Emblem door.

Spencer's Private Study

Turn on the lights first, and take the Shotgun Shells from the drawer, the
battery
pack and most importantly, the metal object. Then go back to the East Stairs
Save
Room to get the Square Crank and Battery, then head to the waterfall area of the
Courtyard.

*****COURTYARD*****

Waterfall Area

Explore the area to find a power-downed elevator with a slot for a battery.
Place
the battery in the slot and ride the elevator up.

Cerberus Yard

Go through the double gates.

Giant Pool

Use the square crank to raise the water level, and the waterfall will no longer
run.

Head back to the Waterfall Area with the elevator you came up with.

Waterfall Area

There is a passage revealed behind the waterfall, go in and climb the ladder
down.

Mining Area

Explore this entryway and you will notice a hexagonal hole next to an upside
down
bridge. Use the Ink Ribbon to save if you like, and deposit the Square Crank, as
it is completely useless now. Take your Grenade Launcher with you. Head through
the
door by the ladder.

Blood Stained Boulder Room

There is nothing of interest, but it gives you an idea of what will happen if a
boulder
crushes you. Go through the other door.

Elevator Room

There are 2 Handgun Magazines here, go through the other door after taking them.

Enrico Room

Go around the corner, and meet Enrico Marini, the leader of STARS Bravo Team. He seemed to have found out that someone is a traitor. But just as he was about to reveal that guy's name, a mystery man shoots him dead. Then examine his body for a Hexagon Crank. Attempt to leave and a Hunter will come in to say hi. Blast him down! Return to the Mining Area, but be prepared, as there are 2 more Hunters waiting for you in the Blood Stained Boulder Room. Don't worry, you have destroyed the last of the Hunters in the game.

Mining Area

Use the Hexagon Crank on the hole, and the bridge will turn right side up. Go across and take the green herb, you may need it.

Boulder Room 1

It seems to be a dead end here. Examine the boulder and attempt to leave. The boulder breaks lose! Run for your life! Run into the alcove and the boulder will crash into the wall, revealing a new door. Before doing so, take the Shotgun shells in the alcove where the boulder used to be. Head through the double doors.

Giant Giant Spider Room

Boss Battle! Giant Giant Spider

Strength:

Grenade Launcher with Grenade Shells: 5-6 Rounds

Greande Launcher with Acid Shells: 4-5 Rounds

Grenade Launcher with Incendiary Shells: 2 Rounds

This really is not a tough boss, as 2 Incendiary Shells can kill it. But I suggest

using Grenade Shells in order to save Incendiary Shells for other enemies. The Giant

Giant Spider attacks the same way as normal spiders. While you are fighting him, 2 more standard Spiders will come to assist the larger one (protecting their mom,

perhaps?) Anyway, after you have killed him, walk out of the room, the spiders will

be completely gone, and you can use the survival knife to hack away the spider web.

Congratulations! You have just destroyed the last spider in the game!

After the fight, head through the other double doors you have unblocked.

Map Hall

In here, take the Courtyard B1 Map. Use a blue herb if Jill gets poisoned. Then go through the other door.

Boulder Room 2

Go to the hexagonal hole, and use the Hexagon Crank 3 times to reveal another door.

The large boulder will break lose. Run into the alcove revealed. There is a First Aid Kit behind where the boulder used to be. Head through the revealed door.

Statue Room

There is a turning pad in the room, as well as a device which pushes outwards when

the hexagon crank is used. Congrats kids, it's Puzzle Time! Statue Puzzle

1. Push the statue in front of the brown device that pushes outwards.
2. Use the hexagon crank on the hole twice, once to push the statue out, the second

time to move the statue back in.

3. Push the statue onto the turning pad to rotate it 90 degrees.

4. Push the statue away from the pad and onto it to rotate it another 90 degrees,

so that its back is facing the gap in the wall.

5. Push the statue in the gap.

A cylinder will be revealed. Take it and return to the elevator room.

Elevator Room

Explore one corner of the room for the elevator's power supply. There is a shaft inside.

Take it and combine it with the cylinder. Examine the new cylinder shaft, and turn

it for a code: IV II III I. Then place the cylinder shaft into the power supply.

Press the buttons in the order 4,2,3,1, and the elevator will rise up. Attempt to

take it down and Barry will join you.

Elevator Room B2

The two will hear a voice, so go help Barry investigate. Go through the door.

Lisa Circular Room

Go along the corridor, and you will hear someone coming in. You will come to a junction,

with 2 ways to go. However, Lisa Trevor will always be in your way regardless of which way you choose. So when you see her, go back to the junction and head the other

way. Eventually you will come to a door above some stairs enter it, before Lisa bashes

you dead.

Crate Transport Room

In this room, push the crate into the transport machine, and activate it, the crate

will be moved away. Then climb up the boxes to get a battery pack, a Handgun Magazine,

and some Magnum Bullets. Head back to the Elevator Room B2, remember to lure Lisa

onto one side of the junction, and then go back the other way.

Elevator Room B2

When you get near the elevator, Barry will ride the elevator up, leaving Jill behind.

Barry, how could you do such a thing? Go down the ladder, the transport has arrived with the crate, so push it down into the garbage compactor and the crate will break, revealing a broken flamethrower. The nozzle is broken, so you cannot use it, tough luck! After this, go back to the Lisa circular room.

Lisa Circular Room

At the junction, first move to the left to lure Lisa away, then run through the right passage, pulling the lever on the way. Some hooks will be revealed. Then continue to run along the circular path, down the stairs until you see the hooks. Place the broken flamethrower on the hooks, and the door will unlock, go through it, quick!

Lisa's Room

What a horrible place, it seems like some kind of a death cult's hideaway. Anyway, run past the table and into the water, run quickly, as there are snakes in the water, on the other side, you will find a Jewelry Box. Open it for the Stone Ring. There is another file inside.

New File! Family Picture and Notes

There's something written on the back.

Nov. 10, 1967

-Progenitor Virus administered (1)

.Jessica

Administered virus: Type-A

Plasmolyzing of tissue during cell activation.

Virus fusion: Negative

Action: Disposed

.Lisa

Administered virus: Type-B

Plasmolyzing of tissue during cell activation.

Virus fusion: Positive but delayed fusion.

Body modification: Observed constant results.

Status: Continue protective observation.

.George

Action: Terminated (Nov. 30, 1967)

There's a journal left by someone.

Nov. 14, 1967

I feel dizzy after that shot they gave me. I don't see Mom. Where did they take her?

She promised that we would escape together. Did she escape alone and leave me behind?

Nov. 15, 1967 (2)

I found Mom. We ate together. I was very happy.

But she was a fake. Not my real Mom. Same face but different inside.

Have to find Mom. Have to give face back to mother.

I got Mom's face back. Nobody can have my Mom except me. I attach her face to me so

she doesn't go away.

Because Mom sad when I meet her without her face.

Nov. 17, 19 7 (3)

From inside box, scent of mommy. Maybe true mother there. Stone box hard. It hurt.

Steel rope in the way. Can't see mother becuz 4 stones.

Explanations:

(1) Apparently, Jessica and Lisa Trevor were kidnapped by Lord Spencer, and were used as test subjects for their new progenitor virus at that time. Jessica showed

negative results, so she was useless for BOW research, and was killed. However, Lisa

showed positive results, but the effects of the virus were slow, so she was kept under protective observation. George Trevor died on Nov 31, 1967, as said earlier

in his diaries.

(2) The viruses started to have effect on Lisa's logical thinking on this day, she

is obsessed with faces since then, and she has been searching for her mom ever since.

(3) Little did Lisa know that her mother was dead and placed in a coffin in the altar.

The lid of the coffin was held shut by four rocks. She became more and more desperate

in her search for her mommy, and this explains her behavior in this game. The next

part of the diary was found in the cabin, which showed that by the 19th of November,

1967, her intelligence level dropped so low that she could not understand the basic

fundamentals of grammar and spelling.

With the Stone Ring, climb up the ladder. There is a green herb and a blue herb, heal if necessary, and then climb up the other ladder.

Cabin

Surprised, aren't you. Jill is back in the cabin. Now, take the Metal Object and combine

it with the stone ring for a second stone and metal object. Then head back all the

way to the passage to the Courtyard Access, avoiding the zombies on the way.

*****MANSION*****

Courtyard Access

Take the other Stone and Metal Object from the slot, and return to the Mansion Foyer

via the Stained Glass Gallery.

Mansion Foyer

Head down the stairs, and head down another flight of stairs underneath. There is

a double door. Place the 2 Stone and Metal Objects onto the octagonal slots, and it will unlock. You will hear a voice, does that sound familiar to you? There is only one way to find out.

*****ALTAR*****

Stairway Passage

Take your Ink Ribbon and save! You can easily die soon. Then take the Medal of Eagle and the Medal of Wolf from the item box, go down the stairs and through the door.

Above Crypt

Head down the stairs and down the ladder. You will find Barry.

Crypt

Barry seemed to be surprised that you were still alive. He pulls out his magnum at

Jill! But Jill was fast, and snatched the gun away from him. She was just beginning

to interrogate Barry when... Lisa, with her newly revealed eye on her back enters the scene!

Boss Battle! Lisa Trevor

"No time to talk, Jill! Hand me my gun!"

You will be given a choice whether to give the gun back to Barry. The choice is yours.

If you choose yes, Barry will have his gun back and help you to distract Lisa Trevor.

If you choose no, Barry will be knocked off the ledge into the bottomless pit!

You

get to keep Barry's 44 Magnum, though.

Regardless of what your choice was, there are 2 ways to defeat this seemingly invincible

woman. The first way is by shooting it with your heavy weapon until Lisa falls off.

Another way is to push the 4 stones mentioned in Lisa's diary to reveal the contents

of the coffin. Lisa Trevor has found her mother at last after over 30 years.

Just

be careful not to get knocked off yourself. She cries, "Mother!" before jumping off,

taking her skull with her. Meanwhile the gratings will open.

After the battle, examining the coffin will give you another file which causes you

to feel sorry for Lisa and the Trevors.

New File! Family Picture and Notes

It's a letter.

To my Lisa,

Day by day I can feel my consciousness drifting further away. The shots given to me by men in white clothes made some of mommy's itching go away. Today, they gave

me another shot saying it was "nutrition."

When they give me the shots mommy's can think straight, but mommy's shocked and sad

because mommy's unable to think of you all the time.

Mommy's afraid. Afraid of forgetting everything, especially the memories of you and

daddy... what your faces look like, how we used to be together... They're all starting

to disappear into somewhere dark in my mind.

Oh Lisa, I wish I could touch your face and hold you in my arms right now, so that

I can hold on to our wonderful memories of you and daddy.

Lisa we can't stay here any longer. We have to escape!

Listen to me Lisa. Our chance to escape is the next time we go to that lab together.

We'll both pretend that we are both unconscious and when that man in white clothes

is off guarded that will be our chance.

When we're on the outside, let's look for daddy together. Okay sweetie?

Be strong, Lisa.

Nov. 13, 1967

Jessica Trevor

Explanation: Poor Lisa, her mother has actually promised to escape with her, but she was killed, and hence the promise was never made.

If Barry was killed, you can pick up his 44 Magnum and his photograph; feel sorry

for what you have done!

New File! Barry's Photograph

This is the photograph that fell out of Barry's shirt just before he fell in to the

pit. There's something written on the back.

We love you daddy,

From your sweet daughters,

Moira and Polly

Explanation: The reason why Barry betrayed Jill is because his wife and two daughters

have been kidnapped by Wesker, and so he has to do whatever Wesker tells him, otherwise

they will be killed.

New Weapon! Barry's 44 Magnum

This is definitely the most powerful weapon in the game! It can down anything, even

the tyrant in one shot! Unfortunately, it uses .44 bullets, instead of .357 bullets,

so it cannot be reloaded.

If you haven't already done so, push the 4 stones into the pit, and the coffin and

the gratings will open up. Go through the newly cleared path and take the elevator

up.

Fountain

The large iron door cannot be opened. So simply insert the Medal of Wolf and the Medal of Eagle in their respective positions in their respective slots around

the fountain, and it will drain, revealing an elevator. Take the elevator down, and

prepare

to switch to Disc 2.

*****LABORATORY*****

Laboratory B1

After exiting from the elevator, you are in the laboratory. The locked door cannot

be opened yet, so simply go down the ladder.

Laboratory Entrance

Take the Ink Ribbon and save if you wish, then go through the double doors, taking

your Assault Shotgun, Lighter and Fuel Canteen with you.

Laboratory B2

There are 3 Zombies here, try to decapitate them all with your shotgun. If not, just use your fuel canteen to make some barbecued zombie, then head down the stairs and go through the gates, taking the MO Disc off the table with you if you want the best ending. (Note: You cannot have the best ending unless you have taken the MO Disc in the mansion with the yellow gemstone in the Tiger Eye Room.)

Laboratory B3

There are 2 zombies here, decapitate them or burn them. There is a dagger on a shelf. Then head through the door next to the door Jill came in.

Triple Lock Room

Head through the other unlocked door in this room.

X Ray Room

There are 2 X-Rays in this room. Examine them, one belongs to Clark David, another belongs to Gail Holland. There is a note, "To use the electronic door, place the initials in alphabetical order." It's time for another puzzle.

Puzzle Time! X-Ray Puzzle

Before doing attempting this puzzle, take the file from the computer. It's a hint.

New File! Researcher's Letter

June 8th, 1998

My dearest Ada, (1)

By the time you read this letter, I will no longer be the person you once knew. The

results of my test came out today, and as I suspected, it came out positive.

I feel like I am teetering on the edge of reason just thinking about my impending

doom. I would give anything not to have to become one of them.

As far as I know, you are not infected. I sincerely hope things do not reach such

a desperate pass, but if it has turned out that you are now the last person remaining

alive, I want you to get the material from the Visual Data Room.

Then, activate the Self-Destruct System in the Power Room, and escape from here.

Please do everything in your power to make this whole accident public.

If everything is still running normally, you should be able to release all the locks

using the Security System.

I have set up the terminal in the small security room so that you can log in to the

system using my name, and your name as the password. (2)

You will need another password to release the lock of the door in Basement Level Two where the Visual Data Room is located.

As a safety measure I have coded that password into an X-ray picture; a roentgenogram.

