

Resident Evil Complete FAQ/Walkthrough

by ChandooG

Updated to v0.0 on May 1, 2005

Document best viewed in courier new, size 10, screen size 1024x768
Users of windows XP save this to text and use lucidia console font

Welcome to the horror, survival horror that is.....

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The mansion incident..
The beginning of the nightmare..

" victims.. were apparently... eaten...bravo team was sent in to
investigate... but we lost contact ... " - Chris

Welcome to my walkthrough of Resident Evil for the Nintendo GameCube
console. This walkthrough will only cover the new Resident Evil so
any owners of the original Resident Evil wont be able to use this
walkthrough to their advantage.

This walkthrough is brought to you by Adnan Javed, better known
as ChandooG on the GameFAQ's message boards and as A-J among his
friends and many many forums. So far this is for the Nintendo
version of the game only, and if the game is ever ported to any
other console i shall add information about them as required.

This walkthrough by all means is complete and i have made sure not to leave anything behind, your game will be easier but you will also be spoiled so I advise you to use this only at your own risk. Sit back, grab a cold one, turn your gamecube on, start resident evil..

ENJOY !

Overview :

Resident Evil / Biohazard
FAQ / Walkthrough
By Adnan Javed
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AJ@rebiohazard.com
Updated on 01/17/04
Original ver 01/17/04

www.planetdreamcast.com/residentevil
www.rebiohazard.com *under repairs*

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* QUICK NAVIGATION

The code feature is something which i've seen in any final fantasy guide I've ever seen, and since this walkthrough of mine has a lot of topics and is generally too large, so to avoid scrolling and jump to a topic at once press ctrl+F to open the search column and enter the code and search to reach the area at once.

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	- Contacting information	
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* = since I didn't put them in the walkthrough a lot, therefore hehe

To ask me any question about this walkthrough or the game, just send me a mail at the following addresses

aj@rebiohazard.com
returnofthemaniac@hotmail.com

and AOL users always ALWAYS use this email
AJ@rebiohazard.com

1.

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whis

JAN 6, 2004

Started my work on the walkthrough and finished most of Chris's
walkthrough on the first day. Damn do I type fast.

JAN 8, 2004

After being lazy for two days I finished up Chris's section of
the game and started work on the Jill part.

JAN 13, 2004

Finally after being more lazy I finished the Jill part, only the
walkthrough area is over 200 kb. Now time for the other sections.

JAN 15, 2004

During the last 2 days I finished the rest of the sections up
and now im ready to submit this thing.. but I'll do that tomorrow.

3 hours later
I decided to add the code words because there was alot of text in
the walkthrough and that would make it easier for the viewers to
scroll through to topics.

End section.

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infx

Title : Resident Evil
Platform : Nintendo Gamecube
Release date : January 5, 2002
Genre : Survival Horror
Rating : M, 18+
Characters : 12
Playable characters : 3
Game scenario's : 2
Total game endings : 12
Boss fights : 7
Most annoying enemies : Hunters

Author name : Adnan Javed
Alias : A-J , ChandooG
Author age : 17
Author blood group : O+

Comments : This game rules.. get it.. NOW !

End section

3.
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ino9

The year was 1996 and the Sony PlayStation game console was still young on its feet, there weren't many games which would justify this console, then an very well known games company Capcom inc came up with an idea which will change the way we look at games forever. They launched a game called Biohazard in Japan, the game featured Static pre-rendered and it was one of the first games ever to use the power of the PlayStation with full voice acting casts and FMV cut scenes, soon this game became a phenomenon and it was famous world over, it was ported over to the European and American region with the title Resident Evil because of some legal issues.

After winning several awards and receiving praise for this amazing game capcom set out to make several sequels for the game which were better both visually and in terms of gameplay but there still is a spot in everyone's heart for the original classic which paved the way for the new generation of survival horror games. 2 years after resident evil, came out resident evil 2 which is probably the most grossing resident evil game of all time, because it was just like its predecessor in several ways but yet even more better.

After that the series creator Shinji Mikami left the resident evil series for the time being and handed the production and direction of the games over to his colleagues, after resident evil 2 came resident evil 3 and resident evil code veronica, both of them were excellent but they still lacked the same pinache which the original resident evil and its sequel had, probably because the original creator wasn't responsible for these games, sure they were great looking and fun to play but they lacked that scary feeling which the other one's had.

After some issues with Sony Shinji Mikami decided to take all the story based resident evil games over to Nintendo's 128 bit machine, the gamecube. Sony fans still got more resident evil games but the new series games were exclusive to the owners of the gamecube machine. Since the Nintendo public was fairly new to the game capcom decided to port over all the previous games to this new console.. but the original resident evil was far too old to be ported.. so capcom decided something better. Why not remake the game with the power of the next-gen console to make one hell of a scary game, and that's how this concept came along.

In terms of story the REmake ((as some fanatics have started to call it)) is as same as the original resident evil so its a bit of a soar spot to those who have already played the original that they know what's gonna happen in the end, but other then that capcom have utilized the power of the gamecube very well and they have come up with what could possibly be the most beautiful looking game ever, and it was also the first game to take 2 gamecube disks.

Game wise this game is similar to any other resident evil games but the scare-factor of this game is what drives it over the seat. The mansion has been re-rendered and everything looks as real as it can get, plus the monsters and zombies make life even more tougher for the player. However capcom have included several new features so the game doesn't become like the original , one of these

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st00

Prelude ...

" Alpha Team is flying around the forest zone, situated in northwest Raccoon City, where we are searching for the helicopter of our compatriots, Bravo Team, who disappeared during the middle of their mission.

Bizarre murder cases have recently occurred in Raccoon City. There are outlandish reports of families being attacked by a group of about 10 people.

Victims were apparently eaten. Bravo Team was sent in to investigate, but we lost contact. "

1998 RACCOON CITY :

Bizarre murder cases have recently started in raccoon and the people of the good city are terrified to get out of their homes now, families who mostly lived on the outskirts of the town were attacked by a group of about 10 people, victims were eaten, thats the best way to describe it.

JULY :

Raccoon city police department chief Brian Irons who has been trying to avoid this topic was forced to answer to the press when the murder cases increased suddenly and it was decided that the STARS would be sent in to the rumored hide out of these murderers and they would go and investigate.

The BRAVO team is sent in to investigate led by captain Enrico Marini but contact with them is lost soon after they reach the forest area. Now its up to alpha team to find the BRAVO team and solve this mystery. Captain Albert Wesker assembles his team and they're all set to go.

JULY 24:

Alpha team starts their search for the BRAVO team on their helicopter but its no luck for them to find out where the team went all of a sudden, chris and Jill look through either side of the chopper for any signs of the BRAVO team or even their helicopter, suddenly Jill spots a fallen chopper and the lights are turned on it.

The ALPHA team sets down their chopper and the team gears up to check out the chopper, the pilot of the ALPHA team, brad Vickers decides to stay in the chopper, checking out the chopper , team member Joseph Frost, who was just recently promoted to the ALPHA squad, finds the body of the BRAVO's pilot Kevin Dooley in the pilot seat of the badly damaged chopper, his body was mauled very badly

and it looked like the work of a wild animal. Joseph barely controls himself and investigates further.

Checking the premises wesker Chris and Jill all wander off into different directions and Joseph sets off in a different direction. Suddenly he hears something, he readies his gun with quickness of a cat but there's nothing there, still not taking his eyes off the place he slowly lowers his gun but doesn't spot the animal closing in behind him quickly. Joseph turns around and is attacked at once by what appears like a decomposing dog, the dog starts to maul Joseph and he tries to shoot it away with his shotgun but is unable to do so, more dogs of the same kind join in and soon Joseph goes cold and the camera lens on his shoulder gets red from his own blood.

From a distance Jill valentine spots the dogs eating Joseph and she tries to shoot them but they don't take any notice, suddenly one of the dogs looks at Jill and starts charging towards her, Jill hesitates and falls down, and as the dog leaps in air to take a bite out of her, suddenly a shot to the head sends it flying away, its Chris and he's right in time, he takes jilts hand and they both start to run in a random direction. But the humans cant keep up with the animals and another dog almost catches up to Chris, Chris tries to block his face with his arm but the dog is blown away even before he can reach Chris, its Wesker, he tells Chris to head this way.

Seeing all the commotion in the ground, brad Vickers lifts the chopper in the air and abandons his comrades, Chris yells "where the hell is he going " and brad escapes with the chopper. Suddenly Chris spots some lights further and he see's a huge mansion in front of them, this must be the old abandoned arkley mansion, he yells at Jill to run in the house. They make a break for it and wesker Barry and Chris shoot the dogs while running backwards.

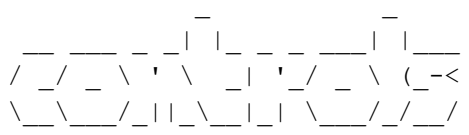
Pretty soon they reach the house and shut off the doors from the inside, its not safe outside... but soon they'll find out that its not safe inside too.

Long story short this is how it all began, this is the first game in the resident evil saga and everything here is new, the story will be new and the characters are new, and we will learn about what umbrella is and what they do behind closed doors, plot twists and traitors will lead you to the mansion's secret slowly, and when you find the secret out , its time to get rid of it.. one way or the other..

End Section

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cr10

TYPE A :

Up : Move character forward
Down : Move character backwards
Left : Turn character towards left
Right : Turn character towards right

Button A : Action key, use things, take things, climb ledges
Button B : Run while holding the forward direction key, cancel
Button Y : Open up inventory screen, check health inside
Button X : Open up inventory screen, check health inside
Button Z : Open up map of the area where we are
Button L : Change target when aiming with weapon
Button R : Ready weapon, put character in combat stance
START : Open up options menu
C stick : 180* turn

TYPE B :

Up : Move character forward
Down : Move character backwards
Left : Turn character towards left
Right : Turn character towards right

Button A : Move character forward
Button B : Move character backwards, cancel
Button Y : Action key, use things, take things, climb ledges
Button X : Open up inventory screen, check health inside
Button Z : Open up map of the area where we are
Button L : Change target when aiming with weapon
Button R : Ready weapon, put character in combat stance
START : Open up options menu
C stick : 180* turn

TYPE C :

Up : Move character forward
Down : Move character backwards
Left : Turn character towards left
Right : Turn character towards right

Button A : Action key, use things, take things, climb ledges
Button B : Cancel
Button Y : Open up map of the area where we are
Button X : Open up inventory screen, check health inside

Button Z : Change target when aiming with weapon
Button L : Ready weapon, put character in combat stance
Button R : Run while holding the forward direction key
START : Open up options menu
C stick : 180* turn

End Section

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ci99

MAIN CAST

CHRIS REDFIELD :

Age : 25
Height : 5ft 11in
Weight : 177 lbs
Blood type : O
Team : STARS Alpha

This is Chris redfield, who is no doubt the hero of the game , and the strong man type person, still a young lad Chris was kicked out of the airforce because of his rude behavior towards his senior officers and his friendship over his orders. Shortly after Chris was kicked out his old friend Barry Burton asked him to join the newly formed STARS branch in raccoon city, a well developed city in the mid western part of the US. Chris didn't want to let go of such a good offer and so he became a member of STARS , here Chris made several friends and became an active cop and a member of STARS who are called upon for dangerous missions and for search and rescue operations.

Chris is a rash man who has a rowdy attitude and sometimes he can go out of his limits to do what he wants to do, that is why he was kicked from the airforce, but Chris cares for his sister more then anyone on the planet, guess it runs in the redfield genes.

Chris is not only a young man but he's also in top physical shape of his life and he's also a smart man so he can improvise on many

things when it comes down to that , Chris has used his strength and intelligence to solve many previous cases, but recently a new case has been around and Chris cant wait to get his hands on this one. Chris cares for his team mates just like his brothers and sisters and he would be willing to sacrifice his life for each and everyone of them. This is why Chris has a quiet kind of respect among everyone.

Chris performance with the STARS has been very good until now and he's always under the observant eyes of the captain of the STARS , Albert Wesker, some say that after wesker retires Chris will become the captain with ease.

Not only physically but Chris is a good marksman too and he has won several awards from the Raccoon police department for his marksman ship, he knows how to handle guns and he's quick as a cat in firing and evading. Soon after the STARS were formed strange occurrences started to happen around raccoon and the STARS were sent to investigate the stronghold of these disturbances.

capcom's description

###A member of the S.T.A.R.S. Alpha team. After being kicked out of the Air Force, Chris became a drifter until he met Barry Burton. Barry recruited him for S.T.A.R.S and then got him reassigned to a smaller unit at Raccoon City headquarters to prove himself quickly. After he escaped the mansion with Jill, Rebecca and Barry in Resident Evil, he rescued his sister Claire from Antarctica in Resident Evil Code: Veronica ###

JILL VALENTINE :

Age : 23
Height : 5ft 5in
Weight : 111 lbs
Blood : B
Team : STARS Alpha

The so called "intelligent one" of the STARS members Jill stands quiet up to her name, not only is she smart but she's a very attractive young woman combining beauty and brains at the same time, at her young age Jill has already done more than what many people are unable to do in their entire lifetimes, just like Chris Jill also cares for his team more than anything else and she has saved her comrades life more than once in the field of battle along side Chris Redfield, Jill has this unusual ability to be good with any kind of machinery that is why she is also part-mechanic for the STARS alpha team, she can handle anything on her own, whether it be a fully functioning APC carrier or even a simple lockpick, or even if its a piano, she can do it all.

What many people find hard to believe is that Jill is an ex member of the delta force at the age of 23, and its because she was with those guys that she has acquired extensive combat training and a strong will to fight for whats right, Jill can handle a gun almost as good , if not better then Chris can, but being a woman she has less resilience to damage naturally, but her brain works double

time and her smartness and common sense make up for that, she can do things much easier compared to the grunts .

Jill is one of those people who tend to stay cool when under pressure and her sense of judgement has saved her own life more than once which is why she has been decorated by the police force on several occasions. Jill is a character who is loved by all and she should be because she is shown a good person by nature and she would do anything to save her friends, but some people may complain that Jill is a little too young to be ex delta force, I mean she's only 23. But what the hay :) .

Capcom's decription

Jill is a member of S.T.A.R.S., a special task force in the Raccoon City Police Department. She is a specialist in disarming explosive traps. With her experience training in the U.S. Delta Force, she is one of the survivors of the original incident that occurred in the Arklay Mountains. Cheerful and independent, Jill has a strong sense of justice. Though she has a healthy emotional side, she is a talented woman with a strong will and excellent judgement.

ALBERT WESKER :

Age : 38
Height : 6ft
Weight : 186 lbs
Blood : O
Team : STARS Alpha

Captain wesker is what can be described as the perfect role model for the new recruits who join the force, named as the *cool guy* of the squad wesker is always cool calm and collected and he never loses his focus, neither his sun glasses, wesker always has his glasses on whether in the middle of a mission , or inside the RPD sitting in the STARS office, maybe thats why he is termed as the cool guy. Wesker was called to the Raccoon City police department because of his extensive combat knowledge and his smart battle field abilities. Wesker has saved more lives than he's killed in combat all because of his skills and his ability to remain cool during a heated encounter.

Albert wesker quickly rose in the ranks when he joined the RPD and pretty soon he opened his own STARS division inside the Raccoon police department and was rightfully chosen as the commander of this new unit. Now he heads the ALPHA and the BRAVO teams into dangerous missions. He is a good captain as good as his skills, and almost everybody listens to what he's saying. Although wesker seems to be only leading the STARS at this time there is something else going on with him, and when the rumors about the murders start wesker starts to get tense.

But when the attacks become ever more frequent and cause a bigger threat to the people in the city wesker tries to dispel it, but after orders from the chief of police wesker is asked to send in one of his two squads into the forest to find the hide out of the attackers, wesker sends in the BRAVO squad which is led by his

friend and second in command Enrico Marini first, but contact with them is lost when they've reached the forest area. Rather than going in with the other squad right at that time to find the team Wesker halts the investigation for a day much to the dismay of the ALPHA members.

The next day Wesker finally decides to send in the ALPHA squad for a search and rescue mission and decides to go along with them for first hand experience. What is the secret behind Wesker and what is he hiding, this will all unfold during the course of the events.

Capcom's description

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

BARRY BURTON :

Age : 38
Height : 6ft
Weight : 196 lbs
Blood : A
Team : STARS Alpha

Barry Burton is perhaps the most senior member of the STARS when it comes to combat experience, he has been a member of the SWAT team for 16 years and he has a bucket full of military experience. It is because of this experience that he was one of the top names in the list when the STARS was newly formed and they were looking for recruits, after doing some part time work in both SWAT and the STARS Barry quit the SWAT force and became a full time member at the Raccoon Police Department. He is one of those weapons experts who can talk about guns and their ammo for hours, and that is why he is the weapons supplier for the team, it's his job to prep up the teams before the missions and provide them with the suitable weapon. If that's not enough he's got a collection of guns in the office as well and he repairs broken weapons while sitting in his desk at the STARS office in the RPD.

But Barry has another side to him as well, it's his family side, Barry is one of the truth and justice kind, he has a real soft spot in his heart for his family and will be willing to do anything to anyone if provoked on that matter, other than that Barry also has a good spot for all his team mates and acts like the father figure of the team, even though he isn't that old himself. He was also responsible for recruiting Chris Redfield in the STARS after he was kicked out of the Air Force.

Other than that Barry has also recruited several members, most of them who are still rookies, into the police department so they can too become members of STARS one day in the future, Barry has had recent marital issues and he's not been able to fix his mind on his missions or his family, and he's mostly away from his home,

its as if something has been bothering him for a long time and he doesn't want to talk about it with anyone.

Barry also doesn't have too many friends in the police department either, his close friend Kendo runs the major gun shop in the city which provides the guns to the police department and the ammo with it, other than that Barry and Jill have always been good friends of each other, possibly because of both of them having a strong military background.

Capcom's description

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:

Age : 18
Height : 5ft 2in
Weight : 93 lbs.
Blood type : AB
Team : STARS Bravo

Rebecca chambers is the record setting youngest member in the history of the STARS division anywhere, she is only 18 now and she's a full time member of the STARS BRAVO team, but she wasn't recruited for her combat skills, infact she is in the team because of her extraordinary skills as a medic, she can use almost any kind of chemicals to their full healing extent, also an expert with herbs and other stuff like that Rebecca is the perfect person to have around when in a tough battle, she can heal any member if she has the right equipment and she can even take care of herself if it calls for it. Not as strong as the other members of the team but she tends to stay away from action for the most part for herself.

A little quiet and nervous around the other members because she knows herself that she's a rookie but Rebecca is always looking for chances to make herself up to the others and show them that she means business that is why she agreed to head out with the BRAVO team when called for, her gun controlling is amazingly well for her age and one can guess that she will be as good as Chris or Jill when she reaches their age. This is Rebecca's first full-time op so she is a bit worried about it but as long as her team is with her she has nothing to worry about.

It hasn't been long since she her career started and she's already taken in the team for a serious operation. The BRAVO team respects Rebecca because she is an equal member of their team and they dot treat her like a little child because they know that this girl is a whole dynamite in the package.

Capcom's description

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. ##

ENRICO MARINI :

Age : 41
Height : 6ft 3in
Weight : 186 lbs
Blood type : O
Team : STARS Bravo

Enrico Marini is the proud captain of the BRAVO's, he is a true leader and has a leading quality which not alot of people have. Enrico treats his team like they are his own family and in return the BRAVO team also respects him alot. When the BRAVO team was asked to head into the forests Enrico led his team bravely into the forests. But he didn't knew that this mission would be the final one of his life. He was a proud soul and his memory shall live on forever.

Enrico was second in command to wesker when it came to seniority to wesker but seeing as how he was getting old he would retire in a few years and he always thought that either Barry or Chris would make suitable captains after he's gone. He is somewhat threatened by this thought and is always trying to stay in top shape at his place.

1 day after the launch Enrico manages to make it to the Spencer estate and somehow reach the catacombs area below the mansion, there he tells Chris or Jill that this all was a trap, but before he could reveal the name of that traitor he is shot, thus ending the soldier's life in a sad way. Killed by one of his own comrades. That is no way for a soldier to go.

Capcom's description
##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. ##

SUPPORTING CAST

JOSEPH FROST :

Joseph Frost was recently promoted to the STARS Alpha squad by Albert wesker himself, this is the reason why most of the senior members of the BRAVO group are jealous of this young fellow, once a navy seal, Joseph joined in on the STARS as a vehicle specialist and a mechanic. Not so good with a gun in hand Joseph is more of a tools guy then a combat guy. No one knows what wesker saw in him but atleast he's happy with himself.

Capcom's description

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 Tem. 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.

RICHARD AIKEN :

Richard aiken is one of the most important for the STARS unit, both squads because he is the only radio man in the entire team so far, while the team is searching for another radio man, Richard has to do double duties for each of the team, whichever team is going for a mission, Richard is their radio-man, that is why he's probably the grimmest person of the two squads, he is the only man who carries a radio with him therefore making him the only way to call in for backup from HQ.

Capcom's description

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.##

BRAD VICKERS :

Brad Vickers is the full time pilot for the STARS Alpha team, but its actually strange how he got this far because he has about zero enthusiasm of heading into the combat field head on, whenever the team go for an opp brad always sticks in the chopper because he has a terrible fear of dying, the whole team is aware of his habits and thus have given him the nickname chicken heart. Brad is known to abandon the team at times of danger and he's been scolded more then once for this. Even though Chris has been known to be a good pilot and he can take over for brad anytime but he's also good in combat so the STARS need this guy to be a full pilot for the ALPHA team.

Capcom's description

Brad is a computer expert and excels in information gathering. Unfortunately, his fear of dying draws much heat from his fellow s 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.

KENNETH J SULLIVAN :

Kenneth is one of the only few people who was recruited in the STARS division by wesker himself, though the oldest member of the squad his skills as a scout and his chemicals expertise make up for his old age, but his aim with the gun is crooked so he is likely to be in the very back of the line if the team is in head on combat, and most of the time he stays away from the battlefield, with almost

nil combat experience he was quiet hesitant to go for this mission but had to go as the only chemical expert in the BRAVO team.

Capcom's description

##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. ##

FOREST SPAYER :

Forest spayer is one of Chris redfields good friends, and they're always talking about missions and stuff like that together, other then that forest is the only sniper in the BRAVO team and besides that he is also good when it comes to machinery, he has the same role for the BRAVO team as Jill valentine has for the ALPHA team. He is the only person in BRAVOs trained to use grenade launchers. Longing to go to the ALPHA team for some major action, forest is always trying to make himself better.

Capcom's description

##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-mate s. ##

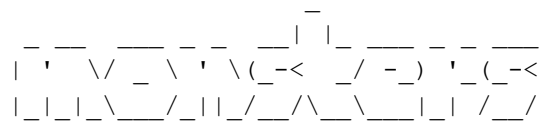
KEVIN DOOLEY :

Not much is known about Kevin other then that he is the new pilot for the BRAVO team, and this may be his first combat experience. He has this slight thing with dogs . According to some sources Kevin was a stunt pilot before he was recruited into the STARS, he was called in because of his flying skills and the fact that he can land the chopper in the harshest environments, where no one else would even dare to walk on foot.

End Section

7.

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mns1

Here is a list of the monsters you may find during the course of the game, unlike my previous guides , I have put the boss descriptions and battle strategies in a separate section after the walkthrough part because of possible spoilers more then the other games.

1. ZOMBIES

These are the regular enemies you find in any RE game, in this case these are the researchers of the mansion who have turned into zombies due to the T virus, zombies basically bite you from front or behind, if a zombie falls down they sometimes grab you're legs and have a bite out of them. Pretty easy to kill but its just best to avoid zombies if they are less and the area is wide enough to escape. Along the game you will find various kinds of zombies, there are zombies later who can only spit acid at you and can't bite, and later you'll even find the famous naked zombies. Unlike the other resident evil games zombies are very tough and they will take about 6 to 8 shots from a handgun before going down, but its not over yet, unless you burned the zombie after killing it with the provided lighter and the kerosene oil, or blew its head up with the shotgun it will revive about 20 or so minutes later to become a more dangerous-er crimson head.

2. CRIMSON HEADs

Believe it or not these things emerge out of the slow as hell zombies, really hard to swallow I know, these crimson heads are also called V-acts, they can run as fast as the characters and unlike the other zombies they come with razor sharp claws which they use to their fullest extent, and these claws can take off health from the hero's pretty damn quickly, the only real precaution against crimson's is to make sure that you dont leave any zombie dead and burn it or take its head off with the shotgun, other then that if you do happen to come face to face with one then the best thing to use is the shotgun, they will most definitely take more then one shotgun shells to die most of the time, but a good strategy against them will be to aim the shotgun and let them run towards you, while they get close at the right distance shoot at them and the shotgun should take the head off, any stronger weapon would take just 1 shot to get rid of them, second most annoying enemy in the game.

3. WILD BEE

Even though they dont take too much ammo to kill , but its still not right to waste your ammo on such a stupid things, these bee's are about as big as a large sized watermelon, they wont do too much damage to the characters upon a sting, but the annoying thing is that they can poison you, each single sting can, and the even more annoying thing is that they always come out in pairs of 5 or greater, if you ever feel like taking aiming lessons then take out the barrette and aim for them, other then that I would really ask

you to run away from them if they're around, fortunately you will only run into them in one part of the game alone.

4. CEREBRUS

I've read more then 4 ways to spell this word so dont complain :o This is proof that the T virus also affects animals, these are the dogs which have turned vicious due to the virus, their flesh is hanging over their bodies, they move pretty quick but their attacks wont do a lot of damage, easily killable by the knife if there are only 1 or 2 around, otherwise use you're gun. Once you shoot a dog he falls down for a few seconds and gets up after a while, that is the time to keep on shooting it while its still down and they'll soon die. Or if you fancy yourself to be a good player of the game then you can easily take them out with the knife too, just wait for them to jump then slash them down, and keep slashing to keep them down. Easy to kill , but scary on sight.

5. CROWS

Crows are mostly found in the outdoor area's of the game , and in that one art room where they will attack you if you do the puzzle wrong, other then that they wont appear anywhere else, just like the hornets its just a waste of time to even fire a single shot at them, because they're pathetic, but they sure move fast, a nice trick against them is that if you are in an area with crows and they're all sitting calmly then you can just walk past them but dont get too close or they might still attack , caution though as this trick will not work always, if you do want to take out a few crows for snack then waste nothing more then the barrette, or if they are large in numbers use the shotgun so the spread shots take out alot at once.

6. SNAKES

Snakes are most definitely put in the game just to annoy the player, and just like the crows and the bee's they join the list of the enemies which should be avoided at all cost, the thing with the snakes is that they're really hard to shoot at so that makes it even more of a thing to run away from them, if they attack you they will poison you definitely and that makes them as annoying as the crimson heads, luckily you wont come across these alot but whenever you do just ignore them and run over them, or if your feeling like shooting aim down with the shotgun and blast.

7. GIANT SPIDERS

These are probably the most shallowest enemy in the game, they are just large spiders who you will come across in several rooms in the game, their primary attack is spitting poison at you which can be easily avoided by just moving left or right, if

you want to take them out then take out the shotgun and about 2 blasts should do the trick , once they die many small spiders will come out of the dead one, to avoid these just exit out of the room and enter again and you will find that the little one's have disappeared, these things can be a little annoying if they are on a over-head wall, but if they are on a side-wall and in front of you then the shotgun can take them out easily, overall not so tough to face down.

8. HUNTERS

The hunters have the record of being in every resident evil game so far and they are no exception, infact this should be their first appearance as far as timeline is considered, the hunters in appearance look like gorilla's but mutated all over and completely green in color, and they are complete with razor sharp claws which are unavoidable, the hunter can do different type of attacks, either they will run right up to the character and slash to the body area, this can cause heavy damage and you should check your health after each attack, the second attack it does is jump towards you from a distance and slash you in mid air, this is the most powerful attack which any normal enemy can make, if your health is low, even sometimes at yellow-caution, then this move will decapitate the hero for an instant death attack. The only real weakness against the hunter is that sometimes when they spot you they will stop and do a shriek, shoot them with a shotgun or grenade launcher at this time, 2 or 3 shotgun shells will do , and with Jill use grenade launchers with acid rounds, overall the most annoying enemy in the game for me.

9. CHIMERA

These enemies look more like huge flat insects then a bio-monster, anyone who has seen the movie mimic will understand what I mean, the chimera's will sometimes move from room to room after the hero and that can be annoying, attack vise they have an attack almost as powerful as the hunters, and if you turn your back on them they will often climb up on the characters back and slash the throat, this can be lethal most of the times, so always take on them head on and shoot at them with the shotgun. The most annoying thing about them is that they can climb up and jump off from the walls and ceilings.

10. SHARKS

Besides the large shark called Neptune you will come across three little sharks, each of them wont be much a threat to you the only thing we can do in the aqua ring area is run because if you stop to fight the sharks then the big shark will eat you indefinitely, so the only time to get to shoot them is after you've drained the aqua ring and they're flapping around about to die anyway, just shoot them in the head to Finnish the job.

End Section

8.

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wnps

1. STARS 9mm Barrette

Fully Loaded: 15 rounds

Ammo: 9mm ammo clips

This is the basic weapon given to every STARS member for a standard op, Jill will have this gun from the start of the game but Chris would have lost his, but he will find Jill's gun in the main hall and start using it. This gun is ideal for taking out a single or two zombies in the area but dont rely on it too much, the smaller enemies like the crows and bees are the perfect target for this gun, later on when the zombies disappear and the bigger enemies appear you will find this gun to be completely useless so throw it in the item box for good when that time comes.

2. Survival Knife

Fully Loaded: N/A

Ammo: N/A

The weapon which should only be used upon deathwish, the knife is the most useless weapon in the game and it should be put inside the item box as soon as you can, the only thing this knife is good enough to kill is a lone zombie but even then the zombie might get a few bites on you before you can kill it, any other reason why anyone would wanna use it is just to show off. Simply sucks.

3. 8 Inch Bowie Knife

Fully Loaded: N/A

Ammo: N/A

This is the rambo-knife Chris starts off with, only comes with a little longer then the other knife, but every bit as sucky as the above, ignore it. Item box is where it actually belongs.

4. Shotgun

Fully Loaded: 7 rounds

Ammo: Shotgun Shells

One of the most useful weapons in the game, it can take out any normal zombie with one shot or two at the most, if there is a group of zombies coming at you then just aim straight and fire off two or three shells and the spread shot ability of the shotgun will take down almost all the zombies in a wide radius quickly, this shotgun becomes useless when you later on find the upgraded combat shotgun but while its time lasts, this is one of the best guns in the game, either character can find it in the room beyond the crushing roof room. Chris will need an extra broken shotgun to get it but Jill can get it anyhow.

