

Resident Evil FAQ/Walkthrough

by DjSiXpAcK14

Updated to v2.0 on Oct 4, 2003

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-----FOR GAMECUBE-----

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-----By DjSiXpAcK14-----

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Resident Evil (Remake)  
Nintendo GameCube  
FAQ & Walkthrough  
Copyright 2003 by DjSiXpAcK14  
Version 2.0  
September 18, 2003

"If you like to watch hamsters dance for no particular reason, this FAQ is for you."

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=====  
1. Intro  
=====

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

=====  
2. Version Info  
=====

=====  
Version 2.0  
=====

This walkthrough now has 79 characters or less on every line likes it's supposed to.

A whole BUNCH of stuff from Big Steve. You'll surely find his tips in the walkthrough.

And, of course, I added WeskerFanGirl's amazing Resident Evil Timeline.

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

That's right. The Grenade Launcher cheat doesn't work in the PAL version of the game. Sorry.

What? Barry's Magnum works wonders against Tyrant 1? Thanks, Big Steve.

East, west, they're all the same. But thanks to Miles G for telling me where I messed up.

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

Wow. Of all you mean people who read my Walkthrough for Jill, only one found the fatal flaw in it. Shame on all of you.

Except for of course the mighty ShadowFox, who informed me of this mistake.

Thank you much, ShadowFox.

I like foxes.

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

Whoops. Forgot a part of the Speed Walkthrough, but it's okay now.

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

Woo! Someone listened to my pleas!  
This FAQ/Walkthrough now contains a Speed Walkthrough for Jill by "mmnim".  
Much thanks to him.

=====  
Version 1.2  
=====

I changed the main ASCII title to match my other FAQs and updated my e-mail. It  
is now short enough that even you may be able to remember it.

=====  
Version 1.1  
=====

Much thanks to Matthew Kruger. His feedback led me to 2 mistakes. They're both  
marked in the walkthrough.

Thanks a bunch!

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

Completed:

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

=====

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

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

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

Y - Displays the status screen.

X - Nothing.

Z - Displays the Map.

R - Aims at closest enemy.

L - Change aim. Uses Defense Items when Manual Defense Item is selected in the Controller Settings.

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

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

C Stick - 180 Turn (Any Direction)

Start - Displays Options Menu. It also pauses the game and stops the flow of time, which can slow the production of Crimson Heads.

=====

Game Difficulty

=====

When you start a new game, you are asked this question:

Which best describes your opinion about games?

I. MOUNTAIN CLIMBING- beyond hardships lies accomplishment.

II. HIKING- the destination can be reached quite comfortably.

If you answer Mountain Climbing, you will play in Normal difficulty.

If you answer Hiking, you will play in Easy difficulty.

-----Easy-----

Ammo and healing items are plentiful, zombies are weak. Recommended for beginners and people who play the game not for the challenge, but for the story.

-----Normal-----

Zombies are hard to kill, and I recommend you use kero only in the frequently traveled rooms.

-----Hard-----

For those who play the game for the challenge. Zombies are extremely powerful, so it is recommended that use kero very scarcely, and rarely actually kill a zombie, but either move around them, or shoot them only enough to make them

fall down.

-----Invisible Enemy Mode-----

Don't quit just yet! They're not really invisible, they're really just clear. It adds difficulty to the game, but it's not quite as bad as it sounds.

NOTE: You can unlock this game setting by completing Real-Survival Mode.

-----Real-Survival Mode-----

You may have taken those item boxes for granted, but in this mode, they don't transfer items to each other.

-----One Tough Zombie-----

Forrest, the zombie normally found in only one room, now has bombs strapped all over him. He also likes to follow you around, even through doors. This handicap was definitely appropriately named.

NOTE: You can unlock this game setting by completing both Jill and Chris's game.

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

-----  
FINE

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

CAUTION (YELLOW)

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

CAUTION (RED-ORANGE)

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

DANGER (RED)

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

FIRST AID SPRAY

Restores health to "Fine" status.

GREEN HERB

Raises health one notch.

2x GREEN HERB MIXTURE

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

3x GREEN HERB MIXTURE

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

RED HERB

Nothing.

GREEN HERB + RED HERB

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

BLUE HERB

Cures poison.

GREEN HERB + BLUE HERB

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

GREEN HERB + GREEN HERB + BLUE HERB

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

GREEN HERB + RED HERB + BLUE HERB

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

=====  
Chris vs. Jill  
=====

Chris can get the FLAMETHROWER (temporarily).  
Jill can get the GRENADE LAUNCHER.

Chris has 6 item slots.  
Jill has 8 item slots.

Chris is always helping Rebecca.  
Jill is always being helped by Barry.

Chris has a lighter and has to carry around old keys.  
Jill has a lockpick and has to find a lighter.

Chris starts out with a survival knife and a lighter.  
Jill starts out with a handgun and a survival knife.

Jill can cheat to get hundreds of any type of grenade round.  
Chris can't.

Chris uses FLASH GRENADES.  
Jill uses her STUN GUN with BATTERY PACKS.

Chris says d\*mn when the radio doesn't work.  
Jill says sh\*t when the radio doesn't work.

Chris doesn't get attacked by the zombie in Room 001.  
Jill does get attacked by the zombie in Room 001.

Chris has to fight PLANT 42 and waste tons of valuable ammo.  
Jill can mix a few chemicals and not have to fight it at all.

Chris has to find all the ammo he uses.  
Jill is a big cheater and can cheat to get hundreds of GRENADE ROUNDS.

Chris gets 42 shots for the MAGNUM REVOLVER (easy).  
Jill gets 36 shots for the MAGNUM REVOLVER (easy).

In case you haven't noticed, the game is a lot easier and less scary if you play as Jill.

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

As described on ResidentEvil.com. In alphabetical order.

Richard Aiken

A very important member of S.T.A.R.S. serving as Bravo's communications expert. The only link back to headquarters for teams out in the field, Richard

actually has to pull double duty, as radioman for both units since Alpha Team really has no trained operator, except for Jill.

B.O.W.

Umbrella's term for Bio-Organic Weapon.

Barry Burton

Barry is a former SWAT team member with more than 16 years of experience. Regarded as one of S.T.A.R.S. most exceptional members, he is a highly skilled weapons expert and supplies and maintains weapons for the underground organization. Barry is very much a family man with strong values. Past experiences have made him wary of others.

Rebecca Chambers

The youngest member of the group, Rebecca has been recruited for her knowledge of field medicine and First Aid. She is nervous around other members, both because of her age and due to her lack of experience. Rebecca is eager to please and will take on any task assigned to her without hesitation.

Joseph Frost

Previous member of S.T.A.R.S. Bravo Team, and already stationed in Raccoon City, Joseph was recently promoted to serve as vehicle specialist for Alpha Team. Many members of Bravo Team are jealous of his promotion, but he was moved up by Wesker himself. Joseph is young, enthusiastic and very curious.

Enrico Marini

Bravo Team's leader and Wesker's second in command for the S.T.A.R.S. unit. Enrico feels threatened by the arrival of the Alpha Team, thinking that Chris or Barry may end up replacing him as #2 to Wesker. Nonetheless, Enrico is a dedicated S.T.A.R.S. operative and is always proud to lead the unit when Wesker lets him.

Chris Redfield\*

A member of the S.T.A.R.S. Alpha team. After being kicked out of the Air Force, Chris became a drifter until he met Barry Burton. Barry recruited him for S.T.A.R.S and then got him reassigned to a smaller unit at Raccoon City headquarters to prove himself quickly.

Forest Speyer

Forest is a great sniper in addition to his duties as Bravo's vehicle specialist. He is a consummate professional and his work earns him great respect from the other members. He instantly clicks with Chris, and it seems they'll end up good team-mates.

S.T.A.R.S.

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

Kenneth J. Sullivan

A quiet but very talented field scouting officer. Also an expert in chemistry. He wonders why his chemical experience would be necessary in Raccoon City but quickly discounts his hesitancy since Wesker himself sought him to enlist in S.T.A.R.S.

T-Virus

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

Tyrant

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

Umbrella

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

Jill Valentine\*

An intelligent soldier that has saved many S.T.A.R.S. members from danger in the past, Jill was reassigned to Raccoon City just like Chris.

Brad Vickers

Brad is a computer expert and excels in information gathering. Unfortunately, his fear of dying draws much heat from his fellow soldiers. His lack of enthusiasm for rushing into danger has earned him the nickname "Chickenheart." While Chris is a qualified pilot, Brad has become the helicopter pilot for Alpha Team.

Albert Wesker\*

Leader of S.T.A.R.S. He seems fearless, but he also appears to be hiding something...

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

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

"Arklay Mountains,  
Raccoon City, 24th

A spokesperson at the Raccoon City Police Department reported that an investigation helicopter of the special task force S.T.A.R.S. Bravo Team is missing.

According to the announcement from the Raccoon City Police Department, the team was sent in to investigate the Arklay Mountain and Raccoon Forest area, where a number of people have been reported missing. Contact with the team has been lost since the last communication before dawn.

The Raccoon City Police Department suspects the team has been involved in some trouble. Now it will send the S.T.A.R.S. Alpha Team to investigate and collect information from witnesses.

Recently there have been a number of bizarre murders reported near Raccoon City. This incident is likely to make Raccoon City residents feel even more uneasy.

The special task force S.T.A.R.S. (Special Tactics and Rescue Service) was founded in 1996 under control of the Raccoon City Police Department to counteract increasing city terrorism and other crimes."

-Raccoon Press  
evening issue, July 24, 1998.

=====  
6. Walkthrough for Jill  
=====

-----Intro-----



I seemed to have frequent problems with walkthroughs not including all the files or items. So, this walkthrough is for the EASY difficulty level.

However, this walkthrough can be used with other difficulty levels. You can do this by displaying the map during play. If the room you are in is highlighted in gray, you have found all the items or files and all the items that should be in the room are there. If it is red, you have not found all the items or the files, or there is an item missing in the area that should be there.

I'm trying to make this walkthrough the best out there, so I'm going to list every item found in every room. If I miss something, feel free to E-mail me.

\_Cutscene\_

You're now in the mansion with Barry and Wesker. Chris is missing.

=====

Main Hall

=====

What was that gunshot? Wesker says to check it out.

=====

Dining Hall

=====

There's INK RIBBON on the table in front of you. Now run to the other side of the room.

\_Cutscene\_

Go through the door to your right.

=====

Kenneth Hallway

=====

Run down the hall to Jill's left.

\_Cutscene\_

What the heck?! Don't waste any ammo on it, just run back through the door you came in through to tell Barry!

=====

Dining Hall

=====

\_Cutscene\_

Whoa! That was freaky. Let's report back to Wesker in the Main Hall, which is located through the door on the other side of the room.

\_Cutscene\_

Where'd he go? Oh well.

=====

Main Hall

=====

\_Cutscene\_

Alright. Let's look for him.  
Just run up and down the stairs.

\_Cutscene\_

You got the LOCKPICK! Oh boy!  
Go through the double doors opposite the doors you came from.

=====

Woman Drawing Water Room

=====

Ahh...your first puzzle!

-----Statue Puzzle-----

See that dresser thing in front of the doorway? Push it to the right once,  
then get behind it and push it up against the tall statue in the middle of the  
room. Now, walk up against it and push the A button to climb on top of it.  
Finally, grab the sparkle out of the pot to receive a MAP OF THE MANSION 1F.

NOTE: To view your map, you can either press the Z button or select it on the  
menu.

Now, lets see whats in that walkway the dresser was blocking. So run through,  
around the turn, and grab that sparkle on the shelf. It's a DAGGER. Now go out  
the way you came in.

WHOA! A zombie! I wouldn't waste any ammo on him, just use your newly-acquired  
DAGGER on him and run out the door you came in.

=====

Main Hall

=====

Let's check out the door that was beyond the zombie that was eating Kenneth.

Take the double doors on the left/west side of the room.

=====

Dining Hall

=====

Open the door at the other side of the room.

=====

Kenneth Hallway

=====

Run down to Kenneth's body and check it to get KENNETH'S VIDEO, which is filed  
and not considered an item.

Now, go through the door past his body.

=====

Bird Cage Stairway

=====

Run down the hall and check the bird cage for a HANDGUN MAGAZINE. To the right of the stairs are two GREEN HERBS. If you were hurt by the zombie that was eating Kenneth, you should use one and save the other. Now run up the stairs and through the door at the end.

=====  
Mirror Hallway  
=====

There are two GREEN HERBS on Jill's left.

From the door you came in, go (Jill's) right, then left. As the camera angle changes, you can see a zombie that must be pretty stupid since he hasn't seen you. Why not take advantage of this? Alright. Run quickly to the right of the zombie and past him. He should lunge at you, but he'll also miss. Now run down the hall and grab that sparkle attached to the statue. It's the GOLDEN ARROW. Now, examine it to remove the head. Now you have the ARROWHEAD. There's a HANDGUN MAGAZINE in front of the mirror, too.

Continue down the hallway and unlock and go through the door to the right of the mirror.

=====  
Dining Hall 2F  
=====

There's a zombie here, but he's very easy to avoid. Run to Jill's left to reveal a sparkle. It's a DAGGER. Now continue to the double doors at the end.

=====  
Main Hall  
=====

Run down one set of stairs and through the door here.

=====  
Graveyard  
=====

Run down the steps and along the path to the picture depicting Cupid. Use the ARROWHEAD to make Cupid rise, revealing a long set of steps. Descend them.

=====  
Death Mask Room  
=====

Run across the room and under the coffin \*shudders\* to grab the BOOK OF CURSE. Examine the back of it to get the Mansion Key. Examine the Mansion Key to get the SWORD KEY. Now go back up the stairs.

=====  
Graveyard  
=====

Go up the stairs and back into the mansion.

=====  
Main Hall  
=====

Alright! Now we need to find those Death Masks. So run up the stairs and unlock the single door on the west side of the mansion with the sword key. Proceed through.

NOTE: Thanks, Miles G, I DID mean east side of the mansion. Take the door on the EAST side of the mansion.

=====  
Old Hallway  
=====

Don't worry. This place looks scary, but in EASY mode, you'll never fight any zombies here.

Run down the hall past the mysterious steel double doors to the stand with the WOODEN MOUNT on it. Pick it up, and go through the door at the end of the hall.

=====  
Study  
=====

Turn right and take the HANDGUN MAGAZINE on the desk, but don't take the sparkly closest to you just yet. Now go to the other end of this room and grab the sparkly there. It's a LIGHTER. Grab the BOTANY BOOK next to it, and leave via the other door in this room.

NOTE: If you have an empty item slot before you leave this room, you can go ahead and grab the sparkle I told you not to.

=====  
East Stairway  
=====

Run forward quickly! There is a zombie beside you! Take him out with your HANDGUN. Unlock the door he was in front of but don't go through. There's another zombie at the bottom of the stairs, but let's forget about him for now. Run down through the door at the opposite end of the hall.

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

Use the WOODEN MOUNT on the strange design above the fireplace, then use the LIGHTER to start a fire. Now try to take back the WOODEN MOUNT, and you get a MAP OF THE MANSION 2F. Leave the HERBS there for now and leave the way you came in.

=====  
East Stairway  
=====

Now run down the hall to the stairs. You now need to take out the zombie at the bottom of the stairs. Be creative, and zombies don't care how honorable you are, so shoot him when he's not looking, shoot him when he's down, and anything else terribly dishonorable but affective you can think of.

Now grab the GREEN HERB at the bottom of the stairs (if you have room) and enter the room beside the stairs.

=====  
East Save Room  
=====

Grab the HANDGUN MAGAZINE by the lantern, and the BODY DISPOSAL file on the floor beside the lantern. Dump all your items in the item box except for the LIGHTER.

Much thanks to ShadowFox for this:

If you didn't pick up the sparkle in the Study, go back and get it. It's the DOG WHISTLE. To get to the Study, you'll need to go through the door here, up the stairs, and out the door at the end of the hall that doesn't lead to the Fireplace Room. Then go to closest end of this hallway and you're in the Study.

Now pick up the FUEL CANTEEN in front of the stepladder. Fill it up using the kerosene tank next to the door.

Before you save, run outside and use your LIGHTER & FUEL CANTEEN to burn the bodies of the zombies in the East Stairway. Then fill up your FUEL CANTEEN again with some more kero.

Now get out these items:

HANDGUN  
HANDGUN MAGAZINE  
SWORD KEY  
FULL-HEALING ITEM  
INK RIBBON  
LIGHTER  
FUEL CANTEEN

Now save on the type writer and dump the INK RIBBON in the item box.

NOTE: Crimson heads appear 30min-60min and inhabit the body of a normal dead zombie. They are much stronger and faster, so you should do your best to kill only zombies you intend to burn, or have blown off their head (or leg).

TIP: If you read the BODY DISPOSAL file, then you should know that after a certain amount of time, zombies come back to life stronger. According to the game, you have to either burn the body or shoot off their head, but actually, you can shoot off their leg, too.

TIP: There are three ways to tell if a zombie is dead.

1. Walk up FAIRLY close to it and back up. If the zombie is alive, Jill will back up quickly. If it is dead, she will back up normally.
2. Face away from the zombie and press R. If the zombie is alive, your gun will point at it.
3. If you can see a pool of blood under the zombie, it's dead. If you can't, it's not.
4. If it plays scary music when a zombie opens a door or breaks through a window, it will stop when all the enemies in the room are dead.

TIP: When fighting a Crimson Head, be sure to stay on their left. They're all right-handed!

Alright. Now exit the room through the only door.

=====  
East Stairway  
=====

Open the only other door you can without going up the stairs, regardless of the condition of the doorknob.

=====  
Family Portrait Room  
=====

Take the double doors on Jill's left.

=====  
Zombie Window Hall  
=====

Don't get scared! The zombies don't come through the windows.  
Run past the windows and take the first door you see.

=====  
East Bathroom  
=====

Creepy...Pull the plug to drain the dirty water...

\_Cutscene\_

Pfft...what a sissy.  
Anyway, take the DAGGER out of the tub and leave.

=====  
Zombie Window Hall  
=====

Continue down the hall to the metal door that appears locked on your map.  
Pick it with the LOCKPICK and proceed through.

=====  
East Path  
=====

Run around the bend, don't worry. The Cerberus (zombie-dogs) can't get you.  
Take the big green and white bag. It's the CHEMICAL. Examine it for HERBICIDE.  
There are also two RED HERBS and two GREEN HERBS here. You'll have to mix them  
as soon as you pick them up to carry them all. There's also a kero tank here,  
in case you need some later in the game.  
Run back through the same door.

=====  
Zombie Window Hall  
=====

Take the door at the top of the screen.

=====  
Ornamental Plate Hallway  
=====

Run forward and WHOA! There's those Cerberus we saw just a second ago.  
There's another one further down the hallway.

Here, you are faced with a choice.

1. Save ammo and health and run through past the Cerberus.
2. Kill the Cerberus and push the shelves across from the windows they break out of for a HANDGUN MAGAZINE and a DAGGER.

The Cerberus take about 4 shots each with the HANDGUN if you hit them, but if you're a beginner, you'll probably have trouble doing that, so I recommend just running past them.

Either way, unlock the door at the end of the hall and proceed through.

=====  
Woman Drawing Water Room  
=====

Ahhh...the memories. You may be hearing a zombie, but you're safe, he's behind the little dresser thing. They can walk up and down stairs, can climb out of bath tubs, but can't climb over a dresser a 1/3 of their height. Oh well. Use their AI to your advantage. Take the double doors at the other end.

=====  
Main Hall  
=====

\_Cutscene\_

Oh boy...thanks Barry. I don't have a GRENADE LAUNCHER yet!  
Go up the stairs and through the double doors on the west side of the mansion.

=====  
Dining Hall 2f  
=====

Go Jill's right, past the first door. Unlock the second door and proceed through.

=====  
West Stairway  
=====

Run around until you can see the stairs. Now press R and you'll automatically be directed down the hall. Hmmm.  
Fire at him once, then he'll start walking towards you. Don't fire until he's close to the fork where the hallways meet. Try to kill him there.  
Then there's another zombie coming up the stairs! Try your best to make his body fall onto the other zombie's. Now run down the stairs. Now enter the door beside the stairs.

=====  
Mansion Drug Room  
=====

Ahh a save room. Dump everything and pull out your FUEL CANTEEN and LIGHTER. Now run outside and burn the dead guy just outside the door and if you got the zombies to fall down on each other upstairs, you only need the amount of kerosene you would normally use on one to burn them both. Now get back in the save room.

Here's the recommended inventory:  
HANDGUN  
HANDGUN MAGAZINE

SWORD KEY  
FUEL CANTEEN  
INK RIBBON

Now leave.

=====  
West Stairway  
=====

Run down past the pillar, around the corner to the door to the right of the door at the end.

=====  
Tiny Bedroom  
=====

Many items here.  
There's a BATTERY PACK for your STUN GUN right beside you, a BROKEN SHOTGUN on the shelf beside that, and INK RIBBON in the desk drawer with the light on it. There's also some kerosene here, so you can re-fill your FUEL CANTEEN.

After obtaining all these items, head back to the save room.

=====  
West Stairway  
=====

Take the door beside the stairs.

=====  
Mansion Drug Room  
=====

Alright. Now save with your INK RIBBON, then assemble your inventory like this:

HANDGUN  
HANDGUN MAGAZINE  
SWORD KEY  
DOG WHISTLE  
FULL-HEALING ITEM

Now leave.

=====  
West Stairway  
=====

Run up the stairs and then around them once you get to the top, unlock the metal door here and proceed through.

=====  
West Balcony  
=====

Let's try that DOG WHISTLE out, as much as you probably don't want to.

You can hear some dogs running. Whoa! There they are.  
Kill them both, then take the sparkly. It's a COLLAR! YEA!  
Actually, you have to examine it. Push the switch to get a COIN. Now examine



the back of the COIN to get...IMITATION OF A KEY. It looks like the ARMOR KEY, but it's not.

Well, run down the porch where the dogs came from to another door. Unlock it, but run back to the door you came in to exit.

=====  
West Stairway  
=====

Run all the way down the hall this time to the door at the end. Unlock it and go through.

=====  
Mirror Hallway  
=====

Hey...Remember this place?  
That idiot zombie's in the same spot, but we don't need to go that way.  
Run through the doorway on the right and you'll see a zombie on the floor.  
Unfortunately, it's hard to keep this zombie from turning into a Crimson Head.  
We need to get to the door past him, so just run right past him and through the door.

=====  
Knight Corridor  
=====

Run up the stairs and keep going until you see a key that looks just like the one you have. It's actually a key.

-----Knight's Puzzle-----

Not too hard. Pick up the MANSION KEY off the ground and set down the IMITATION OF A KEY.

Examine the MANSION KEY, it's the ARMOR KEY.

Now leave through the door you came in.

=====  
Mirror Hallway  
=====

Now let's test those Crimson Head evading skills. You should be able to avoid him rather easily if you just run straight back to the door between the idiot zombie and him.

=====  
West Stairway  
=====

Run over to the stairs and you'll hear some scary music. It's a zombie who just came through the door to the West Balcony. He's probably up there on the list of top 10 easiest zombies to kill, as he has to walk all the way around the steps in order to even hurt you.

Now run back down the stairs to the save room.

=====  
Mansion Drug Room

=====  
You can save your game here, and assemble your inventory as follows:

HANDGUN  
HANDGUN MAGAZINE  
HERBICIDE  
ARMOR KEY

We're going after our first DEATH MASK.  
Leave.

=====  
West Stairway  
=====

Go all the way down the hall and take the door on the end.

=====  
Dark Corridor  
=====

Grab the BATTERY PACK, then go down the hall to the left of the door.  
Go past the little mini-hall and through the next door.

=====  
Keeper's Bedroom  
=====

Grab the HANDGUN MAGAZINE on the bed in front of you, then run around and grab the KEEPER'S DIARY off of the desk. After you're done reading turn around and WHOA! That's pretty close! Stab him in the head or shock him, grab the BATTERY PACK, and run your butt outta there! Forget about killing them!

=====  
Dark Corridor  
=====

Continue to the end of the hall and unlock the door, but dont go through. Then go down that mini-hall we saw earlier and grab the DAGGER, next come out of the mini-hall and turn to Jill's right and go all the way down the hallway to the door at the end.

=====  
Indoor Garden  
=====

That's a pretty weird plant, eh?  
You can't go past it because it slaps you.  
See that pump? Let's put some HERBICIDE in there.  
Pump it to the \_red\_ pipe.

\_Cutscene\_

Alright! The plant is dead and to the victor go the spoils! Run past the plant to get a DEATH MASK! Examine it, it's the MASK W/O EYES!  
Grab the \_5 GREEN HERBS\_ and exit.

=====  
Dark Corridor  
=====

Run back to the West Stairway, running over any zombies that may come through the windows before they get up.

=====

West Stairway

=====

Go back into the save room.

=====

Mansion Drug Room

=====

Dump any extra healing items you may have, and get out all this:

HANDGUN

HANDGUN AMMO

ARMOR KEY

Save if you wish. Leave.

=====

West Stairway

=====

Run up and around the stairs, and through the door at the end.

=====

Dining Hall 2F

=====

Hey! It's that zombie again. Take the long way around until you see a statue next to a part of broken railing. Get on the other side of the statue and push it in front of the gap, then push it off. If the zomebie bugs you, kill him. Now continue to the double doors.

=====

Main Hall

=====

Alright. You ready for the GRENADE LAUNCHER? Let's go!

Open your map, and go through the door at the southeast corner of the room.

You'll have to unlock it with your ARMOR KEY first, though.

=====

Forest Speyer Walkway

=====

Who's Forest Speyer? Well, you can either check my Characters section, but you'll find out in a second anyway.

Proceed until you see a table with a HANDGUN MAGAZINE on it. Grab it and keep going.

\_Cutscene\_

That's Forest.

Grab his GRENADE LAUNCHER (Hint: You might want to equip it).

Now grab a DAGGER from the bench behind you. It's kinda hard to see.

Now keep going...

As you approach the end,

\_Cutscene\_

Now you can't tell me you didn't see that coming. Test out the GRENADE LAUNCHER on him...heh heh heh. Pfft...what a loser. He only took one shot. Oh well. Now you have more for ammo that you can shoot someone else with.

Grab the two GREEN HERBS here and leave through the door you came in.

=====

Main Hall

=====

Ahhh...the power of grenades!  
Take the only other door on this side of the room.

=====

Old Hallway

=====

Run down to where you see those weird steel double doors. Unlock them with your ARMOR KEY, then proceed through.

=====

Armor Puzzle Room

=====

-----Armor Puzzle-----

Here's the deal. You have to push them in in the right order.  
This is the correct order:

1. Far-Right
2. Close-Left
3. Close-Right
4. Far-Left (Auto)

Now go to the table in the middle of the room and push the switch.

Run to the far end of the room and grab the sparkly. It's a JEWELRY BOX.  
Another puzzle?!

-----Jewelry Box Puzzle 1-----

This is the simplest of the JEWELRY BOX puzzles.  
If you read on the top, it says "Sunlight will awaken me".  
Well, the sun has a two pieces of heart on it, and the moon has two bars on it.  
Sunlight will awaken it, so push the two heart switches on the other sides of the box.

Aha! Another DEATH MASK! Examine this bad boy for the MASK W/O ALL.

Now leave.

=====

Old Hallway

=====

Run back the way you came, except go through the door between the big steel doors and the one at the end.

=====  
Richard's Little Hallway  
=====

Run forward.

\_Cutscene\_  
=====

Old Hallway  
=====

Quick! Run to the door that leads back to the Main Hall.

=====  
Main Hall  
=====

Run across the room to the double doors on the other side.

=====  
Dining Hall 2F  
=====

Go to Jill's right and take the door furthest away. There may be a Crimson Head here. If there is, shoot him with the grenade launcher.

=====  
West Stairway  
=====

Run around and down the stairs, and enter the Mansion Drug Room.

=====  
Mansion Drug Room  
=====

Grab the SERUM off the shelf, drop off your MASK W/O ALL and any extra healing items, and pull out your LIGHTER. Now leave.

=====  
West Stairway  
=====

Run back to the Dining Hall 2F.

=====  
Dining Hall 2F  
=====

The double doors at the other side of the room.

=====  
Main Hall  
=====

Back to the Old Hallway.

=====  
Old Hallway

=====  
Quick! The door to Richard's Little Hallway!

=====  
Richard's Little Hallway  
=====

Run forward.

\_Cutscene\_

He'll be alright. Don't grab the two GREEN HERBS here, and go through the other door here.

=====  
Simple Hall  
=====

One zombie here. Kill him, because if you don't, he'll attack you in the next room. Take the door at the end of the hallway.

=====  
Small Dining Room  
=====

Run to the other side of the table and light the candlestick. Now run back to the side of the table you were originally on and grab the HANDGUN MAGAZINE. Examine the cabinet in the southeast corner of this room for the SHOTGUN SHELLS.

There's a cabinet against the wall on the side of the table that has chairs. Push it away to reveal a hidden passage. There's a zombie in here, and it's pretty close, so I'd use the GRENADE LAUNCHER. Examine the china cabinet in here for the MUSICAL SCORE.

Now you can leave.

=====  
Simple Hall  
=====

Go back down the hall and take the door on the right.

=====  
Richard's Little Hallway  
=====

Go through the only other door in this room.

=====  
Old Hallway  
=====

Go past the steel doors and go through the next door.

=====  
East Stairway  
=====

Run down the stairs where you'll find a note on the wall.

"I left you some bullets in the room on the right. Feel free to use 'em if you manage to get yourself in trouble." -Barry-

Well, let's check out those bullets!

=====  
East Save Room  
=====

YES! There's 2 FIRST AID SPRAYS, 2 HANDGUN MAGAZINES, and INCENDIARY SHELLS. This is a good time to save and get ready to find the two remaining DEATH MASKS.

CHEAT: Grenade Launcher Glitch

Because of the fact that it is a glitch that the game does not record and is extremely helpful in the game, the rest of this walkthrough will be written as if you have used this "cheat". If you choose not to, be sure to burn the bodies of zombies with the FUEL CANTEEN and LIGHTER. We'll be picking up the shotgun soon anyway, but it is recommended this glitch be used to your advantage. Here's how to do it:

1. Put the GRENADE LAUNCHER in your upper left item slot.
2. Put the INCENDIARY SHELLS in upper right item slot.
3. Open Status Screen
4. Equip GRENADE LAUNCHER
5. Open Item Box
6. Highlight INCENDIARY SHELLS with cursor
7. Press A twice
8. Highlight INCENDIARY SHELLS in Item Box
9. Press A twice

Now you have over 200 INCENDIARY SHELLS loaded in your GRENADE LAUNCHER. You don't have to do it with INCENDIARY SHELLS, but with these you don't have to carry around a FUEL CANTEEN and LIGHTER, because it burns their bodies enough just by shooting them.

NOTE: This cheat doesn't work in the PAL version of this game.

Assemble your inventory like this:  
ARMOR KEY

Now leave.

=====  
East Stairway  
=====

Run up the stairs and go left. Take the first door you see.

=====  
Deer Head Room  
=====

There's a GREEN HERB and RED HERB here.  
Take the door next to the two pictures on the wall.

=====  
Tiny Bedroom  
=====

Take the green FIRST AID BOX here, and take the FIRST AID SPRAY out of it.  
There's a GREEN HERB on the other side of the bed. There's also an INK RIBBON  
on the piece of furniture beside the dresser with a candle on it. Leave.

=====

Deer Head Room

=====

Use the LOCKPICK on the door across from you and enter.

=====

Insect Room

=====

\_Cutscene\_

-----Fishing Puzzle-----

Run to the frame on the other side of the room and grab a FISHHOOK.  
Then grab the FISHING LURE off of the frame to the right of the lab coat.  
Combine them to make the LURE OF A BEE.  
Now grab the BEE SPECIMEN off of the frame to the left of the door.  
Put the LURE OF A BEE where the BEE SPECIMEN was.  
Then put the BEE SPECIMEN in the frame to the right of the lab coat.  
Then push the switch underneath.

The frame will rise, revealing the WIND CREST. Take it and leave before the  
bee stings you to death.

=====

Deer Head Room

=====

Go out the door that leads back to the East Stairway.

=====

East Stairway

=====

Go downstairs and into the save room.

=====

East Save Room

=====

Save if you want, then get out:

GRENADA LAUNCHER

ARMOR KEY

MUSICAL SCORE

Now leave.

=====

East Stairway

=====

Go up the stairs, go right, take the door at the end.

=====

Old Hallway



=====  
Take the door at the other end of the hallway.

=====  
Main Hall  
=====

Go down the stairs and to the Dining Hall.

=====  
Dining Hall  
=====

Run on the side of the table with the typewriter and pick up the BLUE GEMSTONE.  
Take the EMBLEM from above the fireplace. Go through the only other door in  
this room.

=====  
Kenneth Hall  
=====

There's a zombie on your right. Kill him, then take the door on your left.

=====  
Dark Corridor  
=====

There may be a few zombies here, kill them then go in the door in the  
"mini-hallway" we saw before.

=====  
Tiger Room  
=====

Small room.  
Put the BLUE GEMSTONE in the tiger's eye to get SHOTGUN SHELLS.

=====  
Dark Corridor  
=====

Go back down the hall and through the door to Kenneth Hallway.

=====  
Kenneth Hallway  
=====

Take the next door on your left.

=====  
Piano Room  
=====

Grab the sparkly toward the back of the room. It's an INK RIBBON. Now run  
through the small corridor on the left of the piano. Push the obviously  
out-of-place bookshelf out of the way and grab the other MUSICAL SCORE.  
Combine the MUSICAL SCOREs to get, well, the MUSICAL SCORE. Now run over to  
the piano and play it.

\_Cutscene\_

How beautiful.-\

Go through the secret passage and pick up TREVOR's DIARY. Then take the GOLD EMBLEM and replace it with the EMBLEM. Makes you feel just like Indiana Jones, eh? Except you're gonna get a clean getaway, rather than getting almost run over by a boulder, which you'll get a chance to try later in the game.

Leave the room.

=====

Kenneth Hallway

=====

Go back to the Dining Hall.

=====

Dining Hall

=====

Put the GOLD EMBELM where the EMBLEM used to be.