I know you, and I'm sure you will be able to work it out without any trouble.

(3)

There is just one more thing... and it is my last request. I hope you never have to

lay eyes on me in this state, but if you do happen to run into me in my hideous form,

I beg you to put me out of my misery. I hope you understand.

Thank you, Ada.

Yours Truly,

John

Explanations:

(1) Ada Wong is an agent sent to spy on Umbrella. She most likely works for the government. To know more about her, you should play Resident Evil 2.

(2) There is a security room with a computer terminal that can be used to unlock the doors that are electronically locked, including the double doors on B2, and the room opposite the X-Ray Room. The Login User Name is John, and the password is Ada.

(3) An additional password for the Visual Data Room on B2 can be found using the X-ray puzzle.

With this information, place the X-Ray of Clark between that of Alex Becket and that

of Ed Fisher. Then place the X-Ray of Gail to the right of that of Ed Fisher. Then

press the blue switch in the room. An Orange light will be turned on. Alex Becket's

Colon will turn red, Clark David's Esophagus will turn red, Ed Fisher's Liver will

turn red. Gail Holland's Lungs will turn red. So, by arranging the first letters of

these glowing organs, we get the word: Cell. This is the B2 password.

After this puzzle, head back to the Laboratory B3.

Laboratory B3

Head through the other unlocked double doors.

Security Room

Take the Magnum Bullets from the table, and by the computer, there is a File New File! V-ACT

V-ACT Researcher's note

There is now evidence that when the host loses consciousness, the body goes into a dormant state. During this time the virus becomes active and rapidly transforms

and reconstructs the basic composition of the body.

The host eventually mutated into a humanoid creature. (We call them V-ACTs)

Its speed and amazing muscular development are particularly noteworthy. After transformation, it becomes more agile and aggressive.

Already four of our researchers have died trying to feed it, turning the place into

an instant blood bath.

(Ever since this tragic and barbaric accident, we have decided to call its king "Crimson Heads")

That dangerous and precious prototype specimen can't be left there. We have to figure

out a way to deal with it. Termination is definitely not an option.

We finally decided to freeze the specimen and confine the body inside the basement

of the backyard cemetery.

Explanation: This explains the formation of Crimson Heads from zombies.

Now, examine the computer, login using User Name: John and Password: Ada. Then select

B2-F, enter password Cell. The Visual Data Room is now unlocked. Now, select B3-F that room is unlocked too. There is a First Aid Kit and a battery pack in the cold storage area. Take them if you wish and leave.

Laboratory B3

Go back to the Triple Lock Room.

Triple Lock Room

Enter the newly unlocked door.

Refueling Room

Kill the naked zombie, there is no need to burn them. Take the slide filter and the Incendiary Shells. Place the MO Disc into the black Gamecube like reader to unlock one of the triple locks if you want the best ending. Take the file, it's a FAX. New File! V-ACT

To: Sanitation Division

Attn: Manager of Sanitation

From: Raccoon Disaster Contingency Committee

The contents of this fax are confidential and intended for the named addressee only.

Any copying or disclosure of the contents of this fax to any third party is strictly forbidden by the sender.

After reading the contents of this fax, must be destroyed immediately.

We expect significant increase in the damage done by the recent T-Virus outbreak than initially estimated. There are several concerns.

First concern

More than half of the researchers have been infected by the T-Virus and died. It has also been reported that almost all of the survivors of this accident are starting to show symptoms of the T-Virus infection.

Second concern

Our Secret Security Patrol Team has also been completely eradicated. Therefore, our most secret research is in danger of public disclosure. Quick actions are demanded to prevent mass media coverage

Third concern

There is a high possibility that most of the specimens are running loose inside the compound. We expect many casualties to follow. However yet unfortunate, these casualties underscore the success our research results.

Actions must be taken to prevent our research results from being made public. We suspect the first official intervention will come from the State Police and S.T.A.R.S. We strongly recommend taking measures against them first.

Explanations: Apparently, Umbrella does not want their results to be made public.

That is why having STARS nosing about is so "inconvenient".

Go back to the Laboratory Entrance, depositing any unneeded items, then go to Laboratory B2.

Laboratory B2

Enter the double doors that are now unlocked.

Visual Data Room

Get the MO Disc on the shelf if you want the best ending. Take the first aid spray if you wish. Then head forward and play the film on the projector. You will see some 2-D pictures of Umbrella's Bioweapons. But what is the T-002 Tyrant? Afterwards, you will see a photo of the BOW development team. Does that researcher with his sunglasses look a little bit familiar? There is a bar code on one of the slides. After viewing this interesting slideshow, place the slide filter into the projector. Everything will go red, and some of the numbers on the bar code will disappear, leaving numbers 8462. This is the code of that passcode entry terminal. After keying in the code, a wall will open. Enter that alcove and get the Laboratory Key, which is actually the Key to the Power Area. There is a video player. Use it to play Kenneth's Film. You will see how pathetic Kenneth was! Why, he shot the Zombie with 5 shotgun shells and he still would not die! Kenneth must have been either a rotten shot, or the shells were made of rubber. Now you will know what a person sees before he was eaten by a zombie! There are some Shotgun shelves on top of a chest of drawers, and a Laboratory Map, as well as some Security Protocols in some bookcases.

New File! Security Protocols

LEVEL ONE
Heliport/ For executive use only. This restriction does not apply in the event of an emergency.

BASEMENT LEVEL ONE
Passage to Heliport/ Entry is prohibited unless accompanied by a Consultant Researcher or the Chief of Security. Unauthorized persons entering the heliport will be shot on site. (1)
Elevator/ The elevator stops during emergencies.

BASEMENT LEVEL TWO
Visual Data Room/ For use by the Special Research Division only. All other access to the Visual Data Room must be cleared with Keith Arving, Room Manager.

BASEMENT LEVEL THREE
Prison/ Sanitation Division controls the use of the prison. At least one Consultant Researcher (E. Smith, S. Ross, A. Wesker) (2) must be present if viral use is authorized.
Triple Lock Door/ Entry into the room is limited to the sole person who deactivates the lock with all of the Pass Codes. Accessing the exclusive Output Terminals Located in each section of the Senior Researchers deactivates the lock. (3)
Power Room/ In this room nitro compound is used as the primary fuel source of

power.

Access is limited to Headquarters Supervisors. This restriction may not apply to the Consultant Researchers with special authorization.

Pass Code Output Terminals/ Use and access of the Output Terminals is limited to authorized Senior Researcher.

BASEMENT LEVEL FOUR

Regarding the progress of "Tyrant" after the administration of T-Virus... (4)
(Illegible hereafter...)

Explanations:

(1) The door that will not open unless in a first class emergency leads to the Heliport.

(2) It is now confirmed that Albert Wesker is a researcher for Umbrella, the traitor!

(3) The Triple Lock Door leads to the prison, where Chris is held. The black Gamecube

like Passcode Terminals are where Jill inserts the MO Discs to transmit the codes.

(4) Jill will fight the tyrant for the first time in the Laboratory B4.

Head back to Laboratory B3.

Laboratory B3

Unlock the two Power Area doors here. Enter the double doors first.

Code Storage

Push the shelf in front of Jill to reveal some Shotgun Shells. If you want the best

ending, go through the air vent. You will be in a surgery room. There are 2 bug enemies

here, it's time to meet the...

New Enemy! Chimera

Strength:

Shotgun: 2-3 Shots

Chimeras are bug like enemies of this game. They claw swipe Jill, and sometimes tries

to grab her while dangling from the air. The Shotgun is most effective against them.

When they die, they dissolve in their own body fluid, which is rather gruesome.

After the Chimeras are dead, climb through the air vent to Jill's left. You are on

the other side of the cold storage. There is a passcode entry terminal. Insert the

MO Disc, and take the dagger with you. Then push the shelf forwards to get out.

Laboratory B3

Go through the other single door.

Elevator Lobby

There are 2 naked zombies here, kill them. Again, there is no need to burn them.

Go through the single door.

Lab Lounge Save Room

Get all the goodies, save if you wish, and if you have taken the MO Disc from the

mansion, and want the best ending, take it out now. Exit.

Elevator Lobby

Go through the double doors.

Power Room 1

Go to Jill's right, you will see a Chimera. Kill him and go past him. Examine the fuel supply to get the empty fuel supply capsule. Now, go all the way back to the refueling room.

Refueling Room

Examine the refueling device, which is a circular door on the wall, and place the capsule inside. Now the capsule is filled with nitro. "The main ingredient of this fuel is nitro compound. 'Running' can result in a fatal explosion." Get the message, if you run, the fuel gets shaken and will blow Jill into pieces! So walk! Don't Run! Now, walk back to Power Room 1.

Power Room 1

Walk to the fuel supply, and place the capsule inside. Then explore the room to find a single door. Kill the chimeras that pop out of the air vents and go through.

Power Room 2

Kill the chimeras that pop out of the air vents. There are 4 of them in total, in contrary to what most people say, an unlimited spawn. Kill them all, and pick up the battery pack. If you want to see the best ending, then place your final MO disc into the reader. Then head through the double doors.

Power Room 3

Kill the 3 Chimeras, and go to the power supply terminal. Activate it. Go all the way back to the Elevator Lobby.

Elevator Lobby

Before you proceed, I strongly advise you to go to the save room, and take your Grenade Launcher loaded with Incendiary Shells, Magnum or Barry's 44 Magnum, as well as 3 to 4 full healing items. Then head to the elevator and activate it. If Barry was still alive, he should join you. Ride the lift down.

Laboratory B4

Ignore the Shotgun Shells and head through the Bio Hazard Door.

Tyrant Battle Room

That's right, you have seen the true side of Wesker, but he seems to be

betraying

everyone, even Umbrella. Instead of disposing of the Tyrant as told, he wants to keep it for himself and leave Umbrella behind! If Barry was still alive, he would

first be following Wesker's orders, and Wesker will explain that he has kidnapped

his entire family, and threatened Barry to help him destroy evidence. However, Barry

comes to his senses, and shoots Wesker. After this long and informative FMV, Wesker

will release the giant Humanoid creature with an exposed heart from his sleep. However,

the Tyrant swipes him out, and is heading for Jill!

Boss Battle! T-002 Tyrant

Strength:

Grenade Launcher with Incendiary Shells: 6 Rounds

Magnum Revolver: 5 shots

Barry's 44 Magnum: 1 shot

Run past Tyrant as he heads to you. He won't swipe you. Then, using your best weapon,

use the hit and run technique and the Tyrant will fall in no time. If Barry was dead

and Jill has his Magnum, one shot will finish him off.

After this battle, examine Wesker's body for the last file in the game, the observation

notes. If Barry was dead, examine his body for the Master Key. Then head to a corner,

and use the computer there to unlock the Biohazard door. If Barry is in the room,

examine his body and he will wake up, Wesker disappears. Exit. Take the lift back

to B3 lobby.

New File! Observation Notes

The discovery of the G-Virus was in fact 21 years after the administration of the progenitor virus.

The "Prototype Parasite" which we had delivered from a laboratory in France was administered to the sample specimen. The sample specimen took in the parasite without

showing any signs of adverse reaction. (1)

The lack of any reaction was an unsolved mystery. But now everything is clear to me now.

The "Prototype Parasite was incubating in the sample specimen's body for 21 years.

Then from that incubating state the prototype suddenly mutated. ("Evolved" may be

a more appropriate word to describe it.)

This observation gave me more insight in my research. Through further modification

and testing, I was able to derive a method to create the "G" that surpasses the performance of the "T". (2)

This was the breakthrough that would change the course of the B.O.W.'s history.

I can't wait to see the look on Alexia's annoying face (3) when I finally announce

my research. But unfortunately I'll have to wait a few more years to completely verify

my findings.

William Birkin (4)

Explanations:

(1) The sample specimen was Lisa Trevor. Refer to the Wesker's Report 2 for more

information.

(2) The effects of the G-Virus are much more powerful than the effects of the T-Virus.

Play Resident Evil 2 and you will see.

(3) Alexia Ashford is the girl genius who graduated from university in the age of 10, and became a head researcher of Umbrella. To understand why William Birkin hated

her so much, read Wesker's Report 2.

(4) William Birkin, the inventor of the G-Virus, came to a sticky end himself.

Play

Resident Evil 2 and you will see.

B3 Lobby

If Marry is alive, Wesker would have set off the Self Destruct System. Quickly head

back to the Laboratory B1. If you wish to have the best ending, go to the triple lock hallway, pull the 3 lock levers down, and the double doors will unlock, go through

it to reach the prison. Open the door of the cell to free Chris. Then go all the way back to Laboratory B1.

Laboratory B1

If the door was not unlocked already, use the Master Key to open the door. Go through.

Helipad Access

Ignore the goodies on the floor, and run along the walkway. Brad will call you to

signal him. Place the Fuse Unit onto its slot, and the life will be activated. If

the self destruct system was activated, then a 3 minute countdown timer will start.

Take the elevator up.

Helipad

On the helipad are some signal rockets. Use them to signal Brad. If Barry was dead,

then it's the end of the game. Or else not, Barry and Chris, if you have freed him

will come up, followed by... the Tyrant!

Boss Battle! T-002 Tyrant

Strength:

Rocket Launcher: 1 rocket

It is possible to get Barry killed in this fight. If the Tyrant grabs him and you

do nothing, he will be killed. Otherwise, shoot 2 magnum rounds onto the Tyrant and

he will try to charge swipe Jill. Run to his right, perpendicular of his route.

This

is because the Tyrant is left handed, and running to the right can increase the chances

of avoiding this move. If you are swiped, use your full-healing item immediately!

After several shots, Brad will throw you a Rocket Launcher.

New Weapon! Rocket Launcher

This is the ultimate Tyrant stopping weapon of the game. Make sure the Tyrant is busy doing something else before you fire, or he can use his claw to deflect the rocket. After just one hit, the Tyrant will be blown into a million pieces, and Brad will come down to pick you up. That's the end of the game! Enjoy the ending!

7. Chris's Scenario

*****MANSION*****

After running from the zombie dogs, Chris, Jill and Albert Wesker would arrive at the foyer of the mansion. After hearing a gunshot, Chris would go and investigate.

Their first room is... The Dining Room.

Mansion Dining Room

Ignore the Ink Ribbon for now, and run to the other end of the dining room. Go through the door to the fireplace's right.