5. Grenade Launcher

Fully Loaded: 240 rounds

Ammo: Explosive, Fire or Acid grenades

This is perhaps the most sophisticated weapon for Jill in the game because it has more than one kind of ammo and each type fits a different enemy correctly, the normal grenade kind can take out the zombies efficiently, while the more deadlier flame rounds will not only take the enemies out but they will also burn them, the most powerful of the three are however the acid rounds, these are the hardest to come by and they can kill almost every normal enemy with a single shot, even hunters too. Only Jill can use this amazing weapon and it can be found on 2F of the mansion in the balcony room besides forest's dead body.

6. Richard's Combat Shotgun

Fully Loaded: 10 shells

Ammo: Shot Gun Shells

This is my pick of the weapons in the game because I have this thing with shotguns, well either character can only obtain this weapon if they save Richard by giving him the serum right in time, then Chris can find it after Richard gets eaten by the shark, and Jill finds it after he gets eaten by the snake. This weapon carries over all the traits of the original shotgun but comes with an added ammo capacity and a faster firing rate, the spread of this gun is a little less than the original one so it has almost the same affect even from a distance. I love this gun.

7. .22 Derringer (AKA suicide pistol)

Fully Loaded: 1 round

Ammo: N/A

This is the strangest weapon in video game history, at looks this weapon looks like a teeny weenie bug killer and it will have only one shot in it, but actually the one bullet fired from this gun can cause the same amount of damage 5 magnum rounds can, so you should save this weapon for the final stages. This gun has 2 chambers but 1 bullet has already been used, by that scientist I guess , who wished to kill himself, therefore giving it the name suicide gun, either character can find it in the room 001 in the residence area.

8. .357 Magnum

Fully Loaded: 6 rounds

Ammo: .357 rounds

This is probably the second most powerful gun in the game, second only to the rocket launcher, this gun can take off zombies heads thus not allowing them to mutate and it can kill all other normal enemies with one shot, its THAT powerful. In real life magnums are known to go completely through a car's running engine and in the game this power can be devastating, the obvious weapon to use for any boss fight but unfortunately the rounds for this gun are hard to find and you will be forgiven if you dont use this gun until the final boss fight.

9. .44 Magnum

Fully Loaded: 6 rounds

Ammo: cannot be reloaded

This is the gun you will get if you dont give Barry his gun back during the Lisa Trevor final fight, in power this gun is nothing more then your average magnum but the thing is that you cannot reload it, so your stuck with it, you should have given it back to Barry.

10. Flame Thrower

Fully Loaded: 100%

Ammo: none

Only Chris can find this weapon in the area with the running boulders, Jill also finds it but she cant use it, the only good thing about this gun is that its fun to use, other then that you only get it for a matter of 3 rooms and the only thing you fight in-between is the large spider, the fuel for the fire will burn out quiet quickly so its almost useless to use this weapon.

11. Mark 1 Rocket Launcher

Fully Loaded: 4 rockets

Ammo: None

This is the ultimate show stopping weapon, and I mean that literally because this is the only way you will be able to

finish the game, you can either win this at the end, check secrets for that, other than that brad will drop this from the helicopter only during the final fight. Aim and shoot to finish the game up.

SELF DEFENCE WEAPONS

1. Flash Bang Grenade

Only used by Chris this is one of the coolest things in the entire game, when a zombie attacks you, Chris will shove it in the zombies mouth, now walk back and wait for it, or just get some distance and fire a shot to set the grenade off, it will blow up and the zombie's head will explode with it.

2. Dagger

This is almost as cool as the above but not as useful and can be used by either character, as soon as the zombie will attack the character will shove this into the zombies head and it will let go of you, now you can run away or shoot it down, to get your shoved dagger back be sure to take the zombies head off when you kill it by the shotgun or magnum, and you will see that the dagger falls of on the floor.

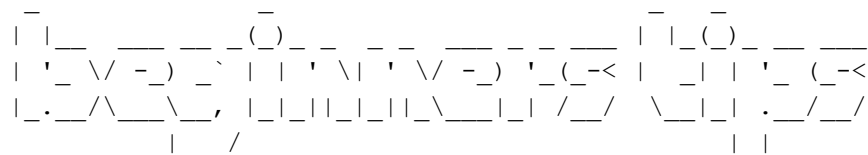
3. Stun Gun

The most useless of the three, I think this weapon sucks , and only Jill can use it, all this weapon will do is stun the enemy in front of you for a small period of time allowing you to run away to safety. Thats all .. pfft

End Section

9.

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bstp

TIPS

* Save your ammo :

As always when you get the better weapons the ammo for that weapon will also be scarce as hell, so this is an issue most of you should be familiar with, so whenever you can use the weaker weapons which have tons of ammo to save ammo for the stronger weapon for the ending fights of the game, when we really gonna need the ammo.

* Save your ribbons :

Well this is something which has been passed on from one resi game to another, always have a spare ink ribbon in the item box and be sure to save as many as you can, not just to save your game more often, but also because less saving is the sign of a good player.

* Distance does matter

Whenever you have a gun like the handgun or magnum in your hand then be sure to use them from as far as you can, because these are single projectile guns and they will do the same damage from any distance you take them, the shotgun on the other hand is a different matter, the closer you use the shotgun from, the more damage that gun will do, the same can't be said for the g-launcher however.

* Head shots make life easy

When you're playing with a shotgun in hand and you want to waste a zombie quicker then just wait for him to get close to you, and then raise your gun and just one shot and the zombie will flap like a headless chicken before it falls down.

* Health issues :

This game has a lot of nasty monsters who can take down a lot of health in a matter of seconds so it's best to always keep a spare full herb combo or a first aid spray with you just in case, on the same note only use herbs and other stuff whenever you need them the most, save them if you can because you're gonna need a lot of them in the later stages of the game.

* Self defense

Everyone should learn the art of self defense and that is no exception when it comes to this game, during the game you will find several self defense items like flash bang grenades and daggers, be sure to take all of them because they will prevent the zombies from biting you most of the time and even damage them for you, or stun them to provide time for you to regroup.

* Quiet a collection

There will be several rooms in this game where you will find a LOT of herbs, even more than you can carry in your inventory at that time, when you reach rooms like these be sure to pick up all of the herbs and take them to the nearest item box and put them inside, even if it takes you more than one trip. This tip will surely save your life at the end.

* Burn baby BURN

This is the first resident evil where you will have to burn a zombie to get rid of it completely, just like the novels, and for that you are provided a canteen to store kerosene in and several barrels of kerosene through out the game, Chris will have his own lighter but Jill will have to find one, after you've shot down a zombie put some kerosene on him

then use the lighter to crisp him up. This will stop any further mutation.

HEALTH CHART

Health Chart

The health meter in this game is very similar to any other Resident evil game, you'll see the similar green line thingy which I dont know the exact word for, but the rest of it is pretty obvious, here are the health status's.

GREEN FINE :

This means that your character is in top shape and they have their health between 75% and 100%, its best to always keep your character in green fine status, cause they run the fastest, they dodge the quickest and they can turn around much quicker, otherwise shooting is not affected.

YELLOW CAUTION :

This means that your character is suffering a little bit and that their health is between 50 % and 75 %. Now in caution mode your character's running speed is effected a little bit and your character will hold their side and run with a limp as a sign of them being hurt. If your health is in status then its best to use just a green herb as most. Turning around gets alot slower in this mode.

ORANGE CAUTION :

This means that your character is not in a bad way and that their heath is between 25% and 50 %. The character stance and running action in this mode will remain same as the yellow caution but if your in this mode then its best to use a double herb healing item immediatly. Hunters are able to do head removing shots from this level on.

RED DANGER :

This is the death row, when your character is between 0 % and 25 % they go from bad to worse, they start limping like hell and their running speed is even slower then a zombies speed. If in this mode immediatly find something to heal and use it, no need to be the hero now. Hunters will definitely kill you if you wander into them .

Herb Mixing Chart

Here are the herb mixing charts and the basic explanation of the result you'll get.

1 green + 1 green = 2 greener

This will restore medium health at once

1 green + 1 green + 1 green = 3 greener

This combo will restore full heath without question

1 green + 1 red = full healer

This combo will restore full health without question

1 green + 1 red + 1 blue = Super healer

This combo will not only restore your health but also
poison cured and makes you temporarily invulnerable.

1 green + 1 blue = Small poison curer

This combo will restore small amount of health aswell as the poison.

1 green + 1 green + 1 blue = medium poison curer

This combo will restore half of your health and poison cured aswell.

1 green

quarter of your health is restored

1 blue

poison is restored

1 red

unable to act itself, this boosts the other herbs powers

first aid spray

instant full health but no cure for poison

First aid box

may contain first aid sprays or herbs

End of Section

10.

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wtrs

This is the heart of this entire mass of text you see around you,
the main walkthrough area... lets hope its as simple to understand
as I made it to be.. c'ya all down there ((i mean after walkthrough))


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wtrj

PART I

```
#####  
#                                     #  
#   WELCOME TO THE MANSION   #  
#                                     #  
#####
```

As the game begins you will be treated to one of the best FMV's ever in a video game which will involve all sorts of mayhem and plenty of gore .. and dead bodies too.. also some undead action dont forget about Jill falling down on her butt :p.

When the FMV is over and your finally in the mansion, you will see a scene in which the only three people who made it inside will be Barry, wesker and of course Jill.. Jill is very tired from all that running but wesker and Barry didn't have any affect at all, Jill suddenly realizes that Chris is not with them and she tries to go out, but wesker asks Barry and Jill to search through the mansion when a mysterious gunshot is heard, the sound was from a standard issue barrette, means that someone from STARS is nearby. Wesker remains in the main hall to take care of some business while Barry and Jill make their way to the large double doors.

Barry and Jill will bust into the next room police style but its completely empty, upon surveying the room it is revealed to be a huge dining room, Barry will walk forward and the game will give Jill's controls over to the player, now you can walk around as Jill and feel out the controls, Jill starts off with the handgun unlike Chris and her game is relatively easier compared to Chris, now when your done feeling out the controls head down the dining room either side of the table and another scene starts, Barry has just found some human blood in front of the fire place.

Barry will remain in the dining room to examine the blood now as Jill head over to the door on the north wall, go through it, now in this new area, head west of the screen and you will come to a sitting area, another scene begins Jill will spot a ... zombie.. eating her old STARS bravo partner Kenneth J Sullivan, but the zombie will spot Jill and seeing as how live bait is tastier then dead one it will start to come after you, back as Jill quickly exit back to the dining room where Barry was, we dont have to fight the zombie yet. Back in the dining room another scene will start in which Barry will show off his gun skills and kill the zombie, surprisingly it took 3 shots from a magnum revolver.

Now time to head back to the main hall to report this to wesker but he's nowhere to be seen, time to search the area, first run under the stairs, you'll notice a door here, we'll return to this later on in the game, after that climb up the staircase and check that area too, now go back down and Barry will give you a lockpick, and he'll go back into the dining room to check on the blood.. now back as Jill head over to the door on the east wall and enter it into a small studio. You will find a hutch blocking off a small corridor here, push it all the way to the backside of the statue and climb it , you

will be able to take the map off the statue, after taking the map . After taking the map head into the small corridor we were just talking about.

At the end of the corridor you will find a dagger on a shelf, this is something new to the game that you can use stuff like this to prevent a zombie from attacking you, after that head back but you'll be attacked by a zombie along the way, if you can move Jill quick enough you can avoid the zombie and save the dagger too, now when this is done head over to the main hall and enter the dining room again, now head over to the sitting area where we saw the zombie eating Kenneth, now it should have moved positions, if its still there then shoot it till its down then quickly search Kenneth's body to find a video tape. Now shed a few tears over the dead body of Kenneth and when your done just exit out of the door on the west into a dark hallway.

Here just head through the dark path and you will find a lit room at the end, head into it and you will find a huge birdcage in this room, search on the cage and you will find a clip for Jill's handgun, take that now but leave the green herbs present in this room for later, we could use them for safe-keeping later. When done in this room just head up the stairs and exit through the door. You will come out in a tight hallway, you will find a zombie laying on the floor in front of you and some herbs nearby it, ignore all that for now and head left into the joining hallway. Now here you will find a zombie coming towards you, no avoiding now just shoot the zombie till it falls down and blood starts coming out, now continue down the hallway and you will pass some spears, after them there will a small statue of a cupid, check on the cupid's statue and Jill will take out the arrow from the statue.

Also take the handgun ammo from under the mirror then continue your way to the end of the hallway, now check on the door on the north wall and you will come out in the balcony above the dining room, funny we cant see Barry here.. anyway.. take the dagger from the east side then turn west and run forward till you see the zombie rounding the corner after Jill.. now head around all the way to the statue and push it until its adjacent to the hole in the railing, then push it through and it will fall down into the dining room, we will check what's there later on, for now go to the double doors on the east side and you will come out on the second floor on the main hall of the mansion.

Head down the smaller stairs till your at the middle of the grand staircase, then exit through the door here, now Jill will come out in a cemetery, continue the path and head north and you will come to a tombstone, check on it then check on the arrow we got in our inventory, Jill will take out the head of the arrow, now use the arrow head against the tombstone and a secret passage will open up, head down these stairs and you will end up in a furnace room. Remember how to get to this place because we will be coming here much later on in the game, for now head east to the metal coffin which is hanging, you will find a small pedestal with a book on it, take the book and examine its back cover to find the first mansion key, this one is the sword key to be more precise, with the key in hand time for some backtracking.

Now head all the way to the small studio area where we found the map on the statue, open the door to the right of the small passage with the key we just picked up, now you'll be in a small

L shaped hallway, continue down the hallway and push the 2 cabinets to find a dagger and another clip of handgun ammo, take both of them and then exit out of the door at the end of the hallway.

Now this is the most detailed shot in the entire game, look how pretty Jill looks in the brilliant remake, move her slowly left and right to see .. ahem.. bouncing.. and then when your done with whatever you were doing.. hehe.. continue down the hallway, and exit through the metal door on the left side wall, here you will come out in an open balcony area, run down the hallway while taking note that there are a few zombie dogs outside the balcony, but dont worry about them, for now just take the herbicide and ignore the herbs, if you take even one of them then the dogs will attack and this is a really tough spot to get out of, anyway back to the previous hallway.

Here just continue down the hallway and enter the next door which comes in line, now you'll come out in a bathroom , the only bathroom in the entire danged mansion I might add, but you dont even need to enter this room right now, while as Chris you may have found a key in here, with Jill you'll only find a dagger inside and a mean zombie, if you do decide to enter it . oh well.

Now that your inside head over to the tub in front of you and drain the tub, now stare at Jill from this amazing camera angel and after that another zombie will emerge out of the tub, now Jill will take care of this one herself, after that is done check the tub and you will find another dagger here, pretty useless trait if you ask me.

Now back to the previous hallway head further and you will come across two doors, first enter the single door and you will find another door right in front, head inside it and you will come out in a room, here take the dagger off the table, and check the far wall for a nice surprise, a shotgun.. this is the first good useful weapon in the game, while as Chris you would have to get something else to get the shotgun, with Jill just take the shotgun out of the holder and head back to the previous room.

When you enter here another scene will start and the entire room ceiling will start to come down slowly towards Jill, and the worst thing is that all the doors are locked, looks like its sudden death now, but wait, when the ceiling comes that close Barry suddenly makes an appearance and after shooting the door knob open he pulls Jill out right in time before she gets squished, cant wait to play as Jill in her mini-skirt, ** what I was thinking in the next camera angle**.

After Barry saves Jill they will have a chat and at the end Barry will walk away in the other direction and Jill will be left alone, now that were back in control head over to the double doors we didn't check before and head through them. Now in this new hallway without further exploring just head through the door you will see on the left side wall, in this new hallway quickly run forward and climb up the stairs a little and be quick, because there is a zombie closeby, now shoot a few rounds off from a bit up and if the zombie gets closer climb up a little bit more, kill the zombie this way and then head down the stairs again, check on the area behind the staircase and enter through the door here. Wazza we just found the first item box in the game.

Now dump all the things we dont need right now like the combat knife and the herbicide, dump any healing items you picked up along the way too.. before exiting be sure to take the fuel canteen and fill it up with kerosene, also take the handgun rounds, save if you feel like it and exit out of the door we came in from, outside just head up the stairs one again and kill the zombie you will find, after killing it head north to the door upside where the zombie was standing and head through it. Once through the door take the wooden mount off the table besides the lamp. Now head for the final door at the end of the hall on the far west and enter it.

You will come out in a small library , there are a few items here to take so get on with it, first off take the lighter from the small desk which is one of the most important items from now on, then search the room for the dog whistle and another handgun magazine, and a file if you wish to read it, when your done here exit out of the door on the north wall, your back in a familiar hallway now, instead of going to the door on the north, head to the very end of the hall ignoring any door in the middle and enter the door at the very end, now in this new area you will see a fireplace near , use the lighter here and Jill will light up a fire, now use the wooden mount we just found on them empty frame and you will end up with the map of the second floor. Take it if you wish and also the herbs in this room, now exit back to the previous hallway.

Now make your way back through to the hallway where we found the wooden mount which will now be dubbed as the reddish hallway, once here head to the opposite end of the hallway, again ignoring any door in the middle for now, and exit through the door at the very far wall, you will come out in the main hall of the mansion again, on the second floor, and woah !! Barry's kinda jumpy .. aint he ?! during the scene Barry will hand some acid rounds over to Jill, these rounds are to be used with the grenade launcher only and we are gonna pick up that weapon a bit later on, but the important thing is that these rounds are the real deal and were gonna save them until the first boss fight in the game, ok so when Barry is done talking and he's left run over to the door on the far side of the second floor balcony , back into the dining room balcony area.

Once were back here head over to the far door in the corner and enter it, head forward a bit and you will find a simple locked door, Jill can pick the lock with her lockpick so make use of that, once the lock has been picked head through the door and you will come out in another outdoor balcony, be advised as a tough spot is coming so you might wanna heal Jill up if your in caution status, there are some herbs in this very room so use them to your advantage, once your done with that ready the shotgun and use the dog whistle we picked up in the library, 2 of the zombie dogs will start running towards Jill, blast them with the shotgun before they can reach Jill but you'll have to be quick and have a good aim for this. Once the dogs are dead search there dead corpses and Jill will find the dog collar.

Take the dog collar and search it , Jill will find a small item, you can extend this item and when that is done it will become the imitation key, now heal Jill again if she got injured in the previous battle then exit out of the door we just came in from. Now back in this place you should see a staircase a little ahead, head around the railing and then down the staircase, in this new hallway you

should see a zombie, quickly take its head off with the shotgun by taking the aim up, after killing the zombie enter the door which was near the base of the stairs.

You will now arrive at the second itembox room, this room from now on is dubbed as the medical save room, and it will have some value later on in the game, so I'll only ask you once to remember this room and its location because we'll need to come here in a real hurry a bit later in the game. Dump the shotgun, the lighter and the fuel canteen in the item box for now and take out the herbicide we put in a bit earlier, now exit the room.

Now head over to the end of the hallway and you will find 2 doors at the end, enter the door on the right side wall first, this is the storage room and you will find a battery for Jill's tazer gun here ((self defense item, just like the dagger)) . Take it if you wish, you may also find a broken shotgun here but since we have the real working shotgun and the trap has already been demolished we dont need this item anymore, Chris on the other hand would have required this item in his game to get the shotgun because no one will come to rescue him. Once your done here exit back to the hallway.

The final door in this hallway is locked for now so we have to make a back trip now, head back over up the stairs and make your way to the main hall of the mansion, once here enter the dining room again and check on the rubble of the statue we just pushed a little while ago, you will find the blue gem here, take it and head for the room where we found the cupid's arrow in the first place, the door to that is through the Kenneth corpse hallway if you forgot where it was.

Once were here remember the *dead* zombie, now head past it while ignoring it and enter the door at the end, there are herbs here and if you want them then take out the zombie and take them, anyway head through the door behind the zombie. You will come out in the armor trap room , quickly run up the stairs you see right in front of you and take the second mansion key, the armor key to be more precise, from the pedestal.. as soon as that is done a trap will be released so quickly put in the imitation key we found off the dog collar here and the trap will go back to its original state.

Now that we have the armor key make your way back to the hallway with the medical save room in it, now open the door at the end of the hall with the new key and head through it, you'll come out in a dark hallway, head left from where we entered this room and you will find a few doors and a small path going left , head to the path and enter the door at the end, inside here you will find a tiger statue, use the blue jewel we found a bit earlier with this statue and you will end up with a box of shotgun shells, take them and exit, now head back in the direction of the entrance of this hallway but head east in the screen, to the upper side, and you will find a door at the end of an empty hallway.

Enter it and you will come out in some sorts of small greenhouse complete with deadly veins which wont let you pass forward, so what shall we do, use the herbicide we found earlier on the pump and then press the red switch, now after the chemicals have had their effect the veins will be disposed off and you can go forward without the fear of being smacked. Head forward past the dead veins and here you will find the first DEATH MASK ((oo scary)) in the game, there are also plenty of herbs here, now if you want

to be safe later on in the game I will advice you to pick up the herbs, make 2 herb combo's and deliver them all to the item box in the medical save room, may sound tedious right now but this very well could be useful later on in the game.

Once your done with this room head back to the previous hallway and back in the direction of the tiger statue room, but this time head to the end of the hallway instead and enter the door to the right, you will find yourself in a single room, which is the keepers room, check the bed first and you will find another clip for the handgun, now head on over to the table and you will find a file here, check on the file for some gruesome reading material which is pretty cool, but as soon as you pick up the file you will be attacked by a zombie or two, this is a really sticky situation and the best thing to do here is quickly head for the exit.

Once back in the hallway head through the door on the end, and you will come out in the same hallway where Kenneth's body is from a different door, now if the zombie is blocking your path take it out, and head to the dining room, then go through it to the main hallway of the mansion and climb the grand staircase up to the second floor. Now its a bit of a trip to find the remaining members of the BRAVO team, so head on over to the right side and the door on the bottom area of the balcony, enter it and it will lead you to another outside balcony.

At the patio at the end of the balcony Jill will find the body of her former BRAVO team mate forest spear, but unfortunately he has already been pecked to death by crows and you cant do anything for his poor soul right now, there is a dagger on the bench nearby which was probably forest's personal dagger, now you can take the weapon besides forests body and WAZZAHH you have found the grenade launcher, the most useful weapon for Jill in this game, once you get the launcher exit out to the main hallway, dont bother taking the herbs behind forest because that will cause forest to raise up as a dead zombie which is not good.

Once back at the main hall enter the door at the east side which leads into the reddish hallway, now head forward and enter the first door at the right side you see, head forward in the new hallway and Jill will find another one of her BRAVO team mates, but he's still alive, its Richard and he's badly bruised, according to him he just went through a fight with a huge snake and now he is poisoned, we need to find serum for his wounds or he may die soon enough.

As soon as you regain control of Jill its time to head over to the medical save room I told you about earlier, the best method of reaching there is this... from the reddish hallway head over the main hall and still staying on the second floor head over to the double doors on the west side which lead to the balcony over the dining room, head over to the far door here and head down the stairs, you'll be right in front of the save room, take the serum off the shelf here and its time to head back to Richard. you need to be quick during all of this because Richard can be saved unlike the original resident evil where he dies no matter what. If your quick enough with the serum Richard will live.

For the rest of the walkthrough we will assume that Richard did

survive this time because we are aiming for the best ending at the end of the game, for now Richard will be exhausted from his wounds and he will stay there to rest, he wont be of any use for us now. Before heading forward time for a little backtracking. Head back to the reddish hallway and make your way towards the first item box room in the game, you should know the path to it right now, when you reach the area under the stairs you will find a note there by Barry that he's left some supplies inside the room for Jill .. now isn't that so nice of him.

Head inside the room and you will find a couple of items here left by Barry, pick them all up and place them in the item box, each and everything, now from the item box, take out the lighter and keep the handgun, all of its ammo, and any keys you have with you. With this done save if you want to right now and head back over to the room where Richard was. Once you've reached the room head to the door behind Richard and enter it, here head forward and Jill will be attacked by a zombie from the right. Kill it quickly and head into the door in the hall he was guarding. Ignore the door up the small stairs for now.

The room we just entered is very dark and we need to shed some light in here to head over to the candles on the table and use the lighter from your inventory, now that the room is lit find the cabinet in a corner which can be moved, now push it aside and you will find a hidden area behind it, there is a zombie here too so be on your guard, kill the zombie and search the cabinet here to find the music notes, we'll use them later on.

Now head over to the reddish hallway which should be 2 doors back from here, then head along the hallway and you will find a double doors along the middle of the hallway, open the doors here and enter it, you will be in a room with suits of armor and its a puzzle here, before we push the switch in the center of the room we need to put the suits in the right order so the poison is not released. So push the suit on the lower right corner of the room first. Next after that push the upper left statue. Finally push the statue on the upper right corner.

Now the puzzle is complete so push the switch in the middle of the room which will open up the compartment , check there and you will find a jewelry box, check on the box and you will see that you have to solve another ((dang)) puzzle to open the box, you will see that the box has 2 pushable corners, push the left side first and then the right side and the box should open up. Inside you will find the second death mask.

This room is useless for us now so exit out of the door we entered from, now head over to the hallway with the stairs which lead to the first item box room, that should be just 1 door away, now follow the path to the left of the hallway as we were going to the room where we got the map for 2F. But there is a door in the middle, enter the door, in this room with a moose head hanging , you will see two doors on either side, enter the door on the top first.

Here you will run into Barry once again, he's reading something and judging by the way he just put his hand on his head looks like he's not reading something nice, after Barry has left the room check on the collection items on the east wall and you will

find the bee lure.

Now check on the collection right next to the door and you'll find the bee specimen, and finally check out the collection which rests on the south and you will find the fishing hook. Now combine the hook we just picked with the bee lure and put this new combination on the collection which is by the entrance door, after that place the bee specimen on the east wall collection. Now press the switch and the compartment will open revealing the wind crest behind it , take it and ignore the attacking bee, now head back to the previous room.

Back in the room with the moose head try the door exactly opposite of the one we just came out of, inside this somewhat helpful room you will find a first aid box, a first aid spray and a green herb, take all these items and make a side trip to the save room under the stairs here nearby, put down all these inside the item box, now make your way to the dining room, choose any way you suit and once your there head over to the fireplace, take the emblem off the top here and make your way into the Kenneth hallway, once your here head forward in the hall and enter the door to the left leading to the piano bar.

Once here head forward and look at the nice piano, the umbrella people sure were creative, now head around the piano and you will see a smaller shelf blocking an even larger shelf behind it, push the smaller one to the side and check the bigger shelf behind it and you will find some music notes, combine these new notes with the one we picked up a bit earlier in the game and now its complete. Head over to the piano and check it, Jill will play Beethoven's moonlight sonata, and she's damn well good at it.

After the theme is finished a secret passage will open up, head inside the passage and at the end you will find a gold emblem similar to the one we picked up just now, take this one and quickly replace it with the rusty one we picked off the dining room. Now with the gold emblem in hand make your way to the dining room again, you guessed it, put this emblem in place of the old one and then check on the old grandfather, now adjust the clock hands so the time is 6:00 , VI in roman numbers as in on the clock.

Now stop turning the clock hands and it will move to a side revealing a compartment behind it, you will find the third mansion key, the shield key to be more precise, now we can check on the door which was above the small stairs in the Richard area, which leads to the first boss fight in the game I might add.

Now head over to the room where Richard is resting ((if he's alive that is)) . PLEASE for the love of god I hope that you saved Richard when asked for, Richard is still resting in the room so head forward and enter the door, now head forward and up the small set of stairs, use the key on the door here and discard it. But before you enter it there is a little thing called side-tracking we must do. Head for the nearest save room with item box, in this case it will be the one where Barry dropped off the supplies.

Here take out a healing item or two, now put the handgun inside the box with its ammo, and take out the grenade launcher and the acid rounds which Barry gave you, now combine the grenade

launcher with the acid rounds, the grenade rounds originally inside it will be separated. Now head over to the door we just unlocked and enter it, now were in the attic of the mansion.

Make sure that the grenade launcher is equipped and full with the acid rounds, now before going forward take the shotgun shells off the shelf on the right, now head forward a little in the attic and you will have another scene, Jill will suddenly come face to face with.. YAWN !!!.. its the mother of all snakes, and its even larger then the king cobra *if anyone's seen the movie .

BOSS I : YAWN

But lucky for Jill Richard will suddenly come barging into the room because he needs some payback from the snake that bit him, this will only happen if you did remember to save Richard, you did ? didn't you ? Well in one way or the other the boss fight will start and Richard will be shooting side by side with Jill in this fight, the best thing against this boss is no doubt the acid rounds but were pretty short on them, start pumping the rounds into the snake one by one and if you run out of the acid rounds then quickly equip the normal grenade rounds into the grenade launcher, the best time to fire a shot at the snake is when it raises his head up a little bit, aim high and fire a shot at its head, you will know if the damage you did was maximum because the snake will scream out, try to stay away from the front of the snake's head for the fight because that is the only place he will attack from, and dont worry about Richard. He will do his part in the fight very well.

After some shots the snake will fall down, but its not dead yet and it will suddenly spring up and rush for Jill, Richard spots the snake coming and quickly pushed Jill aside and gets in the way, the snake swallows Richard, Richard is gone !! but he dropped off his combat shotgun before dying, a very nice parting gift I might add, ass soon as you regain control of Jill restart the shooting all over again, you should have the grenade launcher with the grenade rounds by now, those should be enough to end the fight but if its still not enough then pick up Richards combat shotgun from the ground and start pumping, as soon as you spot the snake heading to the hole in the corner of the attic stop shooting cause the fight is over.

The snake ran away this time but we'll have our revenge with him later on in the game, for now head to the corner where the snake escaped from and you will find another death mask lying around here. Take it and time to head back outside, if you didn't already then pick up Richards combat shotgun before exiting the room, outside head down the small set of stairs and a small scene MAY occur.

If you were bitten in the previous boss fight then Jill will suddenly feel weak and realize that she's been poisoned, now you need to head over to the same medical room as quick as possible with Jill and get the serum for yourself because the poison will start draining Jill's health slowly but surely, it shouldn't be too hard to make it there though, when you do , take the serum from the shelf and use it . Its all better now.

If you were not bitten during the fight then nothing will happen and you will just continue the game as it is, now one way or the

other make your way to the first item box room, the one where Barry left the supplies for us, once your there check the item box and put the grenade launcher inside, take out any shotgun shells may have put in there and keep the combat shotgun, take out all the death masks you have collected so far too and also keep the armor key with you.