-----Grandfather Clock Puzzle-----

Examine the portrait next to the clock. The short sword has been thrust into the breast of one knight, while the long sword has pierced the head of the other. Now check the clock.

lets get the long hand (large gear) to pierce the head (helmet). The short hand is already on the armor, so all we have to change is the large gear.

Turn it right twice.

I'm not sure if I got that right, but either way, turning the large gear right twice will solve the puzzle.

This reveals a MANSION KEY, which when examined is the SHIELD KEY.

Leave through the door you came in.

=====

Kenneth Hallway

=====

Take the door on the other side of the hall that leads to the Dark Corridor.

=====

Dark Corridor

=====

Go down the hall, take the last door on the left.

=====

West Stairway

=====

Get into the save room by the stairs.

=====

Mansion Drug Room

=====

Make your inventory look like this:

GRENADE LAUNCHER

ARMOR KEY  
SHIELD KEY  
BROKEN SHOTGUN  
SHOTGUN SHELLS  
MASK W/O ALL  
MASK W/O EYES

You may want to save now, as we may fight a boss or two along the way.

=====  
West Stairway  
=====

Go up the stairs and take the door to the Dining Hall 2F.

=====  
Dining Hall 2F  
=====

Take the double doors to the Main Hall.

=====  
Main Hall  
=====

Run down the stairs and take the double doors on the east side of the mansion.

=====  
Woman Drawing Water Room  
=====

Take the white door.

=====  
Ornamental Plate Hallway  
=====

Run and take the door at the end. Dodge the Cerberus if you didn't kill them before.

=====  
Zombie Window Hall  
=====

Run around past the windows to the door on the left.  
What? Zombies came through the windows? Surprising...  
Well, take 'em out with your GRENADE LAUNCHER and get in that door.

=====  
The Easy Squeezie Lemon Peezie Room  
=====

That's right...probably the 2nd smallest room in the game, with the longest name. If you don't follow this wlkathru correctly, you'll end up finding out why it's called that.

Take the only other door.

Or is it Easy Peezie Lemon Squeezie?

=====  
Shotgun Room  
=====

There's a DAGGER on the edge of the table closest to the door. Now run to the back of the room, where you'll find a SHOTGUN on a wall! Yay! Take it, and put the BROKEN SHOTGUN in it's place. Now take the INK RIBBON off of the table behind you and exit.

=====  
The Easy Squeezie Lemon Peezie Room  
=====

Be happy! You're not going to die here! Yay!  
Leave through the only other door.

=====  
Zombie Window Hall  
=====

Take the door right in front of you.

=====  
Family Portrait Room  
=====

Take out the zombie hiding in the little hall toward the back of the room and to the right. Then unlock the door to the left, discard and enter.

=====  
Stained Glass Window Display  
=====

Yea, there's crows here, but they won't hurt you if you follow this walkthru right.

-----Stained Glass Window Puzzle-----

Not that hard. You just have to make the colors of the accesories worn by the people in the stained glass the same as the princess at the end of the hall. Push the first switch under the painting of the valiant. It should turn it orange. Then run around to the other side and push the switch under the picture of the saint that is currently yellow. It changes it green. Now continue to the red stained glass depicting a sage. Push the switch to make it purple. Now push the button under the picture of a princess at the end of the hall.

Walk through to find a DEATH MASK! Examine it, it's the MASK W/O MOUTH. Now take the gate in the fence to the Graveyard.

=====  
Graveyard  
=====

Run over to the LONG set of stairs and descend them.

=====  
Death Mask Room  
=====

Let's put these DEATH MASKS into place. Put the MASK W/O EYES in the place on



DEATH MASK (MASK W/O NOSE) at the other end of the room.  
However, in Jill's game, Richard comes in to save you with his ASSAULT SHOTGUN.  
So, I'd have to recommend that you stay and fight with Richard. After all, he  
may let you have his ASSAULT SHOTGUN after the battle.

NOTE FROM BIG STEVE:

If you leave the room without letting Richard get eaten, you'll see a cutscene  
and will never get the ASSAULT SHOTGUN.

Take a few shots at him with your GRENADE LAUNCHER, it'll take about 5, then  
he'll lay down and die.  
Whew. Glad that's over.

\_Cutscene\_

Whoa that was cool. I mean... unfortunate. Well take a few more shots at the  
snake and then his head will hit the ground and the music will stop. Then you  
can stop firing.

How convenient! The snake didn't eat Richard's ASSAULT SHOTGUN! That's good.  
There's some SHOTGUN SHELLS for your new weapon on the shelf by the door.  
Now leave.

=====  
Simple Hallway  
=====

(If Yawn bit you)  
\_Cutscene\_

You were poisoned! You need to get SERUM! Let's go!  
(If Yawn didn't bite you, go to the main hall, where we'll meet you at the end  
of this vertical line.

|  
|=====  
|Richard's Little Hallway  
|=====

|  
|Quick! Run to the door that leads back to the Old Hallway.  
|There's a zombie here, so shoot him and continue.

|  
|=====  
|Old Hallway  
|=====

|  
|Now take the door at the end that leads to the Main Hall.

|  
|=====  
|Main Hall  
|=====

|  
|Run across the room to the double doors on the other side.

|  
|=====  
|Dining Hall 2F  
|=====

|  
|Go to Jill's right and take the door furthest away.

|  
|=====



Now run back up the stairs.

=====  
Graveyard  
=====

Look at your map and you can see that there's a small place in the Graveyard that you haven't explored yet. Go in this little place and look in the Northwest corner for some SHOTGUN SHELLS.

Take the gate that leads to the Stained Glass Display Room.

=====  
Stained Glass Window Display  
=====

Follow the path to the door at the end.

=====  
Family Portrait Room  
=====

Run straight forward and take the door on the left.

=====  
Outer Path  
=====

Run to the end and put the STONE & METAL OBJECT in the indentation. Then proceed through the door.

=====  
Supply Shed  
=====

Grab the BATTERY PACK at the top of the small staircase, then take the FIRST AID SPRAY toward the bottom. There are some SHOTGUN SHELLS to the left of the door. Go through the door at the bottom of the small staircase.

=====  
Weather Vane Pass  
=====

Run down the path until you come to a red weathervane. Stop it so it points west.  
Then run further down the path until...

\_Cutscene\_

Keep going until you come to a blue weathervane. Make this one face north. Now run to the end and open the door.

=====  
Cemetery  
=====

WALK!! Don't run or the crows will try to eat you. Just walk over to the other double doors/gate thing.





\_Cutsцене\_

Now you get the MAGNUM REVOLVER!

~!~Final Fantasy Victory Theme~!~

The ever-powerful MAGNUM REVOLVER!!! Oh boy!

However! I must recommend you DO NOT fire it until I give you permission. As in many Resident Evil games, the MAGNUM is the most powerful weapon you can get without doing anything special. Guns you can get from doing special things are like the ROCKET LAUNCHER and the SAMURAI EDGE.

Anyway!

Walk to the end of the path and take the gate you came in here for the first time with.

=====  
Weathervane Pass  
=====

Run all the way back up to the door at the end.

=====  
Supply Shed  
=====

Take the double doors in this room.

=====  
Cerberus Walkway  
=====

There's three of 'em here. Take them all out, then pick up the GREEN HERB on the east side of the room, as well as the BLUE HERB beside it. Then take the big double door/gate at the top of the small staircase.

=====  
Pool  
=====

Run over to the square hole and use your SQUARE CRANK on it. Then take the ladder down, run across, take the ladder up, run down the path, and take the elevator down.

NOTE FROM BIG STEVE:

If you press START quickly enough as the cutscene begins, the screen will be blank as the water drains.

=====  
Waterfall Viewing Point  
=====

Look at your map. The room you're in looks just like a T-shirt. Look in the western arm pit for a GREEN HERB. Creative, eh? Now run on the western side of the waterfall and take the gate there.

=====  
Snake Way  
=====

Grab the RED HERB here, then run quickly to avoid being bit by a snake to the door at the end.

=====

Residence Main Hall

=====

Go forward, then turn right and you can see a hall with a few doors. Take the one on the right.

=====

Residence Save Room

=====

There's FIRST AID SPRAY, a BATTERY PACK, and an INK RIBBON here. You probably ran out of item slots for all of them, but be sure you get all the items in your inventory or the item box, so you can use them later if you need to. All you really need is the GRENADE LAUNCHER and the LIGHTER. Save if you want and leave.

=====

Residence Main Hall

=====

There's 3 BLUE HERBs here, but seriously, why would you need 3? Well, they're there if you need them. Take the double doors at the end of the hall.

=====

Residence Bar

=====

There's a big spider right of above your head. He's poisonous, even when he's dead and dying, so you should try to take shots at him from a distance.

-----Oil Lamp/Pool Ball Puzzle: Part 1-----

Now go to the left of the double doors and use your LIGHTER to light the red oil lamp. Now run around the railing and down the stairs. There's a green oil lamp here. Light it as well. Now run up all the steps to the pool table room.

Light the orange oil lamp in the corner. Now examine the pool table.

2 = Blue

3 = Red

4 = Purple

5 = Orange

6 = Green

Now, remember the number of each ball that is the same color as an oil lamp.

Red = 3

Orange = 5

Green = 6

There's a GREEN HERB near the red oil lamp, another GREEN HERB between the entrance and the stairs, SHOTGUN SHELLS on the table closest to the stairs, a RED BOOK on the counter, and a FIRST AID BOX on the counter as well. The FIRST AID BOX contains a GREEN & BLUE HERB MIX.

Now leave through the door you came in.

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

See that box in front of you? Push it three times.  
It should sound like this:

SHHHOVEEEE step step SHHHOVEEEE step step SHHHOVEEEE step step.

Then get on the north side of the box and push it against the large wooden  
crate.

But before we take the door here, let's take a quick trip to the save room.

=====  
Residence Save Room  
=====

All you need is the GRENADE LAUNCHER. Leave.

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

Now climb up on top of the box you just pushed, then on top of the large dark  
brown one, then down, down, and through the door.

=====  
Side Hall  
=====

Run all the way to the end and be very careful about taking the  
MAP OF THE RESIDENCE. Wait until it's finished saying "There's a hole in the  
wall here", then press A and DONT press it again.  
For the Curious George's out there, if you do, some bees will come through and  
attack you.

Now backtrack to Room 002. Proceed through.

\_Cutscene\_

Suspicious. Continue.

=====  
Room 002  
=====

\_Cutscene\_

Barry's starting to seem kinda suspicious...  
But hey! He leaves us bullets and healing items, so who cares?!

Grab the PLANT 42 REPORT off the desk, then use the door to the right of the  
door you came in from.

=====  
Room 002 Bathroom  
=====

Grab the sparkly by the sink, it's the RESIDENCE KEY. Examine the back, it's

actually the KEY FOR ROOM 001 (Wouldn't it make more sense for it to be the Room 001 Key?).

Now leave.

AHHH!

...

Kill him and leave.

=====

Room 002

=====

Exit to the Side Hall.

=====

Side Hall

=====

Run all the way down the hall to the door at the end.

=====

Residence Main Hall

=====

In case you're wondering, if you run over that hole, Plant 42 will grab you. It doesn't hurt that much, but it is annoying.

Climb over the boxes, then enter Room 001.

=====

Room 001

=====

That's kinda disturbing...

Run forward, he can't hurt you.

Grab the item on the chair, it's a HANDGUN MAGAZINE. Then take the SELF-DEFENSE GUN and the SUICIDE NOTE off the desk.

What is up with all these people leaving notes to their wives/girlfriends?

Grab the other HANDGUN MAGAZINE off the desk.

Now go into the bathroom.

=====

Room 001 Bathroom

=====

!!!

What was that!? Oh well. Burn the zombie on the floor so he doesn't attack you later. Now drain the bathtub.

Take the CONTROL ROOM KEY and exit.

=====

Room 001

=====

If you wanna kill the zombie and stop the annoying music, he's around where you found the SUICIDE NOTE. However, you won't be coming back here, so it's not really necessary. Exit.

=====

Residence Main Hall

=====  
Before you continue, you should stop in the save room, drop off your  
HANDGUN MAGAZINE, and save.

Wait. Where the heck is the Control Room?

Climb over the boxes again and go through the door.

=====  
Side Hall  
=====

Go to Room 002.

=====  
Room 002  
=====

Run to the bookshelves in the back of the room. There's a small shelf on the  
left and big shelf on the right. Push the small shelf back against the wall,  
then push the big shelf in front of the small shelf. A ladder is revealed.  
Climb down...

=====  
Aqua Ring Sector A644-1  
=====

Run down the hall until you run into a pool. There's boxes! No Resident Evil  
game would be complete without making a bridge across water with boxes. This  
one is simple, especially as compared to the box bridge puzzle of  
Resident Evil 0.

Push the closest box into the water. Then push the next box straight into the  
water. Then push the third box against the wall, then into the water.

There you have it! Walk across and grab the GREEN HERB, then open the double  
doors that are halfway between your knees and waist deep in water.

=====  
Upper Catwalks  
=====

Upper? There's water everywhere!

Run to Jill's left.

\_Cutscene\_

That would be Neptune. He's a big shark that eats Richard when you play as  
Chris.

Here's what I recommend:

Run like the dickens to your left, don't stop for anything, and enter the  
Control Room. Be quick, or Neptune will eat you.

If you're mean:

Stand on the platform just outside the Control Room and fire at the sharks  
with your GRENADE LAUNCHER. Neptune won't eat you from here.

I haven't yet found a way to shoot Neptune, as he eats me as soon as I see  
him.

Either way, enter the Control Room.

```
=====
Control Room
=====
```

Climb down the ladder. Now you can see Neptune. Hello Neptune!  
I think he should die. Let's drain the water.  
But first, check the white board on the table left of the ladder.  
It should say "Caution! In case of a drop in oil pressure control, open  
valve #X", X being 1, 2, or 3. Remember that number, as it is randomized.  
Grab the MAP OF THE AQUA RING from the wall while it's quiet. ;-)

Now, run to the other side of the room and examine the computer.  
It should say:

```
|-----|
|      Error      |
|-----|
```

Press the switch to drain the water.

\_Cutscene\_

Uh-oh! Neptune hit the glass! You need to act quickly! Run to the computer  
that (from this camera view) is to the right of the ladder.  
It looks just like the other computer, but it's got a keyboard under it (that  
you can see easily).  
Push the switch to release the safety.

Then make a 180 turn and run forward to yet another computer.  
It has a red flashing screen, but is not displaying an error message.  
Pull the lever there.

\_Cutscene\_

Oil pressure lost? Run out into the hallway, make a short left and examine the  
3 large pipes here. Remember the number on that white board? Push that number  
switch. Now run back out and examine the computer to the right of the ladder  
(the one with the error message and keyboard) to release the safety, then,  
again, do a 180 and pull the lever at the computer there.

Now the emergency is over, but that annoying siren is still on. Go to the  
computer at the end that you went to first and push the button again to  
drain the water.

Ahhh...now we feel better. Now take the FIRST AID BOX just outside the doorway.  
It's got MIXED HERBS inside, made of two GREEN HERBs. Now take the door at the  
end of the hall.

```
=====
Dynamite Storage
=====
```

Don't worry...it's all soaked.  
Check around the boxes for some GRENADE SHELLS.  
Then take the double doors that you don't have to go past the door you came in  
from to enter. The ones to the east.

```
=====
Aqua Tank
```

=====  
If you weren't mean to the sharks before, they're flopping around here, but you have to try pretty hard to get them to hurt you.  
Keep goin' and OH MY GOSH! It's the amazing Neptune! and he's beached! What a loser! Hahaha! He won't hurt you, he's too much of a sissy. Just walk along Neptune's left side and climb up onto the platform. Now grab that sparkle. It's the...

\_Cutscene\_

Oops! I think he heard me saying all that stuff...

Well, there's three ways you can kill him. You can either:

- A. Shoot him with the SELF-DEFENSE GUN. (BORING)
- B. Shoot him with the GRENADE LAUNCHER until he dies. (STUPID & BORING)
- C. Push the generator in the water and turn it on. (FUN & SMART)

I knew you'd make the right decision.

HAHAHA! Who's laughin now? That's what I thought!

This is a great explanation of why you should not take a bath with a toaster and then plug it in...or pet a flaming porcupine...

Grab the sparkle beside him. It's the RESIDENCE KEY, or GALLERY KEY.

Leave through the door you came in.

=====  
Dynamite Storage  
=====

Take the only other double doors in this room.

=====  
Miscellaneous Storage  
=====

Grab the MAGNUM ROUNDS from the box in front of you, then climb up the ladder on the far side of it. Take the door here.

=====  
Aqua Ring Sector A644-1  
=====

Run down the hall and up the ladder to Room 002.

=====  
Room 002  
=====

Exit to the Side Hall.

=====  
Side Hall  
=====

Run down the hall and unlock the Gallery with GALLERY KEY. Proceed through.

=====  
Gallery



=====  
Ahh! Bees!

Run forward, then turn to Jill's left and run until you get to a dead man.  
Examine his body for the INSECTICIDE SPRAY. Then run your butt outta there.

=====  
Side Hall  
=====

Run to the end of the hall where the map was. Without pushing A near it, use  
the INSECTICIDE SPRAY to kill all the bees. Now let's go back to the save room.  
Take the door on the other end of the hallway.

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

Go into the save room.

=====  
Residence Save Room  
=====

Dump everything but the GRENADE LAUNCHER, and take out the RED BOOK.  
Leave.

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

Go back to the Side Hall.

=====  
Side Hall  
=====

Go back into the Gallery.

=====  
Gallery  
=====

Grab the HANDGUN MAGAZINE off of the south side of the table, then run to the  
end of the hall, where the beehive was. Grab the RESIDENCE KEY, when examined  
is the KEY FOR ROOM 003, and there's also a RED HERB here. Now go to the  
double doors at the southeast corner of the room. You can't go through them,  
but grab the RED HERB. Now enter Room 003.

=====  
Room 003  
=====

Grab the INK RIBBON on the stand here. Then proceed to the bookshelf behind  
the typewriter. There's a row of red books and a white book between them. Take  
the white book, it's the ORGANIC CHEMISTRY LAB EXPERIMENT file. Then put the  
RED BOOK in with the others. Puzzle time!

-----Red Book Puzzle-----

Probably my personal favorite, in this puzzle, you need to move the books

around so that the picture on the spines of the books line up. Here's the order you can exchange them to work (from left):

- A. 1 & 4
- B. 2 & 6
- C. 3 & 7

That should put it together right.

A cabinet has moved to reveal a door, but dont go through. Let's check out the bathroom.

=====  
Room 003 Bathroom  
=====

Drain the bathtub for a DAGGER. That's it. Leave.

=====  
Room 003  
=====

Exit to the Gallery.

=====  
Gallery  
=====

Now you are faced with another stupid-smart decision:

- A. Go through the door in Room 003 and fight Plant 42 1-on-1, wasting lots of ammo, which you would care about if you didn't have unlimited grenade shots.
- or-
- B. Mix some chemicals and kill the plant from its roots.

In case you were wondering, B is the correct answer. so operate the door lock for the room across from the door to Room 003.

-----Oil Lamp/Pool Ball Puzzle: Part 2-----  
Remember those numbers I told you to remember?

- 3 = Red
- 5 = Orange
- 6 = Green

When you operate the door lock, just enter 3 for the red, 5 for the orange, and you guessed it, 6 for the green.

Now go in.

=====  
Residence Pharmaceutical Room  
=====

Another very small room with a very large name.

Follow these directions very carefully. Only 12 easy steps.  
If you don't, you will create a toxic gas.

1. Grab three EMPTY BOTTLES.
2. Fill one bottle with water.
3. Fill 2nd bottle with UMB #3.
4. Mix them to get NP-004.

5. Get some Yellow-6.
6. Mix NP-004 & Yellow-6 to get UMB #10.
7. Get some water.
8. Get some Yellow-6.
9. Mix water and Yellow-6 for UMB #7.
10. Mix UMB #7 & UMB #10 for VP-017.
11. Get some UMB #3.
12. Mix UMB #3 & VP-017 for V-JOLT.

Cha-ching! Now we have to apply it to the roots. Leave.

NOTE: For toxic gas, mix UMB #10 with NP-004.

=====  
Gallery  
=====

Exit to the Side Hall.

=====  
Side Hall  
=====

Go into Room 002.

=====  
Room 002  
=====

Go down the ladder.

=====  
Aqua Ring Sector A644-1  
=====

Take the only door in this hall.

=====  
Miscellaneous Storage  
=====

Take the double doors here.

=====  
Dynamite Storage  
=====

Take the only single door here.

=====  
Control Room  
=====

Go up the ladder and out the door.

=====  
Upper Catwalks  
=====

No water here now.

Run down the small steps to Jill's right. Then run forward and enter the door on the left.

=====  
Guard Room  
=====

Run right into the middle of the roots and use that V-JOLT.  
The plants roots die. Yay!

Now we get to walk all the way back to the Gallery.

=====  
Upper Catwalks  
=====

Go back to the Control Room.

=====  
Control Room  
=====

Down the ladder, out the door.

=====  
Dynamite Storage  
=====

DOuble doors on the left.

=====  
Miscellaneous Storage  
=====

Up the ladder and out the door.

=====  
Aqua Ring Sector A644-1  
=====

Up the ladder.

=====  
Room 002  
=====

Out the door.

=====  
Side Hall  
=====

Enter the Gallery.

=====  
Gallery  
=====

Enter Room 003.

=====  
Room 003  
=====

Take the secret door.

=====  
Plant 42 Room  
=====

\_Cutscene\_

Check the fireplace for a MANSION KEY. The last one. It's the HELMET KEY.

Yep, all this was for this one key.

Take the double doors behind Barry.

=====  
Gallery  
=====

Let's head back to the save room to get ready to return to the mansion.  
Head to the Side Hall.

=====  
Side Hall  
=====

Run to the door at the end of the hall.

\_Cutscene\_

Continue to the door.

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

Run proudly over the hole in the floor, for Plant 42 is no longer alive.

Enter the save room.

=====  
Residence Save Room  
=====

All you need now is the GRENADE LAUNCHER and HELMET KEY.  
Save and leave.

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

Go out the front door.

=====  
Snake Way  
=====

Run to the doors at the end. Watch out for snakes.

Cutscene

Keep going.

=====  
Waterfall Viewing Point  
=====

Stop. There's a sleeping dog you can see from this angle.  
If you aim and fire at it from here, he yelps and flies out of the screen.  
Teehee.  
There's also another dog too, except he's awake now. Shoot him too.  
Go past the waterfall and up the elevator.

=====  
Pool  
=====

There's some snakes here, and one is almost impossible to dodge. Now I'm going to try my ASCII skills to show you how to dodge it.

```
| You |  
| | | | |
| | |----|  
| |---| |  
| | | |  
| ^ | |  
| | |---| |  
|Snake | |  
|-----| | |  
| | |  
| V |
```

Well that's how you do it...  
Go down the ladder, then up the next one and through the double doors.

=====  
Cerberus Walkway  
=====

Alright. Now run across the room and down the little corridor to the door at the end.

=====  
Supply Shed  
=====

Oh boy! Somebody left us items!

"Use this thing to protect yourself from that bullet-proof thing in chains. I went ahead and fixed that piece of crap door, too." -Barry-

We don't really know what "thing" Barry wants us to use to protect ourselves, but he left us supplies!

Theres 2 FIRST AID SPRAYS, some ACID SHELLS, and some SHOTGUN SHELLS.  
We love you Barry!  
Exit via the blue door.

=====

Outer Path

=====

Take the door at the other end.

=====

Family Portrait Room

=====

Run down the hall.

\_Cutscene\_

Ooooo scary.

It's your newest enemy! It's called a Hunter.

It slashes like a Crimson Head, and if you're both positioned right, he can do this one thing where he mauls your face, which causes you to die instantly. So if he jumps shoot him quick, and if he doesn't...well, shoot him anyway.

Take the single door in front of the double doors.

NOTE:

In our family portrait (room)...

we were pretty happy...

let's play pretend,

act like THERE'S NOT A HUNTER ABOUT TO EAT OFF OUR FACES!

=====

East Stairway

=====

There's a Hunter here now. Kill him and enter the save room.

=====

East Save Room

=====

Use a BLUE HERB if you got poisoned by the evil snake by the pool. Here's what you need:

GRENADA LAUNCHER

HELMET KEY

Save if you want and leave.

=====

East Stairway

=====

Run up the stairs and take the door at the end of the hallway where you got the MAP OF THE MANSION 2F.

=====

Fireplace Room

=====

Grab the RED HERB and 2 GREEN HERBS that (if you listened to me) you left here. Now unlock and proceed through the only other door in this room.

=====  
Art Room  
=====

-----Classic Wall Puzzle-----

This puzzle requires some good speed and coordination. So here's how to do it. Push the statue into the room. The walls will start closing in, but ignore them. Keep pushing until you can't anymore. Then run back out to where the statue originally was and go through the other doorway. Now you're behind the wall. Run to the end and push the switch. Then, quickly do a 180 and run back out from behind the walls and back to the statue. Now push the statue as far to the left as you can.

The statue is pushed into place and the walls retract. Now run through the doorway that just opened. Take the BATTERY PACK off the desk, then go down the hole at the other end of the small hallway.

=====  
Grave of George Trevor  
=====

Pick up the LAST BOOK VOL.1. Examine the pages to reveal the MEDAL OF EAGLE. Now check the tombstone at the end of the hall. You will receive more of TREVOR'S DIARY. Now push the switch here.

=====  
Basement Corridor  
=====

Run forward and shoot the spider off the wall.

Then turn right at the fork and pick up the MAP OF THE MANSION B1. Then continue down the hall to a stack of cardboard boxes. Check the stack to the right for some SHOTGUN SHELLS. Then turn around and go the other way down the hall, kill the spider and go through the door.

=====  
Elevator Control Hallway  
=====

Run forward and pick up the RED HERB and BLUE HERB. From here you can see a zombie. Kill him, then run forward to see another zombie. Shoot him too, then grab the sparkle. It's a DAGGER. Now run down the corridor the first zombie was guarding. At the end, switchover the fuse to return power to the elevator. Now backtrack and run down the hall the second zombie was guarding. There's a HANDGUN MAGAZINE on the shelf beside the door, but only take it if you're actually using the HANDGUN. Unlock and proceed through the door at the end.

=====  
Kitchen  
=====

There's a zombie on the right, kill him and take the DAGGER off the table. There's a HANDGUN MAGAZINE at the end of the table, but again, only take it if you're going to use it. Run toward where the first zombie was, and run all the way to the elevator at the end. Use it.

=====  
Torchlit Room



=====  
Run to Jill's left and take out the zombie in the nook. He's guarding 2 GREEN HERBs and a RED HERB. You may have to use up some healing items before you really need to in order to carry them. Now turn around and run past the elevator. Kill the zombie, and there's a closet in front of you. Because we are very short on item slots, we're going to take a trip to an item box before we pick up the items in there. So unlock and take the door all the way at the end.

=====  
Mirror Hallway  
=====

Take the door on the other side of the mirror.

=====  
Dining Hall 2F  
=====

Enter the door beside you.

=====  
West Stairway  
=====

Run down the stairs and into the save room.

=====  
Mansion Drug Room  
=====

Drop off everything but the GRENADE LAUNCHER and HELMET KEY.  
Leave.

=====  
West Stairway  
=====

Run up the stairs and through the door to the Dining Hall 2F.

=====  
Dining Hall 2F  
=====

Take the door beside you.

=====  
Mirror Hallway  
=====

Enter the door on the other side of the mirror.

=====  
Torchlit Room  
=====

Take the door across from the naked goddess statue.

=====

Closet

=====

Grab the MAGNUM ROUNDS and ACID SHELLS on the ground here. Go further and grab the BATTERY PACK and BATTERY.

Now leave.

=====

Torchlit Room

=====

Take the door that leads to the Mirror Hallway.

=====

Mirror Hallway

=====

Run down the hallway to the door that leads to the West Stairway (Use your map if you have to).

=====

West Stairway

=====

Unlock and proceed through the door between you and the stairs.

=====

Hawk's Eye Room

=====

Grab the GRENADE SHELLS under the deer's head, the DAGGER under the bull head, and the MAIL FROM THE CHIEF OF SECURITY from the table in the middle of the room.

-----Hawk Puzzle-----

Push the two dresser-like pieces of furniture up against the deer head and bull head so you can climb up onto them and check the heads themselves. Now turn off the lights using the switch by the door. Now we can see colored dots in the eyes of the animal heads. However, when the hawk clicks, the dots blinks and we cannot get it. Run toward the deer head and let the hawk click. Then run up against the wall that the hawk is on and run to the other side of the room against the wall. The hawk can't see you there, so it doesn't move. Climb on the furniture in front of the bull and check the head to get the YELLOW GEMSTONE. Now do the same thing to get the RED GEMSTONE from the deer head.

Now you can leave.

=====

West Stairway

=====

Go down the stairs the save room.

=====

Mansion Drug Room

=====

Organize your inventory:

GRENADA LAUNCHER  
HELMET KEY  
YELLOW GEMSTONE  
RED GEMSTONE  
FULL HEALING ITEM

Save if you want, and leave.

=====  
West Stairway  
=====

Run past the pillar in the middle of the hallway to the door at the end.  
Ack! A Hunter! Kill him, and keep going.  
Double Ack! Another Hunter! Kill him as well and keep going. Use your  
full-healing item if you need to.

=====  
Dark Corridor  
=====

Go down the hall to Jill's right, then take a left down the small hall.  
Enter the room here.

=====  
Tiger Room  
=====

Put the YELLOW GEMSTONE in the "eye of the tiger" (;-) to get an MO DISK. You  
need it in order to save Chris. Exit.

NOTE: For those of you wierdos that wonder what would happen if you put in the  
RED GEMSTONE but are too afraid to do it, it drops a whole bunch of snakes  
on you.

=====  
Dark Corridor  
=====

Run out of the minihall, go to Jill's left and take the door at the end.

=====  
Kenneth Hallway  
=====

Haven't been here in a while!  
Take the door closest to you.

=====  
Dining Hall  
=====

Take the double doors on the other side of the room.

=====  
Main Hall  
=====

Unlock and take the single door beside the double doors across from you.

=====  
Scientist's Room  
=====

Take the undated note from the desk. It talks about the room that we already explored. Now run around the desk and take the INK RIBBON from the endtable. Next, take the door at the very end of the hall.

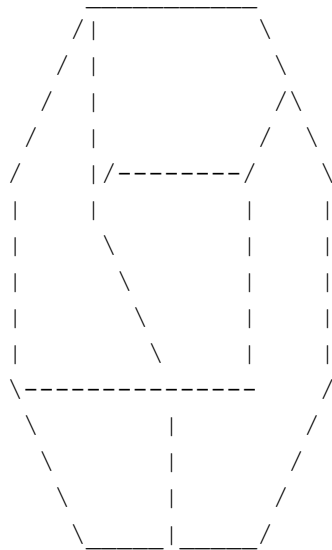
=====  
Large Mirror Room  
=====

That zombie's not really there, he's on the other side of you. Luckily, you shot him anyway because R aims for you.

Grab the DAGGER off the floor as well as the GREEN HERB. Then grab the JEWELRY BOX from the cabinet.

-----Jewelry Box Puzzle 2-----

Oh boy another Jewelry Box puzzle! Combine the RED GEMSTONE with the JEWELRY BOX to start it.



The object is to place all the pieces onto the Umbrella logo (sadly drawn out above).

After you do that, it opens to reveal a BROACH. Examine it for the EMBLEM KEY. Oh boy! Leave.

=====  
Scientist's Room  
=====

Exit to the Main Hall.

=====  
Main Hall  
=====

Run up the stairs and take the single door on the left side of the room the leads to the Old Hallway.

Old Hallway

=====

Run down the hall and enter the door before the door at the end.

=====

East Stairway

=====

Go down the stairs and take the door at the end. Barry has fixed it.

=====

Family Portrait Room

=====

Enter the door with the Spencer family emblem on it.

=====

Spencer's Office

=====

Push the switch on the lamp to turn it on.

Check the desk beside the lamp for SHOTGUN SHELLS. Grab the METAL OBJECT and the BATTERY PACK from the bookshelf as well. Now leave.

=====

Family Portrait Room

=====

Take the door to the East Stairway.

=====

East Stairway

=====

Enter the save room.

=====

East Save Room

=====

All you need is the GRENADE LAUNCHER and the HELMET KEY. Exit.

=====

East Stairway

=====

Run up the stairs and go down to the end of the hallway at the right and take the door at the end.

=====

Old Hallway

=====

Run to the other end of the hallway and take the door at the end.

=====

Main Hall

=====

Enter the double doors on the other side of the mansion.

=====  
Dining Hall 2F  
=====

Go right and take the first door you come upon.

=====  
Mirror Hallway  
=====

Run to the very very end of the hallway and take the door to the Knight Corridor.

=====  
Knight Corridor  
=====

It's well-hidden, but there's another room up here. Run around the key on the ground and to the door down the hall behind it. Unlock, discard, and go through.

=====  
Library  
=====

Run forward and grab the 2 GREEN HERBs...you'll probably need them.  
Run ahead.

\_Cutscene\_

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

Turn around quickly and run like ur butt's on fire down the ladder and toward the bookcases. This boss isn't too hard if you know how to beat him.

```
|-----|
|  |-|   |
|  |-|   |
|         |
|         |
|         =B= |
|         =O= |
|         =O= |
|         =K= |
|         =S= |
|         =H= |
|         =E= |
|         =L= |
|         =F= |
|         |
|         |
|         |
|-----|
```

Yawn will follow you around the bookcase, but you can run faster than he can slither, so you can run around the bookshelf, then wait for his head to come around, then shoot him, and then repeat. Eventually, he will die.

\_Cutscene\_

Grab the book that fell off the bookshelf when he threw himself into it. It's the LAST BOOK VOL.2. Examine the pages for the MEDAL OF WOLF. Now go back up the ladder and out the door at the end of the hallway.

=====  
Knight Corridor  
=====

Run down the hall, down the stairs and out the door.

=====  
Mirror Hallway  
=====

Run around the corner and take the door in the middle of the wall.