Kenneth Hallway

Turn to Chris's left, run into the alcove. Someone is busy eating something, it's

STARS Bravo Team member Kenneth Sullivan! The Zombie notices you. The Zombie looks

at you as if trying to say, "What are you looking at, pinhead" Then he will march

towards you!

New Enemy! Zombie

Strength:

Handgun: 4-10 shots, decapitation may occur.

Shotgun: 1-2 shots, decapitation may occur if you aim upwards.

This is the most common enemy of Resident Evil, they march towards you slowly, and

grab and bite you! You must be really careful in this game, as one bite can take as much as 33% off your health! I suggest you use the Handgun against them. Or, if

there is plenty of room, feel free to stab it with your knife, retreating a few steps

between each stab. When you are on stairs, they can only spit goo at you, this is

another time to use your knife.

Run away from this zombie and reenter the dining room.

Mansion Dining Room

Go back to the Mansion Foyer to report to Wesker.

Mansion Foyer

Wesker is gone, so is Jill. Take Jill's Handgun, and head through the other double

door in the 1st floor foyer.

New Weapon! Handgun

Ammo: Handgun Magazine in units of 15

The first weapon of the REmake is just as useless as the knife in RE3. Zombies actually

take 10 shots each time to kill with this weapon! Ammo is scarce, so try to use

your
knife more often until you have found the more powerful weapons in the game.

Mansion Anteroom

There is a statue of a Woman Drawing Water, and something is shining in the jug.
To reach it, simply go to the other end of the room, and push the dresser a
little
bit to the right, then enter the gap and push the dresser outwards until it
touches
the statue, then you can get on the dresser and examine the statue for the item.
It's the Map of the Mansion 1F. If you want a Defense Item, then enter the gap,
into

the far end

There is a dagger on the table.

New Defense Item! Dagger

The dagger is the common defense item of the game, using it will cause Chris to
stab

the enemy in the head, causing him to let go. Note that you cannot use a defense
item when grabbed from behind. Sometimes, if you manage to decapitate a zombie,
the

dagger will fall to the ground and can be reused.

If you grab the Dagger, a Zombie will confront you when you exit, just stab him
with

the dagger and leave the room. Go all the way back to the Kenneth Hallway.

Kenneth Hallway

Head to where you first saw the zombie, examine Kenneth's body for a file, it is
his video tape.

New File! Kenneth's Film

It's the film that belonged to Kenneth. I need a video player to see what's
recorded

on it.

Head through the door.

Birdcage Hallway

Take the Handgun magazine from the birdcage and the Green Herbs if you want.

Then

head up the stairs.

Mirror Hallway

Turn to Chris's right, and you will see a zombie staring at himself in a mirror.
Shoot him down or stab him if you want to save ammo. Then turn right, through
the

hall, and pick up the Golden Arrow, examine it, the important part is the
arrowhead.

If you are playing on Normal Mode, there is another zombie around the corner,
lure

him back to the other zombie's body and try to shoot him down in a way so he
will

fall onto the other zombie's body. Then pick up the Handgun Magazine by the 2nd
mirror,

and head through the door to Chris's right.

Above Mansion Dining Room

There is a Zombie on the other side, ignore him, then turn to Chris's left, and

before
going through the double doors, grab the dagger, and go to the side of the
balcony
where the zombie once was. There is a statue, push it down to the dining room
via
the gap. Then go through the double doors.

Mansion Foyer

With your arrowhead, go through the door with the beautiful picture.

Mansion Graveyard

Head down the steps, using your knife to stab the zombie to death while on the
stairs.
Then lure the other half naked zombie to the steps and stab him too. There are
some
Shotgun shells in the grassy area where the half-naked zombie was standing. Then
go between the two fences, and use your arrowhead on the inscription. The tomb
opens,
and you can walk down. In the tomb, there are 4 faces, one with the eyes
removed,
one with the nose removed, one with the mouth removed, and one without eyes,
nose
or mouth. Go to the altar, there is a book. It is the book of curse. Take it.
Examine
the underside of it for a key, the Mansion Key, which is actually a Sword Key.
Then
you can read the book.

New File! Book of Curse

The four masks,
A mask that speaks no evil,
A mask that smells no evil,
A mask that sees no evil,
A mask that cannot speak, smell, or see evil?

When all four fall into place,
Evil will awaken.
Explanation: This tells you that you will have to find 4 masks to place onto the
four faces I mentioned earlier.
Head back to the Mansion Anteroom.

Mansion Anteroom

Unlock the previously locked emblem of a sword door. Go through.

Dresser Hallway

2 of the dressers can be pushed to reveal a Handgun Magazine and a dagger, as
Chris
goes through the hall, a window is smashed. Scared you, didn't it? Go through
the
door at the other end.

Twisted Hall

Enter the second door you see in this room.
Note: If you choose to go back to the dresser hallway, 2 Cerberus dogs will
burst
through the windows.

Bathroom

This is the one and only bathroom in the mansion. Empty the bathtub, and a zombie pops up with an expression as if trying to say, "Oh! Why didn't you stop for me" He tries to lunge at Chris, he falls to the ground, but Chris did not do anything and now has to kill him! You can ignore this zombie, take the old key from the bathtub, and run out, but this zombie will burst out of the door to the hallway later, so it's better to kill him. Anyway, get the Old Key and leave.

Twisted Hall

Use the Old Key to unlock the first door you see upon entering this hallway.

Mansion Garden

Go to the other end, and get the Chemical, which is actually a herbicide. Some Cerberus dogs will bark at you outside the fence, but they won't be able to come at you unless you return. Get the herbs if you have space, and exit.

Twisted Hall

Go through the other set of double doors and ignore the other door.

Emblem Door Hall

Go through the first door you see.

Mansion East Stairs

Run up the stairs, stabbing the first zombie down, and try to stab the other 2 zombies so that they fall on top of the first zombie you down. Then enter the door on the 1st floor to the save room.

Mansion East Stairs Save Room

Take the Oil canteen and fill it with kerosene. There is a file on the floor teaching you how to dispose dead bodies of zombies.
New File! Body Disposal
Special instructions when disposing dead bodies
We have new information regarding those beings. They may appear to be dead but in fact they are able to come back to life. (1) However, there are ways to prevent them from becoming active again.
Currently there are two known methods (2) to cease their resurrection.
1. INCINERATION
2. DESTRUCTION OF THE HEAD
If further methods are discovered they will be notified immediately. (3)
Meanwhile to those of you who still have the will to live, oil has been placed on the first floor of the mansion. Take as much as you need.
You'll need something to light it with, which you'll need to find by

yourself. (4)

Explanations:

(1) Zombies in this game appear to be dead, but they will come back as Crimson Heads

unless their bodies are disposed of.

(2) You can burn zombies or decapitate them to eliminate them permanently.

(3) A third way to permanently eliminate zombies is to shoot their legs or knee caps off.

(4) Tanks of kerosene are found on the 1st floor of the mansion.

Deposit any unwanted items, then leave the room, taking the canteen and Old Key with you.

Mansion East Stairs

Head up the stairs, to the door in the alcove, next to the door without a knob.

Wooden Mount Hallway

Again, try to kill the zombies in a way that they fall on top of each other, then take the Wooden Mount off the table, and enter the door to Chris's right.

2nd floor Study

There is a Handgun Magazine on the table with the chess set, as well as a Dog Whistle, take it. There is a crumpled memo with it.

New File! A Crumpled Memo

Today, Sir Spencer told me to hide something where no one could find it.

Well, I had this idea. I figured if I could somehow have it protected by a dangerous

animal like the vicious canine that lives here, no one would be able to get near it!

As far as I can tell, the mutt is always hanging around the second floor balcony on the west side of the terrace, and he ought to come running at the sound of a dog whistle.

This is where you come in. The thing is, I reckon you're the only person that can get near that damn dog without risking a serious mauling.

Which means only you can put this collar on him. The object that Sir Spencer wants hidden is concealed inside.

You're the only one I can trust with this. Of course, you'll get something out of

it as well. Remember that certain item that you've always wanted to get hold of? Well, in exchange for your services, I just might be able to get it for you.

This could work out well for both of us.

Jon Toleman

Explanation: The dog whistle is to be used on the 2nd floor balcony to attract a certain dog who has a hidden item.

There is a Botany Book on the other desk.

New File! Botany Book

BOTANY ---Uses of Medicinal Herbs---

It is a well-known fact that there exist many plants that are credited with medicinal

healing powers. Since ancient times, mankind has been healing wounds and

diseases

using various plants.

In this book, we will sample three herbs that are a native of the Arklay Mountains

and briefly outline each of their medicinal qualities. Each herb has a distinct color

and a distinct medicinal quality.

The green herb recovers physical strength. (1) The blue herb neutralizes natural toxins. However, the red herb has no real effect by itself. We have found that mixing

green and red herbs results in a magnified effect.(2)

We will outline the effects of red herbs with other herbs when we have more data.

Meanwhile, feel free to experiment on your own, for true knowledge is best acquired

through own experience. (3)

Explanations:

(1) To be precise, Green Herbs restore about a quarter of your health.

(2) A Green Herb and Red Herb mixture can restore full health.

(3) There are many other herb mixtures, each with different effects.

Head through the other door.

Mansion East Stairs

With both the lighter and the Fuel Canteen, you can burn Zombie bodies to prevent

their resurrection. If the zombies are lying in a close pile, then all 3 can be burnt

using one unit of Kerosene. Head through the unlocked door in the darker area of the 2nd floor.

Fireplace Room

Get the Green Herb if you wish, then use the lighter on the fireplace. Some carvings

on the metal board above will go red hot. Place the wooden mount on that plate, and

the Mansion 2F Map will be branded onto the wood. Then you can have the 2nd floor

map. Now go back to the Wooden Mount Hallway.

Wooden Mount Hallway

Go to the other unlocked door at the other end of the hall and unlock it. Go through,

and you will be back in the foyer.

Mansion Foyer

Head back to the Kenneth Hallway.

Kenneth Hallway

Turn to Chris's right, shooting down the zombie. Then go past his body and down the

stairs. Open the Sword Key Door. You are now in the kitchen

Kitchen

Take the old key from the shelf, and the dagger on the table. Attempt to leave.

Someone
is walking towards the kitchen! It's a zombie! Anyway, avoid the zombie and his
newly
woken friend and head back to the area Above Mansion Dining Room through the
door
you came in.

Above Mansion Dining Room

Avoid the zombie; go through the previously locked Sword Key door.

Drug Room Area

Unlock the first door you see with an Old Key and go through.

Westside Balcony

This is where you have to blow your dog whistle. Brace yourself, as 2 Cerberus
dogs

are coming for you!

New Enemy! MA-39 Cerberus

Strength:

Handgun: 4-8 Shots, decapitation may occur.

Shotgun: 1-2 Shots

These hellhounds are one of the Bio Organic Weapons of Umbrella Inc. They try to
bite onto your hand, or will pounce on you, trying to bite your neck off. I
suggest

you face these dogs in a narrow hallway, so they cannot surround you.

After you kill the 2 dogs, pick up the sparkling item, it's a collar, examine it
to reveal a coin, then examine the underside of the coin to turn it into an
Imitation

of a Key. Use the Green Herbs if you get hurt. Then head back through the door
you
came in.

Drug Room Area

There are stairs here, so try to stab the 2 zombies to death on top of each
other.

Burn them. Then head down the stairs to find a body, burn that too. Then head
into
the room next to the body.

Mansion Drug Room

This is another save room. Deposit any unwanted items, and head out.

Drug Room Area

Walk along the 1st floor hallway, and go through the other door which can be
unlocked
by an Old Key.

Broken Shotgun Room

In this room, you can get a Flash Grenade, an Ink Ribbon in the drawer, as well
as

a broken shotgun. Refill your fuel canteen if you wish.

New Defensive Item! Flash Grenade

The Flash Grenade is the more powerful defensive weapon for Chris. When he uses

it,
Chris will stuff the grenade into the monster's mouth, now that enemy is doomed,
because the Grenade will explode, taking the enemy's head with it in a big
SPLAT!

However, be advised to stay away from the Grenade as it can hurt Chris when it
blows.

With the Broken Shotgun, you can get the real thing in the tea room anytime you
wish.

TO do this, go back to the Twisted Hall, ignoring the zombies that may pop in
through

the windows, and enter the door that I told you to ignore earlier. Go through
the

square room to the tea room. Take the Shotgun off the hooks, and place the
broken

shotgun on it. Then the ceiling will not crush Chris

New Weapon! Shotgun

The all time Resident Evil weapon is finally in your hands. It fires 12 gauge
shells.

Whenever zombies come out, you should aim upwards, and shoot when they are close
enough to you, then you may be able to decapitate them. Note that the
programmers

of this game know that you will be trying to use this technique a lot to save
time

from burning the Zombies, so it is now harder to decapitate zombies by this
method.

Drug Room Area

Go up the stairs, to the other door that can be unlocked from this side.

Mirror Hallway

With your Fuel Canteen and Lighter, burn the 2 zombies you killed earlier, then
run

past the other body on the floor. The zombie wakes up, and he seems to be in a
bad

mood, and hence begins the adventures of, Super Zombie!

New Enemy! Crimson Head

Strength:

Handgun: 6-10 shots

Shotgun: 1-2 shots

Crimson Heads are zombies that you have taken down earlier. If you fail to burn
them,

then they will wake up with claws and a much faster speed. They swipe at you,
and

bite you while you are confused. So take your shotgun out and get ready to
decapitate

them. If you want to use the handgun, you must give these guys plenty of room.

Head through the door behind the Crimson Head after you have killed him.

Obsessive Death Knight Room

This room got its name because the knights in this room have inscriptions that
treasure

death. Anyway, head up the stairs, taking the imitation of a key with you, and
remove

the Mansion Key, which is an Armor Key off the pedestal. The pedestal will go
down,

the walls become slightly narrower, and a spiky knight will come towards you!

Now,

you must quickly replace the imitation of a key onto the pedestal, or you will become

Chris Kebab! After this is down, the trap will be reset, and you can return to the

Drug Room Area, however, this time, go there via the Sword Key door in the Dining

Room balcony, you will soon find out why.