Now from this save room, exit out of the door, not the stairs, in this hallway head south of the screen and you will spot 2 doors, one on the left wall farther down the screen and one on the right wall close by, and a passage heading off into the right corner, ignore the passage and the closer door for now because it is locked, head for the door on the farther left side and you will be in the art room.

There are some crows inside here so dot think about shooting anything, this is a puzzle actually and if you do it wrong then the crows will attack , ok so head forward in the art room and check on the painting at the very end of the hallway, it is a painting of Lisa Trevor, daughter of the guy who engineered this mansion. We need to push the switches under some of the art here to solve the puzzle. Take a look at Lisa's portrait for some clues, notice the purple necklace, green crown and the orange bracelet, those are our colors.

First head over to the picture with the crown on it and press the switch under it and it will change the color to green, now check the picture left to this one which is showing a necklace and press the switch to turn it purple, now head on to the other side of the wall to the picture which is showing the bracelet, press the switch under it to turn it orange, with all this done head over to the final picture, the Lisa's picture and this time press the switch by it, if you did all this correctly then the wall will move aside and a secret passage will be revealed.

Here you will see the final death mask lying right in front of you, pick it up and head past the gate and you will come out in the same cemetery area where we came earlier on, now head on to the area with the suspended coffin, here on the walls you will find 4 places to put in the death masks, put the masks in their right places and the coffin will fall down. After that a really really messed up zombie , otherwise known as a crimson head will come out of it with a rage, these guys are much more dangerous then the normal zombies, they can run as fast as the characters and have really sharp claws.

As soon as this one comes out quickly use the shotgun to get rid of it, once its dead check the wall behind the coffin to find some more shells for the shotgun, now check on the shotgun and you'll find our way out of the mansion inside it, the stone and the metal objects.

Now that we have these things, head back through the cemetery to the art room and from there to the hallway, now head for the passage in the corner of the hall and you'll see a gate at the end of it, head through it and you'll be in another open area head forward here and you will be attacked by a cerebrus from the behind, kill it quickly and head to the end of the room, here you will find slots to put in the stone and the metal object, do that and you will unlock the nearby door, head into

it and now were going to..

PART II

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#           THE COURTYARD           #  
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Once your inside the shed, there should be a can of first aid spray and a battery pack for jilts tazer if you want those items, once done here head through the single door on the right, now we will be outside the mansion in open air, on a small hill behind the mansion grounds. Make your way forward along this path until you come across the first weather vane.

Now with this vane we need to adjust it in such a way so that when it stops moving it will point west, not a hard task this, so when you've adjusted it right you will see a small statue move further down the path, now continue down the path yourself and you will have another scene, remember the radio that Richard gave us, Jill will pick up a static transmission from Barry and is he talking to someone else on the radio unaware that Jill is listening, most of it is not understandable but Jill is able to make out the words that weapons dont work against it and to stay away from the forest behind the mansion.

Well seeing as were already here lets just check out what that thing is, maybe weapons wont work , but who dares strike the mighty Jill. Now continue down the path and you will come across the second weather vane, adjust it the same way you did with the first one, but make sure that it faces north, if done correctly you will see a gate at the bottom of the hill open, now head down the path and you will come across a gate, if you did the above puzzle correctly then this gate should already be unlocked.

Head through it and you will find yourself in another cemetery with some crows, dont bother with them and head forward until you see two tombstones lined together, examine the right stone first and use the wind crest we found earlier on it, now it will open and three more crests will be revealed for you, take all three and start examining them, you will find switches behind each crest that can be raised a little , raise all three crests and put them back in the tombstone. Say WAZAAH once more because you just found the best weapon in the game, a magnum revolver, very similar to the one Barry is using.

Once you've got the magnum in hand, head over to the gate on the east side of the cemetery and go through it, now you'll be in a winding path, head through the path and at the end you will come across a scary looking cabin. Nothing else to do so enter the cabin , and inside you will find that the cabin has been recently used because there is fresh wood in the fireplace and wet bandages have been hung up to dry out. Now who could live in a scary place like this and where is this *who* anyway.

Inside the cabin head up the steps and you will find a bedroom,

inside the bedroom check on the typewriter once and you can view a classic family photo, there is a map available on the wall too if you want to take it, the item box should also be through here somewhere, use it to your disposal and put the magnum we just picked up inside, and any herbs or sprays we picked up recently, once done head to the west side of the bedroom and you will find a small drop in a dirt floor in a corner, head there and you will find a trap door but its been shut, but there is something else, a square crank is lying there, take it and its time to get out of here.

Head for the exit of the cabin, once were near the exit after some commotion Jill will come face to face with the thing Barry was warning about over the radio, its the invincible Lisa Trevor, and damn she's scary looking, the thing about Lisa is that no weapon can damage her to staying there and trying to fight will only cause Jill to loose alot of precious ammo and her life maybe, so the best thing to do is dodge her as soon as possible and make a break for the exit of the cabin, if your hit during the way check your health ASAP because Lisa can do some mean damage.

Since we already have the item we came here for, (the crank), make a break for the door to exit the cabin, once outside quickly make your way back through the cemetery and the hilltop area to the shed which leads inside the mansion. But still inside the shed head for the double doors on the east side and you will now be entering the garden, which in turn will lead us to ...

PART III

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#           THE RESIDENCE           #  
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Now as soon as you enter the courtyard area you will have another scene in which Jill will receive another radio transmission, but this time its not Barry, its chickenheart brad Vickers, who looks like didn't leave after all, but unfortunately Jill cant respond with the radio and brad needs some sort of signal before he will come down to search for the team.

After that scene is over we should look at the place we are at, this is the first area in the courtyard and its guarded by three of those zombie dogs, if you have plenty of shells with the shotgun and you dont feel like dodging then just blast away at the dogs and when they're dead use the herbs given in this room to heal Jill is she was injured. After that exit out of the door to the east.

Now in this next room Jill will find a pool, but rather then swimming through it we need to do something else, head over to the top of the room where that standing stone is , now that we have a crank in our inventory, use it here, and after a scene the pool would have drained and the water is now flowing down there somewhere. Once we have cleared a path for Jill head over to the ladder and use the platform to get to the other side of the pool now climb out of the other ladder and head forward to the end of this passage. Along the way you will be attacked by some very small poisonous snakes, but its best just to run away from

them , once you reach the end of the path use the small elevator here and head down.

You will find a plant of blue herbs here, use them if you wish, if Jill was poisoned , now head forward and you will see a waterfall, this is where all the water of the pool is falling and there is something behind it but we cant check it until the water stops , remember this place as we will be coming here later in the game, now head to the gates on the west side and go through them.

Here you will find some herbs right next to the door so use them or take them with you if you wish and head forward, you will find a door at the end of the path, enter the door and now were in the main residence building.

Very dramatic camera angle this is, there will be some blue herbs right in front of the door we came from just now, take them or leave them and head forward, now enter the first door you see to the right and were in a save room, here first pick up the battery pack for Jill's tazer, and then use the item box, put in everything inside the box and only keep the combat shotgun all of its shells, the lighter and one healing item, now head back through the door we just entered from, and head to the end of the hall , enter the double doors here.

Once here you will be attacked by a large spider, turn around and fill it with shotgun shells, make sure its dead before moving on any further, now in a corner near the entrance you will find a red lamp , check on it and use the lighter to light it, take note of the symbol which casts under the lamp and its time to move on.

Once done head past the entrance again and this time head down the stairs to the bar below, there is a spider but its too high so dont worry about it, check on one of the tables in the bar and you will find another lamp like the one above, only its green. Use the lighter on this one too and take note of the symbol which it casts, before heading back up take the book and also the first aid box nearby. Once taken head back up, then head more up via the stairs, on the top here you will find a cool looking pool table but before examining it light the final lamp which is in the upper corner of the room.

Take note of the final orange symbol too and its time to check the table, on the table you will find three balls of the color orange green and red, which are the same color as the lamps we lit, now take notice of the numbers on these balls, the green ball is number 6, the orange ball is number 5 and the red ball is number 3, remember these numbers and exit out of the double doors back into the opening hallway of the residence.

Once back here push that moveable crate into the hallway which is heading south so that it covers the hole which is with the crates. Now climb up this box and make your way to the other end by going over the boxes, dont I repeat dont go near the holes because its dangerous for the health, once you've reached the door at the south, enter it.

Now you will emerge in another hallway, head forward in the hall avoiding anything in between until you reach the final door in the hallway, try to open the door and another scene will begin,

Jill will hear Barry's voice from the inside of the room, and he's talking to someone, but Jill doesn't have the faintest idea who he might be talking to in here. After the scene is over dont go into the room yet, but check the wall near the door for another map, take the map and you'll notice a hole behind it, dont.. DONT check on the hole yet. We'll be back on this later.

Now enter the room and you will have another scene, Barry is alone in the room !!!!? . Who was he talking too, Barry tries to dodge the topic by saying things like old age is catching up to him and that he was just talking to himself and then he heads out of the room, after he's left make all kinds of guesses what the hell's going on. When your done check on the desk near where Barry was and you'll find another file .

After checking the important file, head back to the entrance of this room but take the door on the right first, this is the bathroom, and there's a key here, take the key , and before exiting a zombie may or may not attack you, random stuff. Now exit back to the room then back to the main hallway of the residence area.

Now with the key in hand unlock the door on the left wall and enter it, inside a sad site and you will find a man hanging all by himself. check the desk in this room for a very valuable weapon, the tiny self defense pistol, by looks you'll think that this wont even take out a bug, but when the time comes this weapon is a life saver. For now we wont use it. Take the file too and check the bathroom of this room too.

Inside here pull the plug of the tub to drain all the dirty water and at the end you will find the control room key, now what the hell was that doing here, upon taking the key head all the way back to the room where we just met Barry, which is the room 002. Remember the name, once back here, head over to the bookshelves in the back of the room and push them aside, you will find a ladder leading down into the basement hidden here. Nice place for hiding something umbrella boys.

What is a place like this doing under the residence, and what the hell is it used for anyway, .. head forward in the hallway and you will come across a chasm which is filled with water, but Jill wont like her clothes to get wet with all the children so we have to find an alternate method to cross the bridge. There are a few boxes at the place where we are, so its time for a tedious task, push all the boxes in the chasm thus creating a makeshift bridge, once your bridge is created cross it , follow the path to the end, and by the looks of the water near the door it looks like the next room is flooded or something, Jill's clothes are gonna get wet after all, put the kiddies to sleep :p

In the next room you will find yourself in a HUGEEEE aqua ring area, but thats not all, the tanks which were *supposed* to keep the sharks in them are already busted thats why the water level is so high, and the sharks will be swimming around freely, the little one is no problem but there is this big one which will eat Jill in a single sweep if you stand in a place for a little while.

So keeping all those things in mind start running south on this underwater catwalk, at the end you will find the door leading into the control room, use the control room key we picked up to

open the door, if you dont have the key then your in big trouble. Well anyway once inside the control room descend down the ladder and you will come out in the main control room area, here you will see a huge window looking at the water and sharks, but is it really safe in here ?!.

Check on the control panel besides the window, which is on the south side and one of the sharks will come in and slam against the window, this will cause the water pressure to increase at once and all exits out of the room will be sealed, we need to cool the pressure down quickly or the water might burst through.

To start this process quickly head over to the computer console on the west wall and check it, now quickly head over to the south wall again and check the console again, but something isnt right, we haven't seen the valves yet, head over to the valves, which should be in the backside of the room, release the pressure on the shield by using the valves and head over to the west controls again, this time they will work fine and the shield will be lowered.

But were still not done yet and need to drain the water from the aqua ring. Now quickly head on over to the console on the south wall again and use it for the final time to drain the water outside. The sharks are probably feeling the worst of that already. Lets go check on them, head for the door in the north of this room and enter it. Here just head south in the wet hallway and check the crates at the end, most of it is ruined because of the water but there should be some ammo worth using.

After picking it up head through the double doors, we will now be in the bottom of the floor, well guess what.. all the water's gone and the sharks are flapping at their helplessness and slow deaths mwahaha. Stay away from the shark thats still flapping cause it can still hurt Jill if you go near its mouth, shoot one round into its head and it will stop for good. Now continue down the path.

BOSS II : NEPTUNE

You will come across the big moma shark but its lying motionless in a small pool of water, is it dead ? we'll soon know, head into the pool and go past the shark, climb the platform on the other side of the pool and you'll see a hanging key here. Try and reach for the key and suddenly the shark will come to life and will knock the key into the pool where the shark itself is.

Now you can do three things, either be the brave fool and dive into the water after it, chances are the shark will eat you before you hit the water, or you can shoot the shark to death then grab the key besides its bloody corpse and smile at what you did, ORR you can just push the control box INTO the water and use the control panel on the left to give the shark a once-in-a-life shock then laugh like a maniac.

Personally I'd take number 3, well after you've got the key head back to the door we took to get in here in the first place, and this time head for the gate at the very end of the hallway, in this place take all the ammo you can find, then head around the corner and you will find a ladder up there, take the ladder up

and you will find yourself in a familiar area, heading for the residence area shouldn't be a problem now.

Now return to the hall which is outside the room no 002, the one where we met Barry earlier on , with the new key in hand head over to the door leading to the gallery and open it, you will come out in another small hallway, but there are some killer bee's here so we need to be quick, head forward to the door which is the one to room 003, but take a left from the door into the thin cramped up hallway, head forward into this place until you find the body of the beekeeper who ironically has been stung to death.

Check the body of the poor man and you will find some insecticide spray, this could be useful eh ?! , but we cant just use it to get rid of the bee's, instead head out to the previous hallway, and head for the hole, remember it ?! .. now use the spray with the hole and head back inside the gallery room, take the same cramped hallway and this time head to the end and you will find a bee hive , which we just exterminated I might add.

Check the desk near the hive and you will find the key leading to the room 003, take that key and head for the door, open it with this key and head inside. This is the last dorm room in this area, head forward and check on the bookshelf, there is one odd book among the red books, take the odd book out and put in the red book we found earlier in its rightful place, but its still not good enough, see the patterns on the back of each book, you need to place them in order to make the picture of a naked lady.

IM not kidding, but this feat should be easily manageable, other wise here's the solution..

3rd book from left to right, place it in the rightmost corner
2nd book from the left side, place it on second from right
1st book from the left side, place it on fourth from right
1st book from the right side, place it on third from left
2nd book from the right side, place it on second from left
book in the mid, place it on first from left

a pictorial view should be easier to understand..



BEFORE

AFTER

The books should originally be as shown as in BEFORE
You need to arrange them as shown in AFTER to complete it.

If you did the puzzle correctly then a secret hidden door will be revealed which will lead you into the room with the PLANT 42 we've been reading about in files, but the thing is that it will be the second boss fight too. We need to do some things before we get in here so head back to the main gallery room again.

Here head for the door which has the keypad on its right side, check on the keypad and you will have to input three different codes corresponding to the symbols, first select the symbol and then input its code, now if you did pay attention to the symbols which were made under the colored lamps when we lit them in the bar and pool table area then you shouldn't have any problem with the puzzle .. here are the numbers to the corresponding colors.

The green lamps symbol's number is 6, the orange lamps symbol's number is 5 and the red lamps symbol's number is 3. Once your done with this the door should be unlocked and you can head in. Jill will find herself in a room full of chemicals, here we can make the V-jolt, a very effective chemical against the Plant 42 which will kill its roots almost instantly.

Take all the empty bottles you find in here.

Now you have to mix the chemicals provided in this room in the right order to make the V jolt, and here's how to do it, first fill one bottle with water from the sink then add some UMB #3 to the water and it turns into NP-004, now mix this with yellow 6 and you will make UMB#10. Now take some more water in another bottle and combine it with yellow 6 to make UMB#7. Now Combine this UMB#7 with UMB#10 we made earlier, and you get UMB#17 ((WHAT IS THIS!! MATHS !!)) . With the UMB#17 in hand mix some UMB#3 in it and you get UMB#20 otherwise known as V-JoLT.

Now make a little trip back downstairs to the aqua ring area via the ladder, once your down there head for the guard room and open its door, head inside the room and you will find the huge roots of the plant here, use the V jolt we just made on the roots and make your way back all the way to room 003. Once here head inside the bathroom to the right and take the ink ribbons from the tub here ((Damn im not putting in ribbon locations in the walkthrough that much..))

BOSS III : PLANT # 42

Now head for the door leading to the plant 42 room and enter. But luckily you followed my advice and made the chemical and already dumped it onto the roots of the plant, if you did that then the plant will die all of a sudden and it will pull itself upwards. But not for long, suddenly it gets alive again and grabs Jill with one of its tentacles, but luckily for Jill again Barry will suddenly barge into the room with, A FLAMETHROWER ! in his hand, now where the hell did he get that from.

After cooking up the plant Jill will be rescued and be safe for the time being, but if you did NOT make the V jolt or use it on the plant roots then you will have to fight the plant before Barry will come into the room, that my friend is a totally different thing.

Now its our turn to kick its ass. As soon as you are back in control of Jill quickly head up the stairs and start pumping led into the plant's body , it will swing its veins so be careful to dodge them, and when you've hit it enough it will start throwing acid at you,

when that starts dont remain in one place for a long time or you'll get hurt badly, you can usually get off about 2 shots every time before he lets go of some more acid, pretty soon you would have hit the plant enough times and it will shrivel and die.

Then the plant will grab Jill again and Barry will come inside.

Now after the boss fight is over go and check out the fireplace in the corner and you will find the final mansion key, now talk to Barry and he will decide to stay here to make sure that the plant doesn't get alive again, but what for?! we already got the key didn't we, oh well. Exit out of the double doors which lead directly to the gallery area. Once back here its time for us to head back to the mansion. But on the way in the hallway outside Jill will run into someone shooting . When she rounds the corner, it turns out to be wesker shooting at some bee's.

Wesker is still ok, and he's kinda surprised that nothing has happened to Jill so far, still no sign of Chris I guess, but wesker will ask you to go back to the mansion and check out any locked doors that we missed before, after he's done talking head to the save room near the exit of the residence area, only keep the shotgun and all of its shells, the final mansion key and one healing item with you right now and exit out of the residence.

Along the path to the gate another scene will start and Jill will receive another static transmission from brad and he's still there, but he's still not willing to put the chopper on the mansion grounds until he gets a sign from someone that there are survivors down here, well we wont be able to do that until the very end of the game so dont fret with it.

Now make your way through the courtyard, up the elevator, through the pool passage and to the shed which connects to the mansion. Once you enter the shed you will see new ammo which was left here, take the grenades and the battery pack for Jill's tazer gun and head into the mansion ..

PART IV

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#####  
#                                     #  
# THE RETURN TO THE MANSION          #  
#                                     #  
#####
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This is probably the most annoying part in the game because not only will there be a good boss fight, but also the most dangerous enemy in the game is about to be introduced, now from the open area head back into the mansion via the art room hallway, walk a little forward and you will see an FMV of something following you very quickly. It turns out to be a gorilla like creature also referred to as a hunter.

These hunters are the most annoying enemies in the game, and if you thought the crimson head was something, your in for it here. The hunters can do instant head taking off death moves so its always a bad idea to face a hunter even with a yellow caution

status, as for this time as soon as the controls are back to Jill aim and start blasting with the shotgun until you hear its dying shriek. Dont let them close to you or they can do max damage. After killing the hunter head into the hall with the door leading to the Barry-supplies save room.

Once in here quickly run forward and you'll see a hunter jump at you from around the corner, if you were quick enough then he would have missed his jump attack, quickly aim and blast the hunter on his back if possible because that almost certainly kills a hunter in less shots, after killing the hunter head up the stairs, remember the room where we got the second floor map. The room at the far corner of this very place were at right now. Well head over there.

Once there head for the far door we didn't check before and use the new key to open the door, there's a trap in this room,

But here's what you should do, push that moveable statue right into the connecting room with the one your at and you will see that the walls start to come together, but thanks to this statue you wont get crushed, breath a sigh of relief and push the statue to the very end of the room, now run back and then around the right side wall, now here you will find a switch which will restart the trap, now that we've gotten the statue there, reset the trap and quickly run across to the other connecting room and push the statue into safety quickly before getting crushed by the wall with the statue now .

Now that were safe push the statue some more, into the left side of the opening on the visible plate, once done the trap will reset and furthermore a secret opening will open up which leads down further, in this secret passage head forward and you will find a tombstone at the end, strange place for that, check the top of it to find a book , now examine the book and you will recover the eagle medal from it. Now press the switch on the tombstone and you will open yet another secret passage.

Now you will climb down into the cellar of the mansion, but beware as poisonous giant spiders live here, the best thing to do against them is to just avoid them because they are almost pathetic, head over to the door at the end of the passage and enter it, now in this new area some zombies are lurking so be on your guard, if you want to kill them remember to aim up to take their heads off , it will save shells and also be helpful in other ways, now head over to the corner and you will find a switch which controls the power to the elevator of the mansion, turn it on now exit through the door at the end of the hallway. You will come out in the kitchen of the mansion. mmmm. food.

But the sad thing is that there isnt any food here, oh well, Jill was on a diet already.. well once were in the kitchen you can find a self defense dagger and another clip for the almost useless-now handgun, if you fancy it, take the items, you may or may not randomly encounter a zombie coming down the stairs, if that happens take care of the zombie quickly, now head over to the right side of the kitchen and you will find a zombie lying on the floor and the elevator , for which we just turned the power on, behind him.

If you have the fuel canteen and the lighter with you then dont hesitate in burning the zombie where it is, but chances are that you dont have either of the things mentioned above with you, well just run past it by going from the side of the wall and enter the elevator, from where the elevator stops you can find some herbs in the small area near the elevator, there should be some zombies here too so take care of them the old heads up way.

To the east of the hall you will find a double doors which lead to the main library but they're sealed shut and we need to find another way to enter it, so head around the other side of the room around the elevator and you will find a small door along the way, enter it to find a small storage room, here you will find a battery which will be required later so pick it up, and some acid rounds which you definitely dont wanna miss.

After taking the battery and the rounds, exit the storage room and head forward to the final door at the end, exiting through it you should find yourself in a familiar room, but before doing anything else quickly make a trip to the closest save room in the mansion, whichever it may be, once your at the save room drop off the useless items for now, like the eagle medal and any extra herbs we picked up along the way, keep the shotgun and shells with you and also take out the grenade launcher, it should probably be empty by my guess, load it with the acid rounds we just picked and put it in your inventory.

Now for another trip, head all the way to the room where we found the armor key, the room where we used the imitation key on the trap and picked up the real key instead, remember, well this time when you reach that hallway head to the very end and you will find a door which you previously may or may not have checked, use your new mansion key and open the door, because it was locked before :o.

BOSS IV : YAWN ii

Head forward in this huge but rather dark library and take the herbs along the way, suddenly the giant snake will attack again and its time for us to take revenge for our lost comrade Richard. As soon as the fight starts, dont shoot at the snake, instead turn Jill in the opposite direction and start running, use the ladder given here to climb down to a much open space, the reason for that is cause fighting with the snake toe to toe will only result in death, in the open area you have a huge advantage , plus the snake also acts stupid once down here.

Take out the grenade launcher filled with acid rounds and start shootin em in the direction of the snake, during the fight the snake will often run around the bookshelves, DONT follow his league and do that, because you can get trapped behind there easily and become easy pray for the snake, so try and stay in the main open area of the room for this battle, if the snake runs into a corner of behind shelves, then wait there for him and he will eventually come after Jill again. The easiest thing about this boss fight is that the snake wont be poisonous anymore so fear of getting bitten is out of the question. Its pretty hard but if you do run out of acid rounds take out the combat shotgun and finish the job up. Pretty soon the snake will fall down and you would have avenged Richard.

After this not so hard boss fight check behind the shelf and you will see that the snake knocked down some books before death, check the pile and Jill will pick up the book she wants, after picking it examine it much like the last one and you will find the wolf medal from the inside, job done.

Now make a stop back at the medical save room, why here, cause we need to visit a door right up the stairs here now anyway, so at the medical save room use the item box and dump the grenade launcher inside, keep the shotgun and its shells with you, now climb up the stairs and time to check the only door left in this hallway, its the door on the right side from the stairs, on the left wall.

This is a taxidermy room and any animal loves may not like it here, well there's another puzzle here too but before that take the file and the grenades and the self defense dagger if you wish to, now you will notice that there are 2 moose heads in the room and two moveable cabinets, each near the mooseheads on either side, now push the cabinets on either side besides the moose heads, head for the light switch near the door and press it. Hello, whats this ?!.

You will see glows coming in from each of the moosehead, first make sure that the eagle in the center wall of the room isnt staring at the moose heads then quickly dash for the cabinets one at a time climb up them and check the moose heads, after checking both the moose heads, you would have found the red jewel and the yellow jewel. Seeing these jewels you might already have guessed where were about to go. Thats right, remember the tiger statue room, where we put in the blue jewel we picked up in the rubble of the statue in the dinning room !?

Head back over there and use the yellow one on the tiger statue, you will end up with the MO disk , this is an item which will be needed if you wish for the best ending in the game, so it is a must to take it. Now return all the way to the main hall of the mansion which shouldn't be awfully far, and unlock the door on the north east corner of the hall , which was inaccessible before.

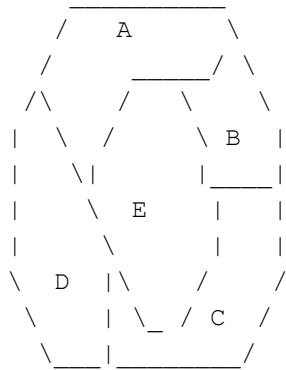
Inside you will find a file and a set of ink ribbons, take these as they are quiet valuable, especially as far as the walkthrough :o goes , hehe, well once taken, head for the door on the east wall.

In this room you will spot a large mirror on one of the walls, and you will be able to spot a zombie approaching via the mirror, turn in that direction and blast its head off with the shotgun, now search the rest of the room to find a dagger and a self-defense knife, check the shelf here and you will find another jewelry box, and you need to solve another puzzle to get this one open.

Combine the red jewel we found with the box and some pieces will fall out of it, now attach the first piece which is pointing on the right side into the circle on the upper left side, if we look at it like a clock then you have to attach the first piece where it should be 11 or 10, now put the second piece in clockwise and do the same for the third piece, when all three pieces are in clockwise position you should only be left with the gap in the middle, use the final piece on it and the circle is complete and our puzzle is over with.

I know it sucks but here is a small ASCII of how it SHOULD look

like, if you dont understand it fully then dont complain to me but if you look at the pieces and my ASCII for a long time, you might see the resemblance and it may become easy for you, other then that this is the best I could muster up.



(its not good.. I know :p)

The pieces shaped here should resemble the real pieces a little bit and it shouldn't be too hard now.

Ok now the box will open and you will find the emblem key inside, there is only one door we need to check out right now, so head on to the save room where Barry left the supplies, now head out the door into the hallway, and just right of the door we just came out of you will find another door which we couldn't enter previously because it was locked, use this new key to open the door and enter.

Once inside you will see that your inside another office, but before we can take any items, head forward and turn the light on the table on, now in this room you will find a box of shotgun shells, and a metal object, take both of them then head back to the Barry-supply save room, once back here take out the battery we picked up in the small storage room if you dropped it in the inventory box also take the crank before exiting the save room, , once taken head back outside , and head for the shed which connects the mansion to the courtyard again.

Now make your way through the courtyard again, and through the pool passage, avoiding the snakes again take the elevator down into the main courtyard area, once here head to the southeast side of the courtyard and you will find another elevator similar to the first one but it wont work because there is no battery to give power, now that we have a battery with us, use it here and you will be able to use this one, now we can see whats behind the waterfall.

Take this newly working elevator up and you will find yourself back in the first area of the garden, now head through the gate to the area with the pool again, head north where the pool can be turned on and off from and use the crank on it, now the water will refill in the pool and the waterfall will stop, head back to the first area in the garden and take the new lift, once down head in the area behind the waterfall and you will come to a ladder heading down somewhere at the end.