=====  
West Stairway  
=====

Run down the stairs and into the save room.

=====  
Mansion Drug Room  
=====

You need:  
GRENADE LAUNCHER  
BATTERY  
SQUARE CRANK

Save if you want and leave.

=====  
West Stairway  
=====

Go up the stairs and out the door that leads to the Dining Hall 2F.

=====  
Dining Hall 2F  
=====

Take the double doors at the other side of the room.

=====  
Main Hall  
=====

Take the single door across from you on the other side of the room.

=====

Old Hallway

=====

Take the door past the big steel double doors.

=====

East Stairway

=====

Run down the stairs and take the door formerly known as the "piece of crap door."

=====

Family Portrait Room

=====

Yes, we're leaving the mansion AGAIN. Take the door at the end of the small hallway.

=====

Outer Path

=====

Enter the blue door at the end.

=====

Supply Shed

=====

The double doors.

=====

Cerberus Walkway

=====

Run across the room, up the small set of stairs and through the double doors.

=====

Pool

=====

Down the ladder, across, up the ladder, and onto the elevator.

=====

Waterfall Viewing Point

=====

Run to the southeast corner of this room and put the BATTERY in its place. Now ride the elevator.

=====

Cerberus Walkway

=====

Run back to the Pool.

=====

Pool

=====



Use the SQUARE CRANK on the hole to the west of the pool to return the water to the pool. Now leave.

=====  
Cerberus Walkway  
=====

You've got an elevator to use now, you are definitely too cool for ladders and snake-filled walkways.

Run to the elevator at the end of the hallway to the west and use it.

=====  
(Former) Waterfall Viewing Point  
=====

Run over to the waterfall only to discover it's not there. Run down the walkway it was in front of and use the ladder at the end.

=====  
Courtyard Save Hall  
=====

Grab the BLUE HERB on the floor, then continue down the tunnel to the item box and typewriter. There's an INK RIBBON by the typewriter. All you need now is the GRENADE LAUNCHER.

NOTE: If you continue down the hall you'll find a hole for a crank but it's hexagonal. Our SQUARE CRANK will not help us anymore.

Enter the door beside the ladder.

=====  
Dark Tunnel  
=====

Run to the boulder at the end of the tunnel leading south and check it for some ACID SHELLS. Now head down the other tunnel to the door at the end.

=====  
Elevator Tunnel  
=====

Grab the GREEN HERB in front of you, then grab the HANDGUN MAGAZINE from the floor by the elevator shaft. Now look at your map. see that small room to the east? Go there. Take the SHAFT out of the panel. Now run toward the end of the south end of this tunnel. Grab the HANDGUN MAGAZINE, then proceed through the door.

=====  
Enrico Tunnel  
=====

Run to the end of the hallway.

\_Cutscene\_

Check his body for the CRANK. Examine the end, its the HEXAGONAL CRANK. Just what we needed.

Kill the Hunter that comes through the door on the way out, then enter the only door here.

=====  
Elevator Tunnel  
=====

Take the big rusty door you used to get in here in the first place.

=====  
Dark Tunnel  
=====

Shoot the Hunter that came while you were gone, then take the only other door here.

=====  
Courtyard Save Tunnel  
=====

Drop everything but the GRENADE LAUNCHER and the HEXAGONAL CRANK. I strongly recommend you save here, as the going gets pretty tough soon. Use the HEXAGONAL CRANK on the hole, grab the GREEN HERB beside the door, then proceed through.

NOTE: If you want to skip fighting a boss that really isn't very hard, bring the SURVIVAL KNIFE along.

=====  
Boulder Tunnel 1  
=====

Run up to the boulder, check it. Hmm. It looks like we can't pass through. Let's try something different. Turn around and go back to the door you came in through, but don't go through.

ACK! Don't just go! RUN! RUN LIKE YOUR LIFE DEPENDED UPON IT to the door you came in.

If you didn't make it, you died and need to try again. If you did, congratulations. Run to the end of the tunnel where the boulder was. There's some SHOTGUN SHELLS. Now run through the doors the boulder revealed.

NOTE: This is what I was talking about earlier in the walkthrough when I referred to you feeling like Indiana Jones. If you don't feel like him now, you never will.

=====  
Spider Battle Room  
=====

I couldn't really think of a good name for him, so he's the Giant Spider.

\_Cutscene\_

////////////////////////////////////  
\*\*\*\*\*  
Boss: Giant Spider & Friends  
Difficulty: Easy



=====  
Run to where the boulder was and, again, there's an item it was hiding. It's a  
FIRST AID BOX with FIRST AID SPRAY inside. Now exit via the door at the other  
end of the tunnel.

=====  
Short Tunnel  
=====

Take the only other door here.

=====  
Spider Battle Room  
=====

Take the only other exit here.

=====  
Boulder Tunnel 1  
=====

Take the only other door here.  
What's up with all these tunnels that you can't get lost in?

=====  
Courtyard Save Tunnel  
=====

Whip out the SHAFT. Combine it with the CYLINDER.  
Now you have the CYLINDER SHAFT.

Examine the CYLINDER SHAFT. Turn it six times.  
It displays:

IV II III I  
4 2 3 1

All these cylinders and shafts. You'd think the creator(s) could think of more  
creative names.

Oh well.

All you need is the GRENADE LAUNCHER, the CYLINDER SHAFT, and a full-healing  
item.  
Take the door beside the ladder.

=====  
Dark Tunnel  
=====

Take the only other door here.

=====  
Elevator Tunnel  
=====

Run back to where you got the SHAFT and put the CYLINDER SHAFT in its place.

-----Elevator Mini Puzzle-----

Remember the numbers on the CYLINDER SHAFT?

Press the fourth button, then the second, then the third, then the first.

The power is now restored. Hop on the elevator and press the switch.

\_Cutscene\_

=====  
Elevator Landing  
=====

\_Cutscene\_

Take the door right in front of you.

=====  
Lisa Trevor Tunnel  
=====

Look at your map.

Soon you will approach a fork. You can go left or right.

If you go left, Lisa Trevor will be there.

However, if you go right, she'll be there too.

:-\

When you get to the fork, go right. Then when you see her, go left. Then proceed down the tunnel.

Grab the RED HERB and GREEN HERB at the top of the stairs and go through the door in the small corridor.

=====  
Storage Area  
=====

Keep going until the camera view switches to a large pile of boxes with metal poles beside them and sparkles on top. Climb up onto the lowest box on the left side, then climb up the box behind it. There's a BATTERY PACK, MAGNUM ROUNDS, and a HANDGUN MAGAZINE. Now climb back down and run to the box on the ground. Push it onto the suspended platform.

Then, start up the device to send the box back to the Elevator Landing.

Leave via the way you came in.

=====  
Lisa Trevor Tunnel  
=====

Same deal as last time. She'll be on whichever side you choose to go. Just choose a side and go the other. Proceed through the door you originally used to get in here.

=====  
Elevator Landing  
=====

Run forward.

\_Cutscene\_

That Barry is starting to seem pretty suspicious.

Run to the item box toward the end of the wooden planks and make sure your inventory consists only of the GRENADE LAUNCHER and a full healing item.

Now climb down the ladder and push the box toward the red light. Then push it into the hole just past the red light. Now check the red light and press the switch.

Jump down into the hole to get the...

BROKEN FLAMETHROWER!

:-\

How helpful.

Actually, it is.

Go back up the ladder and out the door to the Lisa Trevor Tunnel.

=====

Lisa Trevor Tunnel

=====

Run to the fork, and at the fork, fake left, then go right. Lisa Trevor will follow you. You should see a lever here. Pull the lever to reveal hooks beside the locked door on the map. Now you need to run past Lisa Trevor. Use your healing item if you need to.

After you get to the hooks, put the BROKEN FLAMETHROWER on them, and enter the door.

=====

Home of Lisa Trevor

=====

Run around the table and down the stairs into the water. Run through the water and past the snakes. Then go up the stairs and you'll find yourself right in the middle of her bedroom.

Take the DAGGER from her bed and then take the JEWELRY BOX from the candlelit desk. Examine it to get the STONE RING! Yes! You also get A FAMILY PICTURE and NOTES. Now climb up the ladder and go right. Take the GREEN HERB and BLUE HERB at the end of the hall, then go to the other end of the hall and climb up the ladder.

=====

Cottage

=====

Ha! Now we're back here. Pull the METAL OBJECT out of the item box and combine it with the STONE RING for the STONE & METAL OBJECT. Now organize your inventory:

GRENADE LAUNCHER

Full healing item

STONE & METAL OBJECT

Save if you want, and leave out the front door.

=====

Cottage Path

=====

Follow the long path to the gates to the Cemetery.

=====  
Cemetery  
=====

Hey! This is the first and only time in the game when there are zombies in a place where there are graves. Kind of weird.

The crows are gone, so blast away! Kill them all and take the only other exit.

=====  
Weathervane Pass  
=====

Run past the weathervanes to the door at the end.

=====  
Supply Shed  
=====

Exit via the blue door.

=====  
Outer Path  
=====

Take the STONE & METAL OBJECT from its place on the wall and exit using the only other door here.

=====  
Family Portrait Room  
=====

Take the door that leads to the East Stairway.

=====  
East Stairway  
=====

Go up the stairs and turn right; take the door at the end.

=====  
Old Hallway  
=====

Take the door on the other end of the hallway.

=====  
Main Hall  
=====

Run down the stairs, then walk around and under the stairs to see gates. Place the STONE & METAL OBJECTs in their place here and go through. I think we all know what that sound is.

=====  
Altar Entrance  
=====





Run to the north side of the pool and put the MEDAL OF WOLF into place. Now, put the MEDAL OF EAGLE into place on the south side of the pool.

\_Cutscene\_

How convenient.

The stairs are on the east side of the pool. Go down them, then use the elevator.

Time to switch discs.

Good job! You're about halfway through the game.  
LoL, not really. You're about...hmmm 9/10 through the game.

=====

Laboratory B1

=====

Run to the ladder beside the big steel doors.

=====

Lab Entrance

=====

Grab the INK RIBBON on the floor.  
All you need is the GRENADE LAUNCHER.

Save if you want and take the doors here.

=====

Lab Stairway

=====

There are two zombies here. One is on this floor, the other is coming up the stairs. Kill them both and then take the 3 GREEN HERBs beside the stairs. Run down the hall opposite the stairs and grab the MO DISK from the desk. Then go down the stairs and enter the double doors here.

=====

Square Corridor

=====

There are two zombies here as well. One is right in front of you and the other is down the tunnel to Jill's left. Kill them both, then take the double doors beside the ones you used to enter.

=====

Medical Hallway

=====

Take the FIRST AID BOX at your feet and open it for MIXED HERBs. It's made of two GREEN HERBs.

Now take the door beside the double doors you used to enter.

=====

Radiologist's Room

=====

-----X-Ray Puzzle-----

Check the computer for the RESEARCHER'S LETTER. Part of it is this:

"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 a 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."

Take the X-RAY from the box near the blue light switch. Examine it, it's the X-RAY OF CLARK. Now grab the the X-RAY (X-RAY OF GAIL). A memo catches your attention. It says,

"To use the electronic door, place the initials in alphabetical order."

Now take both of the X-RAYs and place them on the board with the other X-RAYs. Be sure to put them in alphabetical order (i.e. Clark on the left, Gail on the right). Now go back to the other end of the room and press the light switch.

Part of the X-RAYs are glowing red.

Colon  
Esophogas  
Liver  
Lungs

Take the first letters, it spells CELL. We've discovered the password to unlock the Visual Data Room.

Leave.

NOTE: Ada Wong is an important character in the Resident Evil Series. She was a spy sent by Umbrella to get the G-virus in Resident Evil 2. She is also the addressee of the Wesker Report. So obviously Wesker has been communicating with her.

=====  
Medical Hallway  
=====

Leave through the double doors here.

=====  
Square Corridor  
=====

Run to the southwest corner of the hall. Then grab the DAGGER off the shelf. Then check the pile beside the shelf for a HANDGUN MAGAZINE. Now go through the double doors at the northeast corner of the square.

=====  
Computer Room  
=====

Check the computer against the wall on a cart for some MAGNUM ROUNDS. Check the desk with the operational computer on it for the V-ACT RESEARCHER'S NOTE file. Now run into the freezer and grab the BATTERY PACK on the shelf. There's also a FIRST AID BOX on the shelf in here with a GREEN HERB inside? Why put it

in a box?

Oh well. Now check out the operational computer.

-----User Name/Password Puzzle-----

Remember that file we saw?

"I have set up the terminal in the small security room so that you can log in to the system using my name [as the user name] and your name as the password."

Well, the letter began, "My dearest Ada" and ended "Yours truly, John" so type in JOHN as the user and ADA as the password.

Now select "B-2F".

Another password. This is the password we discovered from the X-Ray puzzle. Type in CELL and press ENTER.

Then select "B-3F".

It unlocks automatically; you don't even need another password.

Log out, then leave the room.

=====  
Square Corridor  
=====

Run over to the northwest corner. Then take the green doors.

=====  
Medical Hallway  
=====

Now take the green door here that you haven't been through before.

=====  
Chemistry Room  
=====

Run to the other end of the room where you'll see a zombie that's almost as stupid as the one we saw in the Mirror Hallway. Shoot him in the back with the GRENADE LAUNCHER, then check the Gamecubish thing on the desk. Use the MO DISK you currently have on it. It will disable one of three locks you need to disable in order to save Chris. Now grab the sparkling file from the desk. It's the FAX. How descriptive. Oh well. Take the INK RIBBON from the chair by the door, the FLAME ROUNDS (snicker) from the endtable, and the SLIDE CARTRIDGE from the desk under the flourescent X-Ray viewing light. Leave.

=====  
Medical Hallway  
=====

Take the green doors at the end of the hallway.

=====  
Square Corridor  
=====

Take the double doors beside you.

=====  
Lab Stairway  
=====

We're gonna run back to the save room, as we are short on item slots.  
So take the door at the end of the hallway.

=====  
Lab Entrance  
=====

You need:  
GRENADE LAUNCHER  
SLIDE CARTRIDGE

Leave.

=====  
Lab Stairway  
=====

Now take the doors that appear gray on your map. It leads to the Visual Data Room.

=====  
Visual Data Room  
=====

Grab the FIRST AID SPRAY on the table in front of you, then take the MO DISK from the shelf.

-----Slide Projector Puzzle-----

Run over to the projector on the other end of the table.  
View the film.

MA-39 CERBERUS  
FI-03 NEPTUNE  
MA-121 HUNTER  
T-002 TYRANT (?)

If you can recognize a certain person in the picture of the B.O.W. Development Staff, it explains some of the story.  
coughWESKERcough

Who puts a serial number on the slide itself? Oh well. Use the SLIDE CARTRIDGE. It allows you to see what the enemies would look like during a dance party with red lighting. EXCEPT  
Now the serial number has only 4 digits:  
8462  
Hmm. Now check out the keypad to the right of the door. Enter 8462 to reveal a hidden room.

It's kinda hard to see, but there's a MAP OF THE LABORATORY in the cabinet next to the cabinet next to the door. Take it,  
Now check the cabinet next to the hidden room. It contains the SECURITY PROTOCOLS. If you read through it, you can find the name of the traitor that Enrico spoke of before he died. coughWESKERcough.  
Anyway...  
Examine the shelf just next to the hidden room for some SHOTGUN SHELLS.

Grab the LABORATORY KEY off the table in the hidden room. Examine it, it's the KEY FOR THE POWER AREA.

Now check the operational computer and view KENNETH'S FILM. Pfft.

How pathetic. For one thing, we only remember hearing one gunshot. For another thing, he took 5 shots and missed every time. This guy has to be the biggest loser on the entire S.T.A.R.S. teams, Bravo and Alpha.\

Now leave the room.

=====

Lab Stairway

=====

Run down the stairs and take the double doors here.

=====

Square Corridor

=====

Now run to the double doors in the southeast corner. Unlock and proceed through.

=====

Lab Storage Room

=====

Run straight forward and push the shelf against the wall. There's some SHOTGUN SHELLS on the bottom level of the shelf to your left.

Any minute now, you will encounter your newest enemy. It's called the Chimera. He's kinda short and looks like a skinned chimp. It has claws and is probably one of the ugliest of the Resident Evil enemies. They take about two shots from the GRENADE LAUNCHER, probably because if you don't aim up or down you'll hit them in the head if they're close.

There's only 2 in these two rooms, so they're not going to gang up on you or anything.

Anyway, take either airduct here.

You'll end up in the...

=====

Surgery Room

=====

Here you will probably encounter a Chimera. There are no items here, so just take the airduct on the north side of the room.

=====

Lab Storage Room

=====

Yep, we're back here again.

Step down and then run over to the passcode transmission device. There's a BATTERY PACK beside it. Now use the MO DISK on it.

2 locks down, 1 to go!

Do a 180 while facing the computer then run forward and push the shelf forward. Now run out the double doors.

=====  
Square Corridor  
=====

Unlock the single door near you, discard, and proceed through.

=====  
T Hallway  
=====

Run straight ahead and take the door you run into.

=====  
Lab Lounge  
=====

Alright fellas. We hit the motherload.  
Collect the SHOTGUN SHELLS, GRENADE SHELLS, FIRST AID SPRAY, and INK RIBBON.  
You'll need the GRENADE LAUNCHER and the final MO DISK.  
Leave.

=====  
T Hallway  
=====

Take the double doors at the south end of the T.

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

Run to Jill's right and around the curve. There's a Chimera here. Kill him,  
then run to the end and check the panel with the blue light.

"WARNING: Fuel may explode if shaken or jarred".

That means don't run with nitro in the fuel tank.

Take the FUEL SUPPLY CAPSULE and exit the way you came in. You can run now.

=====  
T Hallway  
=====

Run to the west end of the T and go through.

=====  
Square Corridor  
=====

Take the green doors at the northwest corner of the room.

=====  
Medical Hallway  
=====

Run to the green door toward the end of the hallway.

=====

Chemistry Room

=====

Check the extremely large machine here, open it, and set the FUEL SUPPLY CAPSULE into place. It'll refuel it, then it'll give it back.

"The main ingredient of this fuel appears to be a nitro compound. 'Running' could result in a fatal explosion."

Once again, they warn us about running. So don't run, WALK! WALK I SAY! Didn't you ever learn anything from the lifeguards?

Leave.

NOTE: Teehee. For those of you who are thinking, "Hmm, would I really just blow up if I ran?" The answer is:  
You can run for about 5-10 seconds, then you just blow up.

=====

Medical Hallway

=====

Take the green double doors here.

=====

Square Corridor

=====

WALK to the single door in the southeast corner of the room.

=====

T Hallway

=====

Take the door at the south end of the T to the Boiler Room.

=====

Boiler Room

=====

WALK SLOWLY to the place where you got the FUEL SUPPLY CAPSULE originally and set it back in place. Ahh. That feels better. You never really appreciate something like running until it's taken away.

Now run to the door at the southeast corner of the room. It's opposite the side of the room you're on now. You'll probably encounter a Chimera or two, but you can ignore them if you don't feel like killing them.

=====

Boiler Room 2

=====

A Chimera will jump out of the vent above the door. If you shoot him quick enough, he'll scurry back up into the vent.  
Run straight forward, then insert the MO DISK into the passcode transmitter to release the 3rd and final lock on that big door.  
There's a BATTERY PACK on the floor in the northwest corner of the hall.  
LIKE YOU NEED IT. Right now I have 10 BATTERY PACKs and 8 DAGGERS. Well, if the Chimeras grab you from the ceiling, you do use one of the Defense Items. But I wouldn't try to get them to grab you just to make sure it works.

Take the double doors in here. Watch out, a maximum of 3 Chimeras can come through the vent by these doors.

=====  
Elevator Control Room  
=====

Run to the other side of the room and check the computer. Start up the power. Now leave. You'll probably encounter a Chimera or two.

=====  
Boiler Room 2  
=====

Take the only other door here.

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

Take the only other door (double doors) here as well.

=====  
T Hallway  
=====

Go up the small set of stairs and go into the Lab Lounge.

=====  
Lab Lounge  
=====

Alright. Here's what you'll need.

MAGNUM REVOLVER ;-)

MAGNUM AMMO

GRENADA LAUNCHER

Full healing item

Full-healing item

Full-healing item

That's right. You guessed it. A very powerful boss.

SAVE  
and leave.

=====  
T Hallway  
=====

Don't forget to equip the MAGNUM REVOLVER.

Run to the elevator at the north end of the T and use the elevator.

\_Cutscene\_

=====  
B4 Elevator Landing  
=====

There are two boxes of SHOTGUN SHELLS right beside the elevator. Definitely a sign that there's a big boss coming up.





=====  
Take the green double doors at the northwest corner of the room.

=====  
Medical Hallway  
=====

Run to the big double doors at the very end of the hallway.  
Check the green lights beside the door and pull all three. Then go through the doors.

=====  
Chris's Stairway  
=====

Run down the stairs and take the door at the end.

=====  
Chris's Cell  
=====

\_Cutscene\_

=====  
Chris's Stairway  
=====

Hmm. Go back inside Chris's Cell.

=====  
Chris's Cell  
=====

Looks like Chris decided not to tell us about the SHOTGUN SHELLS here. Hmm.  
Maybe him and Barry are in it together ;-). Leave.

NOTE: Why would you put SHOTGUN SHELLS in a jail cell?

=====  
Chris's Stairway  
=====

Run up the stairs and out the double doors.

=====  
Medical Hallway  
=====

\_Cutscene\_

Run through the green double doors.

=====  
Square Corridor  
=====

Take the double doors beside you.

=====

Lab Stairway

=====

Run up the stairs, around them, then down the hall to the Lab Entrance.

=====

Lab Entrance

=====

Here's what you need:

MAGNUM REVOLVER

MAGNUM AMMO

Full healing item

Full healing item

Full healing item

[EMPTY]

[EMPTY]

[EMPTY]

SAVE SAVE SAVE

You're about to fight the boss of the game.

Go up the ladder.

=====

Laboratory B1

=====

\_Cutscene\_

Take the big double doors here.

=====

Heliport Hallway

=====

There are 2 FIRST AID BOXes here, one contains FIRST AID SPRAY, the other is a GREEN HERB. There's also SHOTGUN SHELLS here, but only take them if you're using the SHOTGUN.

Run forward.

\_Cutscene\_

Keep going and pick up the FUSE UNIT at the end of the catwalks. Then put it in it's place by the elevator.

\_Cutscene\_

=====

Helipad

=====

You have 3 minutes. Now there's a time limit.

Grab the briefcase here, it's the SIGNAL ROCKETS. Now use them.

\_Cutscene\_

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



the cutscene. ;-)

=====  
Main Hall  
=====

\_Cutscene\_

=====  
Dining Hall  
=====

There's INK RIBBON on the table in front of you. Now run to the other side of the room and go through the door to your right.

Go through the door to your right.

=====  
Kenneth Hallway  
=====

Run down the hall to Chris's left.

\_Cutscene\_

What the heck?! Don't waste any ammo on it, just run back through the door you came in through! We have to report this to Wesker.

=====  
Dining Hall  
=====

Run back through the double doors.

=====  
Main Hall  
=====

\_Cutscene\_

You got the HANDGUN! Equip it.

Now you can take out that zombie that tried to eat you.

But first, go through the double doors opposite the doors you came from.

=====  
Woman Drawing Water Room  
=====

Ahh...your first puzzle!

-----Statue Puzzle-----

See that dresser thing in front of the doorway? Push it to the right once, then get behind it and push it up against the tall statue in the middle of the room. Now, walk up against it and push the A button to climb on top of it. Finally, grab the sparkle out of the pot to receive a MAP OF THE MANSION 1F.

NOTE: To view your map, you can either press the Z button or select it on the menu.

Now, lets see whats in that walkway the dresser was blocking. So run through, around the turn, and grab that sparkle on the shelf. It's a DAGGER. Now go out the way you came in.

WHOA! A zombie! I wouldn't waste any ammo on him, just use your newly-acquired DAGGER on him and run out the door you came in.

=====  
Main Hall  
=====

Let's check out the door that was beyond the zombie that was eating Kenneth.

Take the double doors on the left/west side of the room.

=====  
Dining Hall  
=====

You can save with the typewriter here if you want.

Open the door at the other side of the room.

=====  
Kenneth Hallway  
=====

Run down to Kenneth's body and check it to get KENNETH'S VIDEO, which is filed and not considered an item. You can view it toward the end of the game. Now, go through the door past his body.

=====  
Bird Cage Stairway  
=====

Run down the hall and check the bird cage for a HANDGUN MAGAZINE. To the right of the stairs are two GREEN HERBS. Because Chris has 6 item slots opposed to Jill's left, only take the GREEN HERBS if you're going to use them. If you take them anyway, it's no big deal, you will probably just have to use them before you really need them.

Now run up the stairs and through the door at the end.

=====  
Mirror Hallway  
=====

There are two GREEN HERBS on Chris's left, but again, only pick them up if you need them.

From the door you came in, go (Chris's) right, then left. As the camera angle changes, you can see a zombie that must be pretty stupid since he hasn't seen you. What a loser.

Why not take advantage of this? Alright. Run quickly to the right of the zombie and past him. He should jump at you, but he'll also miss. Now run down the hall and grab that sparkle attached to the statue. It's the GOLDEN ARROW. Now, examine it to remove the head. Now you have the ARROWHEAD. There's a HANDGUN MAGAZINE in front of the mirror, too.

Continue down the hallway and unlock and go through the door to the right of the mirror.

=====

Dining Hall 2F

=====

There's a zombie here, but he's on the other side of the room. Run to Chris's left to reveal a sparkle. It's a DAGGER. Now continue to the double doors at the end.

=====

Main Hall

=====

Run down one set of stairs and through the door here.

=====

Graveyard

=====

Run down the steps and along the path to the picture depicting Cupid. Use the ARROWHEAD to make Cupid rise, revealing a long set of steps. Descend them.

=====

Death Mask Room

=====

Run across the room and under the coffin \*shudders\* to grab the BOOK OF CURSE. Examine the back of it to get the Mansion Key. Examine the Mansion Key to get the SWORD KEY. Now go back up the stairs.

=====

Graveyard

=====

Go up the stairs and back into the mansion.

=====

Main Hall

=====

Alright! Before we find the Death Masks, we need to get the ARMOR KEY. So run up the stairs and unlock the single door on the west side of the mansion with the SWORD KEY. Proceed through.

=====

Old Hallway

=====

Don't worry. This place looks scary, but in EASY mode, you'll never fight any zombies here.

Run down the hall past the mysterious steel double doors to the stand with the WOODEN MOUNT on it. Pick it up, and go through the door at the end of the hall.

NOTE: You may have to use up a GREEN HERB or MIXED HERBS to hold it.

=====

Study

=====

For now, you can't do anything, because you're Chris, and don't have many item slots. Leave through the only other door here.

=====

East Stairway

=====

Run forward quickly! There is a zombie beside you! Take him out with your HANDGUN. Unlock the door he was in front of but don't go through. There's another zombie at the bottom of the stairs, but let's forget about him for now. Run down through the door at the opposite end of the hall.

=====

Fireplace Room

=====

Use the WOODEN MOUNT on the strange design above the fireplace, then use the LIGHTER to start a fire. Now try to take back the WOODEN MOUNT, and you get a MAP OF THE MANSION 2F. Leave the HERBS there for now and leave the way you came in.

=====

East Stairway

=====

Now run down the hall to the stairs. You now need to take out the zombie at the bottom of the stairs. If you shoot at him from the top, it makes it a lot easier.

Now grab the GREEN HERB at the bottom of the stairs and enter the room beside the stairs.

=====

East Save Room

=====

Grab the HANDGUN MAGAZINE by the lantern, and the BODY DISPOSAL file on the floor beside the lantern. There's also an OLD KEY next to the typewriter.

Dump all your items in the item box.

Now pick up the FUEL CANTEEN in front of the stepladder. Fill it up using the kerosene tank next to the door.

Before you save, run outside and use your LIGHTER & FUEL CANTEEN to burn the bodies of the zombies in the East Stairway. Then fill up your FUEL CANTEEN again with some more kero.

Now get out these items:

HANDGUN

HANDGUN MAGAZINE

WORD KEY

INK RIBBON

FUEL CANTEEN

Now save on the type writer and dump the INK RIBBON in the item box.



NOTE: Crimson heads appear 30min-60min and inhabit the body of a normal dead zombie. They are much stronger and faster, so you should do your best to kill only zombies you intend to burn, or have blown off their head (or leg).

TIP: If you read the BODY DISPOSAL file, then you should know that after a certain amount of time, zombies come back to life stronger. According to the game, you have to either burn the body or shoot off their head, but actually, you can shoot off their leg, too.

TIP: There are three ways to tell if a zombie is dead.

1. Walk up FAIRLY close to it and back up. If the zombie is alive, Jill will back up quickly. If it is dead, she will back up normally.
2. Face away from the zombie and press R. If the zombie is alive, your gun will point at it.
3. If you can see a pool of blood under the zombie, it's dead. If you can't, it's not.
4. If it plays scary music when a zombie opens a door or breaks through a window, it will stop when all the enemies in the room are dead.

TIP: When fighting a Crimson Head, be sure to stay on their left. They're all right-handed!

NOTE: Unlike Jill, the cheater, Chris can't cheat for flame rounds. Thus, Chris will have to use the FUEL CANTEEN & LIGHTER to prevent Crimson Heads from coming.

Alright. Now exit the room through the only door.

=====  
East Stairway  
=====

Run up the stairs, and take the door at the end of the hall to your right.

=====  
Old Hallway  
=====

Now take the door to Chris's right, the one that leads to the Study.

=====  
Study  
=====

Run over to the desk with the chess board. Here you can find a DOG WHISTLE, A CRUMPLED MEMO, and a HANDGUN MAGAZINE.  
Now check the other desk in this room for the BOTANY BOOK.  
Then take the same door you used to come in.

=====  
Old Hallway  
=====

Use the door at the other end of the hallway.

=====  
Main Hall  
=====

Take the double doors on the other side of the room.

=====  
Dining Hall 2F  
=====

There's a zombie running around here. Kill him dead, then run to the middle of the south side of the room. There's a blue statue here. Push it off the edge. Now incinerate the body of the zombie you just killed. Take the single door furthest away from the door you used to enter. You should have to unlock it first.

=====  
West Stairway  
=====

This is probably the easiest room to kill zombies in. There's one zombie down the hall where the camera appears to be positioned and the other is coming up the stairs. They'll try to walk around the stairs, so shoot them before they get to you.

Now run down the hall where the first zombie was. Unlock the door, but don't go through. Instead, run down the stairs and take the door beside them.

=====  
Mansion Drug Room  
=====

Ditch the DOG WHISTLE, pull out the OLD KEY, then leave.

=====  
West Stairway  
=====

Run to the end of the hall, Then, unlock the door on the right and proceed through.

=====  
Tiny Bedroom  
=====

Here, you can find a FLASH GRENADE, BROKEN SHOTGUN, and INK RIBBONS. There's also a kerosene tank here. Refill your FUEL CANTEEN, grab all the items, and leave.

=====  
West Stairway  
=====

At this point, you should incinerate the bodies of the zombies here, including the one outside the door to the Mansion Drug Room. Refill your FUEL CANTEEN, then stop back in the Mansion Drug Room beside the stairs.

=====  
Mansion Drug Room  
=====

Here's what you need:  
HANDGUN  
HANDGUN MAGAZINE  
SWORD KEY

BROKEN SHOTGUN

Save if you want.

Now leave.

=====  
West Stairway  
=====

Run up the stairs and take the door that leads to the Dining Hall 2F.

=====  
Dining Hall 2F  
=====

Take the double doors on the other side of the room.

=====  
Main Hall  
=====

Run down the stairs, then take the double doors on the east side of the mansion.

=====  
Woman Drawing Water Room  
=====

Take the white door on the other side of the room. You'll have to unlock it first.

=====  
Ornamental Plate Hallway  
=====

At this point, you should have a fairly high level of ammo.

Run down the hall and...

PING!

What was that? Oh well.

Push the piece of furniture across from that window for a DAGGER.

Now run down the hall and push the plate display case closest to the door at the end for a HANDGUN MAGAZINE. Take the only other door here.

=====  
Zombie Window Hallway  
=====

Run down the hall until you can see a window. Now take the door on the right side of the screen.

=====  
East Bathroom  
=====

Check the bathtub and pull the plug.

\_Cutscene\_

I recommend you just take the OLD KEY from the tub and leave, but kill the

zombie if you insist, then leave.

=====  
Zombie Window Hallway  
=====

Run to the other side of the hallway and take the single door here.

=====  
Easy Squeezie Lemon Peezie Room  
=====

Why do I call it that? If you follow this walkthrough incorrectly and are not Jill (which you're not), you'll find out the hard way.

Take the only other door here.

=====  
Shotgun Room  
=====

Ignore all items in this room except for the beloved SHOTGUN on the wall on the other side of the room. Take it, then use the BROKEN SHOTGUN in its place. Everyone loves the BROKEN SHOTGUN/SHOTGUN puzzle.

Now you officially have the SHOTGUN and you won't get squashed, at least not in this part of the game.

There's an INK RIBBON on the table here, and a DAGGER on the other end.

Now leave.

=====  
Easy Squeezie Lemon Peezie Room  
=====

Proudly and 3-Dimensionally take the other door.

=====  
Zombie Window Room  
=====

Take the double doors in front of you.

=====  
Family Portrait Room  
=====

Take the single door beside the chair.

=====  
East Stairway  
=====

Enter the East Save Room.

=====  
East Save Room  
=====

You need:

HANDGUN

HANDGUN MAGAZINE

DOG WHISTLE

SWORD KEY

OLD KEY

Now save if you want and leave.

=====

East Stairway

=====

Run up the stairs, and take the door at the end of the hall to your right.

=====

Old Hallway

=====

Use the door at the other end of the hallway.

=====

Main Hall

=====

Take the double doors on the other side of the room.

=====

Dining Hall 2F

=====

Take the door furthest away from you.

=====

West Stairway

=====

Take the grey (gray?) door here. You'll have to unlock it first.