Drug Room Area

You will hear someone trying to break through the door to Chris's right. Open it, there is a zombie on the west balcony, kill it now and head back in. Go down to the stairs to the drug room. Save if you wish, and take the Herbicide with you. Go through the Armor Key door.

Tiger Eye Hall

There is a flash grenade in front of Chris. Go forward to the end of the hallway and enter the door.

Greenhouse

Place the Herbicide into the sprinkler, and turn the knob to the red side to kill the weird plant. Do not turn the knob to the green side, or the Green herbs will be killed! When the plant is dead, go beyond it to get the death mask without eyes. Take the Green Herbs if you wish and exit.

Tiger Eye Hall

As you pass the windows, 2 zombies jump through! Ignore them, and run to the door to come through, and turn left, there are 2 rooms here, the one on the right is the keeper's room, and the one on the left is the Tiger Eye room. The door in the middle leads back to the Kenneth hallway.

Keeper's Room

There is a handgun magazine on the bed; on the table is the keeper's diary.

New File! Keeper's Diary

May 9, 1998

Played poker tonight with Scott and Alias from Security, and Steve from Research.

Steve was the big winner, but I think he was cheating. Scumbag.

May 10, 1998 (1)

One of the higher ups assigned me to take care of a new creature. It looks like a skinned gorilla. Feeding instructions were to give it live animals. When I threw in a pig, the creature seemed to play with it? tearing off the pig's legs and pulling

out the guts before it actually started eating.

May 11, 1998 (2)

At around 5AM, Scott woke me up. Scared the shit out me, too. He was wearing a

protective

suit. He handed me another one and told me to put it on. Said there'd been an accident

in the basement lab. I just knew something like this would happen. Those bastards

in Research never sleep, even on holiday.

May 12, 1998

I've been wearing the damn space suit since yesterday. My skin's getting grimy and

feels itchy all over. The goddamn dogs have been looking at me funny, so I decided

not to feed them today. Screw 'em.

May 13, 1998

Went to the infirmary because my back is all swollen and feels itchy. They put a big bandage on it and told me I didn't need to wear the suit anymore. All I wanna

do is sleep.

May 14, 1998

Found another big blister on my foot this morning. I ended up dragging my foot all

the way to the dog's pen. They were quiet all day, which is weird. Then I realized

some of them have escaped. Maybe this is their way of getting back at me for not feeding them the last three days. If anybody finds out, I'll have my head handed to me.

May 16, 1998

Rumors going around that a researcher who tried to escape last night was shot.

My entire body feels hot and itchy and I'm sweating all the time now. I scratched the swelling on my arm and a piece of rotten flesh just dropped off. (3) What the hell's

happening to me?

May 19, 1998

Fever gone but itchy. Today hungry and eat doggie food.(3)

May 21, 1998

Itchy itchy Scott came ugly face so killed him. Tasty.(4)

4//itchy Tasty.

Explanations:

(1)This proves that this mansion is not researching something normal.

(2)The accident that scattered the T-virus in the mansion happened on 11 May, 1998.

(3) When a person is infected by T-Virus, his skin feels itchy, he may have a fever,

and his flesh will begin to rot. Then their mind deteriorates.

(4)Apparently, the rationale for zombies to kill people is that they are hungry, and humans have ugly faces! Ha ha!

After you have read the diary, attempt to leave, and the keeper will burst out of

the closet! Maybe he thinks Chris has an ugly face! Ha ha! Anyway, kill him and his

friend, and get the Old Key in the closet, and then leave. Go through the middle door to the Kenneth hallway, and go all the way back to the Emblem Hallway via the

Twisted Hallway, and get the Shotgun if you haven't done so.

Emblem Hallway

Go forward, and enter the Armor Key door to Chris's left.

Stained glass gallery

Go to the other end of the gallery, and you will see a picture of Lisa, protected by the three spirits, and Lisa will be wearing a green crown, a purple necklace and an orange bracelet. It's...

Puzzle Time! Stained Glass switches

To solve the puzzle, the stained glass with the bracelet must be orange, the stained glass with the necklace must be purple, and the glass with the crown must be green, to do this, press the switch of the bracelet picture on the side you came in, and press the switches of the necklace and crown pictures on the other side, then press the switch on Lisa's picture to open the wall. If you get it wrong, the crows will come and get you!

New Enemy! Crow

Strength:

Handgun 1 shot

Shotgun: 1 shot and group kill

Crows are just crows, and the T-virus has caused them to attack humans. But however,

if you do not give them a sign that you are a threat, they'll just leave you alone.

On the other side of the wall, there is a death mask without mouth. Take it and go through the metal gate, unlocking it with your Old Key.

Mansion Graveyard

Go down into the tomb and place the 2 death masks into their respective positions.

2 of the chains holding the coffin will break lose! Scary Scary Scary! Anyway, go back to the Foyer.

Mansion Foyer

Head through the Armor Key door on the 2nd floor

Eastside Balcony

Walk along the balcony to see another disturbing sight. It is Forest Speyer of STARS

Bravo Team. He has been severely mauled. Take the dagger on the bench. Return to the Foyer and proceed to the Wooden Mount Hallway.

Wooden Mount Hallway

With your Armor Key, you can unlock the previously locked doors in this hall. But enter the double doors first.

Knight Statue Room

4 Knights will slide out. To open the grating in the other end, Chris must push all

4 knights into their places in the correct order.

Puzzle Time! Knight Statue Push and Jewelry Box Puzzle

The correct order of pushing is as follows:

1. Upper Right Hand Knight
2. Lower Left Hand Knight
3. Lower Right Hand Knight

After this, the last knight will slide back in place by himself. Then you can push

the switch in the centre and the grating will be released, giving you the jewelry

box. If you press the switch too early, then poisonous gas will fill the room!

After getting the jewelry box, examine it. The inscription on the top says

"Sunshine

will awaken me", so you will have to get the heart on the sun to light up. To do

this, press the 2 switches on the wider rectangular sides of the box. Then the

Death

Mask without All will be yours. Then go back to the Mansion East Stairs.

Mansion East Stairs

There is an Armor Key door for you to unlock. Enter.

Researcher's Quarters

The door to Chris's right is the researcher's bedroom. Inside, there is an ink ribbon,

an Old Key, a first aid box and a green herb behind the bed. The door to Chris's

left is the Researcher's study. Unlock it with the Old Key. Examine the yellow folder

in the room for a file.

New File! Researcher's Will

There is a letter.

June 3, 1998

My dearest Alma,

Let me apologize for no being able to call you. A man wearing sunglasses (1) didn't

permit any phone calls. Sorry Alma.

I sit here trying to think of where to begin, of how to explain in a few simple words

all that's happened in my life since we last spoke, and already I fail. I hope this

letter finds you well, and that you'll forgive the tangents of my pen; this isn't

easy for me.

Even as I write, I can feel the simplest of concepts slipping away, lost to feelings

of despair and confusion---but I have to tell you what's in my heart before I can

rest. Alma, please believe that what I'm telling you is the truth.

The entire story would take hours for me to tell you, and time is short, so accept

these things as fact: last month there was an accident in the lab and the virus we

were studying leaked. All my colleagues who were infected are dead or dying, and the nature of the disease is such that those still living have lost their senses.

This virus robs its victims of their humanity, forcing them in their sickness to seek out and destroy life. (2)

Even as I write these words, I can hear them, pressing against my door like mindless,

hungry animals.

Alma, I have survived only to see you again. But my efforts only delayed the inevitable;

I am infected, and there is no cure for what will follow---except to end my life before I lose the only thing that separates me from them.(3)

My love for you.

In an hour I'll have entered my eternal sleep where there is peace. Please understand.

Please know that I'm sorry.

Martin Crackhorn

Explanations:

(1) Who is this man wearing sunglasses? Could it be...

(2) This explains the details of the accident that occurred in the mansion, and the reason for the zombies' behavior.

(3) There is no cure for T-virus infection, anyone infected becomes a zombie.

Go to the frame hanging on the wall next to the fish tank, and take the fish hook,

then go to the frame with the insect specimens, take the lure of a bee, and combine

it with the fish hook. Then go to the frame with the fishing lures, and take the bee specimen. Place the Lure onto the frame, and the specimen by the other insect

specimens. Then press the switch. A Wind Crest will be revealed. As Chris attempts

to take it, the bee specimen comes to life and attacks him!

New Enemy! Bee

Strength

Handgun: 2 shots

Shotgun: 1 shot with group kill

Bees are just bees. When you see them, just ignore them, but if you kill them, you

can have the pleasure of stomping them with a lovely SPLAT!

Take the Wind Crest, and deposit it into the Save Room.

Mansion East Stair Save Room

By the time you have returned, Wesker should have left some Shotgun Shells, a Handgun

magazine and a First Aid Spray with you, what a nice guy! Now head back to the Wooden

Mount Hallway.

Wooden Mount Hallway

Enter the other Armor Key door in the hall.

Richard Room

Enter, go forward a bit to find Richard poisoned by what he says is a giant snake.

Rebecca, of the Bravo Team is trying to save him, but she has no Serum. Your quest

is to bring him serum. There is serum on the shelf of the Mansion drug room. So go

all the way back there to take the serum for him, otherwise he will die, and you will miss getting one of the weapons later. After Rebecca injects him with the serum,

you will be back at the Drug Room, for now, you can return to let Rebecca treat your

wounds for free! Then return to this room, dodge the zombie and go through the other door in the room.

Dimly Lit Wooden floor room

There is a zombie here, so run up the stairs and dodge the zombie as he walks up to you. Go through the other unlocked door in the room.

Candlestick Room

Light up the candles, and the zombie outside will burst in. Kill him, and then take the Handgun Magazines off the table and the shelved cupboard, there is another cupboard you can push aside, and when you enter the alcove, another zombie will surprise you inside. Dodge the zombie and take the musical score, or the Music-mid pages from the cupboard inside. Afterwards, head all the way back to the Mansion Dining Room.

Mansion Dining Room

In the Dining Room, you will notice a broken statue on the floor, remember? Take the blue gemstone. This can be put into the Tiger statue in the Tiger Eye room for 6 extra shotgun shells. Also take the Emblem off the top of the fireplace. Then head through the other door to the Kenneth Hallway.

Kenneth Hallway

Enter the only armor key door in this hallway.

Entertainment Room

There is a piano, but ignore it for the moment. Instead, head to a corner with a cupboard; push it to the left a bit to reveal another Musical Score. Combine the 2 musical scores to create the Moonlight Sonata. Then use the score on the piano to play it. However, Chris cannot play the piano, and Rebecca comes in. She tries to play, but she needs time to practice. Just let her practice. In the meantime, you can head back to the Dining Room, take the Emblem off the wall, and use the Blue Gemstone found there in the tiger eye room to have 6 extra shotgun shells if you haven't done so. Sometime later, Rebecca can play the song correctly. A wall will open. Inside, there is a gold emblem. Take it, and the wall will close down. Now, place the other emblem into the slot and the wall will reopen. On the ground is an extract of Trevor's Diary.

New File! Trevor's Diary

Nov 24, 1967

Eleven days have past since arriving on this estate. How did I end up like this? A guy in a lab coat came with a plate of skimpy meal and said to me, "Sorry to put you through this, but it's for security reasons." That's when it hit me. It all makes sense now. There are only two people that know the secret of this mansion, Sir

Spencer

and myself. If they kill me, Sir Spencer will be the only person that knows the secret.

But for what purpose? It doesn't matter now. It's too dangerous here. My family...

I hope they are right. I've decided to escape... Jessica, Lisa, I pray you are safe.

Nov 26, 1967

How could I be so careless? I lost my favorite lighter-the one Jessica gave me for

my birthday. Now it's going to be that much harder to get out this dark place.

Nov. 13th the date when my fate was sealed. My aunt was hospitalized just three days

before that. Jessica and Lisa said that they were going to visit her. I wish I could

be there with them. But wait, even as I'm writing my memory is coming back to bme

more vividly. Just before I passed out, I remember the men tin the lab coats said

something like "Most likely your family is already..." I pray for their safety.

Nov 27, 1967

Somehow I managed to get out that room. But getting out of this mansion won't be as easy. I have to get past all the booby-traps... Tiger Eyes, Gold Emblem... I

have

to try to remember for my own sake...

Explanation: George Trevor was the architect that designed this ghastly mansion in

1967. He was invited by Lord Spencer to visit his finished mansion. But by Nov 24,

George Trevor was imprisoned in the mansion to keep the Umbrella Company's secrets.

As to what happened to Jessica and Lisa, play on to find out.

With your Gold Emblem, head back to the dining room.

Mansion Dining Room

Place the Golden Emblem in the slot, and the grandfather clock will spring open. You can turn the gears inside the clock. It's another puzzle.

Puzzle Time! Clock Puzzle

Before you attempt the puzzle, take note of the painting to the left of the clock,

A knight is using his short sword to stick into the chest of a second knight, who

is sticking his long sword into the first knight's head. There is a clue, when the

2 have run each other through, the path to your destiny will open. This means that

the minute hand of the clock must point towards the helmet and the hour hand of the

clock must point into the armor. So you should turn the Large Gear to the right or

left twice, creating a 6 o'clock position. Then the clock will move aside, revealing

the Mansion Key, which is a Shield Key.

With the Shield Key, head back to the Dimly Lit Wooden Floor room and use the shield

key to unlock the door.

Attic

There are some shotgun shells on a shelf. Then move into the screen, and a giant snake will appear. It's time for our first...

Boss Battle! Yawn 1

It is not worth wasting your ammo on this snake yet. Grab the Death Mask without nose in a corner. Run out of the door! If you were bitten by Yawn, you must get poisoned,

and you or Rebecca will have to go all the way back to the drug room to get serum,

it depends whether you have saved Richard or not.

With the last Death Mask in hand, head back to the Mansion Graveyard, taking your

shotgun with you.

Mansion Graveyard

Go down to the tomb, and insert the other 2 death masks, and the coffin will drop

down. Walk close to it, and the body will awaken. He looks rather steamed up, and

oh, Grandma, what bad breath you have! It's time for another...

Boss Battle! Crimson Head Prototype

Strength:

Shotgun: 3-4 Shots

This boss is rather slow for a Crimson Head in the beginning, but he will speed up

when he gets close, open fire on him, and he should fall within one to two shots. Then you can kill him while he is on the ground.