PART V

 # #

```
# THE UNDERGROUND CATACOMBS #  
#                               #  
#####
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Now you will come down into a cavey area, the first room of this cavey area will serve to you as a save room aswell because there is a typewriter and an item box here, but we'll be using an item here shortly so its kinda a mixture room , now take out the shotgun shells if there were any left inside the item box also take out one healing item if you wish and head through the door immediately to the left of the ladder we took to get down here.

Now in this new area you will see a large scary looking boulder at the top of the screen but dont worry as it wont come crashing down on Jill ... yet. Ignore that thing for now because trust me nothing will happen and head down the screen, at the end of the place you will find a single door, enter it and you will come out in the elevator room, there is some valuable ammo lying around near the elevator , take it if you wish , in the east side of this room you will find the switch which will activate the elevator, but of course what kinda game would it be if the switch was working right now. But for now take the shaft from the controls of the elevator.

Ignore that for now too and head to the south to find another door, enter through this, now walk forward in this new area and another scene will begin, Jill will hear a voice and will go forward to investigate it, and she will find the captain of the BRAVO team cap'n Enrico Marini, but he's injured at the moment, Enrico tells Jill that there is a traitor among them and looks like he's figured out the scheme going on. But before he can tell some valuable info to Jill a bullet kills him out of nowhere, someone just shot him and ran away.

Unfortunately we couldn't see who it was for now, but after the scene is over, check on Eric's dead body and you will find another crank, a hexagonal crank to be more precise, and if I remember right there is only one place we can use it right now. Time to head back to the save room at the beginning of the underground area.

Along the way Jill will be attacked by some hunters, but you can outrun them if your good enough, if they're getting in the way then just use the shotgun to clean house and make your way to the save room anyway possible, now head to the other corner of the room from the door and you will find a pit in the floor and a door far behind it, but there is a panel right next to the pit too, now use the crank we just found on this panel and Jill will .. strangely turn the whole pit around, once she's done with the spinning the path should be clear to the door so make your way there.

Once through the door be ready for some intense running from Jill's part, head forward then head north in the room, you will see a boulder up top of the slope, reach for the boulder and it will suddenly start rolling downhill towards Jill, now quickly as hell make your way to the little nook at the entrance of this room, if you were safe Jill will automatically kneel down and watch the boulder go past her and crash at the wall in the south of the room.

Before checking that out head to the area where the boulder was standing and check behind it for some useful shotgun shells, now

head south in the room and you'll see that the boulder created a hole in the wall and there is a door behind it, enter this door and be ready for a rather easy boss fight.

BOSS V : BLACK TIGER or BLACK WIDOW

Once you enter the door Jill will come face to face with the mother of all spiders in the game so far, its a huge one and its called by the code name black widow, there is a door on the far side of the room but its covered by webbing's of the spider and its gonna take ages to cut it, so looks like were gonna have to take care of the widow first, the shotgun is the best weapon for this fight because the spider is wide and the spread shot will do good amounts of damage even from a distance, so thats what were gonna do for this fight, keep a fair amount distance between yourself and the spider at all times and be aware of its acid spit because it can cause poison. As the fight goes on several little spiders will also join in on the battle but we dont need to look at them, just take care of the big moma. After some time it should die finally.

After the battle is over just exit out of this room once via the door we took to get in here, now head back inside and you will find that the little critters have all disappeared, thank god. Now search one corner of the room and you will find a combat knife, just what we need at the moment, now head over to the webbing's which have been covering the large double doors all this time, start cutting the webbing's down and when your done re-equip the shotgun and head through this door.

In this new area head south of the screen to find some herbs, use them if Jill was injured or poisoned during the previous battle, once done healing head north of the screen and enter the door at the end, you might notice the panel near the door, these are the places where Chris will find/need to use the flame-thrower in his game. Once through the door on top, walk up the slopey area.

Here you will find another spot to use the crank in, but this time instead of using it just once you must use it three times so that the pit makes its way to the left side wall, once your done head a little forward and the mean looking boulder up north will suddenly start rolling down just like the previous one, you've got less time to respond now, so quickly head into the passage on the left and watch the boulder go by. Once the boulder is gone head up to the place where the boulder was and check the area behind it to find a first aid box. Take it, now head back to the passage on the left wall and head into the door you see here.

Here you will come across another puzzle, the basic outline of this one is that you have to turn the statue 180* around and place it back in its rightful place, to do this feat head first over to the panel on the right side wall and use the crank on it, and you will observe that a spare piece of wall will come a little bit out, now use the crank once more and the wall will go back inside. Now you should have an idea of what to do, push the moveable statue in line with the piece of wall which moves out, once that is done just use the crank on the panel and the wall shall come out along with the statue, now use the panel for the last time allowing the wall to go back in and giving you space to push the statue ahead.

Now move the statue since you can do that, to the center of the floor to that circle, the statue will rotate a bit but its not enough so push the statue off the circle and immediately push it back on the circle for some more rotating, the statue is now facing in the right direction so push it all the way to the into the opening besides the alter, now once done a panel will open revealing the item behind it, its a cylinder, combine this with the shaft we picked off the control panel near the elevator a while back and now your all set.

Now that we have the complete set time to head back, make your way back all the way to the elevator where we picked up the shaft from in the first place, once here use the newly created cylinder into the elevator control box and you will be asked to input a code before you can use the elevator, sheehs .. haven't we done enough already !. Well anyway, the code to be entered is 4231 .

Now the elevator will come back up and you will be able to use it, but before we can suddenly Barry will come out of nowhere, now he will ride the elevator down with Jill, isn't he a suspicious one !?. Once the elevator is down Lisa's voices will be heard from somewhere near, Barry tells Jill to go and search it out while he stays here and guards the escape route, now what kinda man is he !. Well anyway Explore this room and you will find a ladder heading somewhere down in the west side, head down the ladder and you will find a garbage smashing device here.

Not of use for us now but it will come in handy later on, so head back up the ladder, and this time head for the door on the east side. Now you will come out in a circular tunnel sorta room, but your not alone here, Lisa Trevor, unknown how she got here, is patrolling the tunnel, here's the thing .. this tunnel is circular in shape so if you see Lisa coming from one direction quickly start running in the other direction, so you would always reach the place you want to and it shouldn't be too hard avoiding her here. But keep one thing in mind just like before, she's invincible so dont waste ammo on her.

Now head for the door on the east wall while dodging lisa. You will find some small boxes here and a number of items stacked on them. Now check the rest of the room here and you will find a transporter which will take something into the garbage crushing device room, and there is a pushable crate in the room, well all we have to do is push it all the way into the transporter and send it down via the controls

Now after sending it head back to the previous hallway, avoid Lisa all over again and make your way to the starting room here, take the ladder down to the garbage machine area and you will find the crate already here, so push it inside the garbage crushing machine and use the controls of the machine to work it up, the crate will be destroyed and now the contents inside can be taken.

Head over to the remains of the crate and Jill will find a broken useless flame-thrower, DAMN .. how I wish there was a way to open the crate some other way, unfortunately there isn't so , take the broken flame-thrower, unusable I might add, now head back up the ladder and back into the tunnel with Lisa Trevor. This time head over to the south bend of the tunnel and you will spot a switch here, hit the switch which inturn will release some metal arms to place the flame-thrower on in front of a room in the north west corner of the

tunnel.

After hitting the switch , quickly make your way to that place while avoiding Lisa Trevor if she comes in the way, if you are too late to reach the metal brackets then they will go back in again and you will have to push the switch all over again and run back here, so try and do this on your first try, after reaching it in time put the flame-thrower on it, and the door besides them will unlock.

We are now entering Lisa Trevor's chamber, but she wont follow us in here so no to worry for a little while. Check out the room in this area for some herbs, take them or use them right here if you wish, then check out the far corner of the room and you'll find a entrance to a sewer way, enter the watery area, but be quick here because there are snakes in the water and they can poison Jill , try to make it to the end without being bitten, but if you do then there are some blue herbs here I guess.

Once you come out of the sewers you will find yourself in a nice bedroom, this is Lisa's bedroom just for the record, inside here you will find a jewelry box but thank god there isn't any puzzle to open it, just examine it and Jill will open it and inside you will find the stone ring. After taking that head for the far corner of the room and you will find a ladder heading up somewhere. Take it up and you will find yourself back in the cabin.

Remember Lisa's cabin, up the hill near the mansion, we'll be back here.. strange passages, well seeing as you should be close to an item box, use it and take the metal object we picked from the office just before exiting the mansion out, and combine it with the stone key we just picked up . Now head back all the way to the mansion from the hilltop passageway, along the way some zombies may or may not have emerged, but whatever the case enter the mansion.

When your at the place where we put in the metal and the stone objects to open the shed door, take both of them out from their place and its time to make our way to the main hall of the mansion. The fastest root here would be going through the art room, through the secret passageway into the cemetery and to the door which opens in the mid staircase area of the main hall.

One way or the other when you reach the main hall head for the area behind the grand staircase and you will find the door here, if you dont recall we checked it at the very beginning of the game, now use the metal and the stone objects from the shed door here and you will be able to open the doors, enter them and you'll be at the top of a long set of stairs, leading back into the underground.

Take the stairs, along the way you will come across a typewriter and an item box, take out the shotgun and its shells, all of them if you have enough, but if you dont have plenty then take out the G launcher and fill it with acid rounds, you should have one box of them, and take that too, also dont forget to take the eagle and wolf medals and one healing item, once done with the shopping head down the stairs and at the very bottom you will find a door, enter it.

In this new area just head west and climb the ladder further down. Down here another scene will start, Jill will come face to face with Barry , but what is he doing here, suddenly Barry whips out his gun and tries to shoot Jill but she's just too quick for him

and takes his gun from his hand, now Jill is pointing his own gun at him and its time for Barry to confess the truth, but before he can do that Lisa Trevor will suddenly burst into the room and she's looking angry, she breaks the statues blocking the escape path out of the room, and charges towards Barry.

BOSS VI : LISA TREVOR, the final encounter

Now you will make a choice, either give Barry his gun back and trust him for the time being, or dont give him his gun back and let Lisa Trevor kill him, if you let Lisa Trevor kill Barry you will get to keep his gun which has 6 shots in it, but cannot be reloaded anyhow, but since were aiming for the best ending in the game, we wont let Barry die, so give him his gun back and you just made a good choice.

Now Barry will provide covering fire for you while you can deal with the boss, there are actually two methods of finishing this boss fight up, you can either do it the quick but dangerous way or the slow and steady way.

The quicker way, by which you dont have to waste your ammo is that we will have to push the 4 stones you see in the room, first go and push the bottom left stone down the pit, if Lisa gets too close to you then Barry will fire her off but that will cause Lisa to go for him instead, and if Barry takes one hit he will die and so much for the best ending, so if you see Lisa going for Barry quickly shoot her once so she turns at you again, now go and push the stone on the right, following the above steps head for the stone in the upper right corner and push it down, head for the final stone and suddenly Lisa will jump right behind Jill, dot just wait there for her to attack and quickly push the final statue down, now the coffin lid will open up, and Lisa seeing it will yell "mother" and then she will commit suicide by throwing herself over the edge and falling down the pit.

However there is another more violent and brutal method to finish this battle off, chances are that you will be very short on ammo after using this method, so I dont like to do this personally, ok so your fighting around a large pit and falling off isn't a hard thing to do, take out the shotgun and start pumping Lisa full of led, she will sometimes jump at the very start of battle and will herself go at a very corner, if luckily that does happen then keep on shooting, and if Barry helps you out this wont be too hard, Lisa will slip over and fall down in the chasm. Game over.

Now after the boss fight is over Barry will tell Jill that he wants to stay there and make sure that the monster is really dead, but what that means in real life is that the old man cant keep up, Jill wont question his trust this time and leave him alone, now back in control of Jill head for the elevator , which is the only way out of this place, and use it go to up, you will come out back in another open area and there is a pool near you, but no sharks this time .. thank god.

Well now what can be done about the pool, check on either side of the pool and you will find slots to put in the eagle medal and the wolf medal, you did bring them ? didn't you ?! .. well use them on their respective slots and the water will drain, a side of the

pool will open up revealing some stairs going down. Take the stairs and you will find another elevator here . Take the elevator down into ..

PART VI

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#####  
#                                     #  
#      THE UMBRELLA LABS             #  
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Now Jill would have arrived at the final part of the game, the scary umbrella labs, well head forward and you will find a large gate here but this wont open until the very end of the game, so instead we'll just take the ladder heading down right besides the gate. Head down.

You will drop into another save room here, this may be one of the final rooms so use the typewriter if you please, then use the item box and put the grenade launcher inside if you brought it along for the Lisa fight, now take out the shotgun and its shells.. but if you are low on shells then just take out the handgun and its ammo , dont forget the lighter and the kerosene flask, because we mostly will be facing zombie here .

Once prepared with either the shotgun or the handgun, head out the door and you'll come in a hallway, here you will find one or more zombies, if using the shotgun then just aim up and blow its head, with the handgun shoot it down until it start bleeding and then burn it. You should find some herbs along the railing so take them to your advantage, see the stairs leading down, head into the small passage just in front of it and take the MO disk 2 from the desk . The door besides is locked and we'll get back here in a little while.

For now just head down the stairs into floor B3. Here you will find some more zombies, get rid of them by either decapitation or the burning methods, once done head through the double doors on the east wall, here you will be in another hallway, but no zombies, take the first aid kit. You will find 3 doors in this hallway, 2 of them are locked for now so enter the door right next to the one we entered from.

Here you will see a switch on entrance but ignore it for now, head forward in the room and you will find 2 x-rays, use them on the lighted wall in the far side of the room, now head over to the switch and press it for some orange light, now check on the x-rays and you will see the following in this order colon, esophagus, liver and lungs, take out their initials and they spell CELL !. Remember the word for now. Take the file in the room which will tell you how to work the computers in another place , now exit back to the previous hallway.

Here head down the path past the first locked door, at the end of the hall will be the second locked door, but its locked by an electronic lock, and we need to find three devices to unlock it, but the three devices can only be used if we use the MO

disks on the MO disk machines. We will do this quest because behind those doors we'll find Chris later on .. and were aiming for the best ending in the game, right ? .

Now head back to the main hallway of the B3 floor. Now head to the right passing through the dark area and you will find another double doors at the end of the right side. Enter them to find yourself in a computer room.

Search through the tables on the upper side of the room and you will hopefully find some precious magnum rounds, take them and head west in the room, here you will find the only working computer in the entire lab lit on a desk, take the file and its time to use the fingers. Check the computer.

To log in use the user name JOHN and the password ADA, hmm haven't we heard that before, well once done proceed by unlocking all the doors in the B3F, then try and unlock the door in B2F and the computer will ask you for another password, enter the word CELL here and were all set. Once done before exiting check the area with the hanging things, here you will find a green herb, a first aid box and a battery for Jill's tazer gun.

Now head back all the way to the hallway where the door with the 3 electronic locks resides, here head for the only door on the right wall which was locked before, now we just unlocked it. Head inside , take the flame rounds for the grenade launcher from near the entrance and head forward, a zombie will be looking in the other direction, shoot him down and head forward , take note of that nitro fuel refilling machine in the north of this area, because we'll be returning here in a little while, search the area beyond the zombie for a slide filter and another file.

Check the end and you will find a gamecube sitting here along side a small TV, and there's a resident evil CD nearby, noo that was just a lie, well this gamecube look-alike thing is actually the transmitters which will unlock the three coded door, this is one of the lock releasers so use a MO disk here, we should have one with us here, once done you've unlocked lock no 1. 2 more to go . Now exit out of this room.

Now head back to the main room of the B3F and take the stairs up , check the double doors besides the desk we found the MO disk at , its now open remember. Inside you'll be in a projector room, there is a slide player at the end of the table, so go and have a check on it, you will be introduced to our enemies in the game so far and something at the end which we still haven't seen, but at the end of the file Jill will see that wesker is in it too, so does this mean he works for umbrella too ?!.

Well anyway we'll find the answer to that in a little while, for now use the slide filter we found earlier on the projector and watch it again, this time at the end you will see a passcode written, the number is 8462. In this very room you will find a passcode device on the right side wall, use the passcode we just found on that device and the wall will open up to a secret room. Enter here and you will find some video equipment and a key on the table. Take the key.

Remember the Kenneth video we put in the item box very early

on in the game, well if you want some frights then go and get that from the item box and use it here on this equipment and you will get to see what happened to Kenneth before he died, the short description is that Kenneth tried to shoot the zombie chasing him but was unable to do so and the zombie got the better of him, the camera splatters with blood and its all over.

Once your done with here, take the new key we have and head down to the B3 floor, once here head to the very right side south corner of the hallway and you will find 2 doors we didn't check before, both of them are locked but you can open them with your new key, unlock both the doors for now, but enter the double doors.

To the right of this new room you will find a ledge Jill can climb, do that and follow into the vent passage, once your through the vent you will find yourself in an operating room, but its too damn creepy in here, oh well... once in this new room climb down the ledge your standing on and check around, suddenly a new type of monster will attack Jill from the vents they look alot like the drain deimos from Re3 and they are called the chimera's, blast them off with the shotgun and they will either die or will run away in the vents if they are badly wounded. Which ever the case climb back up the vents and head through the vent on the north wall. Why the hell did we drop down anyway...

Well now you will come out in the morgue of the place, here you can find another game cube look-alike transmitting device, use the MO disk we just picked up in the projector room here and you would have unlocked the second lock, just one more to go and then were all done to rescue Chris. But for now push the shelf aside and you will have cleared another path to the double doors leading to the hallway outside. Take it and were back out here. Now head through the single door at the corner.

Ignore the door you will see to your immediate left cause its sealed and we cant go in, now head forward and you will come to a left right junction and a door right in front of you, enter the door right now and you will come into the final save room of the game, here use the item box and take out the grenade launcher and if you found any flame rounds for them along the way. Also take out the MO disk we put inside the item box earlier in the game , cause were gonna see the final cube here. Equip the launcher with the flame rounds. Now exit the save room and head south of the screen and you will enter the door to the power room at the end of the hallway.

Here head up the screen and turn left at the far corner and you will find another one of those chimera's here, you MUST kill this particular chimera because were gonna do something here, so make sure you killed it and it will burn automatically if you were using the flame rounds of the grenade launcher.

Now run past the dead chimera and at the end of this hall you will find a fuel station but looks like its not working, so take the empty fuel capsule and its time for us to refill it with nitro fuel, remember the room where we found the first gamecube, errr. transmitter. There was a nirto fuel chamber there right ?! ... So take this empty thing and head back to that room, once you've reached there use the empty

capsule on the nitro chamber and you will have obtained some real kick-ass fuel.

Here is where its really gonna get hard, since were carrying some really hazardous material you cant run, because it can explode, so we have to walk wherever we are taking this fuel with us, you cant bump into walls , so be sure to walk in the center of hallway, and you cant be too close to open fires or sparks for that matter, so you gotta watch out, and most importantly dont .. i mean.. DONT get into fights, and just avoid where you know something is waiting for you, keeping all these precautions in mind start walking towards the fuel station room again.

Once there avoid the fire on the right side and the sparks near the fuel station, once you've reached the fuel station machine successfully use the fuel capsule on it and thats that. Now that this is done reequip your weapon which you want and head towards the west door and head through it, inside this second power room area you will run into more chimera's, take them out with the shotgun for now if you have it with you.

After the chimera's are done for, from the entrance of this room head south and you will find the final gamecube, er.. damnit I mean the transmitter device, use the final MO disk and were done with the locks, but before checking that place out we got bigger fish to fry, now head through the double doors in the far south west corner of this room and you would have reached the main generator area of the lab, sounds like it.

Here run to the opposite side of the gen and you will find the switch which will turn the power back on for the main elevator, use it here and time to check out what we got there. So head back outside the power rooms and take a trip to the final save room once again.

Here use the item box and take out the magnum and its rounds that you have collected so far, but there is a cheaper alternate remember the self defense pistol we found in the guardhouse area, well if you do have it with you then take it with you, now is the time for this little critter to come in handy for us. Once done with the preparation just exit out of the save room and head up the screen, you will come to the main elevator leading down.

Before Jill can head down Barry will popup suddenly and he will decide to go with Jill down wherever the elevator takes them, once your down and the elevator has stopped take the shotgun shells from here and head to the end of the halls, and enter the huge doors to enter the tyrants lab.

Jill and Barry will bust in the door as if there was something behind it and all you find is wesker working on some controls but he's been expecting you all this time, Barry will show his loyal side again and point his gun to Jill's head. Jill finally understands what's going on here but its already too late for that and wesker shows her his creation... the TYRANT !.

Damn thats scary, wesker decides that he will test out his little pet on Jill first and starts to push buttons, luckily before the tyrant is let loose Barry will come to his senses and realize that what he's doing isn't right, he decides to shoot wesker instead but

the old man is slow once again, suddenly the tyrant breaks its way out of the chamber it was inside and its fully operational.

It will come face to face with the two remaining people in this room, wesker is fled with a high tail already, Barry will now get knocked out with a single flick of the wrist of the tyrant, damn he's really getting old. Now that Barry's out of this fight the tyrant will come face to face with Jill... let the battle begin.

BOSS VII : TYRANT

As soon as the fight starts you will notice that the tyrant is slow and sluggish for now, and it will only walk around, it wont run or anything else, but that wont stop its power anyhow, he will walk around in circles most of the time but if he gets close enough to Jill he can use his arm to inflict alot of pain on her, so the best thing to do during this whole fight is keep a good amount of distance between yourself and the tyrant, if you brought along the self defense pistol as I told you to then just get a few feet away from him, take out the dingy pistol , aim and let a shot through, besides this gun can only be used once, if that shot hits then the tyrant is history and it'll go down.

But if you didn't bring along the self defense dagger then shame on you, oh well, remember I told you to bring the magnum and all of its rounds if you didn't have the defense gun, well take the magnum out and start running away from the tyrant, since the magnum is a single projectile weapon it will do the same amount of damage no matter how far you are shooting from, so keep a good amount of distance between the two of you and when he's in a clear shot just start shooting with the magnum, the good thing about this way is that you can always run away from him well after a few clean hits the tyrant will go down. GO check on Barry.

Luckily or unluckily, whichever you prefer, Barry is still alive and he's just fine, when he rejoins you search the room for a file and check on the computer console and Jill will unlock the cell door in B4 which is where Chris is being kept, so without wasting further time exit the tyrants lab and head for the elevator.

Once up another scene will begin and it looks like good olla' wesker just set the self distrust sequence, well seeing as its almost time to blow hehe, this joint we'll run all the way, so make a quick dash over to the three-electronic locked door and release the locks by checking the panel on the right of the door, once through the door head forward and head down the stairs.

Once here run forward until you find a door at the end, enter it and another scene will begin, and YAYY we just found Chris, but he should be ashamed of himself being rescued by a girl, well now that Chris is with us and Jill is happy to have saved both her male friends, time to exit.

Now head all the way back to the first item room in the underground area, remember the one which has the ladder heading up , ok before we go up check on the item box and take out any good healing

items you have, keep one slot free cause were gonna need it.

Now head up the ladder and go through the large doors right in front of you which will lead to the helipad. Were almost home free. Now enter the hall and head forward, Jill will receive another transmission on the radio from brad, he says that he's running out of fuel, so now might be a good time to do that signaling thing he asked about.. around the last corner of the hallway you will find a fuse unit, take it and head to the end, use the fuse unit we just found on the elevator and it will be working again.

But before the characters can go up a horde of monsters will suddenly appear out of nowhere and in a real cinematic shot Barry and Chris will start shooting at them, Chris will tell Jill to go up and signal brad to bring the helicopter down and they ((Chris and Barry)) will take care of the monsters.

Being the good girl that Jill is she will listen to Chris and ride the elevator to the floor above, here you will finally have reached the helipad and the sun is up, beautiful sight, aint it, but we've got work to do, almost in front of the elevator you will find the flare box, take it and head for the center of the pad, here use the flare box and Jill will finally be able to signal to brad and hopefully he saw it.

Just in time Barry and Chris will come up via the elevator and will be calm as if nothing happened, but before Chris can stop the floor will suddenly burst open, Chris and Barry ready their guns and check out the hole, suddenly something huge jumps out of the hole, its the tyrant, its still alive and back for some more revenge. The tyrant knocks Chris about 20 feet away with one sweep of its arm and he'll go out for this battle, and Barry's gun will stop functioning at the same time.

The true battle will now begin and as soon as you have control of Jill again quickly take out your magnum and aim at the tyrant who is advancing towards Barry, shoot it before it reaches him because the tyrant can kill Barry in a single claw. Since were hunting for the best ending in the game we wont let that happen.

BOSS VIII : TYRANT ii

Once you've shot the tyrant it will turn over to Jill and Barry will go on and guard Chris for the rest of the battle, before starting to shoot I would like to tell you that this time the tyrant is able to run and damn he can run fast, he will often use a running claw sweep which is almost fatal, but his other attacks are also powerful as hell, remember I told you to bring alot of healing items with you, well if you did that successfully then you would be safe for the most part of this fight, heal after every shot the tyrant gives you, since this is an open area you can run around and take pot shots at the tyrant.

Ok so as the battle starts shoot the tyrant with the magnum once and quickly run around because it will most definitely do a running attack , once your a little away from him start shooting

with the magnum, another thing that if your too far from him he will always do the running attack, so make sure your distance from the tyrant isnt that much or that less for that matter.

Keep on shooting at the tyrant with the magnum and healing after every attack he gives on you, we cant die at this point. After enough shots or if you've waster a particular amount of time another scene will start and the chicken heart will be of some use finally, and will throw a rocket launcher from the helicopter, hope the fall didn't break it.

Now thats what im talking about, I call the rocket launcher tyrant-killer. Quickly head for the rocket launcher and pick it up, now equip it from your inventory and take a good aim at the tyrant and let a shot out, sometimes.. rarely the tyrant will be able to dodge the rocket, but if your shot was good another scene and the tyrant will stand there as if it is confident that the rocket wont do any damage to him, well unfortunately it does.. and the tyrant gets blown into smithereens.

Now brad will finally land the chopper down, finally !!!, and the ending FMV will begin playing, since we saved both Barry and Chris while following this guide so im pretty sure your gonna see the best ending in the game for Jill, after some dialogue possibly, the chopper will head east into the coming sun towards raccoon city.

Fin.

Take a break now, that was a long one.. I know.. cause I wrote it hehe.. well that was Jill valentine the heroin of the game, now its time for us to start the REAL resident evil, I mean the harder and the tougher to beat version with none other then CHRIS REDFIELD

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PART I

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# WELCOME TO THE MANSION #  
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After the AMAZING brand new opening FMV for the game, and after taking plenty of deep breaths seeing all the action and Jill falling down on her butt :P ... the game finally starts and you will find that the three dudes who made it inside were Chris Jill and of course, wesker.. Barry is no-where to be seen and everyone fears the worst for him. Jill finds it hard to believe a bit until they hear a gunshot and wesker being the leader he is orders Chris to go and investigate what that noise was. Wesker decides to stay and *secure* the main hall with Jill. Jill wishes Chris some good words and Chris enters the next door armed only with a knife and his brave ego.

Now after entering the dining room the game will turn Chris over to the player and you can feel out the controls if you want to , do a lap or two around the center table just to get the hang of the controls and be comfortable, then when your prepared take one look at how the graphics have improved and step through the next door near the fireplace into the next hallway.

Now in this new hallway turn west and start walking or running down the hall until you come to a nook and the path is turning around, here you will see a gruesome FMV of your former BRAVO partner Kenneth being eaten by a ... how to put it.. zombie. Now because were armed worse then a chicken turn Chris 180* around and quickly exit back to the previous hallway. Exit back to the main hall and report all you saw in there to wesker.

But when Chris enters the hallway wesker and Jill are nowhere to be seen, so much for the *securing*. But luckily for Chris he finds a handgun which probably belonged to Jill, its a standard issue barrette Chris picks it up without hesitation, now that were a bit better armed head back to the hallway where you saw Kenneth's corpse, the zombie should have moved places by now but if he's still there shoot him a few times until he falls down then quickly scan Kenneth's body for a videotape and quickly exit out of the west door.

Head down this dark hallway while gasping at the beauty of the graphics and keep heading down until you reach the lit room which is the birdcage room to be precise. Check the birdcage and you will find a handgun ammo magazine, take it and take the green herbs which should also be present in this same room, now head up the steps and exit out of the door at the top of the stairs.

Once your through the door you'll see a zombie lying down on his face but there are also 2 green herbs, forget it for now and head left instead. Head down the hall and Chris will be attacked by another zombie, but there should be enough room for you to squeeze in a few rounds and keep shooting at it till he falls down and starts bleeding, continue down the hall and pass the spears. Once you pass them you should see a small statue of a cupid with his arrow, take the arrow from the cupid and examine it to take the head off the arrow.

Now that we have the arrow continue down the hallway and unlock the north door which leads to the balcony of the dining room where we gained control of Chris for the first time. Now that were here run a little bit to the left and you will see a zombie who just started

to walk towards Chris, run quickly to the right side and you will see a dagger on the wall, take it now and head over to the other side of the balcony, you should spot a statue here..and a gap in the wall. Now push the statue and make it fall down the gap. Dont worry we'll get what fell down soon enough.

For now exit out of the double doors behind you. You are now on the second floor of the main hall but were not going all the way down for now, just run down the small steps so that your in the middle part of the stairs, and exit through the door at the center of the wall right besides you. Now Chris will come out in a cemetery which is something new to this game not seen in the original , just head down the hall to the north end until you come across a tombstone.