=====

West Balcony

=====

Use the DOG WHISTLE. This will cause 2 Cerberus to attack you. You need to kill them, then pick up the COLLAR of one of the dogs. Now push the switch on it to get a COIN. Examine the back to make it the IMITATION OF A KEY.

Use the GREEN HERBS growing here if you got hurt, then run to the other side of the balcony. Unlock the door, but don't go through. Instead, take the door you used to enter.

=====

West Stairway

=====

Take the door on the other end of the hallway up here.

=====

Mirror Hallway

=====

Go toward the mirror at the far end of the screen, then turn right. There's a zombie here. If you haven't gone really fast through this walkthrough, he'll turn into a Crimson Head as soon as you pass over his body. We need to enter the door past his body, so run past his body to the door at the end.

=====  
Knight Corridor  
=====

Run up the stairs and around the bend to the key on the ground. Pick it up.

-----Knight's Puzzle-----

Not too hard. Pick up the MANSION KEY and set down the IMITATION OF A KEY.

Examine the MANSION KEY, it's the ARMOR KEY.  
Now run down the stairs and out the door.

=====  
Mirror Hallway  
=====

Be careful, the Crimson Head is here. Use the door you used to come in here with before the Knight Corridor. It's in the middle a wall.

=====  
West Stairway  
=====

Run over to the stairs.  
Good lord. How pathetic.  
It's playing probably the scariest music in the game...for the easiest and least scary zombie in the game. Oh well.  
Shoot him dead.  
Now take the door to the Dining Hall 2F.

=====  
Dining Hall 2F  
=====

Take the double doors.

=====  
Main Hall  
=====

At this point, there's an outer walkway where Jill gets the (CHEATER) GRENADE LAUNCHER, but you can get a HANDGUN MAGAZINE, DAGGER, and if you fight Forest, who's a zombie now, two GREEN HERBS.

If you DO decide to go here, I highly recommend you don't go past Forest's body, as all you'll get is a bunch of bites (that can't be avoided by the use of Defense Items) and those two GREEN HERBS mentioned earlier.

The walkway is located at the southeast corner of the Main Hall.  
It also requires the ARMOR KEY to unlock.

Either way, take the door in the northwest corner of the room that leads to the Old Hallway.

=====  
Old Hallway  
=====

Unlock and take the big steel double doors in the middle of the hall.

=====  
Armor Puzzle Room  
=====

-----Armor Puzzle-----

Here's the deal. You have to push them in in the right order.  
This is the correct order:

1. Far-Right
2. Close-Left
3. Close-Right
4. Far-Left (Auto)

Now press the switch on the pedestal to raise the grate.  
Grab the JEWELRY BOX, which happens to also be a puzzle.

-----Jewelry Box Puzzle 1-----

This is the simplest of the JEWELRY BOX puzzles.  
If you read on the top, it says "Sunlight will awaken me".  
Well, the sun has a two pieces of heart on it, and the moon has two bars on it.  
Sunlight will awaken it, so push the two heart switches on the other sides of  
the box to open it.

Alright! A DEATH MASK! Examine the front, it's the MASK W/O ALL.

Now leave.

=====  
Old Hallway  
=====

Now unlock and take the single door between the steel double doors and the  
door to the Main Hall.

=====  
Richard's Little Hallway  
=====

Run forward.

\_Cutscene\_

=====  
Old Hallway  
=====

Hm. What great graphics on his arm. Oh well.

QUICK! Take the door to the Main Hall!

=====  
Main Hall  
=====

Take the double doors to the Dining Hall 2F.

=====

Dining Hall 2F

=====

RUN to the door furthest away from you.

=====

West Stairway

=====

Run down the stairs and into the Mansion Drug Room.

=====

Mansion Drug Room

=====

Quick! Ditch the DEATH MASK and the SWORD KEY in the item box, then grab the SERUM off the shelf beside the item box.

Now leave.

=====

West Stairway

=====

Run up the stairs, around them, then out the door to the Dining Hall 2F.

=====

Dining Hall 2F

=====

Run to the double doors at the end.

=====

Main Hall

=====

Take the single door opposite you.

=====

Old Hallway

=====

ALMOST THERE! Run to the door that leads to Richard's Little Hallway.

=====

Richard's Little Hallway

=====

Run forward.

\_Cutscene\_

=====

West Stairway

=====

Yep. You're here now.

But, we want to go to Richard's Little Hallway again.

Go up the stairs and out the door at the end.



=====  
Dining Hall 2F  
=====

Take the double doors at the end.

=====  
Main Hall  
=====

The door opposite you.

=====  
Old Hallway  
=====

Enter the next door you see.

=====  
Richard's Little Hallway  
=====

Heh heh. There's a zombie here. He's kinda stupid though. Just run around the pole to take him out easily. Take the GREEN HERBs if you want, but you're gonna have to waste them in order to carry items in the near future.

Now take the only other door here.

=====  
Simple Hallway  
=====

The zombie here is down the hall. You should definitely kill him. Now go to the door at the very end of the hall. There's a FLASH GRENADE in the corner opposite the door. Now go in the door.

=====  
Small Dining Room  
=====

Even in the darkness, you can see an unlit candlestick. Light it using the LIGHTER.

There are some SHOTGUN SHELLS in the southeast corner of the room, and a HANDGUN MAGAZINE on the table.

See that display case against the wall? Push it away to reveal a hidden room. There's a zombie in here (?), so I recommend you run in, do a 180, then run out. The zombie will now be chasing you, but you can easily take him out due to the protection of the table.

Now check the display case inside the hidden room. You'll get the MUSICAL SCORE. Now leave the room.

=====  
Simple Hallway  
=====

Take the door you originally used to get in here.

=====  
Richard's Little Hallway  
=====

Use the only other door here.

=====  
Old Hallway  
=====

Run past the big steel doors, then take the first door you come to.

=====  
East Stairway  
=====

Run down the stairs and into the save room.

=====  
East Save Room  
=====

Here's what you need:

- HANDGUN
- HANDGUN MAGAZINE
- MUSICAL SCORE
- SWORD KEY
- ARMOR KEY

Now leave.

NOTE: Sorry for leaving out the ARMOR KEY guys. Thanks to Matthew Kruger for pointing that out.

=====  
East Stairway  
=====

Run up the stairs and through the door at the end of the hall to the right.

=====  
Old Hallway  
=====

Run to the other end of the hallway and take the door at the end.

=====  
Main Hall  
=====

Run down the stairs and take the double doors to the Dining Hall.

=====  
Dining Hall  
=====

Enter the only other door here.

=====

Kenneth Hallway

=====

There's a zombie down the hall to Chris's right. Kill him before he gets close, then unlock and enter through the door down the stairs at the end of the hall.

=====

Kitchen

=====

Run forward and grab the sparkle on the shelf. It's the (final) OLD KEY. There's a DAGGER on the side of the table closest to you, and a HANDGUN MAGAZINE on the other side.

Now leave the way you came in.

\_Cutscene\_

Kill 'em if you're bored, otherwise just leave.

=====

Kenneth Hallway

=====

Now run up the stairs and down the hall. Unlock and take the first door you come to.

=====

Piano Room

=====

There's an INK RIBBON on the counter in the back of the room.

Run down the hall on the other side of the piano and push the bookshelf out of the way. This will reveal the MUSICAL SCORE. Combine the MUSICAL SCORE with the MUSICAL SCORE for the amazing...

MUSICAL SCORE! Woo hoo!

Now run over to the piano and use it.

\_Cutscene\_

Say yes, and she will practice.

Now leave.

=====

Kenneth Hallway

=====

Take the door to the Dining Hall.

=====

Dining Hall

=====

Run around the far side of the table and pick up the BLUE GEMSTONE from the remains of the statue. Then leave via the double doors.

=====

Main Hall

=====

Go up the stairs and take the single door on the northeast corner of the room.

=====

Old Hallway

=====

Take the door past the big steel double doors.

=====

East Stairway

=====

Run down the stairs and to the save room. There's a note here.

"I left some bullets in the room on the right. I'll go ahead and look for a way out." -Wesker-

Thanks, Al! Enter the save room.

=====

East Save Room

=====

Well shave my back and call me Shirley!

There's 2 FIRST AID SPRAYS, 2 HANDGUN MAGAZINES, and SHOTGUN SHELLS.

We're making a quick trip, then returning, so I recommend not saving til we get back. All you really need is the ARMOR KEY. Leave.

=====

East Stairway

=====

Go up the stairs and go left. Take the first door you see.

=====

Deer Head Room

=====

Take the GREEN HERB and RED HERB. Then take the door to the deer's left.

=====

Small Bedroom

=====

Here, there's an OLD KEY, INK RIBBON, and a GREEN HERB (behind the bed).

There's also a FIRST AID BOX, which contains a FIRST AID SPRAY. Now we need to make a quick trip back to the save room due to Capcom's brilliant item placement. So leave.

=====

Deer Head Room

=====

Take the door you used to come in here originally.

=====

East Stairway

=====  
Go back down the stairs and into the save room.

=====  
East Save Room  
=====

All you need is the HANDGUN, HANDGUN MAGAZINE, and the OLD KEY. Now leave.

=====  
East Stairway  
=====

Back to the Deer Head Room.

=====  
Deer Head Room  
=====

Now take the door to the deer's right. Unlock it and enter.

=====  
Insect Room  
=====

Check the desk you can see from this camera angle for the RESEARCHER'S WILL.  
It's different from Jill's. Ha. We don't have to deal with Barry's idiocy.

-----Fishing Puzzle-----

Run to the frame beside the desk and grab the FISHHOOK.  
Then grab the FISHING LURE off of the frame to the right of the lab coat.  
Combine them to make the LURE OF A BEE.  
Now grab the BEE SPECIMEN off of the frame to the left of the door.  
Put the LURE OF A BEE where the BEE SPECIMEN was.  
Then put the BEE SPECIMEN in the frame to the right of the lab coat.  
Then push the switch underneath.

\_Cutscene\_

Pfft. That's kinda unrealistic. Oh well.  
Grab the WIND CREST and get out of there. You'll never come back to this room,  
so don't waste any ammo on the loser.

=====  
Deer Head Room  
=====

Take the door that leads out.

=====  
East Stairway  
=====

At this point I recommend you run to the end of the hall and into the  
Fireplace Room.

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

Grab the RED HERB and 2 GREEN HERBs here if you didn't pick them up earlier.  
Now leave.

=====  
East Stairway  
=====

Run down the stairs and into the save room.

=====  
East Save Room  
=====

You'll need:  
HANDGUN  
HANDGUN MAGAZINE  
ARMOR KEY  
BLUE GEMSTONE

Now save if you want and leave.

=====  
East Stairway  
=====

Run up the stairs and take the door at the end of the hallway to the right.

=====  
Old Hallway  
=====

Run to the other end of the hallway and take the door there.

=====  
Main Hall  
=====

Take the double doors on the other side of the room.

=====  
Dining Hall 2F  
=====

Run to the door furthest away from you.

=====  
West Stairway  
=====

Run down the stairs, then take the door at the very end of the hallway.

=====  
Dark Corridor  
=====

Take the FLASH GRENADE from the table in front of you, then go down the hall  
to Chris's right. Then you'll see a hall on Chris's left. Go down it and grab  
the DAGGER. Then take the door here.

=====  
Tiger Room  
=====

Even smaller than the Easy Squeezie Lemon Peezie Room, this room contains only a tiger.

Place the BLUE GEMSTONE in its eye. It'll revolve and give you some SHOTGUN SHELLS.

Now leave.

=====  
Dark Corridor  
=====

Run out of the mini-hall, then take the door a little ways down the hall.

=====  
Keeper's Bedroom  
=====

Grab the HANDGUN MAGAZINE off the Keeper's bed, then check out the KEEPER'S DIARY on the desk. It's rather disgusting, especially if you try to picture parts of it.

Anyway, turn around and open the closet in front of you.

Yeah, there's a zombie. I bet you didn't see that coming. He's pretty hard to kill in this small place, so I recommend you grab the OLD KEY he was guarding, then leave as quickly as possible. Hey! There's another zombie that appeared out of nowhere. Oh well. Leave.

=====  
Dark Corridor  
=====

Well, we're gonna need to drop off some items before we can continue. So take the door toward the northwestern end of the hall.

=====  
West Stairway  
=====

Jump into the Save Room.

=====  
Mansion Drug Room  
=====

You need:  
HANDGUN  
HANDGUN MAGAZINE  
ARMOR KEY  
OLD KEY

Now leave.

=====  
West Stairway

=====  
Run to the end of the hall and enter the door here.

=====  
Dark Corridor  
=====

Run to the end of the hall to the right, unlock the door, and exit through it.

=====  
Kenneth Hallway  
=====

There's probably a Crimson Head here. Stay toward his left and he'll continually miss you. Crimson Heads really aren't THAT hard, but they are pretty scary.

Take the door close to you that leads to the Dining Hall.

=====  
Dining Hall  
=====

Run over to the fireplace and grab the EMBLEM. It's just above it. Now leave via the same way you came in.

=====  
Kenneth Hallway  
=====

Run down the hall and enter the Piano Room where Rebecca is practicing.

=====  
Piano Room  
=====

\_Cutscene\_

Run into the secret passage and grab the sparkle. It's part of TREVOR'S DIARY. Now take the GOLD EMBLEM, and put the EMBLEM in its place. How original.

Now run out of the room.

NOTE: Our buddy George's diary mentions how he must survive by remembering the puzzles. He states a few, Tiger Eyes and Gold Emblem. Well, the Tiger Eyes only gives you SHOTGUN SHELLS and an item that is not necessary for survival. So, he wouldn't need to complete the Tiger Eyes puzzle to survive. Sorry, sometimes I just hafta be literal.

=====  
Kenneth Hallway  
=====

Run back toward Kenneth, and take the door on Chris's left.

=====  
Dining Hall  
=====



Now put the GOLD EMBLEM where the EMBLEM was. I smell a puzzle!

-----Grandfather Clock Puzzle-----

If you haven't already, put the GOLD EMBLEM in the indentation above the fireplace to start the puzzle.

Examine the portrait next to the clock. The short sword has been thrust into the breast of one knight, while the long sword has pierced the head of the other. Now check the clock.

lets get the long hand (large gear) to pierce the head (helmet). The short hand is already on the armor, so all we have to change is the large gear. Turn it right twice.

I'm not sure if I got that right, but either way, turning the large gear right twice will solve the puzzle.

I wasn't too good at explaining that one. Oh well.

Grab the MANSION KEY from the newly-revealed hole in the wall. Examine it, it's the SHIELD KEY. Amazingly enough, this key unlocks only one door.

Oh well. Leave through the double doors.

=====  
Main Hall  
=====

Take the double doors at the other side of the room.

=====  
Woman Drawing Water Room  
=====

Take the white door on the other side.

=====  
Ornamental Plate Walkway  
=====

Well crap. Because of the strange, enchanted way I wrote this walkthrough, you won't have to fight Cerberus in this hallway. Normally, you would. Anyway, take the door at the end.

=====  
Zombie Window Room  
=====

Unlock the metal door on Chris's right, and enter.

=====  
East Path  
=====

There's a bunch of herbs here, but due to Capcom's brilliant idea to give Chris 6 item slots and my idea on the best way to take you through the game, you're gonna have to either completely ignore them, or come back and get them later.

Grab the white and green bag toward the end of the path and against the wall. It's the CHEMICAL, and to be more specific (examine it), the HERBICIDE. Now leave.

NOTE: To be more specific, there's 2 GREEN HERBs and 3 RED HERBs.

=====  
Zombie Window Room  
=====

Now, you will find out what inspired the name. You need to get to the double doors on the other side of the room. So run there.  
I recommend you ignore the zombies, as you won't need to come back through here again.

NOTE: Hmm. I never noticed this before, but if you didn't kill the zombie in the bathroom, he comes out to get you. Ignore him, too.

=====  
Family Portrait Room  
=====

Run forward. If you were slow, there's a Crimson Head. Take him out from a distance, as when you run forward, one of the zombies from the Zombie Window Room will come to get you. Kill both of the pansies, then unlock, discard, and proceed through the door in the southwest corner of the room.

=====  
Stained Glass Window Display  
=====

-----Stained Glass Window Puzzle-----

Not that hard. You just have to make the colors of the accesories worn by the people in the stained glass the same as the princess at the end of the hall. Push the first switch under the painting of the valiant. It should turn it orange. Then run around to the other side and push the switch under the picture of the saint that is currently yellow. It changes it green. Now continue to the red stained glass depicting a sage. Push the switch to make it purple. Now push the button under the picture of a princess at the end of the hall.

This raises the wall.  
Oh boy! Another DEATH MASK! Examine it, it's the MASK W/OUT MOUTH.

Now use the (final) OLD KEY to unlock the door here. No more OLD KEYS for us!

Enter.

=====  
Graveyard  
=====

Well, that's a handy little shortcut.

Check out your map.

If you look toward the northwestern side of this area, you can see a box. If you check the northwestern corner of this northwestern box, you can get some SHOTGUN SHELLS.

Now get out of your map, get the SHOTGUN SHELLS, and run up the stairs and into the door to the mansion.

=====  
Main Hall  
=====

Run up the stairs and take the double doors.

=====  
Dining Hall 2F  
=====

Take the door furthest away from you.

=====  
West Stairway  
=====

Take the door to the save room at the bottom of the stairs.

=====  
Mansion Drug Room  
=====

\_Cutscene\_

If you're low on health, say yes. If not, don't worry about it.

\_Cutscene\_

Man, it's amazing how much turning your arm a little bit can help.

Here's what you need:

HERBICIDE

Yep, that's it. Save and leave.

=====  
West Stairway  
=====

Take the door at the very end of the hall.

=====  
Dark Corridor  
=====

Run down the corridor straight ahead of you, then take the door at the end.

=====  
Indoor Garden  
=====

Run forward. Whoa, that must be the wierdest looking plant in the game.

(Snicker)

Anyway, run over to the open water tank. Use the HERBICIDE here, then pump the water to the RED side. You'll be sorry if you choose the green side.

\_Cutscene\_

Now run to where that evil plant was to find another DEATH MASK! Yay! It's the MASK W/OUT EYES. Now grab the \_whopping\_ 5 GREEN HERBS.

Leave.

=====  
Dark Corridor  
=====

Because of your amazing walkthrough writer (DjSiXpAcK14), you have no weapon. If zombies \*happen\* to crawl through the windows, then you should run back to the door that leads to the West Stairway.

Now go.

=====  
West Stairway  
=====

Take the door to the save room.

=====  
Mansion Drug Room  
=====

Hmmm. I think it's about time we fight a boss. Or two.

Organize your inventory like this:

DEATH MASK W/OUT EYES  
DEATH MASK W/OUT MOUTH  
DEATH MASK W/OUT ALL  
SHIELD KEY  
SHOTGUN  
SHOTGUN SHELLS

If you picked up all the SHOTGUN SHELLS I told you about, you have 24 shots, plus the 6 in your gun.

Leave.

NOTE: Don't forget to equip the SHOTGUN.

=====  
West Stairway  
=====

Run up the stairs and take the door to the Dining Hall 2F.

=====  
Dining Hall 2F  
=====

Take the double doors.

=====  
Main Hall  
=====

Take the single door across the room.

=====  
Old Hallway  
=====



Follow this line | to where we regain control of Chris.

|-----|

|

|=====

|Richard's Little Hallway

|=====

|

|Take the other door here.

|

|=====

|Old Hallway

|=====

|

|Take the door at the end of the hall closest to you.

|

|=====

|Main Hall

|=====

|

|Quick! The double doors!

|

|=====

|Dining Hall 2F

|=====

|

|The door furthest away from you.

|

|=====

|West Stairway

|=====

|

|Quick! Down the stairs and through the door.

|

|=====

|Mansion Drug Room

|=====

|

|Grab the SERUM off the shelf, then exit.

|

|=====

|West Stairway

|=====

|

|Run up the stairs and out the door at the end of the hall.

|

|=====

|Dining Hall 2F

|=====

|

|Run to the double doors.

|

|=====

|Main Hall

|=====

|

|To the single door on the other side.

|

|=====

|Old Hallway

|=====

|  
|The first door on the right.

|

|=====

|Richard's Little Hallway

|=====

|  
|Only a little further! Just take the other door here.

|

|=====

|Simple Hallway

|=====

|

|\_Cutscene\_

|  
|Now control returns to Chris.

Take the door to Richard's Little Hallway.

NOTE: I tried, but you can't put any of Rebecca's items in the item box. It says something like "Now is not the time!".

How did Rebecca get a LIGHTER between RE0 and RE?

=====

Richard's Little Hallway

=====

Take the other door here.

=====

Old Hallway

=====

Take the door at the end.

=====

Main Hall

=====

Go halfway down the steps and out the door.

=====

Graveyard

=====

Run to the end and down the stairs.

=====

Death Mask Room

=====

Put the DEATH MASKS in their appropriate places on the wall. Each correctly placed DEATH MASK will release a chain on the coffin, except the 3rd.

Now run over to the coffin.

////////////////////////////////////  
\*\*\*\*\*





NOTE: If the game says the doorknob is broken and you can't pass through, you'll need to use your map to get to the room behind the door. I recommend backtracking to the Main Hall, to the Graveyard, to the Stained Glass Window Display, and right to the Family Portrait Room.

=====  
Family Portrait Room  
=====

There may be a Crimson Head here. If you end up using a FLASH GRENADE on him, be sure you get a good distance away from him before it explodes/you shoot it.

Run toward the Stained Glass Window Display door, but go right and take the door outside.

=====  
Outer Path  
=====

Run down the path and put the STONE & METAL OBJECT in its place. Then go through the blue door. Shoot the Cerberus if you feel like it.

=====  
Supply Shed  
=====

Grab the FLASH GRENADE at the top of the small staircase, then take the FIRST AID SPRAY toward the bottom. There are also some SHOTGUN SHELLS to the right of the door. Now take the door at the bottom of the small stairs.

=====  
Weather Vane Pass  
=====

Run down the path until you come to a red weathervane. Stop it so it points west.

Then run further down the path until...

\_Cutscene\_

Keep going until you come to a blue weathervane. Make this one face north. Now run to the end and open the door.

=====  
Cemetery  
=====

WALK!! Don't run or the crows will try to eat you.

Unlike Jill's walkthrough, I decided to get you the MAGNUM REVOLVER now. So WALK down the path until you have a choice to go right. So, go right. There are two tombstones here.

-----Wind Crest Puzzle-----

Put the WIND CREST in the tombstone on the right to get the MOON CREST, STAR CREST, and SUN CREST. Examine the back of each and push the switches. Then place them in their spots on the tombstone to the left.

\_Cutscene\_



=====  
Weathervane Pass  
=====

Run all the way back up to the door at the end.

=====  
Supply Shed  
=====

Take the double doors in this room.

=====  
Cerberus Walkway  
=====

There's three of 'em here. Take them all out, then pick up the GREEN HERB on the east side of the room, as well as the BLUE HERB beside it. Then take the big double door/gate at the top of the small staircase.

NOTE: Since you're Chris, and you don't have many item slots, I recommend using the BLUE HERB now, since there are some growing in a room close to here.

=====  
Pool  
=====

Run over to the square hole and use your SQUARE CRANK on it. Then take the ladder down, run across, take the ladder up, run down the path, and take the elevator down.

=====  
Waterfall Viewing Point  
=====

The crows here are mean, so they'll attack you no matter how fast you're moving. I recommend you just ignore them, as they don't cause much damage. Look at your map. The room you're in looks just like a T-shirt. Look in the western arm pit for a GREEN HERB. Creative, eh? Now run on the western side of the waterfall and take the gate there.

NOTE: Don't use the GREEN HERB just yet.

=====  
Snake Way  
=====

Grab the RED HERB here, then run quickly to avoid being bit by a snake to the door at the end.

NOTE: Now you can combine the GREEN HERB with this RED HERB.

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

Run forward and you'll see 3 BLUE HERBS on the shelf. Mix one with your GREEN HERB + RED HERB mixture for the ULTIMATE HERB MIXTURE. Not really, but now it heals poison too. Grab the other 2 BLUE HERBS, too.

Now run down the hall and take the first door on the right.

=====  
Residence Save Room  
=====

There's FIRST AID SPRAY, a FLASH GRENADE, and an INK RIBBON here. You probably ran out of item slots for all of them, but be sure you get all the items in your inventory or the item box, so you can use them later if you need to. All you really need is the SHOTGUN and SHOTGUN SHELLS. Save if you want and leave.

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

Take the double doors at the end of the hall.

=====  
Residence Bar  
=====

There's a big spider right above your head. He's poisonous, even when he's dead and dying, so you should try to take shots at him from a distance. There's also another spider in this room, but he's a little harder to find and a lot easier to ignore.

There's a GREEN HERB near the red oil lamp, another GREEN HERB between the entrance and the stairs, SHOTGUN SHELLS on the table closest to the stairs, a RED BOOK on the counter, and a FIRST AID BOX on the counter as well. The FIRST AID BOX contains a GREEN & BLUE HERB MIX.

That's a lot of beef. Leave.

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

See that box in front of you? Push it three times. It should sound like this:

SHHHOVEEEE step step SHHHOVEEEE step step SHHHOVEEEE step step.

Then get on the north side of the box and push it against the large wooden crate.

But before we take the door here, let's take a quick trip to the save room.

=====  
Residence Save Room  
=====

You need:  
SHOTGUN  
SHOTGUN SHELLS  
FUEL CANTEEN (full)

Leave.

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

Now climb up on top of the box you just pushed, then on top of the large dark brown one, then down, down, and through the door.

=====  
Side Hall  
=====

Run all the way to the end and be very careful about taking the MAP OF THE RESIDENCE. Wait until it's finished saying "There's a hole in the wall here", then press A and DONT press it again. For the Curious George's out there, if you do, some bees will come through and attack you.

Now backtrack to Room 002. Proceed through.

=====  
Room 002  
=====

Run toward the bed in the middle of the room. Grab the PLANT 42 REPORT off the desk, then use the door to the right of the door you came in from.

=====  
Room 002 Bathroom  
=====

Grab the sparkly by the sink, it's the RESIDENCE KEY. Examine the back, it's actually the KEY FOR ROOM 001 (Wouldn't it make more sense for it to be the Room 001 Key?).  
Now leave.

AHHH!

...

Kill him and leave.

=====  
Room 002  
=====

Exit to the Side Hall.

=====  
Side Hall  
=====

Run all the way down the hall to the door at the end.

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

In case you're wondering, if you run over that hole, Plant 42 will grab you. It doesn't hurt that much, but it is annoying.

Climb over the boxes, then enter Room 001.

=====

Room 001

=====

That's kinda disturbing...

Run forward, he can't hurt you.

Grab the item on the chair, it's a HANDGUN MAGAZINE. Then take the  
SELF-DEFENSE GUN and the SUICIDE NOTE off the desk.

What is up with all these people leaving notes to their wives/girlfriends?

Grab the other HANDGUN MAGAZINE off the desk.

Now go into the bathroom.

=====

Room 001 Bathroom

=====

Burn the zombie on the floor so he doesnt attack you later. Now drain the  
bathtub.

Take the CONTROL ROOM KEY and exit.

=====

Room 001

=====

Exit via the door here.

=====

Residence Main Hall

=====

Before you continue, you should stop in the save room.

=====

Residence Save Room

=====

You need:

CONTROL ROOM KEY

Welcome to the life of Chris. Nothing unnecessary.

Save.

Leave.

=====

Residence Main Hall

=====

Climb over the boxes to the Side Hall.

=====

Side Hall

=====

Go to Room 002.

=====

Room 002

=====

Run to the bookshelves in the back of the room. There's a small shelf on the left and big shelf on the right. Push the small shelf back against the wall, then push the big shelf in front of the small shelf. A ladder is revealed. Climb down...

=====  
Aqua Ring Sector A644-1  
=====

Run down the hall until you run into a pool. There's boxes! No Resident Evil game would be complete without making a bridge across water with boxes. This one is simple, especially as compared to the box bridge puzzle of Resident Evil 0.

Push the closest box into the water. Then push the next box straight into the water. Then push the third box against the wall, then into the water.

There you have it! Walk across and grab the GREEN HERB, then open the double doors that are halfway between your knees and waist deep in water.

=====  
Upper Catwalks  
=====

\_Cutscene\_

That would be Neptune. He's a big shark. Heh. That's probly on the Top 10 Cutscenes List.

Run like the dickens to your left, don't stop for anything, and enter the Control Room. Be quick, or Neptune will eat you.

=====  
Control Room  
=====

Climb down the ladder. Now you can see Neptune. Hello Neptune!  
I think he should die. Let's drain the water.  
But first, check the white board on the table left of the ladder.  
It should say "Caution! In case of a drop in oil pressure control, open valve #X", X being 1, 2, or 3. Remember that number, as it is randomized.  
Grab the MAP OF THE AQUA RING from the wall while it's quiet. ;-)

Now, run to the other side of the room and examine the computer.  
It should say:

```
|-----|  
|      Error      |  
|-----|
```

Press the switch to drain the water.

\_Cutscene\_

Uh-oh! Neptune hit the glass! You need to act quickly! Run to the computer that (from this camera view) is to the right of the ladder.  
It looks just like the other computer, but it's got a keyboard under it (that you can see easily).  
Push the switch to release the safety.

Then make a 180 turn and run forward to yet another computer.

It has a red flashing screen, but is not displaying an error message.  
Pull the lever there.

\_Cutscene\_

Oil pressure lost? Run out into the hallway, make a short left and examine the 3 large pipes here. Remember the number on that white board? Push that number switch. Now run back out and examine the computer to the right of the ladder (the one with the error message and keyboard) to release the safety, then, again, do a 180 and pull the lever at the computer there.

Now the emergency is over, but that annoying siren is still on. Go to the computer at the end that you went to first and push the button again to drain the water.

Ahhh...now we feel better. Now take the FIRST AID BOX just outside the doorway. It's got MIXED HERBS inside, made of two GREEN HERBs. Now take the door at the end of the hall.

=====  
Dynamite Storage  
=====

Don't worry...it's all soaked.  
Check around the boxes for two boxes of (soaked) SHOTGUN SHELLS that work fine. Then take the double doors that you don't have to go past the door you came in from to enter. The ones to the east.

=====  
Aqua Tank  
=====

There's a shark here, but it's a challenge to get him to bite you. Hey! It looks like Richard left us more than a radio. Pick up the ASSAULT SHOTGUN. Keep goin' and OH MY GOSH! It's the amazing Neptune! and he's beached! What a loser! Hahaha! He won't hurt you, he's too much of a sissy. Just walk along Neptune's left side and climb up onto the platform. Now grab that sparkle. It's the...

\_Cutscene\_

Well, there's three ways you can kill him. You can either:  
A. Shoot him with the SELF-DEFENSE GUN. (BORING)  
B. Shoot him with the ASSAULT SHOTGUN until he dies. (STUPID & BORING)  
C. Push the generator in the water and turn it on. (FUN & SMART)

I knew you'd make the right decision.  
HAHAHA! Who's laughin now? That's what I thought!  
This is a great explanation of why you should not take a bath with a toaster and then plug it in...or pet a flaming porcupine...

Grab the sparkle beside him. It's the RESIDENCE KEY, or GALLERY KEY.

Leave through the door you came in.

=====  
Dynamite Storage  
=====

Take the only other double doors in this room.



=====  
Miscellaneous Storage  
=====

Grab the MAGNUM ROUNDS from the box in front of you, then climb up the ladder on the far side of it. Take the door here.

=====  
Aqua Ring Sector A644-1  
=====

Run down the hall and up the ladder to Room 002.

=====  
Room 002  
=====

Exit to the Side Hall.

=====  
Side Hall  
=====

Run down the hall and unlock the Gallery with GALLERY KEY. Proceed through.

=====  
Gallery  
=====

Ahh! Bees!  
Run forward, then turn to Chris's left and run until you get to a dead man. Check his body for the INSECTICIDE SPRAY. Then run your butt outta there.

=====  
Side Hall  
=====

Run to the end of the hall where the map was. Without pushing A near it, use the INSECTICIDE SPRAY to kill all the bees. Now let's go back to the save room. Take the door on the other end of the hallway.

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

Go into the save room.

=====  
Residence Save Room  
=====

Dump everything and take out the RED BOOK.  
Leave.

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

Go back to the Side Hall.

=====  
Side Hall  
=====

Go back into the Gallery.

=====  
Gallery  
=====

Grab the HANDGUN MAGAZINE off of the south side of the table, then run to the end of the hall, where the beehive was. Grab the RESIDENCE KEY, when examined is the KEY FOR ROOM 003, and there's also a RED HERB here. Now go to the double doors at the southeast corner of the room. You can't go through them, but grab the RED HERB. Now enter Room 003.

=====  
Room 003  
=====

Grab the INK RIBBON on the stand here.

Then proceed to the bookshelf behind the typewriter. There's a row of red books and a white book between them. Take the white book, it's the ORGANIC CHEMISTRY LAB EXPERIMENT file. Then put the RED BOOK in with the others. Puzzle time!

-----Red Book Puzzle-----

Probably my personal favorite, in this puzzle, you need to move the books around so that the picture on the spines of the books line up. Here's the order you can exchange them to work (from left):

- A. 1 & 4
- B. 2 & 6
- C. 3 & 7

That should put it together right.

A cabinet has moved to reveal a door, but don't go through. Let's check out the bathroom.

=====  
Room 003 Bathroom  
=====

Drain the bathtub for a DAGGER. That's it. Leave.

=====  
Room 003  
=====

Exit to the Gallery.

=====  
Gallery  
=====

Because you're Chris, the stupid/smart decision Jill gets is stupidly decided for you. Jill can mix some chemicals and kill the stooge without lifting a finger, but you can't.

Now we need to go prepare for battle. Take the door to the Side Hall.

=====  
Side Hall  
=====

Proceed through the door at the end.

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

Take the door to the save room.

=====  
Residence Save Room  
=====

You need:  
ASSAULT SHOTGUN  
SHOTGUN SHELLS  
Full-healing item  
Full-healing item

NOW SAVE.  
Leave.

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

Over the boxes to the Side Hall.

=====  
Side Hall  
=====

Enter the Gallery.

=====  
Gallery  
=====

Proceed into Room 003.