When he is dead, walk by his coffin, pick up the Shotgun Shells and the Stone and

Metal Object from the coffin. Press the switch and the gratings will come up. Head

back to the East Stairs Save Room and take the Wind Crest with you because we are

moving. Head back to the Emblem hallway.

Emblem Hallway

Avoid the Zombie and head out the door behind him.

Courtyard Access

Run along the walkway, ignoring the Cerberus dog, and place your Stone and Metal Object onto the slot that says, to the defiler of the accursed coffin. The metal door next to it should unlock. Enter.

Tool shed

Grab the Shotgun Shells, First Aid Spray and Flash Grenade if you have room.

Then

head down the steps to the door. You are now in the...

*****COURTYARD*****

Cerberus Statue Path

In the end of this path is a door locked. It says, "The gate will open when the guard

dog's desires are fulfilled. It seems that we have a new puzzle on our hands.

Puzzle Time! The 2 Demanding Cerberuses

Examining the red eyed statue will tell you that this is the War Cry of Revenge.

The Blue eyed statue gives the Last Gasp of Destruction. So, we will have to

make
the red and blue weather vanes to point at the right direction. Examining the
sign
in the beginning of the path tells you that the Valley of Destruction is to the
North,
so set the blue vane to N. You can start and stop the vane's movement by
pressing
the switch. The Path of Revenge is to the West, so the Red vane should point to
the
West. After the puzzle is completed, the gate will open.
By the way, Wesker will call you on the radio about some monster... chains....
I wonder
what's wrong.

Courtyard Graveyard

There are crows here, but they will not attack you if you just walk. Walk to
Chris's
right at the junction and you will see 2 gravestones, place the Wind Crest onto
the
slot on the right tombstone, and A Moon, Star and Sun Crests will be revealed.
Examine
each crest's underside to protrude some shapes out. Then place the 3 crests onto
the slots in the left tombstone, and a Magnum Revolver will be magically
revealed!

New Weapon! Magnum Revolver

This is the most powerful weapon in the game. It can kill anything in one shot.

But

ammo is scarce, so save it for bosses, particularly the tyrant.

Walk to the other gate after you have done.

Path outside Cabin

You will hear some disturbing sounds, and you are left to play as Chris again.
Just
walk along the path and enter the Cabin.

Cabin

There is a Map of the Courtyard in here. There is also some family picture and
notes

and a typewriter for you to save.

New File! Family Picture and Notes

A family picture

There's a journal left by someone.

19

dadddy attached first

momm attached scnd

iNside reD and sLimy

white and hard

not true moM where

dunno dadd

found mum again

whne atachd mommy

she move no more

she screaming

why?

Jst want to b with her

4

mom

where?

I miss you

Explanation: It seems that someone sadistic is obsessed with ripping off people's faces and attaching them to other people's faces. Who could this be? Anyway, continue to explore this cabin and you will find an Item Box, there is also a Square Crank on top of a wooden cover in the dead end that follows. Now, attempt to leave with the crank, and someone will enter and hit Chris on the head hard, knocking him out. When Chris wakes up, he is confronted by a hideous mutated woman, by the name of Lisa Trevor. Don't even bother to fight her. She is invincible, just run past her, hoping you won't get hit, out of the shed, and all the way back to the Tool Shed, avoiding the zombie on the way.

Tool Shed

Go through the double doors

Cerberus yard

Go forward, and Chris will hear a transmission from Brad over the radio, unfortunately the radio is damaged so that Chris can only receive signals, but not transmit any. There are 3 Cerberus dogs in this yard. Run back to the double doors and kill them from afar. Then pick up the herbs and go through the gates

Giant Pool

The water level is too high, so use the Square Crank on the hole to Chris's left to lower the water level, then she can cross, go along the pathway to the elevator on the other side.

Waterfall Area

Ignore the crows and head through the gates.

Path to Residence

Get the Red Herb, and run along the path, dodging any snakes that get in your way. You will come to a door. Enter it and you will be in the Residence, more like the Staff Quarters. New Enemy! Snake Strength: Handgun: 1 shot Snakes are just the poisonous snakes we see every day. Most can be avoided, but you will have to kill one in this game later. If Chris gets bitten, he may get poisoned, otherwise very little damage will be done.

*****RESIDENCE*****

Residence Entryway

The Residence is the staff quarter of the Arklay Mountain Lab personnel. Now, explore this entryway and get the 3 blue herbs, you most likely will need it. There is also a lone crate, push it so that it covers the hole in the floor. Then enter the first single door from Chris's right.

Residence Storage Save Room

This is the only save room of the Residence. Take the Flash Grenade and the ink ribbon, refill your Fuel Canteen and save as you wish. Take the lighter with you. Then head out, to the hallway, and enter the double doors.

Staff Common Room

Surprise! Right above Chris's head is...

New Enemy! Giant Spider

Strength:

Handgun, 6-10 shots, abdomen may burst.

Shotgun: 2-3 shots

Spiders are arachnids that have been enhanced by the T-virus. They charge and pin you down, or spit poison which may cause poisoning. If you shoot them with the handgun, the spiders may die earlier if their abdomen bursts. But beware, the green goo may poison you, and baby spiders may come out. So leave the room, and the mess will be automatically gone.

Try to kill the spider with your handgun, because they are slow it won't be that hard. There is another giant spider hanging on the wall, so head to the steps, aim up to shoot the spider down, and then aim down and shoot. The spider will lose a leg or too before lying on its back and going stiff! Anyway, there is a first aid box, some green herbs, a Red Book, which is unprinted and shotgun shells for Jill to get. Take note of the 3 oil lamps that are red yellow and green. Light them up with your lighter, and you will see three different eye images, one with no line, one with 2 lines and one with 4 lines. There is also a pool table. On it are balls with numbers 2, 3, 4, 5, 6. Remember the color of the balls. Then return to the save room, dumping any unnecessary items and the Red Book. Then return to the hallway and climb over the boxes and enter the door on the other side. If Chris walks over the hole, a vine will come up and hurt him.

Gallery Hallway

Just run to the end of the hallway, and get the map of the Residence off the wall.

Do not examine the hole. Then enter Room 002.

Room 002

Enter the first door you see. It's a bathroom. Walk over to the shining object.
It's

a Residence Key, the Key to Room 001. Then you will hear someone entering.

Attempt

to leave, and a zombie bursts in! Use your handgun to kill it, or dodge it, I
don't

care, just head back to the bedroom area. You'll see 2 bookshelves. Push the
left

one forward and the right one to the right to reveal a ladder, but don't go down
yet. There is also a file, the Plant 42 Report.

New File! Plant 42 Report

Four days have passed since the accident. The plant at Point 42 is growing at an
amazing rate.(1)

Although there are many unknown aspects about this plant, we know that in
comparison

with the other group of plants, the T-Virus has had a substantially stronger
affect

t on this one.

The T-Virus has drastically morphed its host's anatomy as well as its size.

Looking

at its current state, it's difficult to imagine its original appearance. Nowhere
on Earth will find anything like it.(2)

We've also found that PLANT 42 has two main source of acquiring its necessary
nutrients.

One source is through its root. Somehow it has rooted itself down in the
basement.

Immediately after the accident, a scientist went mad and destroyed the Aqua
Ring.

Ever since, the basement has been like a pool. (3) There is a high possibility
that

it's one of the chemicals in the water that's promoting the PLANT 42's rapid
growth.

However, we have yet to determine the specific chemical.

A bulb-like body of the PLANT 42 has been sighted hanging from the ceiling of
the

first floor. We are sure that it used the air ducts to reach the first floor.

Numerous

long tentacle-like vines are protruding from the bulb. (4)

We believe the vines are the second means of acquiring its nutrients. When the
PLANT

42 senses prey, it uses the tentacle-like vines to capture its prey. After doing
so, suckers on the vine drain the prey of its blood. (5)

We've also noticed that it has some intelligence. When it captures its prey, the
vines twine around the door to stop possible intruders.

Unfortunately, a several of our scientists have already fallen victim to this
PLANT

42. When we heard the victims from the survivors, they all observed one thing in
common:

When the uniform petal-like flaps open and reveal its vital internals, it has a
tendency

to become more aggressive. (6)

One witness reported that it was as if was trying to protect itself. Why it
behaves

the way it does is still unknown.

May 21, 1998

Henry Sarton

Explanations:

(1) PLANT 42 is named after the area which it is grown, that is Point 42.

(2) It is a T-Virus infected Plant.

(3) Later, Chris will explore the Aqua Ring, and like the file said, it will be flooded

with water, and PLANT 42's roots can be found in one of the rooms.

(4) Chris will fight the PLANT 42 in a room on the 1st floor.

(5) This is one of the main attacks of the PLANT 42.

(6) The PLANT 42 is the most vulnerable when its internal organs are revealed.

So

Chris should shoot its body at that time.

Now, head back to the Residence Entryway, and use your new key to enter Room 001.

Room 001

Explore the bedroom first, there is a man who has just hung himself. Take the Handgun

magazine and the Self Defense Gun. There is a suicide note.

New Weapon! Self Defense Gun

This is one of the most useless weapons of the game. It holds 2 bullets, and one has already been fired. The best time to use it when you want to kill powerful enemies

like Hunters. Dump this in an Item Box as soon as possible.

New File! Suicide Note

June 22, 1998

I had to do it. We ran from those thing-helping each other to survive. But Robert

started to show the symptoms. I had to do it. Those damn things are pure evil. There was no other way. He would have done the same if it were the other way around.

After I put him out of his misery I had to just leave him in the bathroom. Now I'm

probably the last one....How could this happen? I'll never forgive myself for being

part of this project. Eventually I'll get what's coming to me, though. There's no

way to escape from this nut house. It's just a matter of time now.

Everything is set. All I need is a little courage to get it done. Knowing that I'll

leave many things undone is regret beyond words.

But, this is better than just waiting to turn into one of them. Please understand

and at least let me end my life as a person.

There's a message on the back.

Linda, please forgive me...

Explanation:

This is just the suicide note of the last survivor of the T-Virus accident. He apparently hung himself over a month ago. You will find Robert in the bathroom. Enter the bathroom, and you'll see Robert on the floor, empty the bathtub. There is a Control Room Key. After taking it, Robert may get up to say hi, just ignore him and get back to Room 002.

Room 002

Climb down the ladder.

Aqua Ring Access

You are now in the Aqua Ring, as mentioned earlier in the file. Go along the walkway

and you will see a big pool of water in your way. To make a bridge, push the 3

crates

into the water, start with the one closest to the pool. Then walk across the new bridge you made, and take the green herb with you.

Aqua Ring B1

Chris walks forward to meet Richard, if he is still alive, then something will come

up and eat him! It's Jaws!

New Enemy! Fi-3 Neptune

Neptunes are shark BOWS created by Umbrella, they bite Chris bad. Luckily there are

only 2 of them, but watch out for the bigger one, it can swallow Chris whole!

Ignore

them, just run for the double doors, unlocking it with your Control Room Key.

Enter!

Whew...

Control Room

Head down the ladder. There is an Aqua Ring Map, as well as a First Aid Kit, heal

Chris if he gets bitten, and examine the whiteboard on the table. It says,

"Caution!

In case of drop in valve pressure, turn valve #n. Remember n, it can be 1, 2 or 3.

Then head to one of the control panels, displaying an error message. Attempt to drain

the water. A Neptune crashes against the wall, oh no!

Puzzle Time! The High Pressure Barriers

Follow these instructions, and watch out! There is a critical meter, if it gets to

Critical 100%, Chris will drown.

1. Turn to Chris's right, and activate the safety switch of the pressure shelter.

2. Activate the pressure shelter which is on the control panel right behind Chris.

3. The shutters will go down halfway, saying that there is a loss in pressure.

Then

go back to the 3 valves near where you got the First Aid Kit, and then turn valve

#n, which is the number on the whiteboard.

4. Repeat Steps 1 and 2, this time, the shutters will come down completely, danger's

over! Whew...

Head through the other pressurized door that can now be opened.

Aqua Ring Storage

Search for Shotgun Shells in the pile of Dynamite. Then head through the double doors,

not the gates.

Aqua Ring B2

The Neptune sharks are bouncing helplessly now! Laugh at them, or kill them with one shot if you wish. Then head to the giant pool with the giant Neptune shark.

Climb

onto the platform and attempt to get the sparkling object. The Giant Shark will charge

at you, knocking the item into the water. Don't get it, or the shark will eat you.

Instead, push one of the control panels into the water, and activate the electricity.

Giant Neptune will be fried to a crisp! Laugh hysterically. Then you can go into the water to get the item. It's a Gallery Key. Then head back to the Aqua Ring Storage.

Aqua Ring Storage

Head through the gates this time.

Aqua Ring Dump

Get the Magnum bullets and climb the ladder. Then unlock the door, you will be back

at the Aqua Ring Access. Head back to the Residence Storage, and take the Red Book

with you. Then enter the Gallery in the Gallery Hall.

Gallery

Dodge the bees, and run into the hallway next to Room 003, and get the Insecticide

Spray from the body which has apparently been stung to death by the bees. Return to the Gallery Hall, and spray the Insecticide into the hole in the wall where you

have got the map. The bees will be dead. Then you can go and get the Key to Room 003 off the desk where the beehive used to be. Enter Room 003.

Room 003

There is nothing in the bathroom, and when you examine the bookshelf, there is a line of Bandage with Blood books, and a white book in between. It is the Organic Chemistry Lab Experiment.

New File! Organic Chemistry Lab Experiment

The similarities in the cellular characteristics of the rapidly growing plant infected

by the Tyrant Virus have been reported in the previous papers. However, while repeating

these experiments, an interesting new fact becomes clear.

We learned that a chemical in the UMB family, UMB No. 20, contains a compound that

that is toxic to the cells of the plant.

We have given UMB No. 20 a new name: V-JOLT. If calculations prove correct, when V-JOLT is applied directly to the root of the plant, the entire plant should be dead

within 5 second.

The V-JOLT can be made by simply mixing the VP and UMB chemicals in a specific ratio.

However, extra care must be taken when handling these UMB chemicals. They have been

known to generate toxic gases if mishandled.

The characteristics of each UMB chemical are as follows:

UMB No. 3 red

Yellow-6 yellow

UMB No. 7 green

UMB No. 10 orange

VP-017 blue

V-JOLT dark brown

Explanation: This does not help Chris much, as he cannot mix chemicals, but if he lets Richard die of poisoning, remember this file, as Rebecca has to use it to make Plant 42 let go.