Check it and you will see that there is a little gap in it, now check your inventory and put in the cupid arrow we picked up a little while back into this gap, a secret passage should open up, so make haste towards the furnace room and head down the stairs.

Once your at the bottom of the stairs you will find yourself in some kind of crypt room.. scary. Head towards the east side of the room and take a look at the suspended coffin.. take a look at the pedestal under the coffin . Check the pedestal and you will find a book on it, take the book and examine IT and you will find the first key in the game, take the key and head a little bit back to the main hall of the mansion, head down the stairs to the first floor and enter the door at the east side of the hall.

Now you will find yourself in a small gallery, there is a door to the north of it, head through the door with the newfound key. Oh and you might wanna move the metal steps to get the map on top of the statue ;) . Now once through the door you will find Chris in an L shaped hallway, head down and move 2 of the cabinets here to find another dagger and another magazine of handgun bullets. Now exit out of the door at the other end of the hallway. Be amazed at how life-like Chris looks in the most detailed shot in the entire game. Cant wait to play as Jill can we ? :).

Now head down this hall, you'll see a metal door but ignore it for now and open the next door in line in this hallway. You will find yourself in A bathroom.. not just any bathroom but the only bathroom in this entire dang mansion, head a little forward and empty the tub, but the thing is that it wasn't empty, there is a zombie inside it, now get ready for some quick shootin cause there aint much space here to run away, quickly back up against the wall so that the zombie may randomly get caught by the sink. Shoot it down and quickly search the tub for a key, exit through the bathroom door.

Now that we have a new key head back over to the metal door and open it, head through and you'll be on a partly outside area , there's a pack on wile cerebrus's on the other side of the railing but they wont just attack Chris, now head over to the other side and pick up the chemical, be advised that there are also herbs in this area but if you pick them up the cerebrus will attack you and this is a very tough spot so I say do that only at your own risk. Now exit back to the hallway.

Now run to the end of the hall and you will find 2 doors, but for now just enter the single door, once inside look awkwardly at the marble floor and the top down-camera, and enter the door at the other wall,

thats the only other door here. Inside the room you will find another dagger lying on the table and there will be a ... gasp... SHOTGUN hanging on the wall.. before you get excited I'll ask you to ignore this shotgun and head out of the room.. before throwing stuff at me listen that if you take it you wont be able to use it much, dont understand what I mean.. see for yourself hehe...

Anyway exit without the shotgun and head back to the hallway past the marble floored room, now exit through the double doors at the other wall right in front of you. As soon as you enter this room dont try to look any further just enter through the door you see on the left wall besides you. Once in here another quickie and make a wild-dash across the small hallway to the stairs in the straight line. Now quickly climb a few stairs and aim at the zombie and start shooting, if he gets too close for comfort shoot at it from another few steps up, when it falls down head down the stairs and head to the area behind the stairs, enter the door for the first save-room+item box room in the game.

In this life-saving room, save at first and then use the item box and dump all you want in the box, well not all you want, just dump any herbs in your inventory and also the dang combat knife, also put the chemical we picked up inside and take the extra handgun magazine from it, now take a look around the room and you will find a canister, fill it up with kerosene and also take the key besides the typewriter before you exit, finally exit the room and you will see the zombie's body still lying there, use the kerosene on him and burn his corpse.. why you ask ? you'll find a bit later in the game.

Now climb up the stairs and kill the zombie roaming in the hall, and dont forget to burn its body too, make this a regular habit to burn the bodies of any zombies you may kill from now on. Now exit through the door you see on the far north of the hallway, now you'll be in a small hallway , quickly turn Chris to the west side and enter the door at the end of the hallway, you'll find yourself in a small library . Once inside take the dog whistle, also take the magazine and then exit back out of the door you entered from. The other door will just lead you to the previous hallway. Exit from the door you just entered from.

Now run all the way across the hallway ignoring any and all doors in the middle and exit out of the door at the very end, now you'll be back at the main hall of the mansion, on the other side of the second floor. Now that were back here head for the door which lead to the balcony above the dining room, now in there unlock the door to the far left, do the same as before and in this new room unlock the next door in line you come to. Now as a word of advice I will ask you to heal Chris if he isnt feeling that well.. ok now that were ready use the dog whistle and 2 cerebrus's will come running, shoot them before they show their affection and take the dog collar from the dead.

Search the collar and you will find a small object on it, now press this objects back to extend it into another object, the imitation key. Clever. Now head forward in this balcony and just unlock the door at the end of the hall.. dont go through it yet but just unlock it, now head back through the door we used to enter this balcony. Now head past the door and you will find a yet unseen staircase, but dont go down it, instead go around it and exit through the door at the other end, now for a clever shortcut, you will find yourself in a familiar hallway, just run around the hallway until you return to the place where we saw

the zombie lying on the floor with two herbs, kill the zombie IF you wish and burn its body, and take the herbs again IF you wish but exit through the door past the zombie.

Inside this room you will see stairs right in front of you, head up the stairs and you will reach a pedestal with a key lying on it, check the key and take it, it will spring open a trap and Chris's life is in danger, if you feel like it let him die with the cool sequence, but seeing as this is a walkthrough.. quickly use the imitation key here and the trap is safe,.. NOW I get the imitation part !! :) lol !!!.

Now that we have this new key head back the hallway and to the stairs we just passed a little while ago which were leading down, take the staircase down this time, and quickly enter the door you see as soon as your down, this is the medical room.. no Rebecca here as the original RE players might remember but still this room holds a very huge importance later on in the game so remember its location and how to reach it .

This is also a save room so save if you wish and then exit out of the door we came in from, now head down this hallway and enter the door at the very end, as soon as you enter this new room take the grenades off the table and turn left and forward march, quickly exit through the door on the right wall. Now you will be in the keepers room, there is a body lying on the floor so quickly burn it with the handy kerosene, there is a file lying on the table and another key in the left closet side, a zombie is in the other closet and when he shows himself quickly waste it and burn it or just avoid it and exit back to the previous hallway via the only door.

Now head back to the previous hallway through that door near the grenade-table and use this key we just found to open the door on the immediate right of the door, this is the storage room, so much for the word storage. The only thing you will find useful in here is a grenade, the rest is crap like broken shotgun.. wait a minute.. did I just say broken shotgun.. wazaaaH !! Now that we have this quiet-useless item you can go all the way back to the room with the shotgun hanging on the wall and take the shotgun off the wall, the trick is now to replace the shotgun with this broken shotgun we picked up just like we did with the imitation key, now that you have placed the broken shotgun the *trap* wont be set off and Chris can live a healthy life.

Once you are done with this rather useful-side trip just head back to the hallway with the grenade on the table (which we already picked up, remember :o) . Now exit out of the door farthest on the left side, past the door to the keepers room, you'll find yourself in a familiar room, this is the room where we saw Kenneth being eaten. This time kill the zombie for sure and run past it and past the elevator ?!!!! . and head down the stairs.. now were going down down... down to the.. kitchen !!!.
SCARY !!.

Now that were down here just take the small key off the shelves and also take the handgun ammo, now head back up the stairs we came from .. you MAY or may not be attacked by a zombie right now but if you are then just shoot it dead and burn it with the kerosene, now head all the way back to the hallway where we entered the first save+item box room remember ?! . Now enter the save room and you will find that wesker has left some supplies for Chris, now isn't he a nice man.. bless his soul. Take any good things you want and its time to release some load, put all the useless things in the itembox, the shotgun too.. for now just keep the handgun, its ammo, a healing item and the small key

we just found in your inventory, save if you wish and exit.

Now head back up the stairs to the second floor, but this time head left in the hallway and enter the first door on the right wall you see, HEAD !!! no I mean it literally !!!.. head towards the door to the right and you will enter a researchers room, in this room you will find three frame and each one has an item with it, take the hook, the bee lure and the bee specimen, now combine the hook with the bee lure and place this combination on the frame which is closest to the door.

Now put the bee specimen on the frame on the right side of the door, now you will be asked to hit the switch, do so and a secret compartment will open up revealing the wind crest, take it and exit back out of the door we came in from. Now go to the door directly opposite of the one we came out of and enter it, inside this room take the first aid box and a small key off the table, you might wanna make a trip back to the save room to drop off the wind crest and the first aid box, now head up the stairs and exit through the far north door to the reddish hallway, we've been here, remember.

Now head a little bit to the other side of the hallway but stop and enter the double doors you see to enter the armor room. There is a puzzle in here in which you need to put the suit of armors in their place in the right order, but dont fret as I shall tell you the right order meself.

First push the upper right suit of armor, now push the lower left suit, finally push the lower right armor and the upper left will push itself into place automatically, now push the button in the center of the room and this will unlock the opening which will contain a jewelry box, dont be so quick because we need to do something to open the box too.

To open the box you need to push the left, and then the right of the heart piece. To know more clearly which side to push first its the side which is facing you when you first examine the thing, and then the right side you rotate around, now the box shall open and inside you will find a death mask. Now head back to the previous hallway and enter the only door which isnt explored, which is the door on the right side of the hall, just before the door which leads back to the mansion hallway.

Head inside and you will find Rebecca... the sweet young innocent member of the BRAVO team... isn't she cute ?! .. oh and Richard's dying if anyone cares . :o. Becky will tell Chris that he needs some serum if he wants to survive, well since she's a medic she probably knows more.. afterall Richard just got attacked by a large snake.. or so he said. Now that we have been given orders, its time to march towards the serum, but where is it you ask. Remember the medical save room we entered a while back, and I asked you to remember its location too, now is the perfect time to remember it so dash your way through the hallways and enter the medical room. Take the serum here and before you exit, save your game and put the handgun inside the box with its ammo and the death mask, now take out the shotgun and any shells that you may have found so far.

Now quickly head back to Richard, and when I say quick, I mean it because if you dont make it in time he's gonna die of poison, unlike the original Resident evil you can save Richard if you reach him quick enough and as a thanks to you he will give you his radio, pretty useless for now but its gonna come in handy much later in the game, if by any chance Richard didn't

make it then Rebecca will herself give you his radio a little on. But we will assume that Richard survived, if that is the case then Chris and Becky will take Richard to the medical save room and Chris will decide to continue his investigation of the mansion. Before we exit be sure to take out the chemical we put earlier on in the item box.

Now that we have the shotgun armed the first thing is that since the ammo is scarce dont go around shooting everything, avoidance is the key here. Now head back to the dining room, remember we dropped that statue from the second floor, check its rubble and you will find the shimmering blue jewel, take it and head back to the medical room hallway. Now head to the hallway which had the door to the keepers room in it, when in the hallway head in the direction of the keepers door but head directly opposite to it and you will find another door in the small cranny, enter this door and inside place the blue jewel we just found inside the tiger eye, now the statue will spin and you will find some shotgun shells behind it.

Take then and exit back to the previous hall, now head in the direction of the door we used to enter this hall originally, but head north and you will find another door at the end of the hall which inturn leads to the very small garden. Inside the greenhouse use the chemical on the pump you see and the vicious veins will be done for, now you can head over to the other side and take the other death mask, there are a few green herbs here too so you might wanna take them all to the item box in the medical room and put them inside the box for safe-keeping, put the death mask inside too.

Now its time for some exploring so head over to the room where you find Richard and Rebecca, once inside there head over to the door at the other end which we didn't enter before, quickly up the small stairs because a zombie will attack from the right side, from up the stairs take out the zombie, make sure you take its head off with the shotgun, this isn't to make it look fancy or anything. JUST do that. We cannot enter this door above the steps right now so head to the right side where the zombie attacked you from, enter the door here. Inside you will find some candles on the table, it is kinda dark so light the candles here, now push the cabinet on the wall and you will find a hidden area, search the cabinet in here and you will find the mid pages ?.

Now that we have the pages its time for a little backtracking, head back all the way to the hallway where you found Kenneth's body which is from now on referred to as Kenneth's hallway, enter the door just besides the elevator and you will find yourself inside a piano room. Chris is literally dumb and cannot play the piano, for now head to the area behind the piano and you will find a shelf blocking a much larger shelf behind it, push the smaller one out of the way and examine the larger shelves and Chris will find some musical notes, take note as Chris STILL cant play.

Now combine the musical notes and the mid pages and try to have Chris play the piano just for the hell of it, as you can see now he cant play but its Rebecca to the rescue and she asks Chris if she can play, the good thing is that she can, the bad thing is that my grandma snores better.. well actually Becky isn't that bad she just needs a bit time on the piano, she asks Chris for it, and you should let her practice a little while, now its time for some more exploring

so head back out of the piano room and enter the door leading to the dining room, in here take the crest off the wall over the fireplace and exit back to the main hall of the mansion.

Now head up the grand staircase to the second floor, head right and just below the door which leads to the reddish hallway you will find another door, unlock it now and it will lead you to another one of those outside balconies, in this balcony Chris will find his former friend and BRAVO team partner forest. In this balcony you will find a dagger and a handgun ammo clip on a bench just near the door we entered from, there are some herbs with forest but I only advice you to pick them up if your looking for a good scare... otherwise DONT pick them up. Its about time we go and check how Becky is doing with the whole piano thing so head over to the piano room.

Enter the room and Becky will tell you that she can play it right now, the theme is Beethoven's moonlight sonata and when Becky plays it without a flaw it will open a secret passage on the wall. Now enter this hidden passage and you will find a gold crest a bit similar to the one we recently picked up off the top of the fire place in the dining room, take this one and replace it with that one and head back to the dining room, now put the gold crest in place of the original one and you will be able to move the gears of the clock now, turn it so that the time reads 6:00 , VI in roman numbers, and the clock will move to reveal a key behind it.

With the key in hand head over to the room where you found Richard and enter the next room in line, climb up the small steps and open the currently locked door with this new key. But before we do this I highly advice to make a trip to any save room and save AND take some healing items out of the item box because we are about to face the first boss in the game, and it aint a easy one.

After making the necessary preparations head back to the door and enter it screaming like bloody hell, but there isn't anything inside, your in the attic of the mansion, there are some more shells on the right side , immediately pick them up then move a bit forward and you will see ... YAWN !!.. no IM not sleepy, thats the name of the boss, and its a HUGEEEE snake, just like king cobra * if anyone has seen that movie * Now there are 2 methods you can use against this boss, either the quicker much dangerous version or the slower-steadier-more ammo wasting-but still much dangerous version.

BOSS I : YAWN

As soon as the boss fight starts there are a few things I would like to point out, the first of which being that stay away from its head, and take pot shots as soon as you get a chance, I repeat stay away from its head as far as you can, and if he tilts his head up take high aims for good amounts of damage, it is totally possible that you will be bitten by yawn a few times and if you check your status immediately after that you will notice that you are now poisoned, quickly shoot the yawn and stay away from its head because that is the most dangerous, well obviously, part of the yawn. After a good amount of shotgun shells it will retreat and you can now take the item at the corner of the attic safely, its another death mask.

If you want the quicker version of the fight then here it is, as

soon as the fight starts quickly make your way to the death mask, the chances are that you will possibly die along the way because yawn is too large and he's blocking the path most of the times, but if you do manage to squeeze through to get the mask its gonna be even more harder getting OUT alive, but if you DO manage to make it on open space quickly head over to the exit, before you exit, if you weren't already bitten, make sure to receive one bite and let Chris be poisoned... no im not crazy, we'll see soon enough.

Once way or the other make your way out of the attic with the death mask in inventory. Now if you WERE poisoned in the battle Chris will suddenly feel the itch of the poison and start feeling weak, now Rebecca comes in to the rescue, and after some commotion its time for Chris to get the serum, now as Rebecca just dash straight for the serum room and quickly get the serum back to Chris, seeing as how pathetically weak Rebecca can be it would be foolish to get into fights, as soon as you bring the serum to Chris Becky will do her work and Chris will be healed but with a hangover from hell. Continue the game now.

Now if you didn't get poisoned in the battle the game will continue and this whole Rebecca thing will never happen, but the thing is that Becky will also heal Chris to full health so its a good thing to do this. Now that were back as Chris, head over to the first save+item room we found where wesker left supplies. Save the game here if you wish and use the item box, put in all the shotgun shells but keep a loaded shotgun with you, now take out all the death masks we have with us and also the eagle medal and one small key.

Now head out of the save room and head through the DOOR, not up the stairs, but head through the door, in this hallway head down and enter the door at the north west of the room adjacent to a path going down.. were now in the art room and dang, its another puzzle.

The concept here is to push the buttons under the portraits in the right order to receive a goody. So here is the solution, from the end of the hall push the button on the second painting so that its color turns purple, now hit the switch on the portrait next in line to the right and its color turns to green. Now head around the wall and hit the switch on the portrait near the camera so that its color turns orange. Now head to the very end of the hall and hit the switch under the portrait of lisa Trevor, doing this in the right order will open another secret passage and you will end up in the cemetery.

Now in here you will find the final death mask , take it and unlock the door with the small key I asked you to take, this will lead you back to the furnace room with the metal coffin hanging, you can reach this room by the long way around but the small key provides this short cut, before doing anything there should be some shotgun shells near the coffin, take them and put all the death masks in their places on the wall.. now the metal coffin shall drop down.

Head near it and you will be attacked by a very VERY dangerous kind of zombie, these are called the crimson head because their head is literally crimson, these zombies are really dangerous and can kill quickly, use the shotgun and quickly try to take out the crimson head , as soon as it is dead search its coffin and press the switch to get the stone and metal objects, take them

both and head back up to the cemetery area.

Search behind the fence here and you will find another box of shotgun shells, take them and head back into the mansion area via the art room passage, now exit the art room and head straight into the little path heading forward, you will find a door at the end, enter it. Now you'll find yourself in another outside room where you can see the moonlight, head forward and Chris will be attacked by a cerebrus from behind, kill by any means necessary and head to the end of the hall, here you will find places to put in the metal and stone objects, put them in their rightful places and the door leading to the shed will unlock.

PART II

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#                                     #  
#           THE COURTYARD           #  
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Now were officially in the courtyard area of the mansion but dont worry we will return to the mansion soon after, now head down the small flight of stairs and take the flash bang grenade off the table, this is nice :D . Now exit through the door at the bottom of the stairs and Chris will emerge on the far side of the mansion atop a small hill for the matter of fact.

Now run down the mountain path until you reach the first weather vane, you need to stop it from spinning when its facing west, when your successful in doing that and when its set in place head down the mountain path until another scene starts, Chris will receive a static transmission via the radio which Richard gave us a while ago, and its from wesker, he will warn Chris about something in the forest and that the something cannot be killed with bullets.. now what could that be, well since were already out in the forest lets just find out shall we. Continue down the path after that scene is over.

Now soon enough you will come across another weather vane but this time stop its spinning when its facing north, if both the vanes are in the right place the gate at the bottom of the hill should open up, head through the gate, were in another grave yard now but there are some mean crows here .. a nice little trick here to save ammo and ALOT of health would be to just calmly walk across the path, but keep in mind that this trick wont always work and if the crows start flying you better start running, head into the graveyard until you find 2 tombstones near each other with spaces inside them.

Now place the wind crest on one of the tombstones and you will be rewarded with not 1.. but 3 more crests.. the thing is that you can examine these crests and turn them around and raise their back parts a little bit, make sure you do that, and when that is done place the three raised crests in the other tombstone.. and you will reveal.. gasp.. a MAGNUM !!. Take it ASAP and exit out of the graveyard through the other door on the east side, once you enter this new area you will hear a scary moan and after that sounds of chains rattling, now could that be the thing wesker was talking about which cant be killed with bullets.. well lets just go ahead and find out.

As you regain control of Chris just head up the passage and you will find a cabin at the end, enter the cabin. Be ready to be scared ! . As soon as you enter the shed there should be a green herb nearby , take it if you have some space left and head forward into this strange cabin, enter the door, inside you will see signs of someone being there recently because there is a fresh wood fire burning and there are some bandages hanging on the wall to dry out, there is a typewriter there, save if you wish to by climbing up the stairs to the bedroom, there is also an itembox you might wanna use behind the bedroom, drop off the magnum for now and any useless items, keep the shotgun and its shells with you and a healing item or two.

There should be a dropping place just near you into a dirt hallway, drop down it and you will see a closed trap door with a crank on top of it here, take the crank and its time to head out of the cabin. On your way out you will hear a door slamming shut but nothing appears, oh well... must be Chris's imagination... now try to head outside the bedroom and Chris will be attacked by someone and he knocks out temporarily, when Chris comes back to his senses and gets up he will find himself face to face with nemesis's mother !. Its the invincible Lisa Trevor, and when I say invincible, I mean that by all aspects, as soon as Chris is back in control do your best and try to exit out of the cabin, if Lisa hits you quickly check your health after every hit and heal if necessary, dont even bother shooting her with any gun because she's INVINSIBLE !. Yes this is the thing that cannot be killed which wesker warned you about.

Quickly make your way out of the cabin and all the way back to the we used to come out of the mansion, when you reach the shed enter it and head through the double doors which we didn't explore before and we will now be in the garden area, as soon as you enter in comes another scene and Chris will receive another transmission, looks like chicken heart wasn't so much of a chickenheart and he stayed around for a while. But Chris wont be able do anything seeing as he cant respond because there's something wrong with the radio.

PART III

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#           THE RESIDENCE           #  
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After the scene is over time to explore the garden, the first area in the garden is dearly protected by not one but three doggies, if you are stocked up on shells then it may be a good idea to take them out right now, but if your short on ammo then just weave and dodge your way through the doggies and head through the north gate. You will come across a pool but seeing as this IS a madhouse filled with undead creatures I highly doubt that the thought of swimming across even went through Chris's mind. Instead head north to the small grating.

Here use the crank we found inside the cabin with Lisa and the pool will be drained, now return back to the place you started off in this room from and head down the ladder, head forward and climb up the other ladder, and follow the straight forward path to the end and use the elevator to descend. You will now enter the main courtyard area and the first important thing you will see is the waterfall we just made

, blocking the passage to a ladder which leads further down, now instead of just walking through the water he wont .. blah blah.. ok lets continue.

There are crows in the main courtyard area so keep a finger on the run button and head to the other side of the courtyard where you will find another gate, enter it, pick up the herb you see here and head down the path and at the end of the path you will find a door leading into the residence area.

A very dramatic camera angel and its even better if you have the shotgun in hand, after modeling a few poses head down the hallway and turn east, enter the first door you see here, this is a save room so save here if you wish and use the item box at your convenience and drop off any useless items. Now that were in this area drop off the shotgun shells and keep a fully loaded shotgun with you, take out the handgun and all of its ammo , were gonna find a good weapon for Chris soon enough so be happy, now exit the save room.

Now exit through the door at the far end of the hallway and you will be in a lounge room, walk forward and Chris will be attacked by a huge ugly spider, blast some holes into it with the shotgun, if your out of the shells then just use the handgun ammo from far away, once your done with that head in the corner of the room and you will find a red candle here, light it and take a look at the small sign which will appear below the candle, now take the stairs down into the bar area, if you ran from the spider then be relieved cause it wont come down to the bar area. Take the red book hear and the first aid box .

You will find another candle on one of the tables, light this one too and take note of the second sign which appears, now climb the other stairs to the upper level and light the final candle and take note of the final sign here, now take a look at the pooltable besides it and remember the numbers you will seee, red 3, orange 5, green 6.

Now exit out of the lounge completely and into the main hall of the residence area. Now push the large crates which we didnt even look at before, along to the south hallway and put it up against the other crates making a path, take the crate path and cross over to the other side, a word of advice, if you want Chris to remain full health then avoid walking over the floors in the hole, now that we've crossed the crates, exit through the south door.

We will be in another dark hallway (how many already) Now head to the end of the hallway and enter the door marked 002, you will be inside the dorm room possibly of a researcher, inside the room take a look at the desk besides the bed and you will find a file with a report about a huge plant called plant 42, I guess everyone already guessed that this will the next boss we will fight, now take a look at the bookcase and you will notice it can be pushed, but ignore it for now and check the bathroom instead, enter it and take the key off the shelf , now return all the way back to the first hallway of the residence area, the hall with the door leading to the saveroom.

Use the new key and enter through the north door, this is another one of the researcher rooms but this one's got its owner still around, check the room itself for a few handgun clips and a suicide pistol, keep this weapon in handy .. you'll thank me later. Now check the bathroom, you will see a zombie lying around, but dont bother with him, drain the tub and you will find the Control room key inside, what the hell is it doing here, take it and you will be attacked by the zombie,

ignore it and quickly exit out of the room completely, head back to the itembox room and drop the shotgun, the red book and the first aid kit in the box, keep the handgun with ammo and the key we just found.

Now head all the way back to the room 002 and NOW push the bookcases aside, you will find a ladder leading more down behind , take the ladder down and your in the residences huge basement, now head forward and you will come across probably the most boring thing ever, its a chasm filled with water and you need to push the three boxes all the way into the water so you can make an artificial bridge and cross over it to the other side, once your done with that, head over the bridge you just built and head to the end of the hall until you see a door and water. Enter through the door.

Once inside an amazing scene will start, Chris will see someone familiar on the other side of the watery path, its good ol' Richard but how the hell did he get here, Chris starts walking towards him to find the same thing out but Richard tries to warn him, then Richard spots a HUGE figure moving in through the water for Chris and Chris doesn't even see it. For the sake of his friends life Richard jumps in the way screaming and pushes Chris out of the way when suddenly a HUGE ASS SHARK jumps out of the water and snatches Richard in a single bite, a second late and it would have been Chris.. oh well :p.

It will all be over quickly and Chris will only be left with Richards blood in the water, Chris is helpless, but the shark that killed Richard is still here and looks like its still not full. As soon as you regain control of Chris start running south down the watery path, there are a couple of more smaller sharks here too but if they attack dont stop just keep on running, these little weenies are nothing compared to the big moma shark which is on Chris's ass. Keep heading south until you come across the control room.

Inside the control room just head down the ladder and you will come to the controls of the huge water tank, examine the south controls and it will result in one of the sharks colliding with the glass. The pressure will start building and now its a race against time, quickly check the controls on the west wall, when your done with that head over to the east side controls and try to lower the shield controls but they wont because of some problem with the oil pressure. Now quickly run behind the wall on the west wall and work on the valves to release the pressure of the oil, most of the times its just the first valve but that can change randomly.

Now with the oil pressure released time to do the whole thing over again, quickly check the controls on the west side then check on the east side and this time the shields WILL lower, finally go check on the south side controls and the drainage system will work and the huge ass tank will be de-waterized, if you know what I mean.. the sharks are probably flapping just about now so time to checksy.

Exit through the door on the north side, just behind the valves and you will come in a flooded room, ignore that and head around the corner, you will see here that most of the equipment here has been wrecked by the water but there still is one box of shotgun shells salvageable so take it quickly, now enter the door which will lead you to the lower part of the huge aqua ring.

Now that all the water has been drained out the sharks are pretty much harmless until you go right in front of their heads, use the handgun and kill the little sharks, then check the nearby area for

a nice little present from our already dead friend Richard, his strong-ass combat shotgun, take it and make your way down the hall, I wonder where that big ass shark went, ahh here it is, you will find it lying motionless in a small puddle of water, .. NOT SO LIVELY NOW ARE WE !! HAHA !. Make your way into the water then go past the shark and climb the platform on the other side.

BOSS II : NEPTUNE

Now try and take the key hanging here and WOOPS ! the shark will come back to life and cause the key to fall down into the water, now you can do three things, either be the brave fool and dive into the water after it, chances are the shark will eat you before you hit the water, or you can shoot the shark to death then grab the key besides its bloody corpse and smile at what you did, ORR you can just push the control box INTO the water and use the control panel on the left to give the shark a once-in-a-life shock then laugh like a maniac.

Which ever you do take the key off the water and head back all the way you came in from, back in the flooded room head through the double doors at the far side of the room, in this room there are some magnum rounds for the taking , dont forget them , then climb up the ladder and you will be able to exit to the hallway outside room 002 again.

Now use the new key we just found and enter the gallery, there are chock full of annoying bee's here and since you have the handgun with you right now I advice you to take all of them out before we start exploring the room, once that is done run to the other side of the room till you reach the door marked 003, then run down the hallway to the left until you find the body of the bee-keeper, poor fellow, search him to find the insecticide.

Now return back to the hallway with the room 002 door in it, run past the door and grab the map off the wall , then use the spray we just found on the hole in the wall here, now return to the gallery room with confidence because we just killed all the bee's. When your in the gallery head to the beekeeper and run past him and take the key from under the hive , now use this key to open the door to the room 003 but just dont enter the door yet, look behind you and you will see another door but this one is locked with a key combination and there's a keypad here.

Now what you need to do here is to select the color symbol from the top and then input the right number for that color, haven't we seen this before, oh yeah, remember the pooltable and the color balls we saw there, well here's the solution, with red select 3, with orange select 5 and with green select 6 and the door should open up. But dont enter this door yet either, im a cruel one aint i :).

Now go back and enter room 003 and head forward, you will find another dagger here, now search the bookcase for the next puzzle, you will find the case filled with red books but there is one odd white book , make your way to the item box room and take the red book out of the item box, and also take out any shotgun shells you might have had in there, now head over to the puzzle and put the red book in place

of the white book , but its still not done, you need to put in the books in the right order so that the back covers make the picture of a naked lady, I think this is easy enough to be managed itself but if you cant do it, well here's the solution

3rd book from left to right, place it in the rightmost corner
2nd book from the left side, place it on second from right
1st book from the left side, place it on fourth from right
1st book from the right side, place it on third from left
2nd book from the right side, place it on second from left
book in the middle, place it on first from left

a pictorial view should be easier to understand..



BEFORE

AFTER