=====  
Room 003  
=====

Enter the only door you haven't been through yet.

=====  
Plant 42 Room  
=====

\_Cutscene\_

////////////////////////////////////  
\*\*\*\*\*

Boss: PLANT 42



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

Run proudly over the hole in the floor, for Plant 42 is no longer alive.

There's really no need to exchange any items, but if you want to save, you should do it now.

Go out the front door.

=====  
Snake Way  
=====

Run to the doors at the end. Watch out for snakes.

\_Cutscene\_

Keep going.

=====  
Waterfall Viewing Point  
=====

Stop. There's a sleeping dog you can see from this angle.  
There's also another dog too, except he's awake now. Shoot them both.  
Go past the waterfall and up the elevator.

=====  
Pool  
=====

There's some snakes here, and one is almost impossible to dodge. Now I'm going to try my ASCII skills to show you how to dodge it.

```
| You |  
| | | | |
| | |----|  
| |---| |  
| | | |  
| ^ | |  
| | | - | |  
|Snake | |  
|-----| | |  
| | |  
| V |
```

Well that's how you do it...

Go down the ladder, then up the next one and through the double doors.

=====  
Cerberus Walkway  
=====

Alright. Now run across the room and down the little corridor to the door at the end.

=====

Supply Shed

=====

Oh boy! Somebody left us items!

"Use this to protect yourself from that monster in chains that can't be hurt by guns. I also fixed that doorknob to make sure you can get away." -Wesker-

Theres 2 FIRST AID SPRAYS, a FLASH GRENADE, and some SHOTGUN SHELLS.  
We love you Al!

Well, in that brotherly kind of way.

Exit via the blue door.

=====

Outer Path

=====

Take the door at the other end.

=====

Family Portrait Room

=====

Run down the hall.

\_Cutscene\_

Ooooo scary.

It's your newest enemy! It's called a Hunter.

It slashes like a Crimson Head, and if you're both positioned right, he can do this one thing where he mauls your face, which causes you to die instantly. So if he jumps shoot him quick, and if he doesn't...well, shoot him anyway.

And, as in RE: Survivor, most of his dying sequences involve him lunging toward you or trying to stand up. Be sure you know he's alive before you waste ammo on him.

Take the single door in front of the double doors.

=====

East Stairway

=====

There's a Hunter here now. Kill him and enter the save room.

=====

East Save Room

=====

Use a BLUE HERB if you got poisoned by the evil snake by the pool. Here's what you need:

ASSAULT SHOTGUN

SHOTGUN SHELLS

HELMET KEY

Save if you want and leave.

=====

East Stairway

=====

Run up the stairs and take the door at the end of the hallway where you got the MAP OF THE MANSION 2F.

=====

Fireplace Room

=====

Unlock and proceed through the only other door in this room.

=====

Art Room

=====

-----Classic Wall Puzzle-----

This puzzle requires some good speed and coordination. So here's how to do it. Push the statue into the room. The walls will start closing in, but ignore them. Keep pushing until you can't anymore. Then run back out to where the statue originally was and go through the other doorway. Now you're behind the wall. Run to the end and push the switch. Then, quickly do a 180 and run back out from behind the walls and back to the statue. Now push the statue as far to the left as you can.

The statue is pushed into place and the walls retract. Now run through the doorway that just opened. Take the FLASH GRENADE off the desk, then go down the hole at the other end of the small hallway.

=====

Grave of George Trevor

=====

Pick up the LAST BOOK VOL.1. Examine the pages to reveal the MEDAL OF EAGLE. Now check the tombstone at the end of the hall. You will receive more of TREVOR'S DIARY. Now push the switch here.

NOTE: According to George Trevor, it was the 31st of November's 30 days, and you are now in a "dark and damp underground tunnel."

=====

Basement Corridor

=====

Run forward, ignore the spider on the wall.

Then turn right at the fork and pick up the MAP OF THE MANSION B1. Then continue down the hall to a stack of cardboard boxes. Check the stack to the right for some SHOTGUN SHELLS. Then turn around and go the other way down the hall, ignore the spider and go through the door.

=====

Elevator Control Hallway

=====

Run forward and pick up the RED HERB and BLUE HERB. From here you can see a zombie. Kill him, then run forward to see another zombie. Shoot him too, then grab the sparkle. It's a DAGGER. Now run down the corridor the first zombie was guarding. At the end, switchover the fuse to return power to the elevator.

Don't worry, you won't suffer the same fate as Neptune.

Now backtrack and run down the hall the second zombie was guarding. There's a HANDGUN MAGAZINE on the shelf beside the door, but I recommend NOT taking it, as you won't need it.

Unlock and proceed through the door at the end.

=====  
Kitchen  
=====

Hey! We're back here.

Run to Chris's right, along the table. You may as well ignore the zombies, since you'll never need to come back here again.

Just run past the zombie that is intelligently pondering something and take the elevator at the end.

=====  
Torchlit Room  
=====

Run to Chris's left and take out the zombie in the nook. He's guarding 2 GREEN HERBs and a RED HERB.

However, you can't carry them, but we'll come back here soon.

Kill the zombie in the nook, then run past the elevator to find another one. Kill him too, then take the door at the end.

=====  
Mirror Hallway  
=====

Take the door on the other side of the mirror.

=====  
Dining Hall 2F  
=====

Take the door beside you.

=====  
West Stairway  
=====

Run down the stairs and into the save room.

=====  
Mansion Drug Room  
=====

Drop off everything except the ASSAULT SHOTGUN and SHOTGUN SHELLS. Leave.

=====  
West Stairway  
=====

Run up the stairs and out the door to the Dining Hall 2F.

=====



Dining Hall 2F

=====

Take the door beside you.

=====

Mirror Hallway

=====

The door on the other side of the mirror.

=====

Torchlit Room

=====

Run back to the nook where you killed the zombie and pick up the 2 GREEN HERBS and the RED HERB. Then go into the door just past the elevator.

=====

Closet

=====

Grab the MAGNUM ROUNDS and SHOTGUN SHELLS on the ground here. Go further and grab the FLASH GRENADE and BATTERY.

Now leave.

=====

Torchlit Room

=====

Take the door that leads to the Mirror Hallway, past the naked goddess...

=====

Mirror Hallway

=====

Take the door on the other side of the mirror.

=====

Dining Hall 2F

=====

Take the door beside you.

=====

West Stairway

=====

Run down the stairs and enter the save room.

=====

Mansion Drug Room

=====

Yes, it is getting old. You can thank Capcom for that.

You need:

ASSAULT SHOTGUN

SHOTGUN SHELLS

HELMET KEY

Full-healing item

Leave.

=====

West Stairway

=====

Run up the stairs.

Unlock and proceed through the door between you and the door at the end of the hall.

=====

Hawk's Eye Room

=====

Grab the SHOTGUN SHELLS under the deer's head, the DAGGER under the bull head, and the MAIL FROM THE CHIEF OF SECURITY from the table in the middle of the room.

-----Hawk Puzzle-----

Push the two dresser-like pieces of furniture up against the deer head and bull head so you can climb up onto them and check the heads themselves. Now turn off the lights using the switch by the door. Now we can see colored dots in the eyes of the animal heads. However, when the hawk clicks, the dots blinks and we cannot get it. Run toward the deer head and let the hawk click. Then run up against the wall that the hawk is on and run to the other side of the room against the wall. The hawk can't see you there, so it doesn't move. Climb on the furniture in front of the bull and check the head to get the YELLOW GEMSTONE. Now do the same thing to get the RED GEMSTONE from the deer head.

Now you can leave.

NOTE: If the file is called "Mail from the Chief of Security", why is it addressed to the Chief of Security?

=====

West Stairway

=====

Go down the stairs. Run past the pillar in the middle of the hallway to the door at the end.

Ack! A Hunter! Kill him, and keep going.

Double Ack! Another Hunter! Kill him as well and keep going.

=====

Dark Corridor

=====

Watch out for the zombies!

Go down the hall to Chris's right, then take a left down the small hall.

Enter the room here.

=====

Tiger Room

=====

Put the YELLOW GEMSTONE in the eye to get an MO DISK. You need it in order to save Jill. Exit.

NOTE: For those of you wierdos that wonder what would happen if you put in the RED GEMSTONE but are too afraid to do it, it drops a whole bunch of snakes on you.

=====  
Dark Corridor  
=====

Run out of the minihall, go to Chris's left, take out or dodge the zombie, then take the door at the end.

=====  
Kenneth Hallway  
=====

Haven't been here in a while!  
Take the door just to your right.

=====  
Dining Hall  
=====

Take the double doors on the other side of the room.

=====  
Main Hall  
=====

Unlock and take the single door beside the double doors across from you.

=====  
Scientist's Room  
=====

Take the undated note from the desk. It talks about the room that we already explored.

Now run around the desk and DON'T take the INK RIBBON from the endtable.

Take the door at the very end of the hall.

NOTE: The undated note is filed at the end of TREVOR'S DIARY.

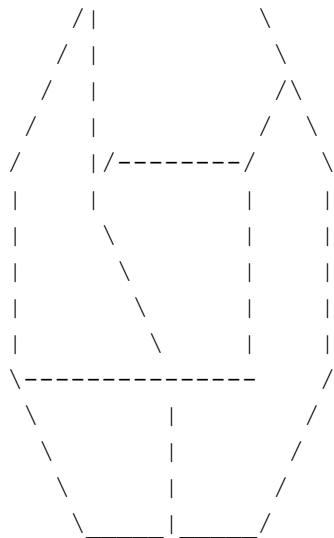
=====  
Large Mirror Room  
=====

That zombie's not really there, he's on the other side of you. Luckily, you shot him anyway because R aims for you.

Grab the DAGGER off the floor. There's also a GREEN HERB, but only take it if you're gonna use it right now. Then grab the JEWELRY BOX from the cabinet.

-----Jewelry Box Puzzle 2-----

Oh boy another Jewelry Box puzzle! Combine the RED GEMSTONE with the JEWELRY BOX to start it.



The object is to place all the pieces onto the Umbrella logo (sadly drawn out above).

After you do that, it opens to reveal a BROACH.

Examine it for the EMBLEM KEY.

Oh boy! Leave.

=====  
Scientist's Room  
=====

Run straight ahead and grab the INK RIBBONS, then exit to the Main Hall.

=====  
Main Hall  
=====

Run up the stairs and take the single door on the left side of the room the leads to the Old Hallway.

=====  
Old Hallway  
=====

Run down the hall and enter the door before the door at the end.

=====  
East Stairway  
=====

Go down the stairs and enter the save room.

=====  
East Save Room  
=====

You need:  
ASSAULT SHOTGUN  
SHOTGUN SHELLS  
BROACH KEY

Now leave.

=====  
East Stairway  
=====

Run to the end of the hall and use the door that our buddy, Al, fixed for us.

=====  
Family Portrait Room  
=====

Enter the door with the Spencer family emblem on it.

=====  
Spencer's Office  
=====

\_Cutscene\_

RUN! Out the door! Rebecca's in trouble!

=====  
Family Portrait Room  
=====

Take the door you just used a second ago.

=====  
East Stairway  
=====

QUICK! Up the stairs, turn left, take the door at the end.

=====  
Old Hallway  
=====

Go to Chris's right, and take the door at the end.

=====  
Study  
=====

\_Cutscene\_

Pfft. What a loser. Take out the Hunter so he doesn't eat poor, defenseless, Rebecca.

\_Cutscene\_

Now leave through the door you didn't use to get in.

=====  
East Stairway  
=====

Now, run down the stairs, take the door at the end.

=====  
Family Portrait Room  
=====

Take the door with the Spencer family emblem on it.

=====  
Spencer's Office  
=====

Push the switch on the lamp to turn it on.  
Check the desk beside the lamp for SHOTGUN SHELLS. Grab the METAL OBJECT and the FLASH GRENADE from the bookshelf as well. Now leave.

=====  
Family Portrait Room  
=====

Take the door to the East Stairway.

=====  
East Stairway  
=====

Enter the save room.

=====  
East Save Room  
=====

You need:  
ASSAULT SHOTGUN  
SHOTGUN SHELLS  
HELMET KEY  
Full-healing item  
Full-healing item

We're about to fight a boss, so I would recommend that you save.  
Leave.

=====  
East Stairway  
=====

Run up the stairs and go down to the end of the hallway at the right and take the door at the end.

=====  
Old Hallway  
=====

Run to the other end of the hallway and take the door at the end.

=====  
Main Hall  
=====

Enter the double doors on the other side of the mansion.

=====  
Dining Hall 2F  
=====



| |  
|-----|

Yawn will follow you around the bookcase, but you can run faster than he can slither, so you can run around the bookshelf, then wait for his head to come around, then shoot him, and then repeat. Eventually, he will die.

\_Cutscene\_

Looks like Capcom went cheap on us. No matter where you kill him, he dies there.

Grab the book that fell off the bookshelf when he threw himself into it. It's the LAST BOOK VOL.2. Examine the pages for the MEDAL OF WOLF. Now go back up the ladder and out the door at the end of the hallway.

=====

Knight Corridor

=====

Run down the hall, down the stairs and out the door.

=====

Mirror Hallway

=====

Run around the corner and take the door in the middle of the wall.

=====

West Stairway

=====

Run down the stairs and into the save room.

=====

Mansion Drug Room

=====

You need:

SHOTGUN

SHOTGUN SHELLS

BATTERY

SQUARE CRANK

Save if you want and leave.

NOTE: More thanks to Matthew Kruger for finding a mistake here concerning me telling you to pull out your non-existent GRENADE LAUNCHER.

=====

West Stairway

=====

Go up the stairs and out the door that leads to the Dining Hall 2F.

=====

Dining Hall 2F

=====



Take the double doors at the other side of the room.

=====  
Main Hall  
=====

Take the single door across from you on the other side of the room.

=====  
Old Hallway  
=====

Take the door past the big steel double doors.

=====  
East Stairway  
=====

Run down the stairs and take the door formerly known as the "piece of crap door."

=====  
Family Portrait Room  
=====

Yes, we're leaving the mansion AGAIN. Take the door at the end of the small hallway.

=====  
Outer Path  
=====

Enter the blue door at the end.

=====  
Supply Shed  
=====

The double doors.

=====  
Cerberus Walkway  
=====

Run across the room, up the small set of stairs and through the double doors.

=====  
Pool  
=====

Down the ladder, across, up the ladder, and onto the elevator.

=====  
Waterfall Viewing Point  
=====

Use the BLUE HERBS here if you got poisoned by that evil snake.  
Run to the southeast corner of this room and put the BATTERY in its place. Now ride the elevator.

=====  
Cerberus Walkway  
=====

Run back to the Pool.

=====  
Pool  
=====

Use the SQUARE CRANK on the hole to the west of the pool to return the water to the pool. Now leave.

=====  
Cerberus Walkway  
=====

You've got an elevator to use now, you are definitely too cool for ladders and snake-filled walkways.

Run to the elevator at the end of the hallway to the west and use it.

=====  
(Former) Waterfall Viewing Point  
=====

Run over to the waterfall only to discover it's not there. Run down the walkway it was in front of and use the ladder at the end.

=====  
Courtyard Save Hall  
=====

Grab the BLUE HERB on the floor, then continue down the tunnel to the item box and typewriter. There's an INK RIBBON by the typewriter. All you need now is the ASSAULT SHOTGUN and SHOTGUN SHELLS.

NOTE: If you continue down the hall you'll find a hole for a crank but it's hexagonal. Our SQUARE CRANK will not help us anymore.

Enter the door beside the ladder.

=====  
Dark Tunnel  
=====

Run to the boulder at the end of the tunnel leading south and check it for some SHOTGUN SHELLS. Now head down the other tunnel to the door at the end.

=====  
Elevator Tunnel  
=====

Grab the GREEN HERB in front of you, then grab the HANDGUN MAGAZINE from the floor by the elevator shaft. Now run toward the end of the south end of this tunnel. Grab the HANDGUN MAGAZINE, then proceed through the door.

=====  
Enrico Tunnel

=====  
Run to the end of the hallway.

\_Cutscene\_

Check his body for the CRANK. Examine the end, its the HEXAGONAL CRANK. Just what we needed.

Dodge the Hunter that comes through the door on the way out, then enter the only door here.

=====  
Elevator Tunnel  
=====

Take the big rusty door you used to get in here in the first place.

=====  
Dark Tunnel  
=====

Dodge the Hunter that came while you were gone, then take the only other door here.

=====  
Courtyard Save Tunnel  
=====

Drop everything but the HEXAGONAL CRANK.  
I strongly recommend you save here, as the going gets pretty tough soon.  
Use the HEXAGONAL CRANK on the hole, grab the GREEN HERB beside the door, then proceed through.

NOTE: If you want to skip fighting a boss that really isn't very hard, bring the SURVIVAL KNIFE along.

=====  
Boulder Tunnel 1  
=====

Grab the FLAMETHROWER off the hooks on the wall. Rock on.  
Run up to the boulder, check it. Hmm. It looks like we can't pass through.  
Let's try something different. Turn around and go back to the door you came in through, but don't go through.

ACK! Don't just go! RUN! RUN LIKE YOUR LIFE DEPENDED UPON IT to the door you came in.

If you didn't make it, you died and need to try again.  
If you did, congratulations. Run to the end of the tunnel where the boulder was. There's some SHOTGUN SHELLS.

Make sure the FLAMETHROWER is equipped, then run through the doors the boulder revealed.

=====  
Spider Battle Room  
=====

I couldn't really think of a good name for him, so he's the Giant Spider.

\_Cutscene\_

////////////////////////////////////  
\*\*\*\*\*  
Boss: Giant Spider & Friends  
Difficulty: Easy  
\*\*\*\*\*  
\\////////////////////////////////\\

He's really big, but he's not very hard. Fire, then run around him and fire again. Watch out for his charge move. His friends can hurt you too, so watch out.

The best time to shoot him is when he's shivering and moving back and forth. Move out from in front of his mouth, first, though.

He takes about 50%-80% of your fuel.

NOTE: If you decided to not listen to me and bring the SURVIVAL KNIFE along to avoid fighting the boss, run to the double doors on the other side of the room and use the SURVIVAL KNIFE to cut the spider webs away from the door.

If you listened to me and killed the boss, ignore his friends then grab the sparkling SURVIVAL KNIFE that you've probably seen while fighting him. Use it to cut the spider webs away from the double doors you didn't use to enter.

Either way, proceed through.

=====  
Short Tunnel  
=====

Run to Chris's left. Grab the MAP OF THE COURTYARD B1. There's 2 BLUE HERBs and a GREEN HERB, but seriously, only take what you're gonna use now. Put the FLAMETHROWER on the hooks at the end, then go through the door.

=====  
Boulder Tunnel 2  
=====

Run to where the hexagonal hole is.

NOTE: You are about to have to run from a large boulder. You have two choices:  
1. Run into the nook on the left that you will create by using the HEXAGONAL CRANK (RECOMMENDED).  
2. Run back to the tunnel where you came in (NOT RECOMMENDED).

Use the HEXAGONAL CRANK three times, then do one of the things above. This boulder is a bit harder to avoid than the last, so if you die, you'll need to go back in the walkthrough and get back here again.

Run into the door which is now accessible thanks to your turning the tunnel.

=====  
Goddess Statue Room  
=====

-----Goddess Statue Puzzle-----

Run to the northwest corner of this room. If you look to the left of the torch you can see a strange person-size different colored block in the wall. You need to push the statue in front of that.

Now use the HEXAGONAL CRANK on the hole here. The statue should now be pushed out toward the center of the room. Now use the HEXAGONAL CRANK again.

Now you can push the statue onto the circular rotating thing in the middle of the room. So do that, then do it again. Now the statue is facing the correct direction. Push it in its place beside the other one to complete the puzzle.

Grab the CYLINDER from the hole in the wall that just opened, then exit the room.

=====  
Boulder Tunnel 2  
=====

Run to where the boulder was and, again, there's an item it was hiding. It's a FIRST AID BOX with FIRST AID SPRAY inside. Now exit via the door at the other end of the tunnel.

NOTE: Whoever cleverly put an item BEHIND the boulder must be pretty smart.

=====  
Short Tunnel  
=====

Grab the FLAMETHROWER (you might have to use an item before you need it), then take the only other door here.

=====  
Spider Battle Room  
=====

Take the only other exit here.

=====  
Boulder Tunnel 1  
=====

There's a Hunter here, so use the remains of your fuel to kill him. Then set the FLAMETHROWER on the hooks and leave.

=====  
Courtyard Save Tunnel  
=====

You need:  
ASSAULT SHOTGUN  
SHOTGUN SHELLS  
Full-healing item  
CYLINDER

Take the door beside the ladder.

=====  
Dark Tunnel  
=====

Take the only other door here. Watch out for the Hunter.

=====  
Elevator Tunnel  
=====

Look at your map. Go to the place in the east side of the tunnel.

Take the CYLINDER out of the panel.

-----CYLINDER SHAFT Puzzle-----

Whip out the SHAFT (tee hee). Combine it with the CYLINDER.  
Now you have the CYLINDER SHAFT.

Examine the CYLINDER SHAFT. Turn it six times.  
It displays:

IV II III I  
4 2 3 1

Now place the CYLINDER SHAFT into the panel.

As displayed on the CYLINDER SHAFT, push the buttons in this order:  
4, 2, 3, 1.

This restores power to the elevator and completes the puzzle.

All these cylinders and shafts. You'd think the creator(s) could think of more creative names.

Run over to the elevator and push the switch.

=====  
Elevator Landing  
=====

Take the white door closest to you.

=====  
Lisa Trevor Tunnel  
=====

Look at your map.

Soon you will approach a fork. You can go left or right.  
If you go left, Lisa Trevor will be there.  
However, if you go right, she'll be there too.

:-\

When you get to the fork, go right. Then when you see her, go left. Then proceed down the tunnel.

Grab the RED HERB and GREEN HERB at the top of the stairs and go through the door in the small corridor.

=====  
Storage Area  
=====

Keep going until the camera view switches to a large pile of boxes with metal poles beside them and sparkles on top. Climb up onto the lowest box on the left side, then climb up the box behind it. There's a FLASH GRENADE, MAGNUM ROUNDS, and a HANDGUN MAGAZINE. Now climb back down and run to the box

on the ground. Push it onto the suspended platform.  
Then, start up the device to send the box back to the Elevator Landing.  
Leave via the way you came in.

=====  
Lisa Trevor Tunnel  
=====

Same deal as last time. She'll be on whichever side you choose to go. Just choose a side and go the other. Proceed through the door you originally used to get in here.

=====  
Elevator Landing  
=====

Run forward.

Run to the item box toward the end of the wooden planks and make sure your inventory consists only of the ASSAULT SHOTGUN and a Full-healing item.

Now climb down the ladder and push the box toward the red light. Then push it into the hole just past the red light. Now check the red light and press the switch.

Jump down into the hole to get the...

BROKEN FLAMETHROWER!

:-\

How helpful.

Actually, it is.

Go back up the ladder and out the door to the Lisa Trevor Hallway.

=====  
Lisa Trevor Hallway  
=====

Run to the fork, and at the fork, fake left, then go right. Lisa Trevor will follow you. You should see a lever here. Pull the lever to reveal hooks beside the locked door on the map. Now you need to run past Lisa Trevor. Use your healing item if you need to.

After you get to the hooks, put the BROKEN FLAMETHROWER on them, and enter the door.

=====  
Home of Lisa Trevor  
=====

Run around the table and down the stairs into the water. Run through the water and past the snakes. Then go up the stairs and you'll find yourself right in the middle of her bedroom.

Take the DAGGER from her bed and then take the JEWELRY BOX from the candlelit desk. Examine it to get the STONE RING! Yes! You also get A FAMILY PICTURE and NOTES. Now climb up the ladder and go right. Take the GREEN HERB and BLUE HERB at the end of the hall, then go to the other end of the hall and climb up the ladder.

=====  
Cottage  
=====

Ha! Now we're back here. Pull the METAL OBJECT out of the item box and combine it with the STONE RING for the STONE & METAL OBJECT. Now organize your inventory:

ASSAULT SHOTGUN  
SHOTGUN SHELLS  
Full healing item  
STONE & METAL OBJECT

Save if you want, and leave out the front door.

=====  
Cottage Path  
=====

Follow the long path to the gates to the Cemetery.  
If you didn't kill the zombie before, he's still here.  
If you did, ha, he's a Crimson Head.

=====  
Cemetery  
=====

Hey! This is the first and only time in the game when there are zombies in a place where there are graves. Kind of weird.

The crows are gone, so run to your heart's content!  
Just run past the zombies, you don't need to kill them.

=====  
Weathervane Pass  
=====

Run past the weathervanes to the door at the end.

=====  
Supply Shed  
=====

Exit via the blue door.

=====  
Outer Path  
=====

Take the STONE & METAL OBJECT from its place on the wall and exit using the only other door here.

=====  
Family Portrait Room  
=====

Take the door that leads to the Stained Glass Window Display.

=====  
Stained Glass Window Display  
=====





=====  
Run to the north side of the pool and put the MEDAL OF WOLF into place. Now,  
put the MEDAL OF EAGLE into place on the south side of the pool.

\_Cutscene\_

How convenient.

The stairs are on the east side of the pool. Go down them, then use the  
elevator.

Switch your discs. Congratulations.

=====  
Laboratory B1  
=====

Run to the ladder beside the big steel doors.

=====  
Lab Entrance  
=====

Grab the INK RIBBON on the floor.  
All you need is the ASSAULT SHOTGUN and your SHOTGUN SHELLS.

Take the doors here.

=====  
Lab Stairway  
=====

NOTE: If you have 5 FLASH GRENADES or more, just let the zombie on this floor  
grab you and let the FLASH GRENADE do its job. There's only 5 zombies left in  
the game including the ones in this room.

There are two zombies here. One is on this floor, the other is coming up the  
stairs. The one coming up the stairs, however, will not grab you, but will  
barf all over you. You'll have to shoot him.

Kill them both and then take the 3 GREEN HERBs beside the stairs.

Run down the hall opposite the stairs and grab the MO DISK from the desk.

Run back to the Save Room.

=====  
Lab Entrance  
=====

Drop off everything but your ASSAULT SHOTGUN and your SHOTGUN SHELLS.  
Save if you want and leave.

=====  
Lab Stairway  
=====

Run down the stairs and open the doors.

=====  
Square Corridor

=====  
There are two zombies here. One is right in front of you and the other is down the tunnel to Chris's left. Kill them both\*, then take the double doors beside the ones you used to enter.

\*=Use the FLASH GRENADE method mentioned above.

=====  
Medical Hallway  
=====

Take the FIRST AID BOX at your feet and open it for MIXED HERBS. It's made of two GREEN HERBS.

Now take the door beside the double doors you used to enter.

=====  
Radiologist's Room  
=====

-----X-Ray Puzzle-----

Check the computer for the RESEARCHER'S LETTER. Part of it is this:

"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 a 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."

Take the X-RAY from the box near the blue light switch. Examine it, it's the X-RAY OF CLARK. Now grab the the X-RAY (X-RAY OF GAIL). A memo catches your attention. It says,

"To use the electronic door, place the initials in alphabetical order."

Now take both of the X-RAYS and place them on the board with the other X-RAYS. Be sure to put them in alphabetical order (i.e. Clark on the left, Gail on the right). Now go back to the other end of the room and press the light switch.

Part of the X-RAYS are glowing red.

Colon  
Esophogas  
Liver  
Lungs

Take the first letters, it spells CELL. We've discovered the password to unlock the Visual Data Room.

Leave.

NOTE: Ada Wong is an important character in the Resident Evil Series. She was a spy sent by Umbrella to get the G-virus in Resident Evil 2. She is also the addressee of the Wesker Report. So obviously Wesker has been communicating with her.

=====

Medical Hallway

=====

Leave through the double doors here.

=====

Square Corridor

=====

Run to the southwest corner of the hall. Then grab the DAGGER off the shelf. Then check the pile beside the shelf for a HANDGUN MAGAZINE. Now go through the double doors at the northeast corner of the square.

=====

Computer Room

=====

Check the computer against the wall on a cart for some MAGNUM ROUNDS. Check the desk with the operational computer on it for the V-ACT RESEARCHER'S NOTE file. Now run into the freezer and grab the FLASH GRENADE on the shelf. There's also a FIRST AID BOX on the shelf in here with a GREEN HERB inside? Why put it in a box?

Oh well. Now check out the operational computer.

-----User Name/Password Puzzle-----

Remember that file we saw?

"I have set up the terminal in the small security room so that you can log in to the system using my name [as the user name] and your name as the password."

Well, the letter began, "My dearest Ada" and ended "Yours truly, John" so type in JOHN as the user and ADA as the password.

Now select "B-2F".

Another password. This is the password we discovered from the X-Ray puzzle. Type in CELL and press ENTER.

Then select "B-3F".

It unlocks automatically; you don't even need another password.

Log out, then leave the room.

NOTE: Heh. Imagine how much fun you could have if you hacked the Umbrella OS.

=====

Square Corridor

=====

Run over to the northwest corner. Then take the green doors.

=====

Medical Hallway

=====

Now take the green door here that you haven't been through before.

=====

Chemistry Room

=====  
Grab the MAGNUM ROUNDS in the sink, and grab the SLIDE CARTRIDGE on the desk.  
Now leave.

=====  
Medical Hallway  
=====

Take the green doors at the end of the hallway.

=====  
Square Corridor  
=====

Take the double doors beside you.

=====  
Lab Stairway  
=====

We're gonna run back to the save room, as we are short on item slots.  
So take the door at the end of the hallway.

=====  
Lab Entrance  
=====

You need:  
ASSAULT SHOTGUN  
SHOTGUN SHELLS  
SLIDE CARTRIDGE

Leave.

=====  
Lab Stairway  
=====

Now take the doors that appear gray on your map. It leads to the Visual Data Room.

=====  
Visual Data Room  
=====

Grab the FIRST AID SPRAY on the table in front of you, then take the MO DISK from the shelf.

-----Slide Projector Puzzle-----

Run over to the projector on the other end of the table.  
View the film.

MA-39 CERBERUS  
FI-03 NEPTUNE  
MA-121 HUNTER  
T-002 TYRANT (?)

If you can recognize a certain person in the picture of the B.O.W. Development Staff, it explains some of the story.

coughWESKERcough

Who puts a serial number on the slide itself? Oh well. Use the SLIDE CARTRIDGE. It allows you to see what the enemies would look like during a dance party with red lighting. EXCEPT

Now the serial number has only 4 digits:

8462

Hmm. Now check out the keypad to the right of the door. Enter 8462 to reveal a hidden room.

It's kinda hard to see, but there's a MAP OF THE LABORATORY in the cabinet next to the cabinet next to the door. Take it, Now check the cabinet next to the hidden room. It contains the SECURITY PROTOCOLS. If you read through it, you can reveal the name of someone who's working against you. coughWESKERcough.

Anyway...

Examine the shelf just next to the hidden room for some SHOTGUN SHELLS.

Grab the LABORATORY KEY off the table in the hidden room. Examine it, it's the KEY FOR THE POWER AREA.

Now check the operational computer and view KENNETH'S FILM. Pfft.

How pathetic. For one thing, we only remember hearing one gunshot. For another thing, he took 5 shots and missed every time. This guy has to be the biggest loser on the entire S.T.A.R.S. teams, Bravo and Alpha.

Now leave the room.

=====

Lab Stairway

=====

Run down the stairs and take the double doors here.

=====

Square Corridor

=====

Now run to the double doors in the southeast corner. Unlock and proceed through.

=====

Lab Storage Room

=====

Run straight forward and push the shelf against the wall. There's some SHOTGUN SHELLS on the bottom level of the shelf to your left.

Any minute now, you will encounter your newest enemy. It's called the Chimera. He's kinda short and looks like a skinned chimp. It has claws and is probably one of the ugliest of the Resident Evil enemies. They take about four shots from the ASSAULT SHOTGUN, probably because if you don't aim up or down you'll hit them in the head if they're close.

There's only 2 in these two rooms, so they're not going to gang up on you or anything.

Anyway, take either airduct here.

You'll end up in the...

=====

Surgery Room

=====  
Here you will probably encounter a Chimera. There are no items here, so just take the airduct on the north side of the room.

=====  
Lab Storage Room  
=====

Yep, we're back here again.  
Step down and then run over to the passcode transmission device. There's a FLASH GRENADE beside it. Now use the MO DISK on it.

1 lock down, 2 to go!

Do a 180 while facing the computer then run forward and push the shelf forward. Now run out the double doors.

=====  
Square Corridor  
=====

Unlock the single door near you, discard, and proceed through.

=====  
T Hallway  
=====

Run straight ahead and take the door you run into.

=====  
Lab Lounge  
=====

Alright fellas. We hit the jackpot.  
Collect the SHOTGUN SHELLS, MAGNUM ROUNDS, FIRST AID SPRAY, and INK RIBBON.  
You'll need:  
ASSAULT SHOTGUN  
SHOTGUN SHELLS  
MO DISK  
MO DISK

Leave.

=====  
T Hallway  
=====

Take the double doors at the south end of the T.

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

Run to Chris's right and around the curve. There's a Chimera here. Kill him, then run to the end and check the panel with the blue light.

"WARNING: Fuel may explode if shaken or jarred".

That means don't run with nitro in the fuel tank.

Take the FUEL SUPPLY CAPSULE and exit the way you came in. You can run now.

=====  
T Hallway  
=====

Run to the west end of the T and go through.

=====  
Square Corridor  
=====

Take the green doors at the northwest corner of the room.

=====  
Medical Hallway  
=====

Run to the green door toward the end of the hallway.

=====  
Chemistry Room  
=====

Grab the INK RIBBON on the chair. Now run to the other end of the room.  
Here you can see a zombie who is almost as dumb as the one in the Mirror  
Hallway, but this one isn't trying to talk to his reflection.

Either shoot off his head or use the FLASH GRENADE strategy.

Check the extremely large machine here, open it, and set the  
FUEL SUPPLY CAPSULE into place. It'll refuel it, then it'll give it back.

"The main ingredient of this fuel appears to be a nitro compound.  
'Running' could result in a fatal explosion."