Place the red book on the shelf, a simple puzzle begins.

Puzzle Time! Bandage with Blood

The whole point is to arrange the bindings of the book to create a picture of a woman

lying down naked. To do this, exchange the 1st book with the 4th, 2nd book with the

6th and the 3rd with the 7th. Then a door will be revealed. Enter.

PLANT 42 Room

Boss Battle! PLANT 42

Strength:

Shotgun: 11-13 shots

When you enter, Chris will be grabbed by the PLANT 42. If he let Richard die of poisoning,

Rebecca will come in, and Chris asks her to make V-JOLT to kill the plant. Then it's:

Puzzle Time! Interesting Chemistry Experiment

1. To make V-Jolt, Rebecca has to return to the Gallery, and crack the coded lock

on the door first. There are 3 pictures of eyes, similar to those on the oil lamps

in the common room. If the image of a particular eye is on a particular colored lamp,

press that eye image, and key in the number corresponding to the color on the billiard

ball. For example, if the eye with 4 lines is on the red lamp, click that eye on the lock and key in number 3. after cracking the lock, Rebecca can enter the pharmaceutical room.

2. In the pharmaceutical room, there are 4 empty bottles, take them all. Notice the

scrawls on the wall, one reads: $1+3=4$, $4+6=10$, $1+6=7$, $10+7=17$, $17+3=20$

Another reads: Water=1, Red=3, Purple=4, Yellow=6

3. There is Water, UMB No.3 and Yellow-6 to be found in different tanks. You use the empty bottles to mix chemicals. Given the hints, you should know how to mix the

chemicals.

4. Mix UMB No. 3 with water to create NP-004.

5. Mix NP-004 with Yellow-6 to create UMB No.10

6. Using another 2 bottles, mix Yellow-6 with water to create UMB No. 7

7. Mix UMB No. 7 with UMB No. 10 to create VP-017.

8. Mix UMB No. 17 with UMB No. 3 to create V-JOLT

9. With your V-JOLT, head back to the Aqua Ring B1, enter the security room.

PLANT

42's roots are there. Use the V-JOLT on the roots and they will retract. Then return

to Room 003.

Regardless of whether V-JOLT was made, Chris still has to fight the PLANT 42. To do this, run up the stairs to the balcony. When the plant opens its flap to reveal

its internal organs, blast it with your shotgun, while avoiding the vine whips and

pollen showers. It should die with in 13 shots. After it is dead, grab the Mansion

Key, which is a Helmet Key from the Fireplace and leave through the double

doors.

Chris will meet Rebecca, and tell her about Richard's death. Go to the pharmaceutical room to have your wounds healed if you wish, and Rebecca cannot stand it anymore and will break down and cry. Go back to the Residence Storage. On the way, Chris will meet Wesker. Apparently, Wesker has left him so as to protect himself from those strange creatures. He asks Chris to return to the Mansion to explore the locked rooms.

Residence Storage Save Room

Take the Self Defense Gun and Shotgun with you, and then return to the Mansion.

On your way back, there are a few things that you have to bear in mind. In the Waterfall area, 2 Cerberus dogs would have appeared. The Big Pool area will be infested by snakes. Chris can run past most of them, but there is one hiding next to the lamp that has to be taken out. When you return to the Tool Shed, you will find some Shotgun Shells, a Flash Grenade and a First Aid Spray, left by Wesker to help you deal with the Monster in chains. The door in the Emblem hall leading to the East Stairs has been fixed.

*****MANSION*****

Emblem Hall

Move a little forward and you will see the FMV of something coming for you from the Courtyard. Then, that thing will attack you, shoot it to death with one shot of your Self Defense Gun, and it would shout "Erageh chchchch..." before lying down stiff.

But what was that thing?

New Enemy! MA-121 Hunter (Alpha)

Strength:

Shotgun: 2-3 shots

The Hunters are one of Umbrella most successful series of BOWs. Made from combining

the DNAs of humans and reptiles, the Hunter is very fast indeed, the Hunter Alphas

are probably the most handsome Hunters in the series, unlike the other uglier prototypes. I suggest you use heavy weapons like the Shotgun and Grenade Launcher.

Acid Shells are particularly effective. Note that there are Red Hunters too, but they are not Sweepers, as they are not poisonous. When Hunters die, they are very

funny, they either lie on the ground, trying in vain to get up and crying

"Erageh chchchch..." which may mean "I can get up! Somebody please help me!" before lying stiff.

Or, they may suddenly hold their chest, and spread their arms out like Moses and cry "Erageh chchchch..." which may mean "Why is the world so cruel to me?"

before falling

down! It's so funny!

Return to the East Stairs, don't go through the double doors, or you will have to

fight 2 more Hunters that have torn the place up.

Mansion East Stairs

There are now 2 Hunters here, blast them with your Shotgun, then save at the save room if you wish, then go up the stairs and enter the Fireplace room.

Fireplace Room

Use your Helmet Key to unlock the door and then enter.

Statue Room

Push the statue between the 2 walls, and the incoming walls will stop because of the statue, then run back out, and enter the other gap made by the wall, run to the opposite wall and press the switch. The walls will come back at Chris. Run out, and back to the statue. Push it onto the N Pad, and the walls will back up, and a wall will open. Inside, take the dagger and jump into the hole. Walk forward, pick up the Last Book Vol.1, and open it to reveal a Medal of Eagle.

Then examine the tombstone. It's part two of Trevor's diary.

New File! Trevor's Diary

Nov. 29, 1967

I can't get out. I have tried every possible way to escape but only to be faced with the reality that I'm trapped.

I've been everywhere. The laboratory with the large glass tubes filled with formaldehyde and those dark, wet and eerie caves... Wjat can I do?

At first I didn't want to believe my eyes. But that familiar high-heeled shoe in the corridor... It was like reflex. One name came to my mind, Jessica!

I don't want to believe they sharte the same fate as me. No! I can't give up hope.

I have to hope that they're alive.

Nov. 30, 1967

I haven't had anything to eat or drinkfor the past few dats. I feel like I'm going crazy.

Why is this happening to me? Why do I have to die like this?

I was too obsessed with designing this ghastly mansion. I should have known better.

Nov. 31, 1967

It was a dark and damp underground tunnel. And another dead end. But even in the darkness something caught up my eye.

Carefully, I lit the last match I had to see what it was.

A grtave! But deeply engraved into the stone was my nname!

"George Trevor"

At that instant, it all became clear to me. Those bastards knew from the beginning

that I'd die here and I fell right into their trap.

But it's too late now. I'm losing it. Everything is becoming so far away.

Jessica...

Lisa... Forgive me.

Because of my ego, I got both of you involved in this whole damn conspiraacy.

Forgive

me. May God justify my death in exchange for your safety.

George Trevor

Explanation: Geroge Trevor was killed trying to escape this mansion and the people of Umbrella, already rather evil back in 1967, prepared this grave for him. Press the switch, and a ladder will be revealed. Go down.

Spider Hallway

There is a Spider in front of Chris, kill it quickly with the handgun. There are 2 more giant spiders that can be killed from a long range. There is a Mansion B1 Map on the wall as well as some Shotgun Shells by some cardboard boxes. Go through the only door.

Damp Hallway

If you were poisoned by the spiders, use the blue herb here. There are two zombies. Take them down from a distance and pick up the dagger. There is an elevator power switch in a damp corner behind one of the zombies. Activate it, then pick up the Handgun Magazine on a dish and unlock the other door to Chris's right. It leads to the kitchen.

Mansion Kitchen

Take the dagger from the table, and kill the zombie in the way. Then explore the room for an elevator. Take it up to the 2nd floor.

Library Access

Kill the 2 zombies here, and enter the first single door to the Chris's right. The double doors lead to the library, but it was jammed shut.

Battery Storage

There are 2 boxes of Shotgun Shells, a Flash Grenade and most importantly a battery. Take them all and leave.

Library Access

Unlock the other single door and go through it, you are back in the mirror hallway.

Mirror Hallway

If you have at least one inventory space open, then head through the door to the Obsessive Death Knight Room, otherwise, deposit unneeded items into the Item Box in the Mansion Drug Room. Remember to take your shotgun with you.

Obsessive Death Knight Room

Head to the other end, and unlock the Helmet Key door. You will be in the library.

Library

Pick up the Green Herbs if you have room. Then go along the hallway and a crash

will

be heard. It's Yawn the snake! He still wants some Chris Cake!

Boss Battle! Yawn 2

Strength:

Shotgun Shells: 10-13 shots

Climb down the ladder, and lure Yawn into the narrow corridor, then Chris can trick

the snake into the corridor and shoot at Yawn from behind! This cheap trick guarantees

no damage will be given to Chris. If Chris were bitten he would not become poisoned

this time, so don't worry. After Yawn is dead, he will crash into the bookshelves

and a shining book will be revealed for Chris to collect. It is the Last Book Vol.2,

inside is the Medal of Wolf. After this, head back to the Drug Room Area through the door Chris came in.

Drug Room Area

Use the Helmet key to unlock the Helmet Key door to Chris's right.

Trophy Room

In this room, an eagle trophy is keeping an eye on Chris. Turn off the light, there

are two gemstones hidden in the deer and bull trophies. To get them, push the 2 dressers

in front of the 2 trophies. Then, lean against the wall the eagle trophy is on and

stand at a corner. It will focus on Chris, and then run forward, under the trophy;

the eagle trophy will not follow. Then on the opposite corner, quickly climb onto

the dresser and get the gemstone on the trophy. If you hear a clank sound, the eagle

trophy has discovered Chris, and the gemstone will be stuck. Repeat until the 2 gemstones are obtained. There is a dagger and Shotgun Shells near the 2

trophies,

as well as a file on the table.

New File! Mail from Chief of Security

CONFIDENTIAL

Attn: Chief of Security

Date: July 22, 1998 2:13

X Day is drawing up on us. Execute the following procedures within one week.

Prompt

actions are demanded.

1. Lure S.T.A.R.S. to the estate, and obtain B.O.W.'s raw combat data against S.T.A.R.S.

2. Collect two embryos of each mutated specimens as samples, excluding the Tyrant.

Dispose of the Tyrant.

3. Ensure complete disposal of the Arklay Laboratory including all personnel and test animals. Disguise their deaths as an accident. When the above procedures are

executed, report to headquarters for further instructions.

If for some reason you are unable to execute the procedure by the deadline, report

immediately. In case of emergency situations, report directly to the extension

number

5691.

Good Luck.

Umbrella Headquarters,

Umbrella Inc.

Explanation: This proves that Wesker belongs to Umbrella, and he is using the S.T.A.R.S.

as test subjects against the BOWs in the mansion. The traitor!

Note: The yellow gemstone is to be used in the Tiger Eye Room, to obtain the MO Disk.

Take the yellow one if you want the best ending. Otherwise, skip this gemstone and

collect the red one only.

Then head back to the Mansion Foyer via the 1st floor drug room area. If Chris took

the Yellow Gemstone, 2 Hunters will burst in through the windows, so be ready.

Mansion Foyer

Enter the Helmet Key door on the first floor.

Organ Specimen Room

There is another Trevor's Diary in the brown leather book

New File! Trevor's Diary

There's something handwritten.

It's not dated.

Nothing's changed.

I never thought that this room was designed as an experiment would pay off like this.

I can hide here safely for a while, because nobody knows about the secret behind this painting. Not even, Sir Spencer.

Painting of a mansion... In the back of the art room.

Explanation: This tells you the secret of the Mansion closet in the anteroom.

After

you beat the game, you can return with the closet key to enter the room to change

costumes.

There is an Ink Ribbon in a drawer. Take it if you wish, then go through the other

door.

Large Mirror Room

Ignore the zombie; pick up the dagger and the Jewelry Box. Combine the Red Gemstone

with the box and puzzle pieces will fall out. You must solve this puzzle in order

to open the box.

Puzzle Time! Umbrella Style Jigsaw Puzzle

There are in total 5 pieces. Press R and L to rotate the pieces, and A to place them.

Use the control stick to move the selected piece. To solve the puzzle follow these

steps.

1. Select the trapezium shaped piece, and rotate it so the side with 2 90-degree angles faces upwards. Then place this piece in the lower right hand corner of the

octagon.

2. Select the largest piece, rotate it so that the external side parallel to the

longest internal side faces upwards. Then place this piece at the top of the octagon, above the trapezium.

3. Take the 5 sided piece, and rotate it so the right angle is perpendicular to the

bottom, then place it at the bottom, to the left of the trapezium.

4. Select the piece that looks like a pentagon but with a small kink sticking out.

Rotate the piece so that the side with the kink faces downwards.

5. Take the last piece and rotate it so it fits into the centre hole. Then the box

will open, revealing a broach, examine it to reveal an Emblem Key. Then head back

to the Emblem Hall via the Stained Glass Gallery.

Emblem Hall

Use the Emblem Key to enter the Spencer Family Emblem door.

Spencer's Private Study

Chris will hear Rebecca scream, is she upstairs? Turn on the lights first, and take the Shotgun Shells from the drawer, the Flash Grenade and most importantly, the metal

object. Then go back to the East Stairs Save Room to get the Square Crank and Battery,

then you have a choice to make. You can either return to the 2nd Floor study and kill

the Hunter that is attacking Rebecca, or simply go directly to the Waterfall Area

of the courtyard. Your ending is determined at this point. Cowards that leave the scene will cause Rebecca to die. If Chris saved Rebecca, then he will tell her that

he is leaving. Then go to the Waterfall Area of the Courtyard.

*****COURTYARD*****

Waterfall Area

Explore the area to find a power-downed elevator with a slot for a battery.

Place

the battery in the slot and ride the elevator up.

Cerberus Yard

Go through the double gates.

Giant Pool

Use the square crank to raise the water level, and the waterfall will no longer run.

Head back to the Waterfall Area with the elevator you came up with.

Waterfall Area

There is a passage revealed behind the waterfall, go in and climb the ladder down.

Mining Area

Explore this entryway and you will notice a hexagonal hole next to an upside down bridge. Use the Ink Ribbon to save if you like, and deposit the Square Crank, as it is completely useless now. Head through the door by the ladder.