The books should originally be as shown as in BEFORE
You need to arrange them as shown in AFTER to complete it.

Now when the books are in the right order a cabinet on the side will move and you will see a door, I advice you to save here immediately because there is a typewriter provided here . Once you are all set enter the door to come face to face with... plant 42 !!! dadadaaaa.

BOSS III : PLANT 42

As soon as you enter a scene will start and Chris will come across this huge plant, the plant's veins will grab Chris and hoist him into the air, if you DID save Richard at the mansion and he died by the shark then the plant will drop you and you can proceed with the fight as normal, but if you DIDNOT save him by accident then you will need to perform some tasks as Rebecca to save Chris here first, I've marked the Rebecca tasks separately.

- * If you didnt save richard in the mansion start reading here *
- * otherwise skip the part marked with * , the plant will raise *
- * chris up and he wont be able to do anything, in walks becky *
- * and she promises to save chris , now we will be in control of *
- * rebecca again, quickly exit the room and head for the keypad *
- * door which we unlocked before, remember, once inside you need *
- * to make a special chemical to weaken the plant by killing off *
- * its roots, take all the empty bottles you find in here. *
- * *
- * Now you have to mix the chemicals provided in this room in the *
- * right order to make the V jolt, and here's how to do it, first *
- * fill one bottle with water from the sink then add some UMB #3 *
- * to the water and it turns into NP-004, now mix this with *
- * yellow 6 and you will make UMB#10. Now take some more water in *
- * another bottle and combine it with yellow 6 to make UMB#7. Now *
- * Combine this UMB#7 with UMB#10 we made earlier, and you get *
- * UMB#17 ((WHAT IS THIS!! MATHS !!)) . With the UMB#17 in hand *

* mix some UMB#3 in it and you get UMB#20 otherwise known as *
* V-JoLT. *
* *
* Now as becky still head down the ladder to the huge aqua ring *
* area again, and open the door to the guard room now, inside you*
* will find the scary roots of the PLANT 42, use V-JOLT on the *
* roots and you will free chris *

Either by the above method , if you didnt save Richard in the mansion,
or just normally, plant 42 will let go of Chris, now its our turn
to kick its ass. As soon as you are back in control of Chris quickly
head up the stairs and start pumping led into the plant's body , it
will swing its veins so be careful to dodge them, and when you've hit
it enough it will start throwing acid at you, when that starts dont
remain in one place for a long time or you'll get hurt badly, you
can usually get off about 2 shots every time before he lets go of
some more acid, pretty soon you would have hit the plant enough times
and it will shrivel and die. NOT SO TOUGH NOW, ARE WE MR PLANTY !!.

Head down the stairs, search the fireplace below and you will find
mansion key, well there's nothing left here. Now that the boss fight
is over with exit out of the plant 42 room via the double doors.
Once your outside if you did see Richard die because of the shark
Rebecca will be here and another scene will start, Chris will tell
Becky the bad news and she will be totally heartbroken, but being
that she is an officer she controls herself and heads off towards
the medicine room, i.e. the room where we made the V jolt.

Now if you were injured during the previous boss fight or if you
just want to see another scene make your way into the medical
room and you will see another scene in which Rebecca will start
crying, and no Richard and Rebecca were not related in anyway,
I dont get why she's so upset. Anyway after the scene Becky will
be able to heal you for free so take use of this opportunity and
when your done here head back to the exiting hallway.

Once outside another scene starts and this time wesker himself
makes an appearance, after some talking wesker will tell Chris
that he doesn't know where Jill is, and then wesker will order
Chris to go back to the mansion and investigate the remaining
doors there, well why doesn't he do it himself ! . oh right, we
have the key.

Once your done with this scene see how well Weskits shooting
was and then make your way out of the residence area, head back
all the way to the garden area and you will have another scene
in which Chris will receive another static transmission from
brad, he's asking for a signal from anyone to prove their alive,
the best way to do that would be shooting at the helicopter but
we cant do that.. so curse at brad and make your way back to the
mansion via the shed.

PART IV

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#####  
# #  
# THE RETURN TO THE MANSION #  
# #  
#####
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Now reach the inside area of the mansion, namely when you reach the hall with the door leading to the art room and the first save and item room , another scene will start in which you will see a yet unseen monster making its way towards you in a hurry, then when Chris finally see's what it was.. it turns out to be A HUNTER !!. If you thought the crimson head was a bad-ass then your really NOT gonna want to be around these things, they're really fast, really agile and really deadly, they can drain off Chris's health like water and they have a mean instant death strike.

As soon as you come back in control of Chris use the shotgun and start shooting at the hunter, take it out with a few rounds, then make your way towards the door leading to the save room, on a side note you should know that the mansion is now infested with hunters and you'll need to be extra careful from now on. Now head into the hall leading to the save room and you will find another hunter in here, as soon as you enter, quickly run forward and climb a bit up the stairs, this way the hunter will be left target-less and you will have a little time period to fire off some rounds, take the hunter out quickly and climb up the stairs.

Once up, turn Chris to his left and run forward to the very end of the hallway to a door yet unseen by us, enter this room and your now in a sitting area, here you will find some herbs take them if your a bit hurt or if you just want them and exit through the other door in this room.

Now there is a trap in this room, but here's what you should do, push that moveable statue right into the connecting room with the one your at and you will see that the walls start to come together, but thanks to this statue you wont get crushed, breath a sigh of relief and push the statue to the very end of the room, now run back and then around the right side wall, now here you will find a switch which will restart the trap, now that we've gotten the statue there, reset the trap and quickly run across to the other connecting room and push the statue into safety quickly before getting crushed by the wall with the statue now .

Now push the statue again and put it over the plate, this will reset the trap for the last time and the good thing is that a hidden door for you. From the left of your location right now there is a table with a dagger on it, and to the right is a hole which will lead you to the underground. Now drop down the hole and when your down you should be able to find the last book , vol. 1. Take the book and examine it to find the eagle medal. On the other side of the room you will find a tombstone with Trevor's diary on it, this Trevor is Lisa's father for your information.

Now push the switch on the stone to reveal the passage and a ladder leading down should appear, take the ladder down and you will come into a hallway with some giant spiders, but dont even bother shooting at them because they're mostly either hanging off walls or looking in the wrong direction allowing Chris to slip by them, go through and exit out of the door to the north west wall.

Now you will find yourself in a room with a couple of zombies, if you dont want to face any more crimson heads then I advice you to aim

high while shooting with the shotgun so the shots take out the zombies heads, once they're dead head around the north west wall and you will come across a circuit breaker, activate it and now the power to the elevator in the mansion has been restored.

Now continue forward into the same hallway and you will come across a door which will lead you into the kitchen from a different angle, there is a chance that there might be some zombies here, if there are then just take them out and head towards the back part of the kitchen to find a zombie lying around and an elevator, ignore the zombie and enter the elevator, ride on to the next floor. Once your out of the elevator, to your right will be a small alcove with some green herbs in it and a zombie, kill it and use the herbs if you wish to and then make your way to the left side of the hallway , dodge or kill the zombie here and enter the first door you see into the small storage room.

Inside the storage room you will find a battery and some shotgun shells and magnum rounds, take them all then exit back to the hallway, now just in case reload your shotgun and head through the west door and you'll be in a familiar room, now head towards the trap room where you found the armor key but this time head to the end of the hall and enter the door here, this is a huge library but its kinda dark here, there is a green herb near the door you came in from, use it if your hurt a bit and continue your path forward, and suddenly Chris will be attacked by YAWN !! again , this time he's looking for revenge and we wont rest until we kill him either.

BOSS IV : YAWN ii

As soon as the fight starts quickly run forward because its almost useless shooting yawn from the top level, quickly descend the ladder and reach down into the wide open area and now were at the same level as the yawn. If you think that this boss is hard then I must tell you that this one is easy compared to the fight we had in the attic with the yawn, the thing is that this is a more open space and it gives you more room to run around from, and the yawn itself will mostly tend to stay away from you and run into walls and book shelves, if he's in front of you then give it a few shells right in the head and if yawn is running away from you then follow it and hit it behind the head area for good damage, but dont ever follow him behind the shelves because he can trap Chris there and then its gonna be very hard. Keep shooting at yawn from close range while avoiding his hits, another easy thing about this fight is that yawn isnt even poisonous anymore so you can take hits without fear of poison.

Pretty soon yawn will start feeling the pain and it will go down for good but not before hitting one of the bookshelves, after yawn has died go check on the books he knocked over and Chris will find the last book vol. 2 inside the pile, examine this one just like we did with the last one and you will get the wolf medal. Now that were done here make your way to the medical save room, you should know its location by now, once your there save your game if you wish and use the item box to dispose of the useless items, but keep the mansion key with you and a fully loaded magnum, drop the rest of its rounds.

Now make your way outside the room and climb the stairs up to the

second floor here, there is only one locked door remaining so open it with the mansion key and you'll be inside the taxidermy room, also known as freak room. Inside this room you will find another dagger on one of the walls and some more shotgun shells on the other one, there are also 2 bureaus in the room on either side you can move, move then right under the heads on their respective sides, and now go and press the light switch which is near the door we entered from.

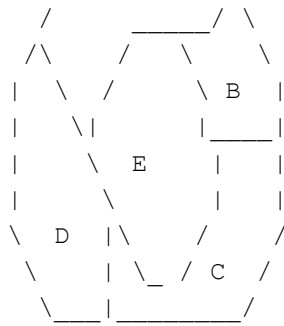
Now that the light is off you will see some sparkle coming from both of the moose heads, but the thing is that you wont be able to take the items in the heads until the eagle head is focused on the head, so here is what you should do , quickly run under the eagle head so that it loses sight of you, then quickly dash from the side towards one of the moose heads and climb up and take whats inside, then use this same method to get the other item from the other head, in the end you will have both the red and the yellow jewels. Without stopping quickly make your way to the room with the tiger statue in it, remember where we placed the blue jewel, now use the yellow jewel on the statue and you will find the MO disk, pretty useless now but these are pretty useful later on in the game when we'll be hunting for Jill.

Now make your way to any close save room and drop off the MO disk in an item box, also drop off the shotgun and its shells that you have collected so far, just keep the magnum and its ammo for now, now make your way back to the main hall of the mansion quickly, once your at the main hall again, unlock the northeast door in the first floor and enter it . When your inside this room there should be a file here, take it and then make your way down to the desk and check it for some ink ribbons, now exit via the other door down the east hallway.

In this huge mirror room you will see a zombie who is approaching you from the mirror, take its head off quickly and then grab the dagger in this room, there are also a few herbs in here so use them at your disposal and if your feeling hurt, now check one of the open cabinets and you will find a jewelry box on it, to open the box we need to solve another puzzle, so combine the red jewel we picked up a little while back with this box and some pieces will fall out, we need to attach the pieces back in order to open the box .

Now attach the first piece which is pointing on the right side into the circle on the upper left side, if we look at it like a clock then you have to attach the first piece where it should be 11 or 10, now put the second piece in clockwise and do the same for the third piece, when all three pieces are in clockwise position you should only be left with the gap in the middle, use the final piece on it and the circle is complete and our puzzle is over with.

I know it sucks but here is a small ASCII of how it SHOULD look like, if you dont understand it fully then dont complain to me but if you look at the pieces and my ASCII for a long time, you might see the resemblance and it may become easy for you, other then that this is the best I could muster up.



The pieces shaped here should resemble the real pieces a little bit and it shouldn't be too hard now.

Now that the box is open we will find an emblem key inside it so take the key and its time to see what it opens, so head back all the way to the first save room and head back into the hallway which has the door to the art room and the door leading into the shed , now you might have noticed a door here , just south of the door we came from, open that door with the new emblem key and you will enter a dark office, hmm.. lets see whats inside door no 1.

But as soon as you enter you will hear Becky scream, leave everything for now and its time for us to head towards Becky, quickly head to that library where we picked up the dog whistle from early on in the game, you shouldn't be too far away from that place, use the far door from the reddish hallway to enter, as soon as you enter you will find that Becky has been cornered by a ferocious hunter since we have the magnum in arm just take one good aim shot at the hunter and it should all be over with, after that another scene will start in which the whimpy Rebecca calms herself, Chris being the heroic fella he is says some words of honor and when this scene is done for just make your way back to the small office we were about to explore before so rudely interrupted.

Now in this room head forward and use the switch on the desk to shed some light on the room, once there is light take the metal object you see on the table, also take the flash grenade and the shotgun shells, now its time for a little trip outside, so head over to the item box room first, drop off the magnum with rounds right now and anything we just picked up, and take out the shotgun and all of its shells for now, dont forget the battery and the crank too, once were done here just exit out back all the way to the shed and exit to the garden area where there were 3 doggies.

When we reach back into the garden quickly make your way across the area's into the main courtyard of the garden, you should know how to get there by now, when your in the main courtyard head over to the other side of the place and you will find another elevator you can take up but there is a small compartment where the battery should have been and its not there, use the battery we have with us and now the elevator is accessible, ride it up and you will find yourself on the other side of the first garden area, now that we have this elevator working we can block off the water to the water fall and see whats under it.

Head over to the pool room and use the crank on it again and the fall shall be stopped, now make your way to the elevator heading down and take it down, with the water now out of the way head over to the place where the fall was and you will find a ladder

heading down. Head down it and we'll arrive at the..

PART V

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#####  
#                                     #  
# THE UNDERGROUND CATACOMBS      #  
#                                     #  
#####
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Once your down the ladder you'll find yourself in another save item box room so use it and drop off the crank in the itembox for now, then head over to the door immediately left of the ladder we came down from just now . Enter the door . Now you will come to another wall-y hallway, head forward in it and you will find that the path is branched into 2 separate paths, one of them will lead you to a giant boiler and the other one will take you to a door.

For now take the path with the door and enter the door at the end, you will come into the room with the underground elevator leading somewhere else but as usual the power to the elevator is cut and its not even on the same floor, so we cannot do anything about it for now . Now check on the control panel besides the elevator and we shall find the solution, you need another piece for the shaft for the power to be restored, there is a piece of shaft on the control panel already. So now we have to find the other piece, but for now just exit out of the door on the south of this room, there should be quiet some handgun bullet clips here and there but we probably dont need them, but if you DO feel like it be my guest take them all and drop them off at the item box .

Now in the new room just head down the hallway and another scene will begin, chris will find.. the captain of the BRAVO team, Enrico Marini but he's hurt pretty badly, and he probably wont last very long.. but HOW did he manage to make it here !.

Now Enrico will tell Chris that there is a spy among the STARS and then he will raise a gun to Chris probably to shoot him, but lucky for Chris that someone else is there and that someone shoots off Enrico and quickly runs off before Chris can find out who it is, but we will find out who did this later in the game, for now Enrico will utter his final word *umbrella* and then die, umbrella ?! . there's no rain fall here cappy.

Search Eric's body and you will find another crank, now head all the way back to the save room, i.e. the first room in this underground area, along the way you will run into some hunters who have managed to find their way into the underground area, when your at the save room, head over to the far side of the room and you will find a pit but there is a panel besides you, use the new crank we just found on the panel and you can rotate the pit now until the path is all set for you to walk across to the other side, do so and when your done just head through the door at the end of the hallway.

Now in this new room just head forward and you will see it going to the left and the right, but first take the flame-thrower off the wall and scream, BURN BABY BURN, now turn to the left

side of the screen and run to the top of the room, there you will see a huge boulder waiting to roll, check on the boulder once then QUICKLY run back to the small entrance passage, because the boulder will start rolling after you, once your safe Chris will watch the boulder go past and it will crash through the wall at the end of the passage, but first head up to the top of the screen and check what the boulder was hiding, you will find some shotgun shells here, now take them and head down the screen to the place where the boulder crashed, go through the rubble and you will find a double door at the end, enter through it and you will come across the mother of all spiders.

BOSS V : BLACK TIGER or BLACK WIDOW

This is the black widow and its more or less a pathetic boss fight if you ask me, as soon as the fight starts you can either use the flame-thrower you just found or the regular shotgun shells work good too, just blast off at the large spider but beware that it throws poisonous spits at you so be on the guard and keep moving here and there, during the fight you will also be attacked by some little spiders, just ignore them for now and keep your concentration on the big moma, not alot of shotgun blasts at close range later the spider will finally die, now just exit back to the previous room and come back into this room and you will see that all the little spiders have disappeared, nifty.

Use the flame-thrower to burn off the webs covering the other door out of this room, but if you already wasted the flames on the spider then dont fret because there is a combat knife in one corner of the room, pick it up and use it to cut through the webbing's, once the door is cleared exit through it into another hallway.

Once your out head east from the doors we entered from and you will find some herbs here, use them if you wish and there is also a blue herb here if you were poisoned in the last fight, once done here head to the west side of the hallway past the door we came in from, place the flame-thrower back in the panel besides the door which will cause the locks to open, enter through the door.

You will find yourself in another pit room, head forward and you will see another panel to use the crank on , so use the crank here and you can rotate the pit, use it three times and the third time the boulder on the far side of the room will start rolling towards you, quickly duck on the small opening to the left for cover and when the boulder has passed just go up, in the area where the boulder was before you will find a first aid kit, so keep it if you want to or just exit out of the door on the left wall.

Here you will come across another puzzle, the basic outline of this one is that you have to turn the statue 180* around and place it back in its rightful place, to do this feat head first over to the panel on the right side wall and use the crank on it, and you will observe that a spare piece of wall will come a little bit out, now use the crank once more and the wall will go back

inside. Now you should have an idea of what to do, push the moveable statue in line with the piece of wall which moves out, once that is done just use the crank on the panel and the wall shall come out along with the statue, now use the panel for the last time allowing the wall to go back in and giving you space to push the statue ahead.

Now move the statue since you can do that, to the center of the floor to that circle, the statue will rotate a bit but its not enough so push the statue off the circle and immediately push it back on the circle for some more rotating, the statue is now facing in the right direction so push it all the way to the into the opening besides the alter, now once done a panel will open revealing the item behind it, its a cylinder, combine this with the shaft we picked off the control panel near the elevator a while back and now your all set.

Now return all the way back to the elevator in the beginning area of the underground parts, to where you found the shaft in the first place, now use the combined cylinder and shaft on the panel and you will finally be able to use the elevator. Now operate the keypad besides the elevator and you will be asked to input a keycode before you can ride the elevator, the keypad is 4231 , once the code is put the elevator will come back up to your floor and we can ride it down now.

Now ride the elevator all the way down and you will come out in a new room, here you can also find an item box so dump the crank in here and if you didnt take the shotgun before, take it now with all of its shells, if you go down the ladder here then you will find a garbage press, nothing to do with it now but we will be using it shortly so remember its location.

Now head up to the elevator and exit through the door which is very near it, once your inside this you will be in a circular sort of tunnel but the thing is that your not alone, Lisa Trevor, or I should say, the invincible Lisa Trevor is here too, how she got here is a mystery but she's here stalking Chris again. Quickly avoid her and like before shooting wont do any good so dont shoot at all, so just head through the door on the east side of the tunnel.

Now in this new room just head north and when you run pass the oil drums you should see a stack of crates on the west wall, now climb the crates because at the top is a whole lot of ammo, and there are also some magnum rounds there, after you've got the ammo look at the large crate which is near the smaller crates, and start pushing it, and push it all the way into the elevator on the other side, then use the panel there and the crate will be sent to the garbage press we visited earlier. Now for another back trip.

Head back to the tunnel and avoid Lisa once again, make your way through the place to the elevator room and down the ladder into the garbage press area, to the receiving docks, just push the crate under the press itself and activate it, after its done for go check on the wreck and you will find another broken flame-thrower here, now take this one head make your way to the tunnels where Lisa Trevor is stalking.

Once your there head towards the south bend of the place and you will find a switch which in turn will release a pair of brackets by

a nearby door, this is a test of time and you quickly need to head for the door on the northwest and put the flame-thrower in the brackets similar to how we did it in the underground area's, if you dont do this fast enough then the brackets will be gone and you'll have to push the switch over again. Well the door should open now and you should also enter it .. you are now in the chambers of Lisa Trevor, her homeground.

Just run in this place and through the sewers run past the snakes, dont get hit by them because they can cause poison, just outside the opening of the sewer you will find Lisa's bedroom, search the right side and you will find a jewelry box here, examine it and you will get the stone ring off it, continue along the path to the ladder and take it to the upper level. In this place head just west and you will find another ladder to take, take it up too. You should now find yourself in Lisa's cabin on the hill ... How the HELL did we get here. !.

The item box should be pretty close to you so use it and take out the metal object we placed in it a while ago, now combine it with the stone ring we picked up , now exit the cabin via the outside door and head back towards the mansion, but be on your guard because zombies will now roam the hill area, once your inside the shed head towards the balcony where we placed the stone and metal objects, take both of them out and now its time to make your way back to the main hall of the mansion, you can take any root you want to but I prefer to go through the art gallery leading to the cemetery directly into the main hall, its the shortest possible way.

Now that were back in the main hallway one way or the other, make your way down to the grand staircase and go behind it, yes there is access, you will find a door here which needs both the metal and the stone objects to open, how the hell did we miss this ! . Use both of them and open the door, head through it, now you will find yourself at the top of a long staircase leading down somewhere into the underground area, so start climbing down, along the way you will come across a typewriter and an itembox and I advice you to save your game here if you wish, use the item box and take out the eagle and the wolf medals, and keep the shotgun fully loaded and make your way down further.

Head down and at the end you will find a door, just enter through the door and continue down the path until you find a ladder leading further down, jeese how down are we.. now take the ladder and start your path down.

BOSS VI : LISA TREVOR, the final encounter

Once your down the ladder another scene will start in which we see the cool and calm wesker after so long but he is shooting at something, oh crap he's shooting at Lisa but the shots are having almost no effect at all, wesker still cool and calm asks Chris if he wants to join in and have a piece of the action, we being the cowards we are decide to let him handle this... there are actually two methods to finish this boss fight off, the first and more quicker and efficient method is that as soon as the battle starts, you will notice that there are four stones here, but they're strange for being here.. the quick method to finish this fight off is to push all these stones off of

their place over the edge of the platform, during this while wesker will provide you with some cover fire which should be enough for you to get through with this task.

If Lisa still gets too close give her a shot or two from the shotgun so that she steps back a little and is a bit far from you, as soon as you have pushed the final stone down, another small scene will start and Lisa will end up throwing herself down the chasm, killing herself, sad fate..

The other method of finishing this fight off involves some luck and plenty of shotgun rounds, ok so were at a place like a platform and there is a huge chasm right besides us right, so what do we do, we use the ever powerful shotgun and start pumping Lisa full of lead and pretty soon she'll be dangling by a corner, when that happens keep on shooting at her and she will eventually fall down the chasm and the fight will be over in a brutal way, either way when the fight is over time to have a chat with wesker.

Wesker will tell you that he's gonna stay here and look around, now while wondering what the hell wesker is gonna look around at, take the elevator here to the upper level, you will come by another pool but dont fret as there aren't any sharks here, instead where you come out at there are places to put in the eagle and wolf medal on the other side so without wasting anymore time put in the medals in their rightful place and the pool shall be drained, one side of the pool will open and you will see some stairs heading down somewhere.

PART VI

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#####  
#                                     #  
#   THE UMBRELLA LABS                 #  
#                                     #  
#####
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Climb down the stairs and you will come to an elevator, just take it down and you will come out in the final parts of the game, the secret umbrella labs below the mansion grounds. On the wall in front of you should be a sealed door but unfortunately there will not be any way to open it for now and there isn't anything else here so just take the ladder besides the door and head down.

Now you will come down into another save room, possibly one of the last save rooms in the game, save here if you want to and then take out any shotgun shells you left in the item box, if you still are running pretty low on shotgun shells then its better that you put the shotgun inside the box and take out the handgun and all of its ammo, but chances are that you should have enough shells. If you are gonna take out the handgun then also take out the fuel can because any zombies we kill here will definitely have to be burned.

In the next room you will come across 2 zombies, kill them and burn them if you've got the handgun or just take their heads off with the shotgun, you can also refill your fuel with the can here near the entrance. A little ahead in the hallway you will come across some stairs leading down into the B3 floor but before we go there head to the hallway directly in front of the stairs and you will see a door which is locked for now and a desk at the end, check the desk

and you will find the second MO disk, take it too and NOW head down the stairs into floor B3.

Once downstairs turn left and head through the double doors, once inside this area enter the door on the right, once inside this dark room, press the switch on the wall to shed some light and then grab the two X-rays, on the far wall there should be a bright wall where you can put the X-rays, first put the ray belonging to Clark on the left side of this wall, and place the other one you picked up on the right side, now examine them and you should see them in this order, colon, esophagus, liver lungs or cell ? but what are there meanings and what are they doing here, oh well... for now check the desk and you will find a file which contains the codes for the computers in the lab.

Now exit out of this room and to the previous hall, now head down the hall and you will find 2 other doors, both of them locked for now but the door on the far corner of the lab is electronically locked and you need to find three devices to open it, and to use these three devices mentioned here, we need to use the MO disks on their terminals, we've got 2 disks but 1's missing and we dont know where the terminals are..

Now exit back to the main hall of the B3 area, which should just be one door back.. when your here you will come across a few zombies, take them out by either taking off their heads but the chances are you came here with a handgun its ammo and a fuel canteen, if you've got the shotgun and a good amount of shells then good for you, take their heads off .. but a real nice and nifty trick with the handgun is that try and lure the zombies together, and shoot at the one in front, if they're close enough then the lead zombie will take the other one's down as well when he falls down, and as soon as they are down just burn the lead zombies, and if they fell together they'll get burned together too, ... those who stay together. BURN together -aJ

Anyway once your done with your little killing spree just head for the door in the northern west side of this hallway, you should now come inside a large computer examination room, first check the things on the upper side of the room and you will find some more precious magnum rounds, take them , and now head to the south of the room to the other side. One of the computers here should be working on the desk in the corner of the room, just input the user ID as JOHN and the password as ADA, haven't we heard that before ?!

Now that you can access the computer, you should start by unlocking the doors in B3F, now try and unlock the doors for the B2F and the computer will ask you for a password, input the word CELL now and you should have unlocked the door on the B2F. Now look through the rest of the room and you shall find a freezer area with a couple of corpses hanging around, there is a flash grenade in that area, take it and then exit back to the previous hallway. Now head over to the hallway which had the door which was locked with the electronic codes.

Once your there, enter the now unlocked door on the left side wall. You will find some magnum rounds in this new room inside the sink, take them and you will also find a slide filter in this same room, on the desk, take that too. Now run to the other side of the room and you will see a nitro chamber and a zombie who is looking far off into something else, now kill the zombie quickly be either blowing

its heads off or burning it after shooting with the handgun, time to check out what he was looking at, head forward and you will find the first MO disk terminal , all you have to do is use a MO disk here and you will have unlocked no 1, you should have the MO disk we picked on the above floor with you, isn't it strange that the terminal looks ALOT like a gamecube ? :o.

Once Now that were done here head back to the main hall of the B3F area and climb the stairs up to the above floor, here head forward and enter the double doors which were previously locked and you'll be in the projector room, on the shelf near the door we entered from you will find another MO disk , this is the final one so take it and head forward, you will find a slide projector on the table at the end , now use the filter we found a bit earlier on the slide projector and then the show begins, which is might I add very spoiling and you will probably be revealed about alot of things in it, at the end of the show you will see a passcode which is 8462

Remember the code and use it on the terminal on the right side of the room near the door and you will open up a secret door . Inside this secret room you will find another key , and there is some equipment here, if you want some really chilling scenes then just use the Kenneth's video which we picked at the start of the game when we found Kenneth for the first time on the equipment here, and you will see how Kenneth met his doom, he tried shooting at the zombie but it still kept on coming.. really gruesome movie this one.

Now that were done here just head back all the way to the save room and take out the shotgun now if you didn't before, and take any shells you have left, and also fill up your kerosene bottle one more time, now make your way out of the save room and head down to the floor B3F. Once here just head to the south west side of the hallway yet unseen and you will see 2 doors here not checked, unlock both of the doors with the key and discard it now , enter the double doors first, we'll get back to the other one in a little while.

Once inside just turn left and then climb up the counter and head forward and enter the shaft hole, once your through the shaft you will be in the morgue room, still on the high ledge just run east and you will find another vent hole in the east wall, just head through this one. Now drop down to the floor. Here you will find another gamecube lookalike MO disk terminal so use the MO disk we just found inside the projector room here and the second lock unlocks, now we just need to find the final terminal to open that three locked door. For now just push the shelves here aside and exit out of the door now available.

Once were outside just exit through the door on the east wall, were getting very close to finding the traitor and revealing the mansion's secret.

In this new hallway you will find a door on the right but it is sealed shut and you cannot open it, just head forward and you will come across an intersection but for now just enter the door in front of you , and you will be inside the final save room in the game, use the typewriter if you wish to and take the shotgun shells off the floor, also take the MO disk we put very early on in the game from the item box, now that were all set head out of the save room, turn Chris to his left and run down the hallway towards the double doors, enter them and you'll be in the power

room of the mansion.

Inside the power room just head north of the screen and turn left at the top, you will see a new kind of enemy here which is called the chimera, these nasty critters are really deadly and can do some really quick damage just like the hunters, be on your guard when in this power room area because they only roam here. After killing the chimera, now head over to the west wall in the room and you will come across a fuel station here, check the place and you will find an empty fuel supply capsule, now its time for some tiresome backtracking.