Once again, they warn us about running. So don't run, WALK! WALK I SAY! Didn't  
you ever learn anything from the lifeguards?  
Now pick up the sparkling FAX, then use an MO DISK on the Gamecubeish thing  
on the desk.

1 to go!

Leave.

NOTE: Teehee. For those of you who are thinking, "Hmm, would I really just  
blow up if I ran?" The answer is yes.

You can run for about 5-10 seconds, then you just blow up.

=====  
Medical Hallway  
=====

Take the green double doors here.

=====  
Square Corridor  
=====



WALK to the single door in the southeast corner of the room.

=====  
T Hallway  
=====

Take the door at the south end of the T to the Boiler Room.

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

WALK SLOWLY to the place where you got the FUEL SUPPLY CAPSULE originally and set it back in place. Ahh. That feels better. You never really appreciate something like running until it's taken away.

Now run to the door at the southeast corner of the room. It's opposite the side of the room you're on now. You'll probably encounter a Chimera or two, but you can ignore them if you don't feel like killing them.

=====  
Boiler Room 2  
=====

A Chimera will jump out of the vent above the door. If you shoot him quick enough, he'll scurry back up into the vent. Run straight forward, then insert the MO DISK into the passcode transmitter to release the 3rd and final lock on that big door.

There's a FLASH GRENADE on the floor in the northwest corner of the hall. LIKE YOU NEED IT. Right now I have 10 BATTERY PACKs and 8 DAGGERS. Well, if the Chimeras grab you from the ceiling, you do use one of the Defense Items. But I wouldn't try to get them to grab you just to make sure it works.

Take the double doors in here. Watch out, a maximum of 3 Chimeras can come through the vent by these doors.

=====  
Elevator Control Room  
=====

Run to the other side of the room and check the computer. Start up the power. Now leave. You'll probably encounter a Chimera or two.

=====  
Boiler Room 2  
=====

Take the only other door here.

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

Take the only other door (double doors) here as well.

=====  
T Hallway  
=====

Go up the small set of stairs and go into the Lab Lounge.



shots. I'm not sure if Rebecca had anything to do with it or not.

Check Wesker's body. If you can't find it, it's in the southeast corner of the room. You'll get the OBSERVATION NOTE, which has information on the story for not only Resident Evil 2, but Resident Evil Code: Veronica (X/Complete) as well.

Check the computer toward the northeast part of the room to release the door lock. Then, check Rebecca. How sad. You would think they could think of something better. She sure as heck didn't have a bullet-proof vest in RE0!

Now let's get out of here. Take the door you used to enter.

NOTE: If you let Rebecca die before, Wesker dropped the MASTER KEY. Pick it up.

=====  
B4 Elevator Landing  
=====

\_Cutscene\_

=====  
T Hallway  
=====

\_Cutscene\_

Really, there's no time limit, so don't let it get to you.

Run to the west end of the T. We hafta save Jill!

=====  
Square Corridor  
=====

Take the green double doors at the northwest corner of the room.

=====  
Medical Hallway  
=====

Run to the big double doors at the very end of the hallway. Check the green lights beside the door and pull all three. Then go through the doors.

=====  
Jill's Stairway  
=====

Run down the stairs and take the door at the end. If you have the MASTER KEY, you'll have to use it to unlock it.

=====  
Jill's Cell  
=====

\_Cutscene\_

=====

Jill's Stairway

=====

Hmm. Go back inside Jill's Cell.

=====

Chris's Cell

=====

Looks like Jill decided not to tell us about the SHOTGUN SHELLS here. Hmm. Maybe her and Al are in it together ;-). Leave.

NOTE: Why would you put SHOTGUN SHELLS in a jail cell?

=====

Chris's Stairway

=====

Run up the stairs and out the double doors.

=====

Medical Hallway

=====

\_Cutscene\_

Run through the green double doors.

=====

Square Corridor

=====

Take the double doors beside you.

=====

Lab Stairway

=====

Run up the stairs, around them, then down the hall to the Lab Entrance.

=====

Lab Entrance

=====

NOTE: If you obtained the MASTER KEY from Wesker, go up the ladder, unlock the door, then come back down.

Here's what you need:

MAGNUM REVOLVER

MAGNUM AMMO

Full healing item

Full healing item

[EMPTY]

[EMPTY]

SAVE SAVE SAVE

You're about to fight the boss of the game.

Go up the ladder.



\_Ending Cutscene\_

\_Credits\_

You'll see some shots from Jill's game during the credits.

NOTE: Is it just me, or is it just a thing about Resident Evil games that no super-zombie is dead until you personally see it blow up into a million pieces? Oh well.

NOTE: You now get the COSTUME KEY. It is placed in the item box, so if you decide to play as Chris again you can change her costume. It's a good idea, because it makes the game a lot more fun to see Chris dressed like a gangster.

=====  
8. Walkthrough for Jill (Speed) [By: "mmnin"]  
=====

\*\*This is for the Resident Evil remake.

\*\*This is with Jill. It has an alternate slightly faster version using her grenade launcher cheat. Can be thought of as a checklist for fastest order of events.

\*\*You must take the shortest route possible to each location. This guide limits the number of times that you go to an item box, develops a path that will avoid most extreme dangers, and deals with problem of inventory space thus optimizing the length of play through.

\*\*Resident Evil is a game of survival. If you have no purpose to re-enter a room that you are not sure is clear of monsters, then don't! I will try to hint at these situations as I take you through. Remember...RUN HURRY RUN!

\*\*Familiarity with the games events is necessary. May require a test run.

\*\*Make sure to pick up all Magnum Bullets or other necessary items. Don't pick up needless items such as herbs unless you are dying. Kill creatures unless specified differently through the walkthrough. You must be prepared to shoot Hunter's with the Shotgun or whatever you deem fit.

---

---

Avoid First 2 Zombies on the way to get the arrow. (Kill the first zombie in the hallway only when you must.)

Get Arrow

Get Sword Key

Enter Dog Hall (Right side of Mansion)

Get Chemical

Get Shotgun

Enter Item Box Area 1

Hint #1: Never return to the shotgun/chemical area again!

---

Inventory upon leaving Item Box 1:

Hand Gun

Magazines

Sword Key

Flask

---

---

Fill Flask  
Kill Zombies  
Get Lighter/Whistle  
Burn Zombies  
ReFill Flask  
Burn Zombies  
Get Acid Shells (In Cutscene, exit the right side of mansion from upstairs)  
Unlock Left side of Mansion Doors  
Enter Left side of Mansion (above dining room, avoid Zombie in here!)  
Kill Zombies  
ReFill Flask  
Burn Zombies  
Enter Item Box Area 2  
---  
Inventory upon leaving Item Box 2:  
Whistle  
Hand Gun  
Shotgun  
Magazines  
Sword Key  
---  
---  
Kill Dogs  
Get Armor Key  
Ditch Sword Key (by unlocking kitchen, don't go in!)  
Do Knight Puzzle  
Get Mask #1  
Do Bee Puzzle  
Get Wind Crest  
Do Crow Puzzle (Crow hall is new path to Right side Mansion)  
Get Mask #2  
Enter Grave  
Use Mask #1 and #2  
Get Shotgun Shells (in graveyard)  
Get Grenade Launcher  
Meet Richard  
Enter Item Box Area 3 (get Serem here)  
---  
Inventory upon leaving Item Box 3:  
Hand Gun  
Magazines  
Shotgun  
Armor Key  
Chemical  
Serem  
Lighter  
---  
---  
Do Plant Puzzle  
Get Mask #3 (Do not kill Zombies, Run!)  
Save Richard  
Run past Zombie  
Get Music Sheet (Kill the zombie you ran past in this room)  
Get Shield (Dining Hall)  
Do Piano Puzzle  
Do Clock Puzzle  
Kill Snake  
Enter Item Box Area 4  
Hint #2: Never go to the Plant Area/Hallway again!  
---

Inventory upon leaving Item Box 4:

Wind Crest

Hand Gun

Magazines

Assault Shotgun

Mask #3

Mask #4

---

---

Enter Grave

Kill Crimson

Enter Shed

Do Tombstone Puzzle

Enter Cabin

Get Crank 1

Run Past Creature (try not to kill zombie on the path back)

Use Crank 1

Enter Item Box Area 5

---

Inventory upon leaving Item Box 5:

Hand Gun

Crank 1

Assault Shotgun

---

---

Enter Residence

Get Red Book

Move Crate

Enter Room 1

Get Room 2 Key

Enter Room 2

Get Control Room Key

Enter Item Box Area 6

---

Inventory upon leaving Item Box 6:

Red Book

Hand Gun

Control Room Key

Magazines

---

---

Enter Room 1

Enter Control Room

Do Shark Puzzle

Get Bee Room Key

Enter Bee Room

Get Bee Spray

Kill Bees

Do V-jolt Puzzle

Enter Root Room (near Shark room puzzle)

Use V-jolt

Enter Bee Room

Get Room 3 Key

Enter Room 3

Do Book Puzzle

Enter Big Plant Room

Get Helmet Key

Do Sliding Wall Puzzle

Get Medal

Power Elevator



Enter Kitchen Elevator

Get Battery

Enter Item Box Area 7

---

Inventory upon leaving Item Box 7:

Hand Gun

Assault Shotgun

Helmet Key

Battery

Crank 1

---

---

Do Deer Head Puzzle

Get Red Jewel Only!

Enter Mirror Hall

Kill Snake 2

Get Medal 2

Enter Mirror Room

Get Jewel Box

Get Broach Key

Enter Family Crest Room

Get Umbrella Coin

Use Battery

ReFill Water

Enter Cave

Get Crank 2

Enter Item Box Area 8

---

Inventory upon leaving Item Box 8:

Crank 2

Assault Shotgun

Umbrella Coin

---

---

Do Cave Puzzles

Kill Black Widow

Do Statue Puzzle

Use Elevator

Do Flame Thrower Puzzle

Get Umbrella Ring

Enter Cabin

Enter Mansion

Get Umbrella Medal

Enter Big Doors under Stairs

Enter Item Box Area 9

---

Inventory upon leaving Item Box 9:

Magnum

Magnum Bullets

Eagle Medal

Wolf Medal

Health

---

---

Let Barry Die

Get Barry's Magnum

Push Stones (Don't shoot her off, its faster and less ammo.)

Use Medals

CHANGE DISKS

Enter Item Box Area 10

Hint #3: Use the Incendiary Rounds on the Zombies

---

Inventory upon leaving Item Box 10:

Health

Magnum

Magnum Bullets

Barry's Magnum

Grenade Launcher

^(Incendiary Rounds)

---

---

Use Computer (know the codes before-hand)

Get Key (know the code before-hand)

Get Capsule

Fill Capsule

Fix Elevator

Kill Tyrant (use Barry's Magnum)

Get Key 2

Escape the Mansion

---

---

=====

## 9. Enemies/Bosses

=====

=====

Zombie

=====

The basic Resident Evil enemy. A human infected with the T-Virus. They move slowly and are rather weak.

=====

Crimson Head (V-ACT)

=====

When a zombie is killed, the head is still intact, and the body has not been incinerated (and the leg hasn't been shot off), the zombie will come back to life in a matter of hours. These zombies have a powerful slash attack, are much faster than their previous form, and can still bite you.

=====

Cerberus

=====

Zombie-dogs. Dogs infected with the T-Virus. They are weak, but are fast and can easily overcome most enemies as a group.

=====

Shark

=====

Found only in the Aqua Ring, these enemies can swim through metal bars. They swim rather slow, but can cause some serious damage if not killed or avoided.

=====

Hunter

=====



A big trick to this boss is to keep moving.

However, the biggest trick is to only fire after it shows its insides.  
("Don't fire til you see the yellows/whites of his insides!")

If you see him using the Poison attack, run to the other side of the platform, then run back.

If you see one of his tentacles rear back to hit you, dash quickly away from it.

After a little while, you'll see a

\_Cutscene\_

But, he's not dead. Just keep doing the same thing, and then you'll see another

\_Cutscene\_

=====  
Lisa Trevor  
Difficulty: Impossible  
=====

That's right. You can't kill her. Unless you're in the Altar area, she can't die.

However if you're in the Altar area, here's the info.

Difficulty: Medium/Hard

You need to push each of the four stones off of the platform. However, you have to also watch Barry/Wesker, because she can still knock him into the abyss. Push the ones closest to you off first, then push off the ones further away. Shoot her if she starts walking toward Barry/Wesker. I would definitely do it again if she kills Barry/Wesker.

NOTE: You can also kill her by dodging one of her swings and when she is hanging on for her life, shoot her. Yeah, it's kinda mean, but she was gonna kill you.

=====  
Yawn 2  
Difficulty: Medium  
=====

Turn around quickly and run like ur butt's on fire down the ladder and toward the bookcases. This boss isn't too hard if you know how to beat him.

```
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|         =E= |
```

```
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|           =F=           |
|                                     |
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|-----|
```

Yawn will follow you around the bookcase, but you can run faster than he can slither, so u can run around the bookshelf, then wait for his head to come around, then shoot him, and then repeat. Eventually, he will die.

```
=====
Giant Spider & Friends
Difficulty: Easy
=====
```

He's really big, but he's not very hard. Fire, then run around him and fire again. Watch out for his charge move. His friends can hurt you too, so watch out.

NOTE: If you decided to not listen to me and bring the SURVIVAL KNIFE along to avoid fighting the boss, run to the double doors on the other side of the room and use the SURVIVAL KNIFE to cut the spider webs away from the door.

```
=====
Tyrant
Difficulty: Medium
=====
```

NOTE: If you are playing as Jill and let Barry die, use his gun now.

He actually moves pretty slowly. Just basically shoot him, then run to the other side of the room, shoot again. If he slaps you, it doesn't hurt that much. What hurts is when he grabs you...if you have no defense items, but you most likely have somewhere around 15, so you're okay. It takes less than 8 shots to kill him, pretty pathetic for the "ultimate lifeform". Snicker.

```
=====
Tyrant (Final)
Difficulty: Hard
=====
```

Be sure you have at least 3 Full healing items before even considering battling him. You need to take shots at him, while avoiding his fast charging attack. When he stops and keeps looking around at you, he's about to charge you next time you shoot him. It should take about 9 shots from the MAGNUM REVOLVER to trigger the cutscene.

If you get hit, you'll be in Caution (Red), so use a healing item. You also have to protect Barry/Rebecca from the Tyrant, as he can kill him/her as well. Chris/Jill is safe, however.

\_Cutscene\_

Thank you Brad! Pick up the legendary ROCKET LAUNCHER and equip it. Now you need to shoot Tyrant with it. One good way to hit him is to have the MAGNUM REVOLVER equipped. Dodge one of his charge attacks, then immediately equip the ROCKET LAUNCHER and fire. If

Tyrant is coming after you when you fire, he'll block it. So be careful.

=====  
10. Items  
=====

Here's a list of the items in the game and either the game's description, my own, or both.

ACID SHELLS - Shells for the Grenade Launcher. They are filled with sulfuric acid.

ARMOR KEY - Used to unlock any door with an Armor symbol.

ARROWHEAD - The arrowhead is made of peridot, sometimes referred to as poor man's emerald.

ASSAULT SHOTGUN - Fires 12 Gauge Shells. A S.T.A.R.S. custom arsenal and also Richard's favorite.

BARRY'S .44 MAGNUM - Fires .44 Magnum rounds. An extremely powerful handgun, not to mention one of Barry's favorites.

BATTERY - With this, you can operate the elevator.

BATTERY PACK - For use with the Stun Gun.

BEE SPECIMEN - It's a giant bee specimen for mounting. It's well-preserved.

BLUE GEMSTONE - It's beautifully cut and polished to a mirror-like surface.

BLUE HERB - An herb that grows wild in this region. Cures POISON status.

BOOK OF CURSE - It's titled, "Book of Curse". Examine the back for the SWORD KEY.

BROACH - Examine it for the EMBLEM KEY.

BROKEN FLAMETHROWER - The muzzle is broken. It can't be fired.

BROKEN SHOTGUN - It's broken. It can't be fired.

CHEMICAL - See "HERBICIDE".

CLOSET KEY - There's a design of a female's side face beautifully embossed on the key.

COIN - Examine the back, it's the IMITATION OF A KEY.

COLLAR - Push the switch to reveal a COIN.

CONTROL ROOM KEY - It's a key for entering the Control Room.

CRANK - Examine the end, it's either the HEXAGONAL CRANK or the SQUARE CRANK.

CYLINDER - A circular metal object with a hole in the center. Symbols are carved in its side.

CYLINDER SHAFT - Symbols are carved in its side.

DAGGER - By stabbing this dagger you'll be able to protect yourself and escape from hostile situations.

DEATH MASK - Examine it, it's either the MASK W/O ALL, MASK W/O EYES, MASK W/O NOSE, or the MASK W/O MOUTH.

DOG WHISTLE - By blowing into it, it generates frequencies only audible to the ears of dogs. You can call a dog with this whistle.

EMBLEM - It's galled all around the edges due to frequent fitting.

EMBLEM KEY - The key's designed with an emblem of the Spencer family, whose history is as old as Raccoon City.

EMPTY BOTTLE - It's empty. It's used to synthesize V-JOLT.

FIRST AID BOX - Examine the top to open it.

FIRST AID SPRAY - Restores all health and status to "Fine" position.

FISHHOOK - It's a hook used for fishing.

FLAMETHROWER - An anti-personnel weapon that sprays a stream of flame.

FLASH GRENADE - A self defense item. Normally used to disturb the offender's vision.

FUEL CANTEEN - It's used to hold kerosene.

FUEL SUPPLY CAPSULE - It's empty.

FUEL SUPPLY CAPSULE - The main ingredient of this fuel appears to be a nitro compound. 'Running' could result in a fatal explosion. NOTE: It does.

FUSE UNIT - It's an assembly of large fuses. It's rated for high currents of electricity.

GALLERY KEY - The word "GALLERY" is imprinted on it.

GOLD EMBLEM - It's galled all around the outer edges due to frequent fitting.

GOLDEN ARROW - Examine to remove ARROWHEAD.

GREEN HERB - An herb that grows wild in this region. It raises status position one level.

GRENADE LAUNCHER - It's loaded with X rounds. X = Grenade, Acid, Incendiary.

HANDGUN - A S.T.A.R.S. custom automatic. Fires 9mm Parabellum rounds.

HANDGUN MAGAZINE - A clip for the handgun. 15 rounds of 9mm Parabellum.

HELMET KEY - Used to unlock any door with an Helmet symbol.

HERBICIDE - A chemical agent to destroy plant growth.

HEXAGONAL CRANK - Its end is Hexagonal.

IMITATION OF A KEY - It looks like a key, but lacks the rigidity to be used as one.

INCENDIARY SHELLS - Shells for the Grenade Launcher. Each is filled with special fuel that ignites upon impact with the target.

INK RIBBON - To be used with a typewriter.

INSECTICIDE SPRAY - It's a pump-action spray. There's plenty of insecticide inside.

JEWELRY BOX - There's a round recession approximately 4cm in diameter.

JEWELRY BOX - Examine it to open.

KEY FOR ROOM 001 - Numbers, 001 is imprinted.

KEY FOR ROOM 003 - Numbers, 003 is imprinted.

LAST BOOK VOL.1 - Eagle of South, Wolf of North. What can these words mean?

LAST BOOK VOL.2 - Eagle of South, Wolf of North. What can these words mean?

LIGHTER - It's a brass lighter coated with gold.

LOCKPICK - A tool for unlocking most simple locks.

LURE OF A BEE - It's a lure shaped like a bee with the hook attached.

MAGNUM AMMO - Powerful bullets for the .357 Magnum Revolver.

MAGNUM REVOLVER - The gun fires .357 Magnum rounds. A powerful firearm but it takes skill to handle it.

MANSION KEY - Examine the back, it's either the SWORD KEY, ARMOR KEY, SHIELD KEY, or HELMET KEY.

MASK W/O ALL - It's a Death Mask without eyes, nose, or mouth.

MASK W/O EYES - It's a Death Mask without eyes.

MASK W/O MOUTH - It's a Death Mask without a mouth.

MASK W/O NOSE - It's a Death Mask without a nose.

MASTER KEY - A key to unlock doors during emergency situations.

MEDAL OF EAGLE - Found inside the Last Book Vol.1. Is there a special way to use it?

MEDAL OF WOLF - Found inside the Last Book Vol.2. Is there a special way to use it?

MO DISK - It appears to be a disk for rebooting a system of some sort. Used to free Chris/Jill.

MOON CREST - There's an icon depicting the moon.

MUSICAL SCORE - Its titled "Moonlight Sonata"

MUSICAL SCORE - The beginning and the last sections of the music are missing.



NP-004 - Chemical used to synthesize V-JOLT.

OLD KEY - An old key of the mansion. Looks like you might be able [to] open most simply designed door locks.

RED BOOK - It's a book with a red cover.

RED GEMSTONE - It's beautifully cut and polished to a mirror-like surface.

RED HERB - An herb that grows wild in this region. When combined with a GREEN HERB, the mixture has the power of FIRST AID SPRAY.

RESIDENCE KEY - Examine the back. It's either the KEY FOR ROOM 001, the KEY FOR ROOM 003, or the GALLERY KEY.

ROCKET LAUNCHER - A very destructive weapon that fires rockets with a large blast radius.

SELF-DEFENSE GUN - A self-defense gun that fires .22 Magnum rounds.

SERUM - Used to cure poison inflicted by Yawn 1.

SHAFT - It appears to be some sort of key to start the power supply. Symbols are carved in its side.

SHIELD KEY - Used to unlock any door with a Shield symbol.

SHOTGUN - Fires 12 Gauge Shells. A weapon that is capable of firing wide-range.

SHOTGUN SHELLS - 12 Gauge Shells for the Shotgun that scatter fires.

SIGNAL ROCKETS - Pryotechnic Signal Rockets. I can signal Brad with this.

SLIDE CARTRIDGE - Used to reveal the passcode on the projection in the Visual Data Room.

SQUARE CRANK - Its end is Square.

STAR CREST - There's an icon depicting a star.

STONE & METAL OBJECT - An emblem is carved on the octagonal object.

STUN GUN - A self-defense item. You'll be able to take down an assailant, leaving him disoriented momentarily.

SUN CREST - There's an icon depicting the SUN.

SURVIVAL KNIFE - It's a survival knife. Comes in handy in desperate situations.

SURVIVAL KNIFE - A mid-size, lightweight survival knife. Jill/Chris's personal protection knife used for close encounters.

SURVIVAL KNIFE - Carbon-reinforced alloy blade with serrated edges. Chris has been using it since his days in the Air Force.

SWORD KEY - Used to unlock any door with a Sword symbol.

UMB NO.10 - Used to synthesize V-JOLT.

UMB NO.3 - Used to synthesize V-JOLT.

UMB NO.7 - Used to synthesize V-JOLT.

V-JOLT - When applied to the roots of Plant 42, this will kill the plant within 5 seconds.

VP-017 - Used to synthesize V-JOLT.

WATER - It's a bottle filled with water.

WIND CREST - There's an icon depicting wind.

X-RAY - Examine it. It's either the X-RAY OF CLARK or the X-RAY OF GAIL.

X-RAY OF CLARK - The name "Clark" is printed on it.

X-RAY OF GAIL - The name "Gail" is printed on it.

YELLOW GEMSTONE - It's beautifully cut and polished to a mirror-like surface.

YELLOW-6 - Used to synthesize V-JOLT.

=====  
11. Files  
=====

[NOTE: Anything in brackets was either edited or added by the writer,  
DjSiXpAcK14.]

++++++  
Mansion 1  
++++++

=====  
S.T.A.R.S. Manual  
=====

If you have changed your controller type to TYPE-B or to TYPE-C, please keep in mind that the contents explained here correlates with controller TYPE-A.

--How to view your STATUS SCREEN--

Press the Y Button during the game. (You will not be able to view the STATUS SCREEN during Cut-Scenes or while being attacked.)

In the STATUS SCREEN you'll be able to do the following things.

- Equip weapons
- Use items
- View maps
- Read files

--How to VIEW MAP--

In the STATUS SCREEN select MAP from the menu bar or simply push Z Button during the game. If you have not obtained a map, only the places you have explored will be displayed.

--How to READ MAPS--

uncolored room(s): Unexplored room(s).  
orange room(s): Room(s) with still items left.  
green room(s): Explored room(s) without any items left.

red door: Locked door.  
white door: Unlocked door.  
blue door: Door you've been through.

--How to PUSH THINGS--

When there is a movable object, face the object in the direction you want to push it and press the Control Stick (+Control Pad) in the direction you are facing.

--CLIMBING ON & CLIMBING DOWN--

Walk up to an object that's waist high of the character, and then press the A Button. (You can climb on movable objects as well.) To CLIMB DOWN from an object, press the A Button while standing on the edge of the object.

--How to EQUIP WEAPONS--

In the STATUS SCREEN select the "weapon" you want [to] arm, then select the "EQUIP" command. (Even if you have a weapon you must EQUIP it in order for you to attack.)

--ATTACKING STANCE--

Hold down the R Button. (The player will take an attacking stance towards the closest enemy.)

--How to ATTACK--

While holding down the R Button, press the A Button. (You can attack the enemy with the weapon you have equipped.)

--180 DEGREE TURN--

While pressing down the Control Stick (or the + Control Pad), press the B Button. (This can also be done using the C Stick alone.)

--EXAMINE AN ITEM--

From the STATUS SCREEN select an ITEM and then select the EXAMINE command. (The details of the item will be displayed.)

--Emergency Evade--

Using DEFENSE ITEMS such as Daggers, will allow you to escape momentarily when grabbed by an enemy. (However, you will not be able to escape when the enemy grabs you from behind.)

To equip a DEFENSE ITEM, go to the STATUS SCREEN, and then select an ITEM from the DEFENSE ITEM menu. Then select the EQUIP command.

If your DEFENSE ITEM mode is set to MANUAL in the Controller Settings, you must press the L Button to use the DEFENSE ITEM.

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

The video player is located in the Visual Data Room, Floor B2 of the Laboratory.

=====  
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.

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

Nov. 29, 1967

I can't get out. I have tried every possible way to escape but only to face 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--- What 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 [a] reflex. One name came to my mind, Jessica!

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

Nov. 30, 1967

I haven't had anything to eat or drink for the past few days. 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 [November only has 30 days :-\]

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

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

A grave! But deeply engraved into the stone was my name!  
"George Trevor"

At that instant, it all became clear to me. Those b\*stards 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 you both involved in this whole d\*mn conspiracy.  
Forgive me. May God justify my death in exchange for your safety.

George Trevor

There's something handwritten.  
It's not dated.

Nothing's changed.  
I never thought that this room I 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.

=====  
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 d\*mn 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 person I can trust with this. Of course, you'll get something out of it as well. Remember that certain item 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

++++  
Mansion 2  
++++

=====  
Botany Book  
=====

BOTANY  
--Uses of Medicinal Herbs--

It is a well-known fact that there are 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. 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.

We will outline the effects of red herbs when mixed with other herbs when we have more data. Meanwhile feel free to experiment on your own, for true knowledge is best aquired through [your] own experience.

=====  
Body Disposal  
=====

Special instructions when disposing dead bodies

We have new information regarding those "beings". They may appear dead but in

fact they are able to come back to life. However, there are ways to prevent them from becoming active again.

Currently there are two known methods to cease their resurrection.

1. INCINERATION
2. DESTRUCTION OF THE HEAD

If further methods are discovered, they will be notified immediately.

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 yourself.

=====  
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

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

At around 5 A.M., Scott woke me up. Scared the sh\*t out of 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 b\*stards in Research never sleep, even on holiday.

May 12, 1998

I've been wearing the d\*mn space suit since yesterday. My skin's getting all grimy and feels itchy all over. The godd\*mn dogs ahve been looking at me funny, so I decided not to feed them today. Scr\*w '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 had escaped. Maybe this is their way of getting back at me for not feeding them for 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 the estate last night was shot. My entire body feels all 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. What the he[ck]'s happening to me?

May 19, 1998

Fever gone but itchy. Today hungry and eat doggie food.

May 21, 1998

Itchy itchy Scott came ugly face so killed him. Tasty.

4 / / Itchy. Tasty.

=====  
Researcher's Will  
=====

-----For Chris-----

There is a letter.

June 3, 1998

My dearest Alma,

Let me first apologize for not being able to call you. A man wearing sunglasses 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 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 and destroy life.

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

Alma, I have tried to survive 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.

My love for you.

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

Martin Crackhorn

-----For Jill-----

A letter is slipped inside.  
The top part of the letter is torn off.  
The rest of the letter is illegible.

Alma, I have tried to survive 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.

My love for you.

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

Martin Crackhorn

=====  
Mail from the 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.

+++++

Courtyard/Residence

+++++

=====

Suicide Note

=====

June 22, 1998

I had to do it. We ran from those things - helping each other to survive. But Robert started to show the symptoms. I had to do it. Those d\*mn 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...

=====

Plant 42 Report

=====

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

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 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 you find anything like it.

We've also found that PLANT 42 has two main sources of acquiring its necessary nutrients. One source is through its root. Somehow it has rooted itself down into the basement.

Immediately after the accident, a scientist went mad and destroyed the Aqua Ring. Ever since, the basement has been like a pool. 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.

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

We've also noticed that it has some intelligence. When it captures its prey or when its inactive, 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 stories 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.

One witness reported that it was as if [it] was trying to protect itself. Why it behaves the way it does is still unknown

May 21, 1998  
Henry Sarton

=====  
Organic Chemistry Lab Experiment  
=====

The similarities in the cellular characteristics of the rapidly growing plant infected by the Tyrant Virus have been reported in previous papers. However, while repeating these experiments, an interesting new fact became 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 seconds.

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 |

=====  
Family Picture & Notes  
=====

There's something written on the back.

Nov. 10, 1967  
- Progenitor Virus administered

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

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

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.

19

dadddy atached first

momm atached 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 yuo

It's a letter.

To my Lisa,

Day by day I can feel my conciousness 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 when we go to that lab together. We'll both pretend that we are unconcious and when that man in white clothes is off guard 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

=====  
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,

Moria and Polly

[NOTE: Now you feel bad, don't you?]

++++  
Laboratory  
++++

=====  
Letter of a Researcher  
=====

June 8th, 1998  
My dearest Ada,

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 the 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 a password.

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.

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

=====  
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 from 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 kind "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.

=====

FAX

=====

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 [of] 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.

=====

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 the 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.

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) 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.

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 Consultant Researchers with special authorization.

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

#### BASEMENT LEVEL FOUR

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

=====

Observation Note

=====

[NOTE: This file contains spoilers for Resident Evil 2 and Code: Veronica.]

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

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.)



The 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".

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

I can't wait to see the look on Alexia's annoying face when I finally announce my research. But unfortunately I'll have to wait a few more years to completely verify my findings.

William Birkin

=====  
12. Puzzles  
=====

=====  
Woman Drawing Water Room  
=====

-----Statue Puzzle-----  
See that dresser thing in front of the doorway? Push it to the right once, then get behind it and push it up against the tall statue in the middle of the room. Now, walk up against it and push the A button to climb on top of it. Finally, grab the sparkle out of the pot to receive a MAP OF THE MANSION 1F.

=====  
Knight's Corridor  
=====

-----Knight's Puzzle-----  
Not too hard. Pick up the MANSION KEY off the ground and set down the IMITATION OF A KEY.

=====  
Armor Puzzle Room  
=====

-----Armor Puzzle-----  
Here's the deal. You have to push them in in the right order. This is the correct order:

1. Far-Right
2. Close-Left
3. Close-Right
4. Far-Left (Auto)

-----Jewelry Box Puzzle 1-----  
This is the simplest of the JEWELRY BOX puzzles. If you read on the top, it says "Sunlight will awaken me". Well, the sun has a two pieces of heart on it, and the moon has two bars on it. Sunlight will awaken it, so push the two heart switches on the other sides of the box.

=====  
Insect Room  
=====

-----Fishing Puzzle-----  
Run to the frame beside the desk and grab the FISHHOOK.

Then grab the FISHING LURE off of the frame to the right of the lab coat.  
Combine them to make the LURE OF A BEE.  
Now grab the BEE SPECIMEN off of the frame to the left of the door.  
Put the LURE OF A BEE where the BEE SPECIMEN was.  
Then put the BEE SPECIMEN in the frame to the right of the lab coat.  
Then push the switch underneath.

=====  
Dining Hall  
=====

-----Grandfather Clock Puzzle-----

If you haven't already, put the GOLD EMBLEM in the indentation above the fireplace to start the puzzle.  
Examine the portrait next to the clock. The short sword has been thrust into the breast of one knight, while the long sword has pierced the head of the other. Now check the clock.  
lets get the long hand (large gear) to pierce the head (helmet). The short hand is already on the armor, so all we have to change is the large gear.  
Turn it right twice.  
I'm not sure if I got that right, but either way, turning the large gear right twice will solve the puzzle.

=====  
Stained Glass Window Display  
=====

-----Stained Glass Window Puzzle-----

Not that hard. You just have to make the colors of the accesories worn by the people in the stained glass the same as the princess at the end of the hall.  
Push the first switch under the painting of the valiant. It should turn it orange. Then run around to the other side and push the switch under the picture of the saint that is currently yellow. It changes it green.  
Now continue to the red stained glass depicting a sage. Push the switch to make it purple. Now push the button under the picture of a princess at the end of the hall.

=====  
Cemetery  
=====

-----Wind Crest Puzzle-----

Put the WIND CREST in the tombstone on the right to get the MOON CREST, STAR CREST, and SUN CREST. Examine the back of each and push the switches.  
Then place them in their spots on the tombstone to the left.

\_Cutscene\_

Now you get the MAGNUM REVOLVER!

However! I must recommend you DO NOT fire it until I give you permission. As in many Resident Evil games, the MAGNUM is the most powerful weapon you can get without doing anything special. Guns you can get from doing special things are like the ROCKET LAUNCHER and the SAMURAI EDGE.

=====  
Residence Bar  
=====

-----Oil Lamp/Pool Ball Puzzle: Part 1-----

Now go to the left of the double doors and use your LIGHTER to light the red oil lamp. Now run around the railing and down the stairs. There's a green oil lamp here. Light it as well. Now run up all the steps to the pool table room.