Blood Stained Boulder Room

There is nothing of interest, but it gives you an idea of what will happen if a boulder crushes you. Go through the other door.

Elevator Room

There are 2 Handgun Magazines here, go through the other door after taking them.

Enrico Room

Go around the corner, and meet Enrico Marini, the leader of STARS Bravo Team. He thinks Chris is a traitor. Suddenly, a mystery man shoots him dead. Then examine his body for a Hexagon Crank. Attempt to leave and a Hunter will come in to say hi.

Blast him down! Return to the Mining Area, but be prepared, as there are 2 more Hunters waiting for you in the Blood Stained Boulder Room.

Mining Area

Use the Hexagon Crank on the hole, and the bridge will turn right side up. Go across and take the green herb, you may need it.

Boulder Room 1

It seems to be a dead end here. Examine the boulder and attempt to leave. The boulder breaks lose! Run for your life! Run into the alcove and the boulder will crash into the wall, revealing a new door. Before doing so, take the Shotgun shells in the alcove where the boulder used to be. There is a flamethrower on the hooks as well, take it and the door behind Chris will lock up.

New Weapon! Flamethrower

This is actually a tool for unlocking the doors in this area. To unlock a door, examine the hook and set the Flamethrower on the hooks. There are no refills for this weapon, so just use it on the enemy that is about to come. Head through the double doors.

Giant Giant Spider Room

Boss Battle! Giant Giant Spider

Strength:

Flamethrower: about 50%

This really is not a tough boss. The Giant Giant Spider attacks the same way as normal spiders. While you are fighting him, 2 more standard Spiders will come to assist the larger one (protecting their mom, perhaps?) Anyway, after you have killed him, walk out of the room, the spiders will be completely gone, and you can use the

survival

knife to hack away the spider web. Just watch out for the Hunter outside.

Congratulations! You have just destroyed the last spider in the game!

After the fight, head through the other double doors you have unblocked.

Map Hall

In here, take the Courtyard B1 Map. Use a blue herb if Chris gets poisoned. Then set the flamethrower and go through the other door.

Boulder Room 2

Go to the hexagonal hole, and use the Hexagon Crank 3 times to reveal another door.

The large boulder will break lose. Run into the alcove revealed. There is a

First

Aid Kit behind where the boulder used to be. Head through the revealed door.

Statue Room

There is a turning pad in the room, as well as a device which pushes outwards when

the hexagon crank is used. Congrats kids, it's

Puzzle Time! Statue Puzzle

1. Push the statue in front of the brown device that pushes outwards.

2. Use the hexagon crank on the hole twice, once to push the statue out, the second

time to move the statue back in.

3. Push the statue onto the turning pad to rotate it 90 degrees.

4. Push the statue away from the pad and onto it to rotate it another 90 degrees,

so that its back is facing the gap in the wall.

5. Push the statue in the gap.

A cylinder will be revealed. Take it and return to the elevator room.

Elevator Room

Explore one corner of the room for the elevator's power supply. There is a shaft inside.

Take it and combine it with the cylinder. Examine the new cylinder shaft, and turn

it for a code: IV II III I. Then place the cylinder shaft into the power supply.

Press the buttons in the order 4,2,3,1, and the elevator will rise up. Take it down.

Elevator Room B2

Go through the door.

Lisa Circular Room

Go along the corridor, and you will hear someone coming in. You will come to a junction,

with 2 ways to go. However, Lisa Trevor will always be in your way regardless of which way you choose. So when you see her, go back to the junction and head the other

way. Eventually you will come to a door above some stairs enter it, before Lisa bashes

you dead.

Crate Transport Room

In this room, push the crate into the transport machine, and activate it, the crate will be moved away. Then climb up the boxes to get a Flash Grenade, a Handgun Magazine, and some Magnum Bullets. Head back to the Elevator Room B2, remember to lure Lisa onto one side of the junction, and then go back the other way.

Elevator Room B2

Go down the ladder, the transport has arrived with the crate, so push it down into the garbage compactor and the crate will break, revealing a broken flamethrower. The nozzle is broken, so you cannot use it, tough luck! After this, go back to the Lisa circular room.

Lisa Circular Room

At the junction, first move to the left to lure Lisa away, then run through the right passage, pulling the lever on the way. Some hooks will be revealed. Then continue to run along the circular path, down the stairs until you see the hooks. Place the broken flamethrower on the hooks, and the door will unlock, go through it, quick!

Lisa's Room

What a horrible place, it seems like some kind of a death cult's hideaway. Anyway, run past the table and into the water, run quickly, as there are snakes in the water, on the other side, you will find a Jewelry Box. Open it for the Stone Ring. There is another file inside.

New File! Family Picture and Notes

There's something written on the back.

Nov. 10, 1967

-Progenitor Virus administered (1)

.Jessica

Administered virus: Type-A

Plasmolyzing of tissue during cell activation.

Virus fusion: Negative

Action: Disposed

.Lisa

Administered virus: Type-B

Plasmolyzing of tissue during cell activation.

Virus fusion: Positive but delayed fusion.

Body modification: Observed constant results.

Status: Continue protective observation.

.George

Action: Terminated (Nov. 30, 1967)

There's a journal left by someone.

Nov. 14, 1967

I feel dizzy after that shot they gave me. I don't see Mom. Where did they take her?

She promised that we would escape together. Did she escape alone and leave me behind?

Nov. 15, 1967 (2)

I found Mom. We ate together. I was very happy.

But she was a fake. Not my real Mom. Same face but different inside.

Have to find Mom. Have to give face back to mother.

I got Mom's face back. Nobody can have my Mom except me. I attach her face to me so

she doesn't go away.

Because Mom sad when I meet her without her face.

Nov. 17, 19 7 (3)

From inside box, scent of mommy. Maybe true mother there. Stone box hard. It hurt.

Steel rope in the way. Can't see mother becuz 4 stones.

Explanations:

(1) Apparently, Jessica and Lisa Trevor were kidnapped by Lord Spencer, and were used as test subjects for their new progenitor virus at that time. Jessica showed

negative results, so she was useless for BOW research, and was killed. However, Lisa

showed positive results, but the effects of the virus were slow, so she was kept under protective observation. George Trevor died on Nov 31, 1967, as said earlier

in his diaries.

(2) The viruses started to have effect on Lisa's logical thinking on this day, she

is obsessed with faces since then, and she has been searching for her mom ever since.

(3) Little did Lisa know that her mother was dead and placed in a coffin in the altar.

The lid of the coffin was held shut by four rocks. She became more and more desperate

in her search for her mommy, and this explains her behavior in this game. The next

part of the diary was found in the cabin, which showed that by the 19th of November,

1967, her intelligence level dropped so low that she could not understand the basic

fundamentals of grammar and spelling.

With the Stone Ring, climb up the ladder. There is a green herb and a blue herb, heal if necessary, and then climb up the other ladder.

Cabin

Surprised, aren't you. Chris is back in the cabin. Now, take the Metal Object and

combine it with the stone ring for a second stone and metal object. Then head back

all the way to the passage to the Courtyard Access, avoiding the zombies on the way.

*****MANSION*****

Courtyard Access

Take the other Stone and Metal Object from the slot, and return to the Mansion Foyer

via the Stained Glass Gallery.

Mansion Foyer

Head down the stairs, and head down another flight of stairs underneath. There is a double door. Place the 2 Stone and Metal Objects onto the octagonal slots, and it will unlock. You will hear a voice, does that sound familiar to you? There is only one way to find out.

*****ALTAR*****

Stairway Passage

Take your Ink Ribbon and save! You can easily die soon. Then take the Medal of Eagle and the Medal of Wolf from the item box, go down the stairs and through the door.

Above Crypt

Head down the stairs and down the ladder. You will find Wesker.

Crypt

Wesker is shooting at something, but what is it? He asks Chris to help him.

Boss Battle! Lisa Trevor

There are 2 ways to defeat this seemingly invincible woman. The first way is by shooting

it with your heavy weapon until Lisa falls off. Another way is to push the 4 stones

mentioned in Lisa's diary to reveal the contents of the coffin. Lisa Trevor has found

her mother at last after over 30 years. Just be careful not to get knocked off yourself.

She cries, "Mother!" before jumping off, taking her skull with her. Meanwhile the gratings will open.

After the battle, examining the coffin will give you another file which causes you

to feel sorry for Lisa and the Trevors.

New File! Family Picture and Notes

It's a letter.

To my Lisa,

Day by day I can feel my consciousness drifting further away. The shots given to me by men in white clothes made some of mommy's itching go away. Today, they gave

me another shot saying it was "nutrition."

When they give me the shots mommy's can think straight, but mommy's shocked and sad

because mommy's unable to think of you all the time.

Mommy's afraid. Afraid of forgetting everything, especially the memories of you and

daddy... what your faces look like, how we used to be together... They're all starting

to disappear into somewhere dark in my mind.

Oh Lisa, I wish I could touch your face and hold you in my arms right now, so that

I can hold on to our wonderful memories of you and daddy.

Lisa we can't stay here any longer. We have to escape!

Listen to me Lisa. Our chance to escape is the next time we go to that lab together.

We'll bother pretend that we are both unconscious and when that man in white

clothes

is off guarded that will be our chance.

When we're on the outside, let's look for daddy together. Okay sweetie?

Be strong, Lisa.

Nov. 13, 1967

Jessica Trevor

Explanation: Poor Lisa, her mother has actually promised to escape with her, but she was killed, and hence the promise was never made.

If you haven't already done so, push the 4 stones into the pit, and the coffin and

the gratings will open up. Go through the newly cleared path and take the elevator

up.

Fountain

The large iron door cannot be opened. So simply insert the Medal of Wolf and the Medal of Eagle in their respective positions in their respective slots around the

fountain, and it will drain, revealing an elevator. Take the elevator down, and prepare

to switch to Disc 2.

*****LABORATORY*****

Laboratory B1

After exiting from the elevator, you are in the laboratory. The locked door cannot

be opened yet, so simply go down the ladder.

Laboratory Entrance

Take the Ink Ribbon and save if you wish, then go through the double doors, taking

your Assault Shotgun, Lighter and Fuel Canteen with you.

Laboratory B2

There are 3 Zombies here, try to decapitate them all with your shotgun. If not, just

use your fuel canteen to make some barbecued zombie, then head down the stairs and

go through the gates, taking the MO Disc off the table with you if you want the best

ending. (Note: You cannot have the best ending unless you have taken the MO Disc in the mansion with the yellow gemstone in the Tiger Eye Room.)

Laboratory B3

There are 2 zombies here, decapitate them or burn them. There is a dagger on a shelf.

Then head through the door next to the door Chris came in.

Triple Lock Room

Head through the other unlocked door in this room.

X Ray Room

There are 2 X-Rays in this room. Examine them, one belongs to Clark David,

another

belongs to Gail Holland. There is a note, "To use the electronic door, place the initials in alphabetical order." It's time for another puzzle.

Puzzle Time! X-Ray Puzzle

Before doing attempting this puzzle, take the file from the computer. It's a hint.

New File! Researcher's Letter

June 8th, 1998

My dearest Ada, (1)

By the time you read this letter, I will no longer be the person you once knew.

The

results of my test came out today, and as I suspected, it came out positive.

I feel like I am teetering on the edge of reason just thinking about my

impending

doom. I would give anything not to have to become one of them.

As far as I know, you are not infected. I sincerely hope things do not reach such

a desperate pass, but if it has turned out that you are now the last person remaining

alive, I want you to get the material from the Visual Data Room.

Then, activate the Self-Destruct System in the Power Room, and escape from here.

Please do everything in your power to make this whole accident public.

If everything is still running normally, you should be able to release all the locks

using the Security System.

I have set up the terminal in the small security room so that you can log in to the

system using my name, and your name as the password. (2)

You will need another password to release the lock of the door in Basement Level Two where the Visual Data Room is located.

As a safety measure I have coded that password into an X-ray picture; a roentgenogram.

I know you, and I'm sure you will be able to work it out without any trouble.

(3)

There is just one more thing... and it is my last request. I hope you never

have to

lay eyes on me in this state, but if you do happen to run into me in my hideous form,

I beg you to put me out of my misery. I hope you understand.

Thank you, Ada.

Yours Truly,

John

Explanations:

(1) Ada Wong is an agent sent to spy on Umbrella. She most likely works for the government. To know more about her, you should play Resident Evil 2.

(2) There is a security room with a computer terminal that can be used to unlock the doors that are electronically locked, including the double doors on B2, and the

room opposite the X-Ray Room. The Login User Name is John, and the password is Ada.

(3) An additional password for the Visual Data Room on B2 can be found using the X-ray puzzle.

With this information, place the X-Ray of Clark between that of Alex Becket and that

of Ed Fisher. Then place the X-Ray of Gail to the right of that of Ed Fisher.

Then

press the blue switch in the room. An Orange light will be turned on. Alex Becket's

Colon will turn red, Clark David's Esophagus will turn red, Ed Fisher's Liver will

turn red. Gail Holland's Lungs will turn red. So, by arranging the first letters of these glowing organs, we get the word: Cell. This is the B2 password. After this puzzle, head back to the Laboratory B3.

Laboratory B3

Head through the other unlocked double doors.

Security Room

Take the Magnum Bullets from the table, and by the computer, there is a File New File! V-ACT

V-ACT Researcher's note

There is now evidence that when the host loses consciousness, the body goes into a dormant state. During this time the virus becomes active and rapidly transforms

and reconstructs the basic composition of the body.

The host eventually mutated into a humanoid creature. (We call them V-ACTs) Its speed and amazing muscular development are particularly noteworthy. After transformation, it becomes more agile and aggressive.

Already four of our researchers have died trying to feed it, turning the place into

an instant blood bath.

(Ever since this tragic and barbaric accident, we have decided to call its king "Crimson Heads")

That dangerous and precious prototype specimen can't be left there. We have to figure

out a way to deal with it. Termination is definitely not an option.

We finally decided to freeze the specimen and confine the body inside the basement

of the backyard cemetery.

Explanation: This explains the formation of Crimson Heads from zombies.

Now, examine the computer, login using User Name: John and Password: Ada. Then select

B2-F, enter password Cell. The Visual Data Room is now unlocked. Now, select B3-F

that room is unlocked too. There is a First Aid Kit and a battery pack in the cold

storage area. Take them if you wish and leave.