Head back all the way to the hallway which has the door with the three electronic locks and enter the door on the left wall which had the nitro chamber in it, use the fuel supply capsule on the chamber and when its done head all the way back to the power station area and back to the corner with the fuel station. Now for the bad part of the news, the thing we just took is very very flammable and very dangerous for Chris, so when you have this with you DONT I repeat DONT get into fights, and dont even bump into walls alot, that is why running is a bad area, just walk calmly towards the power room, avoid any place where there is a fire or some sparks flying and make your way back to the fuel station area in the power room .

Now put the filled fuel capsule into its rightful place and the power shall be restored, now run back to the entrance of the power room but head around to the west side from this angle, here you will find a door, enter it. Now in this part of the power room you will find more of those chimera creatures, the best thing to do is to take them out before we explore the room because they can be a really big nuisance for Chris, ok so when thats done.. from the entrance of this area you will find another MO disk terminal on the south side, this is the final terminal and this should unlock the final door, but dont worry about checking that out right now, we've got bigger fish to fry, head all the way to the west side of this second power room area and you will find another door, enter this door and now were in the main generator room of the mansion.

Now that were here head on to the other side of the huge generator and use the control panel here and you will be able to return the power to the main elevator, I wonder whats down there !? now that were done here return all the way back to the final save room, take out a healing item from the item box and the most important thing ever, remember the tingy little suicide pistol we put in the item box while in the guardhouse area, take it out right now and put it in your inventory, now from the exit of the save room just head north and you will find the main elevator, work the elevator and another scene starts.

Rebecca will arrive finally ((that is if you didn't let her die by the hunter in the mansion)) and she will be glad as hell, same for Chris, he's happy that Rebecca made it here, now that were together Chris and Becky decide to check whats down the elevator together, once the elevator has reached down, you will find 2 boxes of shotgun shells just to the right of the elevator door, take them and head forward into the hall and exit into the large door at the end.. it leads to the tyrant room...

Now a kick ass cutscene will start which involves both swearing and

shooting, Chris and Rebecca will find wesker working on some panels inside the room, wesker is kinda glad that Chris made it this far, but Chris has finally figured out Wesker's little plot and knows now that wesker was the traitor, and he killed Enrico too, Chris points his finger at wesker and gives him a good piece of his mind, but wesker in reply only shoots Rebecca.. oh well.. after that wesker will use the panel again and will take the water out of the huge chamber holding the.. TYRANT !!! crap thats a huge monster, wesker confident of his monster stands in front of the chamber as if nothing will happen to him, but unfortunately the tyrant inside the tube comes alive and impales wesker through the tube and tosses his body aside, well so much for him.. I guess we all know what his story is after this.. right ?!..

BOSS VII : TYRANT

After that Chris waits for the big daddy to come after him and the boss fight starts, Chris is the tyrants only standing target left and its coming after you with full force now, the bad thing is that you cant exit out of the room because the door wont open.. as soon as you regain control of Chris just put some space between yourself and the tyrant, then take out the suicide pistol I asked you to bring along and with one good aim fire the only bullet left in the gun into the tyrant, this boss fight is already done with and the tyrant will fall down, the reason for the suicide pistol's strength is that one bullet inside it can do the same damage about 5 magnum bullets can.

If you did NOT bring the suicide pistol then first I give you my curses award, after that when your in control of Chris take the shotgun out and leave plenty of room between you and the tyrant, even though we know that the shotgun works best at close range but we cant let him get close or he'll just slice through Chris, from a distance keep shooting the tyrant, if he gets close just run back some more, this fight shouldn't be too hard because the boss is kinda sluggish and slow and you've probably got enough rounds to take him out. Pretty soon the tyrant should fall down.

As soon as the boss fight is over go check on Rebecca and you will see that she's just fine, thanks to that bullet proof vest she was wearing, dang wesker cant even shoot right from so close, for some story kicks go check on Wesker's body and you will find a file written by someone named William Birkin.. hmmmmmmmmmmmm.

Once your done in this room there is a control panel on the other side of the room which will open the door to the heliport, the final locked door in the game, now head back outside to the hallway and take the elevator up again, when your up another scene will start and Chris and Becky will come up the decision to blow this place up, which is probably the best idea Becky has made so far, same goes for Chris, the blowing up part is left to Rebecca and were left with another task, we still have to find Jill.. now where could she be.

Well there is only one place we didn't check so far, and that is that electronically locked door with the three codes, now that we have all three codes we can go and check it out now, but first enter the final save room and save here, now use the itembox and take out the magnum and all of its ammo, put in everything else inside, and also take out alot of healing items, be sure to leave one empty space

in your inventory, we'll need it in a while. Now head out of the save room and its time to save Jill.

Now head over to the main hall of the B3 area and you will hear the announcement that the countdown has begun and the place is gonna blow up, DAMN Rebecca is fast, now make your way to the hall with the locked door and use the control panel just besides the door to get rid of the locks, when that is done enter the door and use the stairs to go down. Inside this place you will only find one other door so enter it, and waddaya know !! JILL IS HERE !.

After the almost tearful reunion of the two lead characters of the game, Chris and Jill will be both very happy to see eachother, now that we have Jill with us there is only one more thing left to do, get the hell out of here, and the only place we can do that is via the helipad and hope that brad is there, the door leading to the helipad is the door on the B1 of this place, above the save room, REMEMBER ! . But where's Becky ?!.

Now head towards the door leading to the heliport and you will find that its open, enter through it and head forward into the hallway, another scene will start and you will have another transmission from brad, well looks like chickenheart is still over here but I dont think he's gonna be there for long, just head to the end of the hall and you will find a fuse unit lying around here, take the fuse unit and put it in the elevator controls while Jill covers Chris's back. Once that is done another scene will start and Becky will finally manage to make it still living and breathing but unfortunately a horde of monsters followed her and in a very cinematic shot Jill and Becky will shoot at it, Jill will tell you to go up alone and signal brad to call him down, Becky and Jill should be fine down here by themselves, Chris boards the elevator.

Once your at the top, finally sunlight.. , there is a box of signal rockets right in front of you, take it and run over to the landing area, now use the flares and another scene will start, Chris will be able to launch the flare and brad will pick it up, Jill and Rebecca both will make it up now in time ,and they're both alive and well.. looks like its all over, until the tyrant busts through the floor that is.

BOSS VIII : TYRANT ii

This is one mean mutha and he's after you all, the tyrant will seemingly feel no pain from the bullets Rebecca and Jill are firing it with and it will toss Jill aside knocking her out, Becky will run out of ammo just in the right time and the tyrant will advance towards her, Chris will be back in control , and now you have a very quick choice to make, either you can let the tyrant get Becky, and the tyrant will kill Becky at once with a quick impale move, this way you will get another ending video, or the heroic thing will be to draw his attention towards yourself with some gun fire, since you want to see the best ending and we've followed for that throughout the game were not gonna let anyone die out now, so take the magnum and start shooting at the tyrant.

Becky will also get her gun in place and start shooting at the

tyrant, now you can both get a piece of the action but Jill is still knocked out, keep in mind that now the tyrant is much faster then before so you need to be extra careful, he will sometimes dash towards you with inhuman speed and do a quick claw swipe , just get out of its way when you see it coming, try and stay on his back side for most of the fight and put in a shot or two when you get the chance, pretty soon the boss will real a bit and another scene will start, the chickenheart brad will finally become of some use now and he will drop off a rocket launcher from the helicopter, this is what im talking about now, ok so the fight still isnt over , quickly head over to the rocket launcher and pick it up, you can now kick the tyrants ass for real, but if the tyrant is facing you then there is a high chance that he will avoid the first shot, if thats the case then quickly fire off a second round and this time he's done for, for good that is.

As soon as the boss is dead the final scene of the game will begin and you will see brad letting the chopper down to rescue the remaining STARS comrades, now the chopper will soar into the air and the ending of the mansion approach, when the chopper is at a safe distance the mansion explodes with a HUGGEEE explosion and its all over with, Chris will have some dialogue depending on his ending, since we got the best ending in the game Chris will be accompanied by Rebecca and Jill besides him . The chopper will soar off into the sunrise and the game is over..

Before I say the end I would like to point out that there are more then one endings and they depend on the characters you saved also keep in mind that if you didn't save Rebecca in the mansion from the hunter then the mansion wont blow up and you will see an extra FMV of the tyrant still being alive in the shadows, but if Becky died just now at the heliport the mansion will still explode.. Jill is not that hard of a choice, but the best ending for me is if Chris is alone . Well thetas that. Time to hit the sack again

Fin.

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End Section

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spd0

This is the big new section that I have added to the walkthrough, these are the speed walkthrough's written by Edd Myhill and I took his permission in order to use these in my walkthrough. So here we go. note, these are speed walkthrough's so they'll generally focus on speed, not the best ending.

Resident evil walkthrough Jill

Part 1 mansion: As soon as you enter the mansion go to the first door on your left and you will be in the dining room, go over to the fireplace and Barry will talk to you about some blood by the fireplace. Turn around and go out the door behind you into a small corridor. Turn left and you will see Kenneth being eaten by a zombie ignore him for now and head back into the dining room, once there just go back into the main hall, and go round the back of the stairs.

Now return to the room where you saw Kenneth being eaten, and continue past him until you find a door. In the next room grab the clip of ammo of the birdcage and continue up the stairs. Turn right here in to the twisted corridor with mirrors you will find a arrow in a statue take it, keep going round the corner and take the door directly in front to the dining room balcony, go through the only other door in the room and turn left, then go down the small steps and left so you are outside, from here go up to the tombstone and put the arrow head in it go down and retrieve the sword key.

Head back to the main hall and take the second left after you have gone down the stairs, go through the door, continue down that corridor and go outside (only take the herbicide). Once back inside keep going the way you were through the next door and then take a right, right of you will be a room with an item box in which you should dump the knife and herbicide, then continue up the stairs turn right and follow the hall round go through the door at the end, turn right and go for the final door at the end, in here pick up the lighter and dog whistle then exit through the other door.

Return to the dining room balcony via the reddish hallway once here take the door on the second left. Go through the outside looking door and blow the dog whistle kill them and take the collar. Now go down the stairs in the previous corridor go into the first door to find yourself in the medical save room, drop the lighter and retrieve the herbicide. Head for the birdcage room then continue up the stairs and head forward through another door continue down the corridor. Take the key and replace it with the imitation one from the collar. Now head back to the medical save room but continue down the way through the door, go to the end of this next corridor

and you'll find yourself in the green house put the herbicide in the water and turn the switch to red, retrieve the death mask.

Go to the dining room, then from here go up the stairs right, and go through the door at the end, here you will get the grenade launcher. Go to the reddish hallway take the first right and you will find Richard after saving him return to where he was and take the door behind him then the left door in this next corridor take the music score then exit this room and the next so your back in the reddish hallway. Take the double doors do the puzzle (upper right, lower left, lower right) and retrieve the death mask.

Now head back to the room where you found Kenneth and take the other door, combine the music score then take the emblem and replace it with the rusted one, now use the gold one in the dining room and change the clock to 6:00, now fight yawn take the death mask then do the crow puzzle and get the death mask, head down where you got the first key and take the stone and metal object.

Part 2 the courtyard: Once at the shed take the door on the right first weather vein west second north, go through the gate and follow the path to the cabin get the crank and go back to the shed. Go through the other door, and then through the gate, use the crank on the water then keep going where the water was, then take the lift and go through another gate and along a path to get to the residence.

Part 3 the residence: Head to the double doors at the end and pick up the book inside, now leave the room and push the crate in the hallway up to the other ones and climb over, continue down this hallway and take the door straight ahead ignore this room for now bur go left into the bathroom once inside retrieve the key and return to the main hallway. Now open the door on the left facing door, retrieve the self defence gun and enter the bathroom where you will find the control room key in the bathtub. Now head back to the room where you saw Barry and push away the cabinet, then descend the ladder. Push the crates in the water to make a makeshift bridge cross it, and continue around the corner, now turn left and open the control room and work the control panels in the order they appear on the screen.

Exit the room via the door by the pressure controls. Now go through the double doors by Neptune and push in the controls then press the generator switch, now retrieve the key and head back as if you were going towards the control room but instead go around the corner and up the ladder. Now go to the gallery with the new key enter it, deal with the bees pick up the key and enter the new door with it. Do the book puzzle, fight plant 42, retrieve the final mansion key from the fireplace, head back to the mansion.

Part 4 return to the mansion: Head for the first save room but go up the stairs, from here go to the room we didn't check by where you get the map, in here push the statue forward as far as it will go then go around the corner and press the switch. Complete puzzle. Recover eagle medal from the book, go down the ladder and enter the door at he end of the passage, then go around the corner and flick the elevator switch, then go back through to the end of the hallway to appear in the kitchen.

Head up the elevator in here and then go into the small storage room where you will find a battery take it then exit through the other single door, go to the closest save room and deposit the eagle medal and battery, take out something to kill yawn with. Head for where you put the imitation key and

go into the door at the very end, soon after entering the next room you will be attacked by yawn, head down the ladder and then kill it then retrieve the book from behind the shelf.

Head for the medical save room then go up the stairs by it and left then take the next left again, in here just take the red gem, head back to the mansion main hall and open the door which was inaccessible before, now take the first right and you will find a jewellery box in this room, do the puzzle. Get the key out of this box and go to the Spencer family office get a metal object from here then go to the first save room, get the crank and battery put away the metal object, then go to the courtyard and place the battery in the lift, take it up then use the crank and return back down the lift.

Part 5 underground catacombs: Typewriter and item box directly ahead dump the crank, take the first right then go down the next passage, once in the new room take the door on your right. Head round the corner to find Enrico take his crank and return to the typewriter area. Use the crank on the hole and continue down the passage in this next room run left from the boulder then enter the next room ignore the spider and cut the webs with a knife, enter the next door.

Head right and enter the door at the end, use the crank three times on the hole. The boulder will then come upon which you will enter the alcove on your left, in this next room complete the puzzle and retrieve the shaft thing then head back to the elevator room, combine the shaft and enter the code 4231.

Go down the elevator with Barry and take the doors in front, avoid Lisa Trevor and go to the door at the end, once in here put the crate on the lift and return to the main room, in here crush the crate and take the broken flamethrower then press the switch in the Lisa Trevor room and place it on the hooks, in here take the jewellery box then take out the metal object and two medals from item box, return to the mansion take the object from the courtyard on the way back go behind the stairs in the main hall and use the stone and metal objects, use them on the statues and descend the hole.

Final part umbrella labs: Head down the stairs and turn left, then take the first left in this room there is a pc log on as John with the password ADA then unlock b3, unlock b2 with the password CELL. Now head back up those stairs and go left along the hallway go through the double doors and 8462 in the machine on the left, enter the new section of the room and get the key.

Now go back down the stairs, and head for two locked doors next to each other maybe in the right side of the room, take the single door, straight ahead will be the final save room but turn right for now in less you need it, turn right again once in this room pick up the fuel capsule then go back the way you came until you're in the main bit now go down the narrow hallway and go in the room straight ahead take the second left and refill the capsule then replace it where it was found, now go back to where you entered the fuel room and take the opposite route follow it round for a new door. In this room turn right and enter another room here turn on the lift.

Exit this room and get whatever you want to fight the tyrant. Then go up the lift and fight him, get a key off the floor and release emergency lock, now head back to the entrance of the labs and go through the before locked door and follow round the path put the fuse in back in the lift and

go up. Use the flares in the middle of the pad and you're saved.

12.

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JILL VALENTINE's ENDINGS

BEST ENDING :

To get this ending you must make sure that all of your characters stay alive till the end of the game, to do that you must give Barry his gun back and save Chris by doing the MO disk puzzle and make sure that the tyrant doesn't kill Barry at the final fight in the game. This is the ending this walkthrough is based on.

After the ending starts the chopper will lift up taking the characters to a safe distance, and the mansion will explode with a huge explosion looks like its all over and the chopper flies off into the sunrise.

GOOD ENDING I :

Make sure that Barry lives through out the game by giving his gun back to him when he asks for it, and saving him from the tyrant at the final boss fight, but dont save Chris from the MO disk trap. This is a cool ending.

When the game ends Barry and Jill will make their way into the chopper, and it will fly to a safe distance, and the mansion explodes with a huge explosion, taking the T virus and Chris with it. This will probably make Jill sad.

GOOD ENDING II :

Make sure that Barry dies only at the battle with the tyrant at the end so you should have given him his gun back, and make sure you save Chris by doing the MO disk puzzle

When the game ends Chris and Jill will make their way into the chopper, and it will fly to a safe distance, and the mansion explodes with a huge explosion, taking the T virus and Barry with it. This will probably make Jill sad again.

AVERAGE ENDING :

Make sure that Barry died by Lisa's hands and you didn't

give him his gun back , but you did save Chris by completing the MO disk puzzle.

In the end Barry would have been dead long gone, and thus the self destruct system wont get activated, the mansion will remain standing and the tyrant will now be loose in the forests . His eye is shown at the end of the movie.

BAD ENDING I :

Make sure that you saved Barry with the Lisa fight but he died in the fight with the tyrant, and you didn't save Chris at all and ignored the MO disks.

In this end Jill will be the only one entering the chopper and when it has reached safety the mansion will explode, taking the T virus and Chris with it, Jill will remember the two but atleast the virus was taken care of and its all over.

BAD ENDING II :

Make sure that Barry died in the battle with Lisa and that you didn't do the MO disk and saved Chris.

Since Barry died earlier the self destruct system wont get activated and the mansion will not explode, but Chris is still in there somewhere maybe we'll come back later . The T virus still remains and so does the tyrant, as the game shows its eye in the end of the movie, its now loose in the wilderness free.

CHRIS REDFIELD's ENDINGS

BEST ENDING :

To get this ending you must make sure that rebecca doesnt die by the hands of the hunter, and you go save her, also make sure that the tyrant at the end of the game doesnt kill her, you need to save jill too for thisone with the MO disks.

fter the ending starts the chopper will lift up taking the characters to a safe distance, and the mansion will explode with a huge explosion looks like its all over and the chopper flies off into the sunrise.

GOOD ENDING I :

For this ending you must make sure that rebecca does not die by the hands of the hunter and you dont let the tyrant kill her in the final boss battle, but dont save jill, ignore the MO disks.

When the game ends chris and rebecca will make their way into the chopper, and it will fly to a safe distance, and the mansion explodes with a huge explosion, taking the T virus and jill with it. Poor her.

GOOD ENDING II :

Make sure that you save becky from the hunter but let

her die in the fight with the tyrant at the helipad, and you should have saved jill too for this ending to happen.

When the game ends chris and jill will make their way into the chopper, and it will fly to a safe distance, and the mansion explodes with a huge explosion, taking the T virus . This will probably make chris sad.. but oh well .

AVERAGE ENDING :

Make sure that rebecca doesnt live from her encounter with the hunter, but save jill and do the MO disk puzzle complete.

In the end rebecca would have been dead long gone, and thus the self destruct system wont get activated, the mansion will remain standing and the tyrant will now be loose in the forests . His eye is shown at the end of the movie.

BAD ENDING I :

Make sure that rebecca dies in the battle with the final tyrant so she has to live through the hunter encounter, but also make sure that you dont save jill.

In this end chris will be the only one entering the chopper and when it has reached safety the mansion will explode, taking the T virus and chris with it, chris will remember the two but atleast the virus was taken care of and its all over.

BAD ENDING II :

Make sure that rebecca died at the hands of the hunter long ago and you didnt save jill either, chris will be a lone man.

Since rebecca died earlier the self destruct system wont get activated and the mansion will not explode, but jill is still in there somewhere maybe we'll come back later . The T virus still remains and so does the tyrant, as the game shows its eye in the end of the movie, its now loose in the wilderness free.

End section

13.

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gils

These are all the items you will come across in the game, but this doesn't mean that I will mark all the places you will find a specific kind of ammo in. That isn't done here, I will just list the items describe them shortly and list their locations if they're key items.

COMMON GAME ITEMS

BLUE HERB

Found : A lot of places

An herb native to this area. It can be used to cure poison.

Use the blue herb to cure any type of poison caused by the enemies it's found all over the shop and can be mixed with the green herb.

FIRST AID SPRAY

Found : A lot of places

Use it to fully restore health

First aid spray's are really useful in bad times and just one spray will restore you to full health, keep them for the dangerous enemies.

GREEN HERB :

Found : A LOT of places

An herb native to this area. It can be used to recover health.

These are the most common type of herbs you will come across in the game they can restore your health to a quarter, if mixed with other herbs can also raise its powers.

INK RIBBON :

Found : A lot of places

Using this on a typewriter will allow you to record your progress

These are the basic of all Resident Evil games, if you want to save your game then you gotta have an ink ribbon with you, otherwise sit and play.

RED HERB :

Found : Many places

An herb native to this area. It can be combined with other herbs to increase their potency.

That's right, this herb can't be used on its own, but if you combine with other herbs, mainly the green herb then it can raise their potential power.

Ammunition

ACID GRENADES

Found : These aren't found all that commonly

A canister of 6 shells for the Grenade Launcher, filled with sulfuric acid.

Save these ammo for only the hunters and other strong monsters and bosses cause they can cause helluva damage at shooting.

HANDGUN AMMO :

Found : A LOT of places

A clip of 15 9mm parabelum rounds for the Handgun.

This is the basic handgun ammo for all kinds of handgun, can be used

with the custom handgun too, pretty large amounts of it in the game so no need to worry about wasting them.

EXPLOSIVE GRENADES

Found : Quiet some places

A canister of 6 explosive shells for the Grenade Launcher.

These are the normal grenades for the grenade launcher, pretty weak compared to the other two kinds, suitable for taking out zombies.

MAGNUM ROUNDS:

Found : Rare

A speedloader of 6 .357 caliber rounds for the Magnum Revolver.

These are the rare rounds for the magnum, once you find a clip use it wisely, only spend it on hunters or bosses.

NAPALM GRENADES

Found : Common

A canister of 6 shells for the Grenade Launcher filled with ignitable fluids, which will cause flame damage.

These are some good things because they burn on impact thus preventing any further zombie mutation

SHOTGUN SHELLS

Found : Common

A box of 6 12-gauge shells for the Shotgun and Assault Shotgun.

These are the basic shotgun shells, these can also be used for the hunting rifle but its best to save as many as you can cause in the later stages of the game the shotgun becomes your best friend.

Defense weapons

BATTERY

Found : Common really

This is the standard battery used with Jill's tazer gun, upon impact it will cause the enemy to get stunned momentarily.

DAGGER

Found : More common

These are the self defense daggers, when a zombie attacks the character will shove it in its head giving time for retreat.

FLASH BANG GRENADES

Found : Common,

Chris will find these babies in place of Jill's tazer batteries in his game, really useful , can take off zombies head for sure.

Area Specific Items

THE MANION I

ARROWHEAD

Found : Check on the golden arrow to get this

Use this on the tombstone to open up a secret passage

leading you further into the game.

ARMOR KEY

Found : Trap room, Third floor of the mansion

Quickly use the imitation key on the place you find it so the trap resets or you'll definitely die from it.

BEE SPECIMEN

Found : Researchers room, second floor of the mansion

You will need this item to solve a puzzle in the same room.

BLUE GEM-STONE

Found : Check the rubble of the statue thrown from balcony of the dining room down to the main dining room.

Use this on the tiger statue head for some ammunition.

BROKEN SHOTGUN

Found : Storage room, first floor of the mansion

Use this on the rack in place of the working shotgun to set the roof trap off. Not needed with Jill.

BOOK OF CURSE

Found : Underneath the metal coffin, cemetery area.

You will have to examine the back of the book to find something behind it.

COLLAR

Found : After using the dog whistle and fighting the dogs , check on the dead bodies.

Check on the collar for an item.

COIN

Found : You find this behind the dog collar above.

Turn it around and examine the back side for something.

COMBAT SHOTGUN AKA ASSAULT SHOTGUN

Found : In first part of mansion, Jill finds it after Richard has been eaten by the snake, he drops it before.

This is my favorite weapon in the game, good against almost everything.

DOG WHISTLE

Found : Study room , second floor of the mansion

Use this on an open balcony room to call out the doggies.

DEATH MASKS 1-4

Found : Behind vines in the greenhouse room

Art room after completing the art puzzle

After fighting the snake, attic of the mansion

After solving the jewelry box puzzle in armory room

Use the four masks in the cemetery walls to be able to fight the first crimson head in the game and get some useful items.

EMBLEM

Found : Over the fireplace in dining room , first floor

Use this in place of the gold emblem in the moonlight sonata room to exchange it.

EMBLEM II -gold

Found : Behind moonlight sonata puzzle wall

Use this one where the wood emblem was to stop the clock , check it for a puzzle and another key.

FISH HOOK

Found : Researchers room, second floor of the mansion
This will be needed to solve a puzzle in the same room.

FUEL CANTEEN

Found : Save room below the study room, take stairs.
This is a very important item in the game, use the kerosene in it on the zombies then light them for the barBQ

GOLDEN ARROW

Found : Hallway after dark hall, cupid's statue
Check the arrow to take off its head for another item.

GRENADE LAUNCHER

Found : Besides forest's dead body, balcony 2F
This is one of the best weapons in the game, use the right rounds on the right enemy for max damage.

HANDGUN

Found : Jill start with it, Chris finds it in the main hall
This is the basic handgun, nothing much, not suitable for heavy combat, use it to just take out zombies.

HERBICIDE

Found : Behind metal door, west wing of mansion 1F
Use this with the pump and then turn it on to get rid of the veins blocking your path to an important item.

IMITATION KEY

Found : Check the coin found from the dog collar, it turns into this key.
Use this key in place of the armor key to shut the trap .

JEWELRY BOX

Found : After solving the armor puzzle, you will get it
Check it and solve another puzzle on the box to open it.

LIGHTER

Chris starts off with it, Jill finds it in the study room.
Use this to burn the zombies to crisp, also required in some places to complete puzzles etc.

LOCKPICK

Found : Barry gives it to Jill at the start of the game
This will open any simple locks in the game, alternative to Chris's old key's he finds in the game.

LURE OF A BEE

Found : Researchers room, 2F mansion
This will be needed to complete a puzzle in the same room.

MUSICAL MID PAGES

Found : Room near the door leading to the attic, hidden passageway, light the candles to get some light
Use this with the other pages to get the complete score.

MISSING MUSICAL SCORE

Found : Piano room , first floor of the mansion
Use this with the other pages and then use it on the piano
to play the moonlight sonata.

OLD KEY

Found : More then one location
Chris will find these keys in some places and they will
double for Jill's lockpick, really not so important .

SERUM

Found : Medical save room, first floor of the mansion
This will be needed to save Richard, or as Jill you
will need them yourself if you get poisoned.

SHIELD KEY

Found : Dining room, solve the clock time puzzle to get it
With this key in hand you can enter the door to the attic
and have the first boss fight in the game.

SHOTGUN

Found : Room after roof-trap room, check rack .
You can get this as Jill easily, but for Chris you will
first need to find the broken shotgun to get this one.

STONE AND METAL OBJECT

Found : Check coffin after killing the first crimson head
in the cemetery area
Use this to open the shed door leading outside the mansion.

SWORD KEY

Found : Check behind the book of curse to find it
Use this key on a few doors to open them, then discard it.

WIND CREST

Found : Complete the bee lure puzzle to find this
Will be used outside the mansion, keep with you for now.

WOODEN BOARD

Found : 2F mansion, reddish hallway, outside study room
Use this on the board in the farthest room and light the
fire under it to get the 2F map. Waste.

VIDEO FILM

Found : Check on Kenneth's dead body to find this
Can be used much later on to see what happened to Kenneth.

THE COURTYARD AREA

MAGNUM

Found : Put in the three crests on the left tombstone to
get this weapon.. awesome
This is the best weapon in the game as far as power goes
save it for the boss fights only, ammo is scarce.

MOON CREST

Found : Put the wind crest on the right stone to get this.
Use it on the left stone to uncover the best thing in the game.

STAR STONE

Found : Put the wind crest on the right stone to get this.
Use it on the left stone to uncover the best thing in the game.

SUN STONE

Found : Put the wind crest on the right stone to get this.
Use it on the left stone to uncover the best thing in the game.

SQUARE CRANK

Found : Lisa's cabin, besides the trap door
This will be used later on so dont worry 'bout it.

THE RESIDENCE AREA

CONTROL ROOM KEY

Found : Drain the tub of room 001's bathroom
Use this key on the door in the aquaring before the sharks
can take a bite out of you.

EMPTY BOTTLE

Found : Chemical room in the gallery room hallway,
Fill the bottles with the chemicals provided in the room and
try to make the V-JOLT successfully.

GALLERY KEY

Found : Bottom floor of the aqua ring, must kill the big shark
to obtain the key.
Use this on the right door, and nothing more.

HELMET KEY

Found : After beating plant 42, check the fireplace which was
behind the boss.
This key will open some doors in the mansion, really important.

INSECTICIDE SPRAY

Found : Check the body of the dead bee-keeper in the gallery
room hallway to find the spray
Use it on the hole in the wall in previous hallway to get rid
of the bee's from the hive to obtain a key from under it .

KEY FOR ROOM 001

Found : Shelf in the bathroom in room 002
Use it on its rightful door, nothing else.

KEY FOR ROOM 003

Found : Under the bee-hive in the gallery room, get rid of the
bee's to get this key first.
Use it on its door to open it.

SELF-DEFENCE GUN

Found : Room 001, check the desk besides the hanger
This is a .22 derringer revolver, only one shot left in its
chambers, use it wisely.

RED BOOK AKA UNPRINTED BOOK

Found : Big room with the pool table and the bar in it
Use this with the rest of the red books in the shelf and then
solve the puzzle to open a passage.

THE MANION II

BATTERY

Found : Small storage room outside elevator hall, 2F mansion
Use this back in the courtyard to reveal a passage.

BROOCH

Found : You will get this after getting the jewelry box and
then solving its puzzle
Check on this to get another item.

EMBLEM KEY

Found : Check on the brooch to get this key.
Use it on the door needed and it will do the rest

JEWELRY BOX II

Found : Mirror room, first floor east side of the main hall
You will need to solve an annoying puzzle to get this to open
Check the main walkthrough for the solution

LAST BOOK vol. 1

Found : In a digged area , behind a trap room, 2F
Check the pages to open the book to get something inside.

LAST BOOK vol. 2

Found : After beating the yawn finally, check the books he
knocked over to find this one.
Check the pages to open the book to get something inside.

METAL OBJECT

Found : Office which you open with the emblem key.
Not of use right now, need something stoney to complete
it but we'll get that later.

MO DISK

Found : Put yellow jewel in tiger statue to get it.
This will save your partner in the end of the game.

MEDAL OF EAGLE

Found : Check inside the last book vol. 1 for this
This will open a passage later on, save it.

MEDAL OF WOLF

Found : Check inside the last book vol. 2 for this
This will open a passage later on, save it.

RED GEMSTONE

Found : Taxidermy room, 2F mansion.
Turn the lights off to make it dark, make sure the eagle
isn't looking and push and climb the cabinets to take this
out of one of the moose heads.

YELLOW GEMSTONE

Found : Taxidermy room, 2F mansion.

Turn the lights off to make it dark, make sure the eagle isn't looking and push and climb the cabinets to take this out of one of the moose heads.

THE UNDERGROUND AREA

BROKEN FLAMETHROWER

Found : Lower area of the tunnels, crush a transported box using the garbage press to find it in the rubble.

Use this on the brackets after pressing the switch to unlock the door in the Lisa-tunnels

CYLINDER

Found : Found in hidden room in second boulder area, solve the dang statue puzzle to get it.

Combine it with the shaft to get...

CYLINDER SHAFT

Found : After combining the shaft and the cylinder this is obtained

Check on it and you will find a code for the elevator.

HEXAGONAL CRANK

Found : Check Eric's dead body to find this on him

Use this on the panels on walls to spin the pits around.

FLAME THROWER

Found : Chris only, first boulder room

You need to use this on the other brackets a few rooms ahead to allow the door to open, can fight with it too.

JEWELRY BOX

Found : Lisa's bedroom after heading through the sewers

Check the box to get an item from the inside.

SHAFT

Found : Main elevator controls, elevator room.

Combine this with the cylinder for a complete set.

STONE RING

Found : Check the jewelry box found inside Lisa's bedroom to get this item

Use it with the metal object we found earlier to obtain another stone and metal object, useful for later on

THE SECRET LABORATORY

FUSE UNIT

Found : Escape tunnel to elevator

You will find this in the same area as you have to use it on
just use on the elevator turn it on