Light the orange oil lamp in the corner. Now examine the pool table.

- 2 = Blue
- 3 = Red
- 4 = Purple
- 5 = Orange
- 6 = Green

Now, remember the number of each ball that is the same color as an oil lamp.

- Red = 3
- Orange = 5
- Green = 6

=====  
Room 003  
=====

-----Oil Lamp/Pool Ball Puzzle: Part 2-----

Remember those numbers I told you to remember?

- 3 = Red
- 5 = Orange
- 6 = Green

When you operate the door lock, just enter 3 for the red, 5 for the orange, and you guessed it, 6 for the green.

-----Red Book Puzzle-----

Probably my personal favorite, in this puzzle, you need to move the books around so that the picture on the spines of the books line up. Here's the order you can exchange them to work (from left):

- A. 1 & 4
- B. 2 & 6
- C. 3 & 7

That should put it together right.

=====  
Art Room  
=====

-----Classic Wall Puzzle-----

This puzzle requires some good speed and coordination. So here's how to do it. Push the statue into the room. The walls will start closing in, but ignore them. Keep pushing until you can't anymore. Then run back out to where the statue originally was and go through the other doorway. Now you're behind the wall. Run to the end and push the switch. Then, quickly do a 180 and run back out from behind the walls and back to the statue. Now push the statue as far to the left as you can.

=====  
Hawk's Eye Room  
=====

-----Hawk Puzzle-----

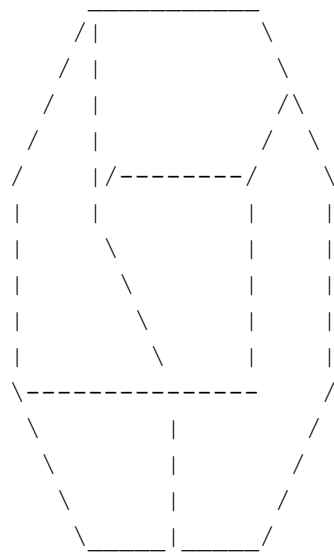
Push the two dresser-like pieces of furniture up against the deer head and

bull head so you can climb up onto them and check the heads themselves. Now turn off the lights using the switch by the door. Now we can see colored dots in the eyes of the animal heads. However, when the hawk clicks, the dots blinks and we cannot get it. Run toward the deer head and let the hawk click. Then run up against the wall that the hawk is on and run to the other side of the room against the wall. The hawk can't see you there, so it doesn't move. Climb on the furniture in front of the bull and check the head to get the YELLOW GEMSTONE. Now do the same thing to get the RED GEMSTONE from the deer head.

=====  
Large Mirror Room  
=====

-----Jewelry Box Puzzle 2-----

Oh boy another Jewelry Box puzzle! Combine the RED GEMSTONE with the JEWELRY BOX to start it.



The object is to place all the pieces onto the Umbrella logo (sadly drawn out above).

After you do that, it opens to reveal a BROACH.

=====  
Goddess Statue Room  
=====

-----Goddess Statue Puzzle-----

Run to the northwest corner of this room. If you look to the left of the torch you can see a strange person-size different colored block in the wall. You need to push the statue in front of that.

Now use the HEXAGONAL CRANK on the hole here. The statue should now be pushed out toward the center of the room. Now use the HEXAGONAL CRANK again.

Now you can push the statue onto the circular rotating thing in the middle of the room. So do that, then do it again. Now the statue is facing the correct direction. Push it in its place beside the other one to complete the puzzle.

=====  
Elevator Tunnel  
=====

-----CYLINDER SHAFT Puzzle-----

Whip out the SHAFT (tee hee). Combine it with the CYLINDER.  
Now you have the CYLINDER SHAFT.

Examine the CYLINDER SHAFT. Turn it six times.  
It displays:

IV II III I  
4 2 3 1

Now place the CYLINDER SHAFT into the panel.

As displayed on the CYLINDER SHAFT, push the buttons in this order:  
4, 2, 3, 1.

This restores power to the elevator and completes the puzzle.

=====  
Radiologist's Room  
=====

-----X-Ray Puzzle-----

Check the computer for the RESEARCHER'S LETTER. Part of it is this:

"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 a 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."

Take the X-RAY from the box near the blue light switch. Examine it, it's the X-RAY OF CLARK. Now grab the the X-RAY (X-RAY OF GAIL). A memo catches your attention. It says,

"To use the electronic door, place the initials in alphabetical order."

Now take both of the X-RAYs and place them on the board with the other X-RAYs. Be sure to put them in alphabetical order (i.e. Clark on the left, Gail on the right). Now go back to the other end of the room and press the light switch.

Part of the X-RAYs are glowing red.

Colon  
Esophogas  
Liver  
Lungs

Take the first letters, it spells CELL. We've discovered the password to unlock the Visual Data Room.

=====  
Computer Room  
=====

-----User Name/Password Puzzle-----

Remember that file we saw?

"I have set up the terminal in the small security room so that you can log in to the system using my name [as the user name] and your name as the password."

Well, the letter began, "My dearest Ada" and ended "Yours truly, John" so type in JOHN as the user and ADA as the password.

Now select "B-2F".

Another password. This is the password we discovered from the X-Ray puzzle. Type in CELL and press ENTER.

=====  
Visual Data Room  
=====

-----Slide Projector Puzzle-----

Run over to the projector on the other end of the table.  
View the film.

MA-39 CERBERUS  
FI-03 NEPTUNE  
MA-121 HUNTER  
T-002 TYRANT (?)

If you can recognize a certain person in the picture of the B.O.W. Development Staff, it explains some of the story.  
coughWESKERcough

Who puts a serial number on the slide itself? Oh well. Use the SLIDE CARTRIDGE. It allows you to see what the enemies would look like during a dance party with red lighting. EXCEPT  
Now the serial number has only 4 digits:  
8462  
Hmm. Now check out the keypad to the right of the door. Enter 8462 to reveal a hidden room.

=====  
13. Wesker's Report + Notes  
=====

[NOTE: Anything in brackets was either edited or added by the writer, DjSiXpAcK14.]

My name is Albert Wesker.  
I aspire to become a leading researcher at Umbrella, Inc., a pharmaceutical enterprise who covertly coonducted bio-organic weapons. Better known as B.O.W. for development. But at the leader development training ground situated in Raccoon City I met a brilliant and talented researcher who made me decide to take a different path--William Birkin.

In time, I shifted my position to S.T.A.R.S. [Special Tactics and Rescue Service], a special forces unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal bio-organic weapons development, had many of its people working in the police department. I became the leader of S.T.A.R.S. and conducted all sorts of intelligence activities for Umbrella.

As I continued to serve, I devised my own plans and waited for the right moment to execute them. Then at last, opportunity knocked.

The freak murder incident that occurred in a forest near the mansion started it all. The mansion was Umbrella's secret B.O.W. laboratory and it was clear that the indevelopment, T-Virus, was the cause of the murder. Initially Umbrella instructed me secretly to keep S.T.A.R.S. out of the case. But, with the heightened emotions of the citizens, S.T.A.R.S. had no choice but to move in.

That's when my next order was given. Dispatch S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so that their combat with the B.O.W. could be used for data analysis, allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

From the 2 S.T.A.R.S. teams, I first pitched in the BRAVO team. As expected, the top elite of S.T.A.R.S. gave all they had and became useful sample data. Then following, I geared up the ALPHA team to 'search and rescue' the lost BRAVO team. The members of the ALPHA team also proved their worth and as expected, many died.

There were 5 survivors from the initial 11 S.T.A.R.S. members. From the ALPHA team were Chris Redfield, Jill Valentine, and Barry Burton. And from the BRAVO team were Rebecca Chambers and Enrico Marini.

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

The surviving privileged members of S.T.A.R.S. were just the perfect bait. I decided to have one of them play the Judas and draw them to the Tyrant. That Judas was Barry. Barry was the 'strong truth and justice' kind and cherished his family more than anything. His type is easy to manipulate. I simply took that most important thing away from him.

My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas, the scene went as planned. Then the winds turned unexpectedly. I had to eliminate Enrico, who had found out what was behind it all. I used Barry to get to him. After I had successfully gotten rid of that nuisance, I awaited the sample specimen that Barry would bring to me in the Tyrant's room.

[The dialogue from the cutscene here is below.

Jill: Wesker!

Wesker: You did a fine job, Barry.

Jill: Just as I thought. Why do you have to destroy S.T.A.R.S.?

Wesker: That's Umbrella's intention. This laboratory has been engaging in dangerous experiments and recently an accident has occurred. Anyway, this disaster cannot be made public.

Jill: That's why having S.T.A.R.S. know anything is so inconvenient. So, you're a slave of Umbrella now, along with these virus monsters.

Wesker: Barry, go up on the ground and wait there.

Jill: Barry!

Wesker: I just used him for my...personal purposes. Though both you and Barry seem to think I was just following orders from Umbrella.

Jill: So you're planning something else?!

Wesker: If you succeeded in producing the world's most powerful biological weapon, what would you do? What if you were in charge?

Jill: So, you're going to steal all the research?

Wesker: Better yet, I'm going to show you the Tyrant.]

I injected the virus I obtained from Birkin in advance. If I made Umbrella

believe I was dead, it made it far more convenient to sell myself to the opposing corporation.

According to Birkin, the virus had profound effects. It would put my body in a state of temporary 'death'. It would then bring me back to life with super human powers. Therefore, I unleashed an awesome Tyrant from its slumber and let it attack me.

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

Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and that plan that I devised which had cost me my humanity ended in failure. Now anyone or anything that stood in my way would be terminated.

It has been that way for a long time and it always will be. At all costs, I had to make S.T.A.R.S. pay.

SEPTEMBER

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

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

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

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

9.28

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

In the chaos, Umbrella Europe applied a new type B.O.W. called Nemesis. The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S., Jill.

It became imperative that our organization also obtain the Nemesis data.

9.29

To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets.

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

A spy's obligation and priorities in the mission: to carry out the mission like a machine without any emotional interference. But through her interaction



and involvement with Leon S. Kennedy, There had been an affection growing inside her. My instincts sensed danger. Something had to be done quickly.

My instincts did not disappoint me. Even though Ada almost had her hands on the G-Virus, which Leon had acquired from Sherry, that affection of hers drove her to her death. But she was still of some use, I had to save her life.

My people hurried to retrieve the G-Virus that Leon threw away. But Hunk, the only survivor of Umbrella's salvage team, was there before us.

9.30

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

10.1

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

Later Claire left to Europe to find her lost brother. Chris and Leon joined forces with an underground anti-Umbrella organization. Sherry is safe in our hands; I would never underestimate Birkin.

There's something about this little girl...

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14. Wesker's Report 2 + Notes  
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[NOTE: Anything in brackets was either edited or added by the writer, DjSiXpAcK14.]

[NOTE: The following record contains spoilers about Resident Evil, part 2, 3, 0, and Code: Veronica.]

[NOTE: I will be spelling Birkin's name Birkin, as opposed to Burkin, due to the fact that in the game, it is spelled Birkin.]

Wesker's Report II - Update on March 22 (Friday)

Wesker's Report II

Update on March 22 (Friday) (5) G Virus

Before the "Resident Evil incident" occurred, Wesker left a record of the past 20 years and all of the events that occurred between himself and "the incident."

He sent it to a "Eda Won" but we have no details on her. [Ada Wong]

We have posted that record here.

1. The Experiment
2. Alexia 1
3. Alexia 2
4. Nemesis
5. G-Virus

The Experiment

July 31, 1978

The first time I visited that place, it was the summer of my 18th year. That makes it about 20 years ago. As I got off the helicopter, I remember the sight of the swirling wind that the helicopter blades whipped into the air. When I viewed from above the old mansion seemed quite normal, but when seen from the ground there was something foreboding and unapproachable about it. Birkin (my junior by 2 years) seemed, as usual, to only be concerned with the document he was holding.

We were assigned to the mansion days earlier, on the day that the "executive training center", we had belonged to, was closed. It all seemed like it was planned and too much of a coincidence. But probably the only person who knew the real truth was Spencer.

Spencer was one of the main guys in charge of America's "T-Virus" research at the Arklay Research Facility.

As soon as we got off the helicopter the head of the facility was standing in front of the elevator ready to greet us.

I can't even remember the guy's name. Who really cares about formalities and figureheads like him; from that day on, the Arklay Research Center was ours. As Chief Researchers, we were put completely in charge of all aspects of the facility. Of course that is just how Spencer had planned it all out. He chose us.

We ignored the facility head and got on the elevator. I had already memorized the building layout the day before, and Birkin, although he has no bad intentions, never really pays much attention to other people.

Most people probably get irked from the first 5 seconds that they meet us.

However, the facility head had no reaction at all.

Back then I was a young-buck completely full of himself, so I didn't really pay the facility head any mind.

But in the end, I was really only Spencer's puppet, and the facility head, whose boss was Spencer, at least actually knew what Spencer was up to, and what he was thinking.

The whole time we were riding in the elevator, Birkin never took his eye off the documents he was holding.

The document that Birkin was scrutinizing so closely was a report about a new virus that has shown up in Africa. It was called "Ebola".

At this moment there were many people, all throughout the world, who were studying the Ebola Virus. However, I think there are two major reasons why they were studying it. To help people and... to kill them.

As you probably know, the death rate of someone affected by Ebola is 90 percent. In 10 days it quickly destroys the person's organs. Even now, there are no known ways to prevent it or cure it. It could, quite possibly, destroy a large part of the human race.

Of course even before this, due to the "Biological Weapons Prohibition Pact", it was illegal for us to study the virus as a weapon. However, even if we weren't the ones to research it, there was no proof that someone else wouldn't be doing that same thing and so it was considered legal for us to research

it--just in case. There is a thin line in "international law" between what is acceptable and what is prohibited.

And so, it became necessary to research how the virus study information would be used as a method of prevention, not as a weapon. There really is no difference in the way in which you research a virus as a cure, from how you research it as a weapon.

But since the two are very similar, it is possible to pretend you are researching a cure, while in fact, be researching the virus as a weapon.

Even though, at that time, for whatever reason, Birkin may have been looking at the Ebola report, he wasn't really researching the Ebola virus. The Ebola virus had too many "weak spots".

First of all, the virus could only survive for a few days if not inside a human body. It would soon "die" if under sunlight (ultra-violet light) for too long.

Secondly, since it kills the host too quickly there isn't enough time to transfer/infect other hosts.

Finally, the virus is only transferable through direct touch and so it can be easily prevented.

Try to imagine the following: If a person who was heavily infected (the disease had spread all throughout their body) could actually stand and walk around? And, without knowing it, was in direct contact with other people, of their own accord...

What if the RNA of the Ebola Virus could actually alter a person's genetic code? And if, through that, a person was able to carry the virus without dying? What if this person had the resilience of a monster?

That is, wouldn't this person be a "living dead" whose body carried the virus? Something that could infect others, sort of like a "living biological weapon".

I guess we are lucky that the Ebola Virus doesn't have the potential to do such things.

I wonder if we will be successful in holding on to such a virus without it getting into the wrong person's hands?

The Arklay Lab headed up by Spencer was built for that purpose, it seemed. To create a disease capable of the characteristics I listed before. Officially it was just pharmaceutical company researching cures to viruses, but the truth is, it was really a factory for manufacturing biological weapons.

The origin of the company was to create new "starter" viruses by recombining genes.

In order to produce "biological weapons" out of these new "starter" viruses, they began studying "virus mutations" in order to "strengthen" the basic viruses they had created.

This was known as the "T-Virus" experiment.

RNA based starter viruses can easily be mutated. Through those mutations, it is possible to "strengthen" their traits.

The reason Birkin was so interested in the Ebola Virus was that he was thinking of recombining the Ebola genes into a starter virus to strengthen its attributes. By the time we had arrived at the research center there was already a sample of the Ebola Virus waiting for us.

We changed elevators several times and finally reached the upper level of the complex. When we arrived even Birkin looked up.

It was the first time we had met "her".

We hadn't heard a single word about "her" before. She was a secret of the utmost confidentiality at the research center. And they didn't let any information about her out of the compound.

According to the records, she was at the research center from the very moment it was first built.

She was 25.

But we didn't know her name, nor why she was here.

She was used as the experimental subject host for the T-Virus. The day we began the experiment was November 10th, 1967.

We did T-Virus experiments on her for all of 11 years.

Birkin mumbled something.

Maybe they were words cursing our situation. Maybe they were words of praise.

In any case, we had come to the point of no return now.

We had two choices: to succeed in our research.... or to lay here rotting like she was. Of course that meant we really only had one choice.

She was bound to a "pipe bed" and something about her made me think....

Had this been a part of Spencer's plan all along?  
(The report continues 3 years later)

Alexia 1

July 27, 1981

Today, a 10 year-old girl was sent here, as a chief researcher, from Umbrella's Antarctica Research Facility.

Her name was Alexia Ashford.

I was 21 and Birkin was 19.

As annoying as it was, the whole Arklay complex was rampant with rumors of "Antarctica Alexia". Nobody talked about anything else.

She had been at Umbrella for a long time. The older guys at Umbrella knew the legendary Ashford name.

Before, if we ever reached a dead end in our research, one of the old timers would say "if only Professor Edward were still alive"...

If I remember correctly, "Edward Ashford" was one of the people who first discovered the "Starter Virus" and who originally planned creating the T-Virus.

However, he died soon after Umbrella was founded. It's been 13 years since his death. So is there really anything to gain by having high expectations of the "Ashford" lineage?

And, in fact, the Antarctic Research Center founded by his son hadn't yielded a single result.

Don't people know the limits of Alexia's smarts? She is only Edward's grandchild after all.

But from the day she came, our worthless, good for nothing subordinates began to say "It's a good thing Alexia is here". She may be from a famous family, carry great "genes" within her, but nonetheless, I knew it was gonna be a real hassle having subordinates with such a lack of good judgement.

It's idiots like that, who, if they accidentally stuck their foot in a bucket, wouldn't be able to move or figure out what to do unless someone told them.

At least I could still tell the difference.

However, if, at that time, I would have gotten upset about the whole thing, it would have just slowed down our progress on the T-Virus research.

Unless you can keep cool and still be decisive no matter what the circumstances, then success will always evade you.

At that time I was thinking this:

By making good use of the "past", then we could definitely yield good results. And iff some of those "old timers", who feasibly could die at any second, then they would make great test subjects.

After all, do you think it is possible to stand above the people, if you can't rationally use their "human resources" well?

However, the problem was Birkin.

The way he reacted to the Alexia rumors was terrible.

He never really said it, but for Birkin, the fact that he was the youngest person to ever be a chief researcher was always something he was proud of.

That "pride" was severely injured by having a mere 10 year-old become a chief researcher. It was probably the first time someone so talented as he had ever tasted defeat.

He just couldn't accept the "younger, girl of good lineage".

To be made a fool of by someone who hadn't gotten any results. Someone who had worked so far away.

The face that he couldn't get over it, showed his immaturity.

However, even though he was still immature, no matter what, I had to bring him back to his senses.

It was during these three years that our research moved up to the 2nd level.

It was at this point that we fixed upon the idea of making a "living biological weapon". We started to call the "T-Virus" by a new name--"Zombie".

However, it was impossible to get a 100% infection ratio. Within people there is a subtle difference that the virus couldn't totally overtake. It seems "capability" was also a major factor.

About 10 percent of the people who were injected with the "Zombie Virus" didn't get infected. And this was something that, no matter how hard we researched, we just couldn't overcome.

A disease that would affect 90 percent of all humans seemed to me to be quite a powerful weapon. But Spencer didn't see it that way. Spencer said that he was hoping for a specialty virus that could "easily" wipe out EVERYONE.

But, why in the world would he want something like that?

One important characteristic of biological weapons was that they could be developed cheaply. However, the "biological weapon" that we were researching started to become very costly.

If Spencer was in it just for the money, then he probably wouldn't have chosen to spend the extra money on researching a specialty virus that infected and wiped out 100% of its victims. It just wasn't financially "worth it".

Why would he want to ignore all financial concerns just to continue research?

If by changing the idea of war (through biological warfare), he was attempting to monopolize all military industries then I would have understood that but...

Even to this day, I have no idea what his true intentions were.

But whatever Spencer's real reason was, Birkin was planning on making a biological weapon that would increase a country's military capacity.

Not to just manipulate the genes of the "T-Virus", but also by adding other genetic code he was planning on creating "him".

A military biological weapon that could annihilate those who went unaffected by the virus, as well as, people who were wearing anti-viral gear and equipment. This weapon was later named "Hunter".

However, that experiment was temporarily put on hold.

In order to protect the test subjects from Birkin.

Birkin's pace was quickened by Alexia's existence. He began to act "out of the ordinary".

He would stay in the lab for 24 hours straight. Attempt experiments that he hadn't really thought out.

I tried to use other researchers to get as many samples from the subjects before they died, but I just couldn't keep up with his pace.

The head facilitator brought in a new subject, as if nothing had ever happened. But she, too, soon died.

It was [heck].

And within that [heck] there was but one person living--The female test subject's body that continued to live on. [Lisa Trevor]

She was already 28 years old. Having lived 14 of her years in this research facility.

Someone whose "consciousness" had been taken away by the "Starter Virus" that had been injected into her 14 years ago. Someone who, if their "heart" did happen to actually be alive, would only hope for "death".

But she continued to "survive".

Why was only she able to survive this long? Her basic experiment data and that of other subjects seemed to be the same.

It would still take a long time for us to solve this riddle.  
(The report continues 2 years later)

Alexia 2

December 31st, 1983

The winter of my sixth year at the Arklay Research Center.

For the past 2 years, there were no significant results and time seemed to just stagnantly flow along, but before long we had a breakthrough.

The thing that started it all was a report we got that morning.

Antarctica Alexia had died.

The cause of her death was that she accidentally got infected by a virus that she, herself, was researching. It was called the "T-Veronica Virus".

Alexia was 12 years old. It seems she was just a little too young to be undertaking such dangerous experiments.

There were many rumors to be heard. One particular rumor actually suggested that she injected the "T-Veronica" into her own body. But no matter what the circumstances I find that particular "theory" to be implausible.

Probably she was just so shaken up over her father's disappearance one year earlier that she just made a mistake in the experiment.

After that Alexia's last remaining blood relative, her twin brother [Alfred] who had worked in the Antarctica Research Center came and picked up where she left off. But no one had any expectations of him.

In the end, the "Ashford" family was basically "dead"... without even yielding a single advance for the experiment.

It was just as I thought. A legend is, after all, merely that....a legend.

After the news of Alexia's death, Birkin changed. Or I guess I should say, he returned back to his normal self.

But I guess the biggest thing was that all of his subordinates now had no choice but to think of him as the main researcher. Since, now, there was no one who could surpass his talents.

However, with that, it became "taboo" for anyone to talk about Alexia in front of him.

He fiercely opposed me when I planned on getting a sample of the T-Veronica Virus.

I had no choice but to put finding the truth about Alexia's research on the back burner.

In the end, even though the situation was at its best, Birkin, himself, failed to grow up and advance his research.

However, at that time I was concerned more about a different question at hand.

The Arklay Research Center was surrounded by a dense forest.

I often hiked through the forest but since the center was located in a mountain region there was never anyone to be found nearby.

The only method of transportation was by helicopter. And the center wasn't exactly the type of place people came to visit.

One important reason for the fact that the center was located in such an isolated location was to prevent the virus from getting out in the instance of a "leak".

However, "biological weapons" aren't that simple.

"Viruses" don't only infect humans. They can infect "other" things as well.

Any virus is usually capable of infecting more than one host.

For example, the number of species that the ordinary "influenza virus" (the common flu) is recognized as infecting birds, pigs, horses, seals, and humans.

The difficult part is that not all types of animals/people within a species are affected. Even though, within the bird species, ducks and chickens are affected, all other birds are not.

And, if a virus mutates, then the kinds and number of hosts it affects changes.

So it is impossible to create a virus that is capable of affecting everything.

And that was the main problem--trying to adapt the T-Virus so that it would affect "everything" that it came into contact with.

After Birkin became "useless", I started investigating the T-Virus's communicative infection rate.

It was then that I found out that, it was a fact that the T-Virus could infect almost any kind of living thing.

Not just animals, but plants, insects, fish--almost any species. The virus had the power to expand and disperse all over the earth.

Whenever I would leave the center for a walk in the woods I would always think



to myself...

Why did Spencer choose this place?

Because there were lots of different types of species concentrated in the woods.

If the virus ever did get out here, then what would happen to a place where there were this many types of living things present?

In the case of insects, they are small so you might not think of them as "dangerous" even if they are secondary carriers of the virus.

However, insects usually exist in "swarms" and that huge number makes them a very dangerous "carrier", indeed.

If they were carriers then how far would the virus spread?

If a plant was a carrier then, since they can't move, you wouldn't expect them to be able to infect many people.

However, what about the "pollen" that comes from plants?

Considering those factors, the center was an extremely dangerous place to run "virus research".

And if you really think about it, the location of the Ashford's Antarctica Research Center was really a much safer and obvious choice.

It would almost seem as if this place was specifically chosen, as a location, for the purpose of "spreading" the virus.

But, I just can't imagine that would really be so.

What is Spencer trying to get us to do?

This was a major issue. So big that I couldn't tell the other researchers.

At this time the only person that I felt I could have talked with about this was Birkin, but it was evident that telling him would be meaningless.

I needed more information.

It was at that time that I first began to feel the limitations of my position as researcher.

I needed to get myself to a position that had more access to information that would reveal Spencer's true objective.

I felt no love lost for throwing away my position as researcher in order to find out.

But I couldn't rush things. Because if Spencer ever got wind to what I was doing then it would be all over.

I jumped back into my research and it was "business as usual" so as not to call attention to my plans.

During those times, the female test subject that continued to survive was left in some corner and forgotten.

A living "could've been".

We began to call her that, sometime after she stopped yielding useful data for us.

At least, until 5 years later that is...  
(This report continues 5 years later)

Nemesis

July 1st, 1988 [My birthday! Woo hoo!]  
The summer of our 11th year at Arklay was just starting.

I was already 28.

Birkin had become a father and already had a 2 year-old daughter.  
[Sherry Birkin]  
His wife was one of the researchers that worked at Arklay.

You would normally think it [would be] hard to understand someone wanting to get married and raise a child, all while doing their research.

But, it is said that only "non-ordinary" people ever continued to do research at Arklay.

Only the crazy ones ever succeeded there.

And so, after 10 long years, our research finally reached the 3rd stage.

To create a living biological weapon that was a soldier that would follow strict orders, obey its program, and have intelligence.

It was the so-called "Tyrant", basically a monster, that we set out to create.

However, there was a major obstruction to our research back then. Finding a basic body for "Tyrant".

The biggest problem was that suitable bodies for Tyrant were, at that time, genetically very limited.

The source of the problem lay in the nature of the T-Virus.

The T-Virus mutation used to create "zombies" and "hunters" could be used on just about any human but it would also cause a decline in the subject[']s brain capacity.

If the subject didn't have a certain amount of "intelligence" then it couldn't function as a Tyrant.

Birkin tried to solving the problem by picking out new mutagens that would keep down the "wear and tear on the subject's brain" so long as the subject fit the "Tyrant Profile".

However the number of people that had "suitable" genetics to accept the tyrant cells were very limited.

In a genetic analysis simulation it was found that only 1 in a million had the

genetic make-up to become a "Tyrant", any other person would merely become a regular zombie.

If we would have continued with our research then I'm sure we would have found a way to make a different type of T-Virus that could change more people into "Tyrants".

However, in order to do that research, we first needed people that were perfectly suitable for the new mutation.

However, the odds of us being able to bring one of those few people, living in America, that fit the profile was extremely low.

In the end, the only thing they were able to do was to, by force, bring a few "close contenders" in from other labs[.]

Even before we had the chance to start our research, it seemed we had already hit an obstacle.

At that time I heard a rumor about another location in Europe where they had already reached the "third level" of producing a biological weapon using a method that no one had thought of.

It was known as the "Nemesis Plan".

In order to change the stagnant working pace and conditions, I took it upon myself to get a sample of one of the subjects from that "plan".

Of course Birkin first disagreed with me, but in the end I was able to get him to reconsider.

Everyone had no choice but to recognize the fact that, until we found a suitable "Tyrant" subject, our research wasn't going anywhere.

The "package" from Europe came at midnight, several days later, after a series of broadcasts, proposals, and counter-proposals.

The box that contained "it" landed on the helicopter pad.

It reads "Nemesis Prototype".

I had to use some very strong tactics to get the incomplete "thing" where it was being researched in France, but all the while, Spencer was backing me up, pulling all of his strings and using his influence.

Only Birkin showed no interest in "it" until the end. But he, at least, recognized it as an important part of the experiment.

The sample was developed to create a never before seen, totally new "form".

By manipulating genes, they had artificially created a "living parasite".

That was what "Nemesis" really was.

It could latch onto another organism's brain and then take control of the host's brain[,] bringing it a high-level of destructive power.

By combining intelligence with a destructive body suitable for battle, they were able to form the ultimate biological weapon.

And if they could complete the project then they would be capable of creating "warlike bodies" without having to worry about the intelligence issue.

However, the problem was that the parasite containing "it" was not stable.

The only thing written within the document that was attached to the sample was "Failure--sample died" over and over again.

Anything that had been affected and whose intelligence was being controlled would die within 5 minutes.

We all understood that messing around with the "incomplete" prototype was very dangerous.

If we could only somehow manage to extend the amount of time that the hosts would live then we could take control over the project. That was what I was aiming for.

Of course we would use "her" as our test subject. [Lisa Trevor]

Surely her unusually high endurance would be perfect for sustaining the Nemesis Prototype parasite for a long time.

Even if she didn't last long, it's not as if we would be losing anything special anyways.

However the experiment yielded a result that was opposite from what I was predicting.

The Nemesis parasite that tried to enter her brain disappeared.

At first, I didn't even know what was going on.

I couldn't believe that "she" would be the one to mix with the parasite genes without dying.

That was the beginning.

Somewhere within that "undying" body of hers, there had been a change...

We had to re-examine her from head to toe one more time.

During our 10 years of research she had been totally and thoroughly examined but this time we ignored that previous data.

For the 21 years that she had been here, for the first time, something was actually happening.

After she had already survived longer than other subjects who had received the Nemesis Virus, it was only Birkin that started to realize what was happening.

There was something within "her".

That "something" was a deviation from the T-Virus plan.

Something new that gave way to a new form.

Something that changed our destiny.

It was the beginning of the "G-Virus plan".

(This report continues 7 years later)

G-Virus

July 31, 1995

It had been 17 years since I'd been back "there".

When I come, I remember the wind. The scenery and buildings from the surrounding area hadn't changed a bit.

I saw Birkin standing on the Heli-pad. He arrived before I did.

Meeting with him somehow already seemed "nostalgic".

It had been 4 years since I had left the Arklay Research Center.

4 years ago, when Birkin's proposed "G-Virus" plan was approved, I put in a transfer request for the "data/information" section and my request was immediately approved.

The fact that I had given up on being a researcher and need a change probably seemed like a natural change that most people go through.

Actually, the truth of the matter was that "G" had already reached a level that was beyond my ability.

And even if I wasn't really here to discover Spencer's "true intentions", I think that, at that time, I would have definitely realized the limitations of my ability.

As the wind danced around the helicopter, Birkin was, as usual, fixated on some document.

Apparently, he was coming to Arklay on a routine basis, but he was no longer assigned there.

A while ago, he had been transferred to a huge underground research facility in Raccoon City. That was the main facility for his "G-Virus" research.

But to tell the truth, 4 years ago, I really didn't think Spencer would approve "G".

Because "it" deviated from the idea of "weapon" and it was created with too many unknowns left unsolved.

The big difference between "G" and the "T-Virus" was that a body infected with "G" would spontaneously continue to mutate.

Of course a virus's genes are unprotected so it quickly mutates.

But the cells within a living organism are different.

Even if the subject[']s make-up has been altered by the virus, the cells within the organism's body rarely can be mutated.

Of course, by using other "stimuli", such as radiation, you can make mutations occur within a living body.

However, a body that is infected with "G" continues to mutate, without any outer stimuli, until the host dies.

Even that "T-Virus" has lots of attributes that are quite similar to "G".

It has already been observed that the genetic make-up of one of the "living biological weapons" (a person infected with the T-Virus), who has been placed in a special setting, has continuously "changed".

But in order for this change to occur it is necessary to use outer stimuli as a catalyst. And one can mildly predict which changes are likely to occur.

However, there are no such "laws" concerning a body infected with "G".

No one can predict just how someone infected with "G" will change. No matter what kind of method you use to try to cope with "G", it continually changes, making that "method" ineffective.

7 years ago Birkin noticed a little bit of this effect in the female test subject.

There wasn't the slightest change in her appearance, but deep within her something was constantly changing and she continued to co-exist with the virus used in the experiments.

And so after 21 years of inner mutations, even the "parasite Nemesis" just became one more mutation within her body.

The "G-Virus Plan" was a plan to push those "characteristics" to the utmost limit.

However, the thing that lay ahead could be an evolution to the "final form" for mankind... or it could be a "finale" in which the organism merely dies...

Could we really call that a weapon?

What was Spencer thinking when he approved this plan?

Even though I had been working in the information section for these 4 long years, I had still been unable to figure out what Spencer was planning.

And now Spencer has stopped coming to Arklay.

Almost as if something that he has been eagerly awaiting and expecting has begun to start.

Spencer, like some mirage floating in the desert, had begun to grow farther and farther away from me.

But I was sure that a chance would present itself to me eventually.

That was, of course, if I lived long enough to see that day.

Birkin and I got on the elevator and rode to the top floor.

To the place where we had first met "her".

A man named John, Birking's successor and new chief researcher, was waiting there for us.

He came from a research center in Chicago and was supposedly a very talented scientist but he was a little too "straight" to be working at a place like this.

He began to question the "inhumanity" of what was going on in the labs and made his opinions known to the upper-level executives.

I had heard rumors about him at the information section.

Everyone seemed to agree that if any information ever leaked out, he probably would have been the culprit.

We ignored John and kept on walking, and then began the final "disposal" procedures on her.