Laboratory B3

Go back to the Triple Lock Room.

Triple Lock Room

Enter the newly unlocked door.

Refueling Room

Kill the naked zombie, there is no need to burn them. Take the slide filter and the

Incendiary Shells. Place the MO Disc into the black Gamecube like reader to unlock

one of the triple locks if you want the best ending. Take the file, it's a FAX. New File! V-ACT

To: Sanitation Division

Attn: Manager of Sanitation

From: Raccoon Disaster Contingency Committee

The contents of this fax are confidential and intended for the named addressee only.

Any copying or disclosure of the contents of this fax to any third party is strictly forbidden by the sender.

After reading the contents of this fax, must be destroyed immediately.

We expect significant increase in the damage done by the recent T-Virus outbreak than initially estimated. There are several concerns.

First concern

More than half of the researchers have been infected by the T-Virus and died. It has also been reported that almost all of the survivors of this accident are starting

to show symptoms of the T-Virus infection.

Second concern

Our Secret Security Patrol Team has also been completely eradicated. Therefore, our

most secret research is in danger of public disclosure. Quick actions are demanded

to prevent mass media coverage

Third concern

There is a high possibility that most of the specimens are running loose inside the

compound. We expect many casualties to follow.

However yet unfortunate, these casualties underscore the success our research results.

Actions must be taken to prevent our research results from being made public.

We suspect the first official intervention will come from the State Police and S.T.A.R.S. We strongly recommend taking measures against them first.

Explanations: Apparently, Umbrella does not want their results to be made public.

That is why having STARS nosing about is so "inconvenient".

Go back to the Laboratory Entrance, depositing any unneeded items, then go to Laboratory B2.

Laboratory B2

Enter the double doors that are now unlocked.

Visual Data Room

Get the MO Disc on the shelf if you want the best ending. Take the first aid spray

if you wish. Then head forward and play the film on the projector. You will see some

2-D pictures of Umbrella's Bioweapons. But what is the T-002 Tyrant?

Afterwards, you

will see a photo of the BOW development team. Does that researcher with his sunglasses

look a little bit familiar? There is a bar code on one of the slides. After viewing

this interesting slideshow, place the slide filter into the projector.

Everything

will go red, and some of the numbers on the bar code will disappear, leaving numbers

8462. This is the code of that passcode entry terminal. After keying in the code,

a wall will open. Enter that alcove and get the Laboratory Key, which is actually

the Key to the Power Area. There is a video player. Use it to play Kenneth's

Film.

You will see how pathetic Kenneth was! Why, he shot the Zombie with 5 shotgun shells and he still would not die! Kenneth must have been either a rotten shot, or the shells were made of rubber. Now you will know what a person sees before he was eaten by a zombie! There are some Shotgun shelves on top of a chest of drawers, and a Laboratory

Map, as well as some Security Protocols in some bookcases.

New File! Security Protocols

LEVEL ONE

Heliport/ For executive use only. This restriction does not apply in the event of an emergency.

BASEMENT LEVEL ONE

Passage to Heliport/ Entry is prohibited unless accompanied by a Consultant Researcher

or the Chief of Security. Unauthorized persons entering the heliport will be shot

on site. (1)

Elevator/ The elevator stops during emergencies.

BASEMENT LEVEL TWO

Visual Data Room/ For use by the Special Research Division only. All other access

to the Visual Data Room must be cleared with Keith Arving, Room Manager.

BASEMENT LEVEL THREE

Prison/ Sanitation Division controls the use of the prison. At least one Consultant

Researcher (E. Smith, S. Ross, A. Wesker) (2) must be present if viral use is authorized.

Triple Lock Door/ Entry into the room is limited to the sole person who deactivates

the lock with all of the Pass Codes. Accessing the exclusive Output Terminals Located

in each section of the Senior Researchers deactivates the lock. (3)

Power Room/ In this room nitro compound is used as the primary fuel source of power.

Access is limited to Headquarters Supervisors. This restriction may not apply to the Consultant Researchers with special authorization.

Pass Code Output Terminals/ Use and access of the Output Terminals is limited to authorized Senior Researcher.

BASEMENT LEVEL FOUR

Regarding the progress of "Tyrant" after the administration of T-Virus... (4)
(Illegible hereafter...)

Explanations:

(1) The door that will not open unless in a first class emergency leads to the Heliport.

(2) It is now confirmed that Albert Wesker is a researcher for Umbrella, the traitor!

(3) The Triple Lock Door leads to the prison, where Jill is held. The black Gamecube like Passcode Terminals are where Chris inserts the MO Discs to transmit the codes.

(4) Chris will fight the tyrant for the first time in the Laboratory B4.

Head back to Laboratory B3.

Laboratory B3

Unlock the two Power Area doors here. Enter the double doors first.

Code Storage

Push the shelf in front of Chris to reveal some Shotgun Shells. If you want the best ending, go through the air vent. You will be in a surgery room. There are 2 bug enemies here, it's time to meet the...

New Enemy! Chimera

Strength:

Shotgun: 2-3 Shots

Chimeras are bug like enemies of this game. They claw swipe Chris, and sometimes tries to grab him while dangling form the air. The Shotgun is most effective against them. When they die, they dissolve in their own body fluid, which is rather gruesome.

Another funny thing to do is to allow them to grab Chris, and then use the Flash Grenade on them. It will blow up, and the Chimera will lose its head while hanging

from the ceiling, and green goo will flow out from its neck, and it takes a whole

6 seconds before it lets go and falls to the ground!

After the Chimeras are dead, climb through the air vent to Chris's left. You are on

the other side of the cold storage. There is a passcode entry terminal. Insert the

MO Disc, and take the dagger with you. Then push the shelf forwards to get out.

Laboratory B3

Go through the other single door.

Elevator Lobby

There are 2 naked zombies here, kill them. Again, there is no need to burn them. Go through the single door.

Lab Lounge Save Room

Get all the goodies, save if you wish, and if you have taken the MO Disc from the mansion, and want the best ending, take it out now. Exit.

Elevator Lobby

Go through the double doors.

Power Room 1

Go to Jill's right, you will see a Chimera. Kill him and go past him. Examine the fuel supply to get the empty fuel supply capsule. Now, go all the way back to the refueling room.

Refueling Room

Examine the refueling device, which is a circular door on the wall, and place the capsule inside. Now the capsule is filled with nitro.

"The main ingredient of this fuel is nitro compound. 'Running' can result in a

fatal

explosion." Get the message, if you run, the fuel gets shaken and will blow Chris into pieces! So walk! Don't Run! Now, walk back to Power Room 1.

Power Room 1

Walk to the fuel supply, and place the capsule inside. Then explore the room to find a single door. Kill the chimeras that pop out of the air vents and go through.

Power Room 2

Kill the chimeras that pop out of the air vents. There are 4 of them in total, in contrary to what most people say, an unlimited spawn. Kill them all, and pick up the battery pack. If you want to see the best ending, then place your final MO disc into the reader. Then head through the double doors.

Power Room 3

Kill the 3 Chimeras, and go to the power supply terminal. Activate it. Go all the way back to the Elevator Lobby.

Elevator Lobby

Before you proceed, I strongly advise you to go to the save room, and take your Magnum, as well as 3 to 4 full healing items. Then head to the elevator and activate it. If Rebecca was still alive, she should join you. Ride the lift down.

Laboratory B4

Ignore the Shotgun Shells and head through the Bio Hazard Door.

Tyrant Battle Room

That's right, you have seen the true side of Wesker, but he seems to be betraying everyone, even Umbrella. Instead of disposing of the Tyrant as told, he wants to keep it for himself and leave Umbrella behind! If Rebecca was still alive, Wesker will shoot her down. After this long and informative FMV, Wesker will release the giant Humanoid creature with an exposed heart from his sleep. However, the Tyrant impales Wesker, creating a Wesker flavored kebab, and is heading for Chris! Boss Battle! T-002 Tyrant

Strength:

Magnum Revolver: 5 shots

Run past Tyrant as he heads to you. He won't swipe you. Then, using your best weapon, use the hit and run technique and the Tyrant will fall in no time. After this battle,

examine Wesker's body for the last file in the game, the observation notes. If Rebecca was dead, examine his body for the Master Key. Then head to a corner, and use the

computer there to unlock the Biohazard door. If Rebecca is in the room, examine her

body and she will wake up. Exit. Take the lift back to B3 lobby.

New File! Observation Notes

The discovery of the G-Virus was in fact 21 years after the administration of the progenitor virus.

The "Prototype Parasite" which we had delivered from a laboratory in France was administered to the sample specimen. The sample specimen took in the parasite without

showing any signs of adverse reaction. (1)

The lack of any reaction was an unsolved mystery. But now everything is clear to me now.

The "Prototype Parasite" was incubating in the sample specimen's body for 21 years.

Then from that incubating state the prototype suddenly mutated. ("Evolved" may be

a more appropriate word to describe it.)

This observation gave me more insight in my research. Through further modification

and testing, I was able to derive a method to create the "G" that surpasses the performance of the "T". (2)

This was the breakthrough that would change the course of the B.O.W.'s history.

I can't wait to see the look on Alexia's annoying face (3) when I finally announce

my research. But unfortunately I'll have to wait a few more years to completely verify

my findings.

William Birkin (4)

Explanations:

(1) The sample specimen was Lisa Trevor. Refer to the Wesker's Report 2 for more information.

(2) The effects of the G-Virus are much more powerful than the effects of the T-Virus.

Play Resident Evil 2 and you will see.

(3) Alexia Ashford is the girl genius who graduated from university in the age of

10, and became a head researcher of Umbrella. To understand why William Birkin hated

her so much, read Wesker's Report 2.

(4) William Birkin, the inventor of the G-Virus, came to a sticky end himself. Play

Resident Evil 2 and you will see.

B3 Lobby

If Rebecca is alive, she will go to set off the Self Destruct System. Quickly head

back to the Laboratory B1. If you wish to have the best ending, go to the triple lock hallway, pull the 3 lock levers down, and the double doors will unlock, go through

it to reach the prison. Open the door of the cell to free Jill. Then go all the way

back to Laboratory B1.

Laboratory B1

If the door was not unlocked already, use the Master Key to open the door. Go through.

Helipad Access

Ignore the goodies on the floor, and run along the walkway. Brad will call you to signal him. Place the Fuse Unit onto its slot, and the life will be activated. If the self destruct system was activated, then a 3 minute countdown timer will start. Take the elevator up.

Helipad

On the helipad are some signal rockets. Use them to signal Brad. If Rebecca was dead, then it's the end of the game. Or else not, Rebecca and Jill, if you have freed her will come up, followed by... the Tyrant!
Boss Battle! T-002 Tyrant
Strength:
Rocket Launcher: 1 rocket
It is possible to get Rebecca killed in this fight. If the Tyrant grabs her and you do nothing, she will be killed. Otherwise, shoot 2 magnum rounds onto the Tyrant and he will try to charge swipe Chris. Run to his right, perpendicular of his route. This is because the Tyrant is left handed, and running to the right can increase the chances of avoiding this move. If you are swiped, use your full-healing item immediately! After several shots, Brad will throw you a Rocket Launcher.
New Weapon! Rocket Launcher
This is the ultimate Tyrant stopping weapon of the game. Make sure the Tyrant is busy doing something else before you fire, or he can use his claw to deflect the rocket. After just one hit, the Tyrant will be blown into a million pieces, and Brad will come down to pick you up. That's the end of the game! Enjoy the ending!

8. Tips and Tricks

There is another way to permanently eliminate Zombies. Using the handgun or Shotgun, try to aim down at his legs. If you strike lucky, the zombie's legs will be blown off, or you will hear a crunch sound, the zombie's knee caps are popped. Either way, because it is impossible for the zombie to run at you anymore, there is no point of letting it resurrecting, and the zombie will be gone for good.

Zombies are very dumb in this game. On stairs, they do not bite you, they only spit goo. Use this as an advantage and slowly knife them to death!

Don't even try to burn the body that was already there in the Mirror Hallway. No matter how fast you are, he will still wake up as a Crimson Head!

There is a cheap way of killing Hunters. The trick is to let them jump at you, and while he is in mid-air, shoot him with one shot of the Handgun and he will collapse on the ground. At this point, massive damage has been done to the Hunter, and he can be taken down in as few as 4 shots!

There is a flaw in the programming of all Resident Evil games. Because of the lack of memory, the programmers at Capcom had to program it in a way so that only one type of enemy can be found in a room. Use this to an advantage. Ignore the zombies in some of the rooms, and by the time you are back from the Residence, they will be replaced as Hunters. This can save you much ammo in the long run.

Contrary to popular belief, the spawn of Chimeras are limited. There are only up to 4 in a room. So now all of you players can be merry and play the exterminator.

The shotgun was obsolete as a weapon at that stage, anyway.

9. Secrets

Complete the game in Normal Mode in 5 hours or less to unlock an infinite Samurai Edge Handgun. This is easy to complete regardless of who you play as. Just know where all the things are beforehand.

Complete the game in Normal Mode in 3 hours or less to unlock the infinite Rocket Launcher. This is harder, to do this, you should play as Jill, and try to skip every cut-scene you come across, you should also try to skip any optional events like saving Chris. However, my best record was 2:56:13 play time, and I did everything except rescuing Chris. Playing with a stopwatch in hand can also work.

Complete the game in Normal mode once to unlock the Real Survival Mode. In this mode, Item boxes are independent of each other, and what you put in an item box cannot be accessed from another item box.

Beat the game in Normal Mode with both characters to unlock the Invisible Enemy mode, where all enemies are Invincible. One Dangerous Zombie will also be unlocked at the same time. He is Forest Speyer, with many Grenades strapped to his chest, much like a terrorist. Do not shoot him or you will be blown to bits!

Beating the game can unlock 2 costumes for each character, but I will not reveal them as I couldn't care less. They are found in the closet in the Mansion Anteroom.

10. Conclusion

For simplicity, I will only let GameFAQs and Neoseeker publish this guide. Honestly, I am glad that the entire Resident Evil series has been ported to the Gamecube, because it used to be a Playstation exclusive, so I cannot play any of the games, now is my chance to catch up. You can read this guide or print it out for further reading. Just do not copy it!

Bye now.

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