"You must kill her".

Due to her being infected with "Nemesis", although only a minor amount, she started to "think" and become conscious. She started to act in "grotesque" ways.

Her behavior has continued to escalate and now she wears the face of another woman that she "peeled off" just like a mask.

According to reports, she acted the same way after they gave her the first "Starter Virus".

I don't know why she began to act in such a way, but because she recently killed 3 researchers, "they" have decided to "dispose" of her.

Now that the "G" research is on the right track, there is no real use for a "test subject" like her.

After constantly checking and re-confirming for 3 days the fact that she was dead, her corpse was, as per Facility Head's order, taken away somewhere.

In the end, I never did find out who she was and why she was brought here?

Of course, she was merely a test subject.

But still though, if she hadn't been here then there wouldn't have been any "G Plan". And Birkin and I would probably be leading different lives now.

I left the Arklay Research Center, thinking that very thing.

I wonder how much of this was according to Spencer's "plan".  
(3 years later the "incident" began)

=====  
15. Endings for Jill Valentine  
=====

There are 6 different endings for each character. They're all basically a whole bunch of variations of saving Barry, saving Chris, and whether the mansion is destroyed or not. Here's how to get them.

They are in preferred order.

=====  
Ending 1 (Best)

=====  
Barry survives  
Chris survives  
Mansion destroyed

You can complete this by simply saving Chris, and not letting Barry die against Tyrant in the final battle.

=====  
Ending 2  
=====

Barry survives  
Chris dies  
Mansion destroyed

You can complete this by simply not saving Chris.

=====  
Ending 3  
=====

Barry dies  
Chris survives  
Mansion destroyed

You can complete this by saving Chris, but letting Barry die at the hands of Tyrant in the final battle. Just wait for Tyrant to pick him up, then sit and watch. Eventually, Tyrant kills him.

=====  
Ending 4  
=====

Barry dies  
Chris survives  
Mansion not destroyed

You can complete this by saving Chris, but letting Barry die in the battle against Lisa Trevor. Give him back his gun, but let her kill him.

=====  
Ending 5  
=====

Barry dies  
Chris dies  
Mansion destroyed

You can complete this by not saving Chris and letting Barry die in the final battle against Tyrant.

=====  
Ending 6 (Worst)  
=====

Barry dies  
Chris dies  
Mansion not destroyed



You can complete this by not saving Chris, and not giving Barry's gun back to him in the battle against Lisa Trevor. This may sound bad, but you get his gun and his picture. You also don't have to fight Tyrant more than once.

=====  
16. Endings for Chris Redfield  
=====

There are 6 different endings for each character. They're all basically a whole bunch of variations of saving Rebecca, saving Jill, and whether the mansion is destroyed or not. Here's how to get them.

They are in preferred order.

=====  
Ending 1 (Best)  
=====

Rebecca survives  
Jill survives  
Mansion destroyed

You can complete this by simply saving Jill, and not letting Rebecca die against Tyrant in the final battle.

=====  
Ending 2  
=====

Rebecca survives  
Jill dies  
Mansion destroyed

You can complete this by simply not saving Jill.

=====  
Ending 3  
=====

Rebecca dies  
Jill survives  
Mansion destroyed

You can complete this by saving Jill, but letting Rebecca die at the hands of Tyrant in the final battle. Just wait for Tyrant to pick her up, then sit and watch. Eventually, Tyrant kills her.

=====  
Ending 4  
=====

Rebecca dies  
Jill survives  
Mansion not destroyed

You can complete this by saving Jill, but letting Rebecca die by ignoring her screams of help.

=====  
Ending 5  
=====

Rebecca dies  
Jill dies  
Mansion destroyed

You can complete this by not saving Jill and letting Rebecca die in the battle against the final Tyrant.

=====  
Ending 6  
=====

Rebecca dies  
Jill dies  
Mansion not destroyed

You can complete this by not saving Chris, and ignoring Rebecca's screams for help.

~~~~~  
17. Endings for Both Characters
~~~~~

This isn't really an ending, but if you want to know, here it is.

=====  
Jill Valentine's Ending  
=====

When you're faced with a 3:00 time limit, let it run out.  
You blow up.

=====  
Chris Redfield's Ending  
=====

When you're faced with a 3:00 time limit, let it run out.  
You, too, blow up.

~~~~~  
18. Resident Evil Games
~~~~~

As of now, here are the Resident Evil games and their platforms.

Resident Evil / Director's Cut / Dual Shock  
-Gamecube  
-PC  
-Playstation  
-Saturn

Resident Evil 0  
-Gamecube

Resident Evil 2 / Dual Shock Edition  
-Dreamcast  
-game.com

- Gamecube
- Nintendo 64
- PC
- Playstation

Resident Evil 3

- Dreamcast
- Gamecube
- PC
- Playstation

Resident Evil 4 (Announced)

- Gamecube

Resident Evil: Survivor

- PC
- Playstation

Resident Evil: Survivor 2

- Arcade
- Playstation 2

Resident Evil Code: Veronica / Complete / X

- Dreamcast
- Gamecube
- Playstation

Resident Evil Gaiden

- GameBoy Color

Resident Evil: Gun Survivor 4 (Announced)

- Playstation 2

Resident Evil Online (Announced)

- Playstation 2

Resident Evil Movie

- DVD/VHS

=====  
19. Resident Evil Timeline (By WeskerFanGirl)  
=====

[NOTE: This entire section of the FAQ was written completely by WeskerFanGirl.]

July 23, 1998

After several murders in the Raccoon City area, S.T.A.R.S. are sent to investigate the area. The Bravo team is sent in first. Their helicopter has to make an emergency landing. Rebecca Chambers, who is on her first mission, gets on a train sitting in the middle of the woods. There, she meets Billy Coen. Billy Coen was supposed to be executed for killing 23 people, but the transport vehicle was attacked by leeches.

They are stuck on the train with several zombies and leeches, so after the train starts moving, they team up. They eventually have to use the emergency brakes, and end up at the old Umbrella Training Facility. Wesker and Birkin watch Rebecca and Billy through some monitors. Marcus interrupts them as he tells them he was responsible for the virus leak in the lab, mansion, and train. He says it's revenge for the death of James Marcus, although they don't know it's him, because he looks younger.

Billy saves Rebecca's life a few times at the training facility, and he tells her about an incident in Africa that explains the 23 people. They find Marcus' Diary, which says he created the t-virus. They also visit Marcus' lab under a church outside the training facility. Billy and Rebecca get separated for a short time, after Billy is attacked by an eliminator. Rebecca gets in a cable car and ends up at a factory. She uses the turn table and meets up with Enrico, the Bravo team leader. He tries to get her to come with him, but she says she has to find Billy. After fighting a Tyrant and getting in an elevator she arrives at the sewer treatment plant. She finds Billy, and they try to look for a way out of the treatment plant.

James Marcus confronts them, and he tells them who he is. He tells them he was resurrected by the Queen Leech. The queen takes over and he morphs into the boss. They defeat him, and get onto a lift, but the Queen Leech follows them and the self destruct sequence starts. They end up getting knocked off the lift, and fighting the leech queen in a large room with several large boxes and shutters. They open the windows when they find out that the queen is weakened by sunlight. Billy kills the leech queen with a Magnum that Rebecca finds lying on the floor. They make it out in time. They end up in a field overlooking the Spencer mansion. Rebecca tells Billy he is now officially dead, and they go their separate ways. Rebecca heads to the mansion and Billy goes off on his own.

July 24, 1998 (Note: I wrote a combination of Chris' and Jill's senerio)

S.T.A.R.S Alpha team is sent in to search for the missing Bravo team. Joseph is attacked by zombie dogs, and the rest of the team runs, while the helicopter pilot, Brad Vickers, leaves them stranded. Wesker, Barry, Chris, and Jill all run to the mansion. The characters all get separated. Wesker disappears and forces Barry to help him destroy S.T.A.R.S. by threatening his family. Wesker's goal is to get combat data and then destroy the lab and the mansion. Chris meets Rebecca Chambers, who is with Richard Aiken from Bravo team. Richard Aiken eventually dies. Enrico is also killed, along with all the other Bravo team members, besides Rebecca.

In the labs, Wesker tries to shoot Jill, but Barry saves her just in time. Wesker releases the Tyrant, who turns on him. After Jill defeats the Tyrant, Wesker escapes. Wesker sets the self destruct system, and all four go to the heliport to signal Brad. Before he can land, the Tyrant breaks through the concrete and attacks again. Brad drops a rocket launcher, and the Tyrant is destroyed. Chris, Rebecca, Jill, and Barry fly away as the mansion blows up.

September 28, 1998

After there was a major outbreak in Raccoon city, Jill Valentine tries to escape the city. Brad warns her that something is coming for them, and he is killed outside of the RPD, by a B.O.W. called Nemesis. Nemesis chases Jill out of the RPD, and she eventually loses him. She meets a mercenary who was hired by Umbrella named Carlos. She doesn't trust him at first, but later learns to work together with him. She meets the rest of the remaining Umbrella Biohazard Countermeasure Services (U.B.C.S.) team, Nicholai and Mikail. Nicholai tells them the plan for getting out of the city involving ringing the bell at the city Clock Tower. Nicholai later fakes his death, and Jill tells Carlos. After getting all the needed materials, they start the cable car. Mikail sacrifices his life to save Jill and Carlos, when Nemesis attacks. Then Jill and Carlos have to use the emergency brakes, and the cable car crashes.

Jill wakes up outside of the Clock Tower. Inside she finds Carlos, and Nemesis is also still stalking her. She rings the bells and exits the Clock Tower. She sees a helicopter coming, but Nemesis blows it up with his rocket launcher. This destroys some of the Clock Tower. Nemesis infects Jill with his tentacles. Carlos tries to help, but he faints after Nemesis fights back with his rocket launcher. Jill fights Nemesis until he walks off into the flames. She then blacks out, and Carlos wakes up and carries her into the

Clock Tower.

September 29, 1998 (Note: This follows Leon A, Claire B)

Claire Redfield and Leon S. Kennedy are both driving into Raccoon city. Claire is looking for her brother, Chris. Leon was going to the RPD for his first day as a cop. Leon and Claire meet up after seeing some zombies. They get into a police car, but it crashes after a zombie in the back seat wakes up. They are then separated by a large truck running into the back of the cop car. Leon tells Claire to go to the police station.

At the police department, Leon meets a woman named Ada Wong and Claire meets a girl named Sherry Birkin. After searching the RPD, the four all go into the sewers with the people they met up with.

Leon gets injured when he is shot by Annette Birkin. Ada then meets Annette and finds out she is Sherry's mother. Her husband, William Birkin, was shot by a group of men in biohazard suits, who were sent to get the G-virus. They took the sample and headed toward their rendezvous point. Before he died, William injected the G-virus into his own body. He killed the men while several samples of the t-virus were broken. The rats then spread the virus.

Leon and Ada get onto the turn table. Ada is wounded by Birkin when his claws go through the side of the car on the turn table.

Later, Claire and Sherry also get on the turn table, but it stops halfway down. Claire gets out and climbs through a vent. When she gets to the lab, the turn table lowers.

Leon and Claire make their separate ways through the labs. Annette tells Leon that Ada is a spy sent for the G-virus. Leon doesn't believe it. Annette gets knocked out by a falling pipe, and Leon takes the virus. Ada then tries to get the G-virus from Leon. He is shocked to find out that she is a spy after all. Ada threatens to shoot Leon, but she can't do it. Annette, who is barely alive, shoots Ada, causing her to fall off the platform. Leon can't hold on, and she falls. He throws the virus after her.

Claire and Sherry make their way to the bottom platform, after hearing the self destruct system. Leon goes an alternate way. Claire fights Mr. X for the final time. During the fight, a woman figure believed, but not confirmed to be, Ada, throws Claire the rocket launcher. Leon fights Birkin. Leon defeats him and gets onto a lift to the train, where Claire is.

Claire starts the train, and Leon makes it on just as it starts moving. They think they have made it until there is another emergency. Birkin followed them onto the train. Leon once again fights Birkin, but that still doesn't stop him. Sherry then crawls into the control room and stops the train. They get out and run out of the train tunnel just as the train explodes.

At this point, Sherry stays with Leon as Claire leaves to look for Chris. The date of this is not confirmed, but at some point, Leon surrenders Sherry to a man who claims to be an agent of the U.S. government.

October 1, 1998

Jill wakes up in the Clock Tower. She tells Carlos that she knows she has the virus. He goes to look for a way to help. There is a hospital nearby that has the vaccine. He sees Nicholai there, and finds out that Nicholai is not on their side. Nicholai goes flying out the window when another member of the U.B.C.S. commits suicide with a grenade in an attempt to kill Nicholai. After Carlos gets the virus vaccine, he sees that Nicholai has set a bomb to go off. He hurries out of the hospital and back to the Clock Tower.

He gives Jill the vaccine. Carlos says he has something important he has to check and to watch out for Nicholai and Nemesis, because they are both still alive.

Jill then goes to the park. She finds a hide out for the U.B.C.S. supervisors, and Nicholai confronts her. They are interrupted by an earthquake. When Jill follows Nicholai outside of the hut, she falls into a

ditch made by a huge worm-like creature. So she fights the monster and climbs out of the ditch.

She finally makes her way to an old treatment plant. She meets up with Carlos once again and he tells her there is a missile heading to Raccoon city at dawn. She eventually opens a door leading to a large room filled with trash. Nemesis comes, and she is locked in. She defeats Nemesis, and finds a key card to unlock the door. Nemesis then falls to where all the wastes and chemicals are dumped.

A missile launch is then detected. Jill hurries to open the last door she hasn't opened yet. In the Control Room, Nicholai starts shooting at her from a helicopter. She tries to negotiate with Nicholai, but he leaves in the only helicopter. Carlos enters and she tells him that Nicholai left with the only helicopter. Carlos is still determined to escape though. Jill leaves the room through a ladder and finds herself in some kind of junk yard. She once again has to fight Nemesis, this time with a huge rail-gun called Paracelsus' Sword. Carlos is there and says someone is coming in another helicopter to rescue Jill. The pilot turns out to be Barry Burton. They leave in the helicopter just in time before the city is nuked.

November, 1998

Ark Thompson is sent by Leon to Sheena Island. The island is owned by Umbrella. Vincent Goldman is the commander of the Island. Ark pretends to be Vincent, and he meets a sewer manager named Andy. Ark confronts Vincent, and Ark tries to escape with a helicopter, but Vincent hangs on and shoots the helicopter, causing it to crash. Ark wakes up with a headache, and he doesn't remember who he is.

Ark gets up and starts walking around. He sees Vincent lying on the ground, but doesn't know it's him, because of his memory loss. The Island has had a t-virus outbreak, so monsters and zombies are wondering around. After exploring a while, Ark gets a phone call from Andy from a pay phone. Andy still thinks Ark is Vincent. He enters the nearby library where Andy is. Andy runs away and locks the door behind him.

Ark walks up the stairs and through another door. Andy locks him in a room with a Hunter. Ark survives and exits, and follows Andy. He eventually gets into the sewer, where he reads Andy's diary. Andy has a hobby of taking pictures as seen all around the room. Ark finds a picture of himself, but again thinks it's Vincent because of what the diary said. A young boy named Lott enters and when he sees Ark, he gets scared and runs away.

After further exploration, Ark comes to an Umbrella facility. He goes to Vincent's office, where he reads Vincent's diary. He also finds Lott's sister, Lily, who is listening to some recordings. Lott tries to attack Ark with a baseball bat, and he tells Lily to run. Both children run off.

Ark follows them, and sees them jumping over the rail and into knee high water. Ark eventually finds their house. Inside he finds Lily, who tells him that Lott has gone to the labs, and she is worried because of all the monsters there. Ark goes to save Lott.

When Ark finally gets to Lott, Lott tells him the truth. Lott tells him he isn't Vincent. The self destruct system begins. Ark tells Lott to go home and get Lily. Ark has to fight more monsters, including a Tyrant. He finally makes it to the train. Ark, Lott, and Lily all board, and arrive at a helipad. The Tyrant is there too, and attacks. Ark defeats it and boards the plane. The Tyrant hangs onto the plane, Ark finishes it with a missile equipped to the plane. All three fly to safely.

December, 1998

Claire Redfield breaks into Umbrella's paris lab. She is caught by Rodrigo, and sent to Rockfort Island.

December 27, 1998

Claire wakes up in her small jail cell. Rodrigo staggers in and lets her go. He tells her a special forces team attacked the island. Rodrigo also needs some medicine to stop some internal bleeding. Claire cautiously exits the prison, and into a graveyard, where several zombies attack her. She runs through a door into a courtyard. A light shines in her eyes, and someone starts shooting at her. She picks up a gun and shoots back. The sniper turns out to be a teenage boy named Steve, who was a prisoner on the island. He is now looking for a way out. Steve walks away quickly. Claire follows him.

After exploring the prison area, which is infested with zombies from an outbreak, Claire finds Steve at a computer. Umbrella is monitoring Chris, so Claire sends Leon and E-mail so he can tell Chris he's being monitored and to come and save Claire. Steve doesn't think he will come, and he gets mad and walks away again.

Claire finds her way to a palace. Claire meets Steve again there. He tries to take some Gold Lugers and is caught in a trap. Claire says she needs them, but Steve wants something fully automatic. He runs off once again. Claire goes back to the main foyer, where she meets Alfred Ashford, who is aiming a sniper rifle at her. He misses, and she hides behind a pillar. Alfred thinks the t-virus outbreak was her fault, but Claire denies it. He still doesn't believe her. He eventually leaves, and Claire leaves the palace, and goes to the island's airport. she needs three proofs to get to the plane. She begins to explore the rest of the island.

There is also a military training facility for Umbrella employees. While walking through a stone courtyard, Alfred tries to shoot Claire again. He misses, and she chases him up the stairs, through the door, and down the hall. He is nowhere to be seen, but he traps her using the shutters. He uses the P.A. system to warn her about whats in the next room. First, however, she checks out a different room and finds some Hemostatic medicine, which is used to stop internal bleeding. She enters the room, and finds the sub-machine guns, but the ammo is on some crates below. A monster then attacks her. It is a rubbery monster that uses a long rubbery arm to slap her around. She defeats it, but when she goes down the stairs she is attacked by another. It grabs her by the head and picks her up. Steve jumps through the window and saves her.

After Steve defeats the monster, he gives Claire a lift to get the ammo for the sub-machine gun. The platform begins to move to a lower level. Steve runs around the area shooting zombies, and testing the new guns he has. He meets up with Claire, and he says guns are more dependable than people. Claire is shocked by this. They continue walking around until a wooden walkway falls from underneath of them. Claire's leg is trapped under some rubble and she can't move. A zombie starts to walk toward them. Claire tells Steve to shoot it, but Steve just stares. The zombie gets closer. Just before the zombie bites Claire, Steve screams "Father!!!" and shoots the zombie until it doesn't move any more.

Steve begins to cry. He explains to Claire that his father worked for Umbrella. They were captured and sent to the island. Due to the recent t-virus outbreak, his father became a zombie. Claire continues to look through the facility.

She takes the lugers and uses them in the palace. After putting in a password in a computer, she finds the Ashford's private mansion. On the second floor, she hears a two people talking, Alfred and Alexia. Judging by the conversation, they appear to be siblings. Claire waits for them to leave, and then walks into the room. Inside is a music box playing a song. Claire needs to find the missing piece of the jewel shaped like an ant that opens the music box in the opposite room. Claire leaves and goes back to look through the prison with a new key she found at the Ashford mansion.

She goes back to check on Rodrigo and gives him the medicine that he needed. She also gives him her lighter that her brother gave her. Back at the prison she finds the music roll for the piano in the palace. When she goes back to the palace, Wesker is there. He threatens her, and tells her how much he hates Chris. Wesker leaves eventually after getting a call. When she uses the music roll, a slot machine opens with the missing jewel shaped like an ant. She takes it back to the other mansion. This opens a secret door. After climbing the ladder, she finds herself in a room, where the Ashfords keep all their stuff from childhood. She solves a puzzle there and climbs another ladder leading to a loft. There she finds an article about Alexia and the last proof for the plane.

When she tries to leave, Alexia catches her. She aims a rifle at her, but misses. Before she can shoot again, Steve comes in and shoots Alexia. Alexia goes to the opposite room through a secret door. Claire and Steve follow her, but when they get there, all they find is a wig and a dress. Claire goes to look at the wig, when Alfred jumps off the top of the canopy bed, and attacks. Alfred happens to catch a glimpse of himself in the mirror, screams, and runs away. Steve and Claire come to the conclusion that there wasn't an Alexia, and Alfred was a cross-dresser. The self-destruct system starts, and they go to the planes using the submarine.

They use the proofs and get on the plane, but can't leave because of a bridge blocking the way. Claire goes to move it. On her way back to the plane, she is attacked by a Tyrant. She defeats him, and gets back to the plane. Claire and Steve fly away, when suddenly there is a loud noise from the back of the plane. Claire goes to check, and it's the Tyrant again. She fights him and uses large crates to push him off the plane.

Claire and Steve think they are safe until Alfred tells them he won't let them escape using a video screen in the plane. Later, Steve notices that the plane is headed toward Antarctica. Then the plane crashes. They get off the plane after being knocked out for awhile. The t-virus has also spread in the Antarctic Facility. It turns out that this facility was once owned by Alfred's father, Alexander. There is also a horrible monster in the facility called "Nosferatu".

When Steve tries to move the digger, he accidentally causes poisonous gas to leak. Claire finds a valve and shuts off the gas. Alfred tries to shoot Claire again, and Steve shoots Alfred, causing him to fall off a ledge.

Steve and Claire get into the digger and use it to escape the facility. They get out and climb to a helipad. They are just about to go down the stairs when Nosferatu walks up and knocks Steve off the helipad. He hangs on to a piece of metal hanging off the side of the helipad. Claire fights the monster and saves Steve. They then make it to a snow-mobile and try to drive to the Australian base.

Alfred is barely alive, but manages to get to a lab where his sister has been frozen for the last 15 years so she can get the best possible results from the T-Veronica virus. Alfred dies, and Alexia somehow manages to trap Steve and Claire and bring them back. She controls these tentacles all around the facility.

Chris goes to Rockfort Island to rescue Claire. He meets Rodrigo. Rodrigo tells him that Claire has left. Then a large worm swallows him whole. Chris fights the monster and saves Rodrigo. Rodrigo gives Chris his lighter before he dies.

Chris explores the remains of the military facility. He sees Wesker again. Wesker tries to strangle him. It turns out that Wesker now has super powers, and a new employer. Alexia appears on a screen. This gets Wesker to let Chris go, since Wesker is looking for Alexia.

Chris gets into one of Alfred's jets and flies to Antarctica. At the facility in Antarctica, he reads a diary by Alfred. Nosferatu was actually his father that Alexia tested the virus on, and Alfred and Alexia were created



from the genes of their ancestor, Veronica. Chris finds a mansion that looks very similar to the Spencer mansion. He finds Claire there. She is safe, but she is concerned about Steve. They run up the Stairs, and the tentacles destroy some of the staircase. Chris falls to the main floor. Claire goes to find and save Steve. After walking through the mansion's hallway, she ends up in the prison area. Steve is being held captive there. Steve says Alexia injected him with a virus. He begins to feel pain, and turns into a T-Veronica monster, much like Nosferatu! He grabs the axe that was once holding him back, and chases Claire. Claire runs under a gate just in time. Steve hits the bars with the axe. One of the tentacles grabs Claire, and Steve breaks the gates. He is just about to hit her with the axe, when he regains some human memory, and instead hits the tentacle. The tentacle recoils and injures Steve. He turns back to normal, and tells Claire he loves her just before he dies.

Back in the mansion's main hall, Wesker is trying to make Alexia come with him, because she has the T-Veronica virus. Alexia changes and attacks Wesker. He escapes and Chris is forced to fight Alexia. After winning, Chris hears Claire crying behind the door, but he can't open it because it's locked. Claire shoves a folder with a key card in it from under the door. He activates the self destruct system so the lock will be released. Claire meets Chris at the top platform outside the control room. Alexia regenerates and tries to kill Claire, but Chris intervenes in time. Chris fights Alexia, and destroys her for good. Chris runs and sees that Wesker is kidnapping Claire. Chris follows them. He makes Wesker let her go. Wesker says he has taken Steve's body because it has T-Veronica virus in it. Claire then runs to the jet to wait for Chris. Chris and Wesker fight until Wesker gets badly burned. Chris makes it back to the jet, then Chris and Claire fly away as the facility explodes. They are now on a mission to stop Umbrella.

September 18, 2002

Morpheus D. Duvall and his followers steal three t-virus samples from the Paris lab. Morpheus tells his followers he is going to auction the items on a ship called the Spencer Rain. He instead spreads the virus.

September 22, 2002

Bruce McGivern is sent to the Spencer Rain after it was contaminated by the t-virus. He works as a spy for the U.S. government. Morpheus holds a gun to Bruce's head and makes Bruce drop his gun. Morpheus is just about to shoot Bruce, when Fong Ling, who was sent by the Chinese government, throws a grenade. Bruce notices it before Morpheus, and jumps out of the way in time. Morpheus is wounded, but escapes.

Bruce climbs into the cruiser and explores. He eventually gets a call from his boss. Morpheus is black-mailing the government or he will send missiles to the U.S. and China. Fong Ling sneaks up on Bruce and kicks the radio out of his hand. After kicking him around a bit, Fong Ling decides that she doesn't want Bruce around. She runs off, and Bruce continues to search the cruiser.

Bruce eventually finds a valve he needs to open the door to the cargo room. As he is leaving a huge hand breaks through the window and knocks him down. Fong Ling then takes the valve and runs off. She makes her way past dozens of zombies to the pool deck. Bruce follows her there. Morpheus is watching them through a monitor. He releases some Hunters, and Bruce kills them. Morpheus then gives up and injects himself with a new virus called the tG virus.

Bruce and Fong Ling go down the ladder. Fong Ling runs ahead of Bruce. Bruce walks around until he comes to a large room that has theatre seats, and a room with a sliding door. He finds a crowbar there and takes it. When he tries to leave, Morpheus (in tG virus form) comes through the sliding door and picks up Bruce by the neck. Bruce tries to shoot him, but with the effects of the virus, it doesn't do anything. Morpheus now has electrical powers, claws, and high heels. He chases Bruce down the hall. Bruce uses the crowbar to get

a key card he uses to open a door. He runs down the hall until he sees Fong Ling. He then shuts the door behind him. Fong Ling crawls through a vent at the top of the door and electronically opens it. Bruce closes the newly locked door behind him, and locks it. They wait until Morpheus leaves.

They leave the room, and go their separate ways once again. Bruce finds the room where Morpheus injected himself. There is a file there saying that Morpheus was fired from Umbrella because he was blamed for the incident in the Spencer Mansion on May 11th (RE0/RE1).

Bruce walks up a few flights of stairs, and hears an alarm start to go off. Fong Ling is looking out the window. The cruiser is close to hitting a cliff. Fong Ling runs for the exit first, and Bruce follows her. The monster that hit Bruce earlier is out there. Bruce tells Fong Ling to go after Morpheus while he fights the monster. After defeating the monster, Bruce jumps off the cruiser and into the ocean. He swims to a nearby island. It's another island with an Umbrella facility. Bruce happens to see a fence destroyed with an electrical current coming from it. He knows Morpheus has been there.

He jumps down the hole and into the Umbrella waste disposal facility. There are several sewer-like places in the facility, as well as zombies and other monsters. Bruce finds a radio he uses to call headquarters. He tells his boss that he knows about Fong Ling. The man on the other end tells Bruce that the Chinese government has given in to Morpheus' deal, so Fong Ling's presence is no longer needed.

Fong Ling is also at the facility. When she steps into an outside area, a large aircraft is seen in the sky. A laser is pointing towards her. She just stands there in shock. Bruce pushes her out of the way. They look back to see a huge hole in the concrete where Fong Ling was just standing. They run towards a nearby office. Bruce notices that a symbol on the aircraft is the same symbol she has on her arm. He cuts the tattoo on her arm. There was a computer chip under it. Bruce steps on it, and the aircraft's laser fades.

Fong Ling thanks Bruce, and he goes on his way. Fong Ling stays behind for the moment to take care of the wound. Bruce then finds an elevator leading to Morpheus' underwater facility, where the missiles are going to be launched from.

A large Tyrant attacks Bruce. After he defeats it, Fong Ling catches up with him. They get into the elevator. Morpheus is standing on the top of the elevator and cuts the cords holding it with his claws. Bruce uses the emergency brakes to stop the elevator. He helps Fong Ling out of the elevator. When he tries to get out, however, the elevator falls.

Fong Ling explores the facility. She uses an elevator to get to Morpheus' office. Morpheus sneaks up behind her and knocks her out.

Bruce wakes up on a different level of the facility. He also uses another elevator to explore the 2nd and 3rd floor. Along the way he finds a new weapon that is used to destroy tG virus creatures called the Charged Particle Rifle. He gets to Morpheus' office, and reads his diary. It talks about building a kingdom in Africa. Morpheus uses the flat TV screens in the room to show Bruce that he has Fong Ling. Bruce goes to rescue her. He takes the secret elevator down. He comes to a large room filled with several pillars.

He uses the new weapon to defeat Morpheus. Bruce wakes up Fong Ling. Their goal now is to disarm the missiles. Fong Ling guides Bruce, while he goes through a maze-like missile silo.

Fong Ling tells Bruce that Morpheus is coming, as Bruce is heading to the missile silo. Bruce looks back, and sees a very large monster coming his way. Bruce hurries through the maze, but there is a locked door. Fong Ling tries to open it, while Bruce shoots at Morpheus. He goes through another maze. The door to the last room is locked. Morpheus is still following Bruce. Bruce fights Morpheus and defeats him for good. Fong Ling tries to catch up to Bruce after giving him directions, and she sees Morpheus mutating and becoming even larger. Bruce is trapped on the other side of Morpheus. Morpheus explodes, destroying the entire facility. Bruce and Fong Ling manage to escape by

submarine, as a helicopter comes to rescue them.

Credits:

I do not own Resident evil. I would like to thank Capcom and all those involved in making all the games.

I would also like to thank everyone in the RE community. I've learned so much about the games from you and the games themselves.

WeskerFanGirl

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20. Cheats and Codes  
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Here are all the Cheats and Codes as of now.

-Alternate Costumes

Complete the game to get the CLOSET KEY (It's in the item box).

Jill's Sarah Connor Costume: Complete the game once with Jill.

Jill's Resident Evil 3 Costume: Complete the game twice with Jill.

Chris's Brad Pitt Costume: Complete the game once with Chris.

Chris's Code: Veronica Costume: Complete the game twice with Chris.

NOTE: Chris's Brad Pitt costume also changes Rebecca's costume to look like Julia Roberts, both from the movie The Mexican. Man, she's got a nice butt. If you've ever played Final Fantasy VII, this costume sorta looks like Yuffie's, but only sorta.

-Grenade Launcher Glitch

For this to work, you must have the GRENADE LAUNCHER and 2 types of ammo.

1. Put GRENADE LAUNCHER in upper-left item slot.
2. Put INCENDIARY SHELLS\* in upper-right item slot.
3. Close box.
4. Open inventory.
5. Equip GRENADE LAUNCHER.
6. Open box
7. Highlight INCENDIARY SHELLS with cursor.
8. Press A twice.
9. Highlight INCENDIARY SHELLS inside box.
10. Press A twice.

\* = You can use this glitch with ACID and GRENADE SHELLS as well.

NOTE: This doesn't work in the PAL version of the game.

-Real Survival Mode - [Some of this info from Big Steve]

Complete the game in "Once Again" Normal Difficulty Mode.

Item boxes do not transfer items (when displaying the map, press A to cycle through the item boxes and their contents).

The first map is already in your inventory.

Health and Ammo items are very scarce.

Aiming system is Manual.

That annoying door with the broken doorknob is not broken.

-Invisible Enemy Mode

Complete the game in "Real Survival" mode.

Enemies are transparent.

-One Dangerous Zombie Mode

Complete the game as Chris once and complete the game as Jill once.  
Forest follows you around while strapped to explosives. If you shoot him,  
you die.

-Rocket Launcher

Complete the game in Normal or Hard difficulty mode in under 3 hours.

-Samurai Edge

Complete the game in Normal difficulty in under 5 hours.  
It's not a sword.

-Message from director and unused costumes

Complete Invisible Enemy Mode in under 5 hours to reveal a message from the  
director and a slide show of unused costume designs.

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21. Links  
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Here are some Resident Evil Sites I found very interesting.

BIOHAZARD EXTREME

-<http://www.biohazardextreme.com/>

Resident Evil Fan

-<http://www.residentevilfan.com/>

Resident Evil Horror

-<http://www.rehorror.com/>

The Horror is Alive

-<http://www.resident-evil.com/>

Resident Evil .IT

-<http://www.residentevil.it/>

Resident Evil Survival Horror

-<http://residentevil.metropoli2000.com/>

Umbrella - Inc.com

-<http://www.umbrella-inc.com/>

Resident Evil X

-<http://www.residentevil-x.com/>

Evil Factory

-<http://www.evilmfactory.tk/>

Resident Evil Sitez

-<http://www.resitez.com/>

=====  
22. Credits, Contact Info, and Everything Else  
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The Speed Walkthrough for Jill was written by "mmnin". His E-mail is:  
Frin2DN[at]aol.com

Just put in @ for [at].

The rest of this FAQ/Walkthrough was written by DjSiXpAcK14.

My Updated E-mail:  
Benn[at]Linger.com

If you sent any mail to my old e-mail, I'll still get it.

Things that I REALLY REALLY need badly:  
A speed walkthrough for each character  
Story & Plot Analysis

NOTE: If you write me a story and plot analysis or a speed walkthrough for Chris I will put your name/nickname all over anything that has anything to do with it.

Things that I REALLY REALLY DO NOT need:  
Dancing Hamster (but would be rather enjoyable)  
Chimp  
A sock with red stripes (well, I don't need any blue stripes either)

-----  
Thanks to:  
EastAce  
ABF  
BusyBeeBandGeek  
JessicaLS  
Big Steve [big\_sah@yahoo.co.uk]  
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