FUEL SUPPLY CAPSULE empty

Found : Fuel station in the first power room

Take the empty one back to the nitro chamber to have it refill

FUEL SUPPLY CAPSULE full

Found : After filling the capsule with nitro fuel

This is highly unstable, walk all the way back to the fuel
station, you cant shoot so dont get in the way or bump into
walls or get near open fires for that matter.

MASTER KEY

Found : Off wesker's body

You will only find this item if Barry or Rebecca were killed,
then this is the only way to open the cell door holding your
third partner.

MO DISK

Found : Desk outside the slide room B2F

You will need these to free your other partner

MO DISK

Found : Slide room B2F

You will need these to free your other partner

POWER ROOM KEY

Found : Slid room B2f behind the hidden wall

Use this to enter the power room to turn the power to the
main elevator on again.

ROCKET LAUNCHER

Found : Brad drops off during the final fight

Use this to finish the tyrant up, if you miss all the shots
then the whole damn place is gonna blow up anyway.

SLIDE FILTER

Found : Room with the nitro fuel refilling machine

Use this on the slide generator in the slide room to view
the code at the end of the slide show

SIGNAL FLARE

Found : Helipad , right in front of the elevator

Use this to signal brad down

X-RAYS

Found : X ray room B3F , two of them actually

Use them on the X ray wall and turn the switch on for the
secret code for the computers.

End Section.

14.

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* 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 armed, 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.

2.)

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*****  
KENNETH's FILM  
*****
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It's the film that belonged to Kenneth. I need a video player to see what's recorded on it.

3.)

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

4.)

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 this dark place.

Nov. 13th, the date when my fate was sealed. My aunt was hospitalized just three days before that. Jessica and Lisa said that they were going to visit her. I wish I could be there with them.

But wait, even as I'm writing my memory is coming back to me more vividly. Just before I passed out, I remember the men in the lab coats said something like, "Most likely your family is already..." I pray for their safety.

Nov. 27, 1967

Somehow I managed to get out that room. But getting out of

this mansion won't be as easy. I have to get past all the booby traps. Tiger eyes, Gold Emblem... I have to try and remember for my own sake.

Nov. 29, 1967

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

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

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 bastards knew from the beginning that I'd die here and I fell right into their trap. But it's too late now. I'm losing it. Everything is becoming so far away. Jessica... Lisa... Forgive me.

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

5.)

CRUMPLED MEMO

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

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

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

Which means only you can put this collar on him. The object that Sir Spencer wants hidden is concealed inside. You're the only person I can trust with this. Of course, you'll get something out of it as well. Remember that certain item that you've always wanted to get hold of?

Well, in exchange for your services, I just might be able to get it for you. This could work out well for both of us...

Jon Toleman

6.)

BOTANY BOOK

BOTANY

* Uses of Medicinal Herbs

It is a well-known fact that there exist many plants that are credited with medicinal healing powers. Since ancient times, mankind has been healing wounds and diseases using various plants. In this book, we will sample three herbs that are a native of the Arklay Mountains and briefly outline each of their medicinal qualities. Each herb has a distinct color and a distinct medicinal quality.

The green herb recovers physical strength. 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 acquired through own experience.

7.)

BODY DISPOSAL

Special instructions when disposing dead bodies.

We have new information regarding those "beings". They may appear to be dead but in fact they are able to come back to life. 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 by yourself.

8.)

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

May 12, 1998

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

May 13, 1998

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

May 14, 1998

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

May 16, 1998

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

9.)

RESEARCHERS WILL

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

All my colleagues who were infected are dead or dying, and the nature of the disease is such that those still living have lost their senses. This virus robs its victims of their humanity, forcing them in their sickness to seek out and destroy life.

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'm sorry.

Martin Crackhorn

10.)

MAIL FROM CHIEF OF SECURITY

CONFIDENTIAL

Attn: Chief of Security

Date: July 22, 1998 2:13

X Day is drawing up on us. Execute the following procedures within one week. Prompt actions are demanded.

1. Lure S.T.A.R.S. to the estate, and obtain B.O.W.'s raw combat data against S.T.A.R.S.
2. Collect two embryos of each mutated specimens as samples, excluding the Tyrant. Dispose of the Tyrant.
3. Ensure complete disposal of the Arklay Laboratory including all

personnel and test animals. Disguise their deaths as an accident. When the above procedures are executed, report to headquarters for further instructions.

If for some reason you are unable to execute the procedure by the deadline, report immediately. In case of emergency situations, report directly to the extension number 5691.

Good luck.
Umbrella Headquarters.
Umbrella Inc.

11.)

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 damn things are pure evil.

There was no other way. He would have done the same if it were the other way around. After I put him out of his misery I had to just leave him in the bathroom. Now I'm probably the last one...

How could this happen? I'll never forgive myself for being part of this project. Eventually I'll get what's coming to me, though. There's no way to escape from this nut house. It's just a matter of time now.

Everything is set. All I need is a little courage to get it done. Knowing that I'll leave many things undone is regret beyond words.

But, this is better than just waiting to turn into one of them. Please understand and at least let me end my life as a person.

(There's a message on the back.)

Linda, please forgive me...

12.)

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 the PLANT 42 sense 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 it's inactive, the vines twine around the door to stop possible intruders.

Unfortunately, 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

13.)

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 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

14.)

FAMILY PICTURES AND 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

daddy 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 moved no more
she screaming

why?

Jst want to b with her

4

mom
where?

I mis yuo

15.)

FAMILY PICTURES AND NOTES

This is the photograph that fell out of Barry's shirt right before he fell into the pit.

(There is something written on the back.)

We love you daddy
From your sweet daughters,
Moirra and Polly

16.)

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 this whole accident public.

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

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

17.)

V-ACT

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.

18.)

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.

19.)

SECURITY PROTOCOL

LEVEL ONE

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

BASEMENT LEVEL ONE

Passage to Helicopter/ Entry is prohibited unless accompanied by a Consultant Researcher or the Chief of Security. Unauthorized persons entering the helicopter 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 of 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...)

19.)

OBSERVATION NOTES

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.)

This observation gave me more insight in my research. Through further modification and testing, I was able to derive a method to create the "G" that surpasses the performance of the "T".

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

End Section

15.

!***!***!***!***(\'. . , , . ') , . ') , . ')***!***!***!***!***!

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!***!***!***!***(\'. . , , . ') , . ') , . ')***!***!***!***!***!

tc&c

These are all the items you can unlock during the course of the game, there are plenty of unlockable things including extra game modes, some really nice weapons and even a congratulatory message from the game creator Mr. Shinji Mikami himself. Getting rewarded with THAT will truly be an honor for any resident evil player, so read on to find how to get these excellent goodies.

EXTRA COSTUMES

You can unlock extra costumes for both of the main characters and even Becky too for that matter, when you finish the game with any character in any difficulty settings you will be asked to make a

save at the end of the game, now when the game restarts you will see a different title screen, load your saved game from the end and select once again, now you will be asked to choose difficulty again. When the new game starts you will have the key which will grant you permission into the costume room. The costume room is in the room with the huge mirror, check besides the huge mirror for a strange door to unlock it.

Chris will start off with his Code Veronica dress complete with the black vest and Jill will be in her awesome nemesis mini skirt outfit, and when I say awesome , I mean it. You can unlock second sets of outfits by completing the game again with the once again option. Chris's second dress is a cool T shirt and pants and a rapper cap on top. Jill's other dress is just like the one Linda Hamilton wears in T2, the black suit with the black cap.

Additionally when you get the chance to control Becky with Chris, you can go and change her suit too, her suit will be a cowgirl suit, which is very cool too ;) .

SAMURAI EDGE HANDGUN

Finish the game with a time less then 5 hours but more then 3 hours and you get this awesome gun, it is merely a handgun but it can fire off rounds very fast with a burst of 3 at once, this can take out even hunters if your good enough to stand in front of them, and it also comes with unlimited ammo so you dont worry.

ROCKET LAUNCHER

Finish the game with a time less then 3 hours and you will unlock the best weapon in the entire game, its not the same launcher as the end of the game, this is a single barrel launcher but every bit as devastating, the only down side is that zombies may not loose their heads and still need to be burned for avoiding mutation.

REAL SURVIVOR MODE

This is a tougher mode for a challenge, you can unlock this by beating the game once, then beating it again in the once again mode in less the 5 hours, here the item boxes wont transfer items, that means if you left something in an item box in point A , you wont be able to take it out from the item box in point B. Other then that the shotgun will replace the combat knife at the start of the game and its going to have inf ammo, auto aiming will be disabled however.

INVISIBLE MODE

This mode can be unlocked by finishing the game two times in a row by either Chris or Jill, the thing is that all the monsters in the game will be invisible now and it makes the game hard as hell, but the monsters do have a little blur affect like the predator wherever they are, so they're not *really* invisible

ONE TOUGH ZOMBIE MODE

Finish the game with both Chris and Jill and you will unlock this mode, other than being a normal game the big difference is that a zombie, looks like forest to me, will follow you throughout the game in several rooms, and you can't shoot him either, because he has bombs attached to him, one hit and it's game over. So you have to avoid this little punk while doing the regular things everywhere.

HIDDEN GALLERY AND MESSAGE FROM CREATORS

Beat the invisible mode under 5 hours and you will get to see a message from the directors of the game, also this will unlock a hidden art section where you will find unused art for the game, which is quite interesting to look at actually. Must try it.

INFINITE GRENADE LAUNCHER AMMO

Courtesy of The Survivor's Guide

This trick only works as Jill (duh). Ok play until you get the grenade launcher, go to an item box and do the following trick to get a TON of ammo. Equip the Grenade Launcher with any type of ammunition, then take Flame Rounds from an Item Box. Open the Item Box again and put the Flame Rounds back into it. On the Item Box Inventory screen, highlight the slot with the Flame Rounds and press A. The pointer will jump to the Grenade Launcher slot. Press A to get 456 Flame Rounds. Note: This can also be done with other types of grenade ammunition.

TIPS

- * This is something which carried over from the original Resident evil, when you play as Jill and Barry goes forward to check on the blood, turn back and head into the main hall, wesker will tell you to check out the gunshots and Jill will go back into the dining room herself, how siff back into the main hall but Barry will say "cold feet already , its not like you Jill " now run forward to Barry and the normal dialogues will follow, after that turn around and head towards the grand father clock and the zombie who already ate Kenneth will come out of the door and head for Jill, Barry will shoot it down from the distance. Originally this used to make the game easier, but here it wont do anything. sorry :)
- * Whenever your playing with the shotgun be sure to reload it manually if its running out of ammo cause shotgun reloading animations can take alot of time , and your character can get hurt during that time easily.
- * When playing with the shotgun aim high at the zombies heads and sometimes the shot can shoot off more than 1 heads in an instance, also try to aim down and shoot them in their knee caps and the

zombies will loose their legs and fall down helpless.

- * The most important fighting thing to remember is to burn the zombies after you kill them with any weapon, be sure to have some kerosene left in the flask and use that and the lighter on the zombie to crisp it, other then that Jill can do this job quicker with her flame rounds, they burn on impact.
- * If you dont want to face crimson heads then you can either burn or decapitate a zombie with the shotgun , or you can even prevent mutation by shooting a zombies legs clean off by aiming down and shooting with the shotgun, they wont be able to move and wont transform.
- * When facing the black tiger it is not entirely necessary to beat it to go forward, take your combat knife out on the previous item box and keep a few herbs in case, now as soon as the fight starts ignore the boss and head for the door and start cutting, the boss will spit acid at you from a distance so dont stick around for too long at the same place, move a little left and right time to time.
- * Remember as how I asked you all to save the self defense gun till the first tyrant boss fight, well if you are stuck on any other boss then you can use that gun on them too, its not a gun that works on the tyrant alone, the only bullet that is inside the .22 gun will do the same amount of damage as 6 magnum rounds will. Amazing.
- * When Chris shoves a flash grenade into a zombies mouth you dont have to wait for it to explode, just get a few steps back and shoot at it with any weapon, the grenade will explode instantly but be sure to be at a minimum safe distance before it blows.
- * A good tip while fighting zombies in a room where you have some stairs is this, go to the stairs and wait for the zombies to come to you, the zombies will not bite the character when they're on the stairs, but they will throw acid vomit at you which can be easily avoided, after they throw vomit they will halt for a second or two, giving you valuable time to run away from them or shoot them in the leg to immobilize them.
- * IF you come face to face with a crimson, hope to god that never has to happen, then there is an easy method to avoid it and run from it if you aren't prepared suitably, the thing is that they are right handed, I-e they will always claw at you with their right hands, so if they're running at you , run back at them and quickly turn to their left side when they get close, you should pass them safely.
- * You really dont have to fight the tyrant a second time if your not feeling like it or simply if you want to do a speed run and see how fast you can complete the game no matter what ending, to achieve this you must first have your partner character i-e Barry or Rebecca killed, and make sure that you dont save the other one at all, then when you reach the heliport Jill or Chris will signal the chopper and it will throw down a rope ladder and the character will climb that into the chopper and the game is over. capiche.

ACTION REPLAY CODES US VERSION

These codes will work only with the US version of the game, the code marked M must be activated before the other codes will start working.

(m)

WCZG-EGPA-7QM7R
H30N-BC12-77CZ7

Infinite Health

VFMQ-R5VH-UDC1P
9Q0P-BVGZ-XUY8Q

Infinite item in slot 1

VGMN-VRRK-YRJ0W
5NEZ-J6ZP-NJAZ4

Infinite item in slot 2

DAY7-QM2Q-03EYX
99TM-ZGJ3-ZQRYF

Infinite item in slot 3

WAW0-XV7R-5NUBF
J923-CGX4-UH2AG

Infinite item in slot 4

HJFG-D3PK-97ZND
455V-RDP6-VTG98

Infinite item in slot 5

XT43-249D-FX0R7
BH3D-ME93-XQFXB

Infinite item in slot 6

D65H-20FE-YYJ8F
V768-91ED-CBWRE

Inf. item in slot 7 (Jill extended)

8W3R-RP5C-2JJUN
PHP7-XAJY-XXD7P

Inf. item in slot 8 (Jill extended)

JX83-XC97-ETW2A
KT2K-ZNTG-9CKNV

RTUE-FFNU-92R4W
PBMJ-F9NV-6E4V1

Zero Saves

HY4X-A12F-MYG03
Q39C-21EY-AXRYE

All Items In Crate

F1UQ-WGAD-R56PR
JP5A-D1PK-XWYK2
CJV4-CKQ5-HJZC1

ACTION REPLAY CODES UK VERSION

These codes will work only with the UK version of the game, the code marked M must be activated before the other codes will start working.

(m)

4MQV-Z06J-CUJC4
4KFR-HVXC-TNCVA

Infinite Health

8954-4635-52NY4
U23J-XWVU-C0AVV

Infinite item in slot 1

8BZF-XJUY-KUAC3
J3U7-BC22-H7WQW

Infinite item in slot 2

PGG6-VTXK-4X0HJ
E9BR-XB2G-NU0Q8

Infinite item in slot 3

QC7R-BYP4-2AHM8
F1RR-RMOX-K3EF2

Infinite item in slot 4

EUQ1-Q35N-CTYXP
MJZ1-7FHZ-8JXNR

Infinite item in slot 5

331B-U4K1-DEG6D

R0MP-93G8-J7HCF

Infinite item in slot 6
5UHM-3360-DVUXD
PA4Y-0PD8-AQ799

Inf. item in slot 7 (Jill extended)
8491-69UH-4KA3A
A6CE-657Q-C9NU5

Inf. item in slot 8 (Jill extended)
JE2M-V7J0-WMUR2
YTUN-120K-BE8MP

Only use one code from each

set of slot codes

Slot 1-Silver survival knife (Jill)
1N2D-PNPE-C97UR
5T3N-FNFH-PUWRA

Slot 1-Grey survival knife (Chris)
F48T-GW8Q-U5TWP
JE5G-JFYQ-JNQPH

Slot 1-Handgun - Stars custom 9mm
FCC7-EG53-42JNM
V396-QB63-25RPN

Slot 1-Self defense gun
EYRA-KFKX-4M3PT
HDRJ-NZ01-DXNNK

End of Section

16.

!!!!!!*\`'., ,.'') ,.'') ,.'')*!!!!!!*!!!!!!*

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!***!(\`., ,.·'´),.·'´),.·'´)***!

m9c

* INK RIBBON CHART

Well since I didn't mark so many ink ribbons during the course of the main walkthrough I thought why not make an extra section about it so that I dont get that many hate mails from the viewers :p

1. Dining room, check the table here to find one on it
2. In the room with the REAL shotgun in it. Check table
3. First save room inside the residence area.
4. Room before the actual mirror room itself.
5. Piano bar room
6. First room in the underground area
7. Save room in underground labs area
8. Room where nitro fuel refiller is located
9. Inside any item box, on easier difficulty.

* DIFFERENCES BETWEEN CHRIS AND JILL

CHRIS REDFIELD	JILL VALENTINE
Chris will start off with 6 slots in his inventory	Jill will start off with 8 slots in her inventory
Chris will team up with rebecca for his game and will never meet barry,	Jill will team up with the old guy barry and will never rebecca in her game
Chris will have the lighter in his inventory from start	Jill does not have it and will need to find it later
Chris will be able to use the flamethrower as an offensive weapon	Jill will only find a broken flamethrower in the game only used as an item
Chris does not have the lockpick and needs to find	Barry will give it to jill and she can open many simple

old keys to open doors	locks with it	
Chris has more stamina so	Jill is weaker and runs slow	
he can run faster and take	but her game is easier when	
more hits then jill can.	compared to chris's game	
Wesker will die in all of	In jill's best ending wesker	
chris's endings as he should	will just disappear	
_____	_____	

* ENDING MESSAGE

Now i know you all have probably heard about this, but its a little too hard to obtain this, but for all the readers, here is the message from Shinji Mikami which appears when you finish the game under 5 hours in the invisible mode.

Thank you for taking the time to play all the way through "biohazard" If you're reading this letter I salute you! You are truly a remarkable player! I imagine you must have had some pretty memorable experiences along the way.

The pain of seeing the "Game Over" screen time after time... The sweet taste of Victory after you finally beat the game... The feelings of camaraderie you shared with your character... The excitement and overwhelming sense of dread.

We believe that games are more than just the product of a team of developers. It takes the support of dedicated players like you to make a game worthwhile. For this reason, we are truly delighted when someone enjoys one of our games as thoroughly as you have.

Therefore on behalf of the entire staff please allow me to express our gratitude and congratulate you on a job well done! Thank you very much for playing!

Shinji Mikami
Dev Team Representative

* DIFFERENCES BETWEEN THE ORIGINAL RESIDENT EVIL

AND THE NEW RESIDENT EVIL

1.The most obvious difference is the addition of the Lisa Trevor

character in the game, there wasn't even a mention of her in the original resident evil and in this version of the game she appears as in immortal enemy who cannot be killed by any weapon and you need to think something up if you want to get rid of her, similarly but not such a big difference is that the Trevor's diary we find in the REmake is actually what the Trevor's notes were, they were supposed to make an appearance in the original RE but they were taken out of the beta version of the game, seeing as how they explain the story so well capcom have mini-ed them down into one file and have put them in this game. The location for this file is obviously, on top of George Trevor's tomb.

- 2.Rebecca's starting position has been changed in this game, indefinitely, remember how you could either go into the medical room or the room with Richard and meet up with Rebecca in either one of them, well in the Remake you only meet her once you enter the Richard room, no place else, and the part where Rebecca is cornered by the hunter, that was a very hard thing to achieve in the original resident evil and required alot of patience, but in the REmake it happens everytime and there is no avoiding it. sorry.
- 3.Getting Barry killed in the original was also a hard thing to do which made viewing the other endings of the game hard, but in the remake capcom have made this an easy option because the final boss can attack and kill your partner which will cause a different ending FMV to start up, this is one of the better changes of the game.
- 4.Capcom have added several new places to this game which were not in the original either because of the size limitations or because the old hardware was not up to it, well anyway some of the new places capcom have added are the cemeteries, and the new and much bigger aqua ring, the underground passage which leads to the final labs has also been modified a bit and it takes much longer for the player to reach the lab.
- 5.One of the more interesting changes, when wesker is with the characters in the tyrant room, you would see how wesker walks right up to the tyrant chamber and spreads his arms, as if he wants to get stabbed , while in the original he screamed to the tyrant to stop before it impaled him, well anyone who has played resident evil code veronica and watched the Weskits report 1 would know why wesker wants himself to get killed. Look in this walkthrough for a transcript of the Weskir's report.
- 6.After wesker dies you can check his body for a file written by his dear friend William birkin, but in the original RE there was no mention of either William birkin, or alexia ashford for that matter.
- 7.Almost every puzzle in the game has been renewed and has a new method / answer for it, this is not such a bad thing because this will just stop the game from becoming too easy for those who already have played it once. Adds to the buy value of the game I suppose.
- 8.Another difference with wesker is that in the original resident evil, if you were aiming for the best ending for Jill then near the end wesker will turn on the self destruct system, at this point if

looks alot the Excellent TimeLine FAQ which Rob McGreggor has. But I assure everyone that this is completely ORIGINAL STUFF. I DID NOT RIP OFF A SINGLE WORD.

NOTE 2 : Keep in mind this is NOT an in-depth timeline into every issue in the resident evil saga, but just the few main pointers everyone should know about.

Source : partly capcom's official resident evil site

* OFFICIAL RESIDENT EVIL TIMELINE

1950's

Doctor James Marcus, Lord Edward Ashford and Ozwel E Spencer discover the mother virus.

1953

Birth of Kenneth J. Sullivan S.T.A.R.S. Bravo Team Scout.
Deceased July 23, 1998 inside Spencer Mansion. Devoured by Zombie.

1957

Birth of Enrico Marini. Captain of the S.T.A.R.S. Bravo Team.
Wounded during Spencer Mansion penetration. Killed July 23, 1998 by a single gunshot wound. Murderer unknown; possibly Barry Burton under the command of Albert Wesker.

1960's

Birth of Albert Wesker, captain of STARS Alpha team

Early 1960's

Alexander ashford graduated with a Ph.D in biogenetics and joins his father in research for the mother virus.

1960

Birth of Barry Burton. Ex S.W.A.T. team member; currently part of S.T.A.R.S. Alpha Team. Working under threats to his family by Albert Wesker. Competent helicopter pilot.

1961

Michael Warren, an engineer, moves to Raccoon city and begins work the city's cable car system. He eventually becomes mayor.

1963

New york city architect George Trevor is hired by spencer to build a huge mansion in the arklay forest.

Birth of Brad Vickers. Part of S.T.A.R.S. Alpha Team. Known as "chickenheart" he pilots the helicopter (and abandons the team) during a botched team disembark at the Spencer Mansion.

1967

November 10, 1967

Progenitor Virus administered to Jessica and Lisa Trevor, wife and daughter of famed architect, George Trevor. Kidnapped and held in the Spencer Mansion, Jessica eventually dies, Lisa lives.

Trevor's Diary: George Trevor's aunt becomes ill and is sent to a nearby hospital. Jessica and Lisa Trevor intend to visit her.

November 13, 1967

Trevor's Private Papers: Architect George Trevor arrives at the Spencer Mansion, which he designed over a five-year period for Lord Ozwell E. Spencer. Spencer tells Trevor that Trevor's family has recently departed to visit a sick aunt. Both gentlemen feast in the dining room before viewing the mansion's art collection. Trevor mentions the house's "numerous secrets."

Lisa Trevor's Letters: Part torture subject, part bio-experiment, Jessica Trevor writes a final, emotional note to her daughter, pleading for an escape plan and fearing the worst is upon them.

November 14, 1967

Trevor's Private Papers: Trevor views Lord Spencer's collection of European paintings and parchments. Spencer tells Trevor he is contemplating turning the residence into a seaside resort. He also wishes to start an "international industrial medicine company." The company's name would be "Umbrella."

Lisa Trevor's Letters" Lisa Trevor feels dizzy from the shot she was given four days ago. She wants to escape the mansion, but her mother hasn't returned.

November 15, 1967

Lisa Trevor's Letters: Lisa finds her mother and they eat together. Lisa is happy until she realizes her mother is a "fake" and "different inside." She locates her mother's face, peels it off her skull, and attaches it to herself.

November 18, 1967

Lisa Trevor's Letters: Lisa mentions a coffin under the house where her mother rests. Little else of the letter is comprehensible.
Trevor's Private Papers: Trevor notes in his diary that his wife and children have not returned from their Aunt Emma's. There are no telephones, so he can't check their whereabouts. Trevor heads to a second floor terrace. Large crows perch here; Trevor feels strange, as if he is being watched. He spies a lower courtyard with a ladder leading down into a hole this wasn't in his design.

November 20, 1967

Trevor's Private Papers: Trevor notices that the shotgun gave Lord Spencer has been swapped for a broken one. Trevor is alarmed at his family's disappearance, and his employer wants him back at work.

November 21, 1967

Trevor's Private Papers: Trevor is ushered into an enclosed reception chamber, where a man in a white lab coat tells Trevor that his family is dead. Trevor feels pain in the back of his neck; he falls to the floor.

November 24, 1967

Trevor's Private Papers: Trevor is imprisoned in the room' the man in the white coat brings him "revolting" food. Only he and Spencer know the mansion's terrible secrets. He mentions

preternatural entities roaming the manor grounds. Trevor wonders if Spencer is testing the mansion's "secret mechanisms" on him. A strange ant-like creature lands on Trevor tramples a number of them. Trevor's Diary also notes these occurrences.

November 26, 1967

Trevor's Diary: George Trevor loses his favorite lighter the one Jessica gave him.

November 27, 1967

Trevor's Private Papers: George Trevor escapes from his room, but the mansion is securely locked. He mentions Crests, an eye needed for a statue, and a Golden Emblem. He hasn't time for these games.

November 29, 1967

Trevor's Private Papers: Trevor begins to lose his mind. He stumbles upon a room with a giant plant growing through it. He describes it as "absurdly gigantic." Trevor escapes the mansion and moves through a laboratory, in to a cave system. He mentions high-heeled shoes. He hopes his wife escaped by this route. Trevor's diary entries become increasingly disjointed. He hasn't had food or water for days. He feels trapped.

Trevor's Diary: Trevor continues to ramble on about being trapped, writing about large glass tubes and wet, eerie caves.

November 31, 1967

Trevor's Private Papers: Trevor is in the dark. He scrambles through a secret tunnel that ends in a damp chamber. Something monstrous looms in the shadows. With his final match, he illuminates the room. Near him is a headstone carved with his name carved into it. Trevor scrawls a final goodbye to his wife.

Sometime in 1967

It is assumed that Lord Ozwell Spencer and Alexander Ashford completed the experiment known as the T-virus.

Sometime in 1967

The Special Tactics and Recovery Squad (or S.T.A.R.S.) is formed in New York City as a special branch of the police force. Its specially trained troops deal with cult-affiliated terrorism.

1969

Birth of Forest Speyer, S.T.A.R.S. Bravo Team sniper and vehicle specialist. Deceased July 23, 1998 on a balcony inside Spencer Mansion. Devoured by an unknown entity.

1970

Estimated "birth" of Alfred Ashford and Alexia Ashford, twins in a long line of Ashfords. Their father Alexander (along with Lord Spencer) created the T-virus. The twins then experimented on Alexander, turning him into a "Nosferatu". After the invention of the T-Veronica Virus, Alexia enters a cryogenic state chamber to mutate and strengthen her powers.

1971

Birth of Joseph Frost, S.T.A.R.S. Bravo Team vehicles specialist, who joined Alpha Team under orders from Albert Wesker. Deceased July 23, 1998 on Spencer Mansion grounds. Devoured by zombified hounds.

1972

The Raccoon City chapter of S.T.A.R.S. is established.

1973

Birth of Chris Redfield S.T.A.R.S. Alpha Team member. Dishonorably discharged from the Air Force, Chris is recruited from S.T.A.R.S. by Barry Burton.

1975

Birth of Richard Aiken, S.T.A.R.S. Bravo Team communications specialist. Bitten to death July 23, 1998 on Spencer Mansion grounds.

14th Feb 1975

Birth of STARS alpha team member Jill Valentine.
Current status. Active.

1978

Wesker's Report II: Albert Wesker arrives at the Arklay Laboratories ignoring the Umbrella president and remaining aloof to the other staff. He commences research on the Ebola Virus, and attempts to create a Bio Organic Weapon (B.O.W. Entities). Wesker first encounters the "woman," a creature who has been constantly experimented on with multiple viral strains since her first injection on November 10, 1967.

1980

Birth of Rebecca Chambers, S.T.A.R.S. Bravo team medic and part-time pianist. One day before Alpha Team's arrival in Raccoon Forest, she investigates a mysterious train. Albert Wesker shoots her in the chest, but she survives and escapes the mansion. Her status is currently active.

1981

Birth of Steve Burnside. An immature but good-hearted child, he is held on the remote Rockfort Island with his father as a prisoner of Umbrella, Inc.

July 27, 1981

Wesker's Report II: Ten-year old Alexia Ashford is given permission to head up Umbrella's remote Antarctic research station. Her family's reputation is legendary (her father, Alexander Ashford first discovered the T-virus), although Alexander's son, Alfred, is useless. Wesker vows to commence research on the laboratory's older workers, but Dr. William Birkin is envious of Alexia and isn't mentally capable of helping Wesker. An imprecise killing machine, name the Zombie, is created. However its infection ration isn't perfect. The "woman" still lives, and Wesker is surprised at how resilient she has become.

1983

January 30, 1983

Alfred's Diary: Alfred Ashford, inside the secret Umbrella Antarctic base keeps a diary where he mentions a hidden passageway, accessible only by using three family brooches. He cannot retrieve his father's brooch.

February 17, 1983

Alfred's Diary: Alfred manages to secure the brooches and enter the sealed room. He makes a shocking discovery-his DNA was spliced from

a family ancestor and surrogate mother; both Alfred and Alexia are experiments. Angry and jealous that his father chose Alexia (she exhibits genius intelligence, but Alfred does not), Alfred is determined to avenge his blundered birth.

March 3, 1983

Alfred's Diary: Alfred and Alexia begin to experiment using the T-Veronica Virus on a "human body" they find- most likely their father. Alfred worries that the family butler will find out about this macabre experiment.

April 22, 1983

Alfred's Diary: Alexander Ashford is turned into a freakishly mutated being that comes to be known as "Nosferatu," and he's locked away in a secret basement room. Alexia, meanwhile, continues to experiment on herself, and she informs Alfred that she needs to be frozen for 15 years before the T-Veronica Virus can completely consume her. Alfred, now alone, mentally degenerates completely.

December 31, 1983

Wesker's Report II: Wesker hears that Alexia died after injecting herself with the T-Veronica Virus. He can't rely on Alfred to help with research. Wesker begins to wonder why Oswell Spencer locate the laboratory here, especially as Wesker believes other species (both animal and vegetable) could be affected by the virus. He realizes that placing a base in the Antarctic wasn't so crazy after all. The "failure" at the laboratory (the woman infected back in 1967) has been forgotten. Wesker's true intentions- that he's been planted in the Umbrella organization by another company are still secret.

1986

Birth of Sherry Birkin, daughter of Umbrella scientists, Doctor William Birkin and Annette Birkin. Sherry wears a small neck pendant that carries the G-virus. Albert Wesker's forces may be holding her against her will.

1987

Residents of Raccoon City elect Michael Warren (the engineer who pioneered the town's cable car system) mayor of Raccoon City. Warren holds this position until the town is destroyed; he dies in the nuclear explosion.

1988

Wesker's Report II: Wesker can't believe Birkin is bringing life into the world when he works in such a place, especially as work has begun on the Tyrant, a genetically superior soldier. However, very few "test subjects" could survive with the T-Virus inside them; most turn into Zombies. Only 10 people in the United States have the correct DNA. Hear the Umbrella France has recently started the Nemesis Project, Wesker requests appropriate samples, realizing that a tremendous soldier can now be created. The Nemesis parasite has a short life expectancy outside of the host body, so Wesker resolves to plant the Nemesis parasite into the "woman." The results are surprising she devours the parasite and lives. Wesker switches his research completely and begins to work on the "failure".

1992

After five years as mayor of Raccoon City, Michael Warren begins to rely heavily on Umbrella's "charitable" donations. The money helps to build a hospital, a public utility works, a municipal building, and helps "keep the public peace."

1993

The newly appointed Raccoon City chief of police, Brian Irons, begins to take bribes from Umbrella, Inc. to ignore the disappearance of locals, Umbrella's "experimental" areas of the city, and other atrocities. Chief Irons becomes more erratic.

1995

July 31, 1995

Wesker's Report II: Wesker returns to the Arklay Laboratories after a four-year absence. Birkin heads the G-Virus experiment that Wesker began. The G-Virus continuously mutates its host, creating a creature that resurrects itself from the dead. Spencer spends less and less time at the Raccoon facility. A new lead researcher named John arrives, and the experiment on the "woman" begin to turn violent she rips the faces off careless researchers and wears them on her hunched back. She is destroyed, but Wesker wonders what Spencer has in store for Umbrella.

1996

While Mayor Warren and Police Chief Irons stonewall any protests, Umbrella, Inc. is permitted to construct the Arklay Laboratories near the old Spencer Mansion, away from the main business district, but still within Raccoon City Limits.

1997

Barry Burton leaves his job as S.W.A.T. team sergeant to become a full-time member of S.T.A.R.S. Burton recruits Chris Redfield, and both move to Raccoon City to revamp the S.T.A.R.S. team there. Ada Wong, a spy infiltrating the Umbrella organization to gain more information on their viral experiments, manages to become intimate with an Umbrella researcher named John. The Raccoon City Police Department moves into the disused Raccoon City Art Gallery. Artwork remains in the building during the move, but many more expensive paintings and statues arrive shortly afterward. They belong to Chief Irons.

1998

April 25, 1998

Manager's Diary: A technician is hired to manage Arklay Laboratories and "disposal" facility. The lab is near the mansion, disguised as a factory.

May 10, 1998

Keeper's Diary: The keeper looks after a new specimen, which may be a Chimera. The beast dismembers and disembowels its meat (a wild pig) before eating. Secretary's Diary: Chief Irons acquires another disgusting painting; a naked human, being hanged.

May 11, 1998

Keeper's Diary: A T-Virus leak shuts down the Arklay Laboratories basement area. The keep dons a haz-mat (hazardous materials) suit.

May 12, 1998

Keeper's Diary: the Keeper feels "musty" and "itchy" after 24 hours in the haz-mat suit.

May 13, 1998

Keeper's Diary: The Keeper goes to the laboratory clinic when his itchy back becomes swollen. He removes his haz-mat suit, and they bandage his back.

Prisoner's Diary: On Rockfort Island, a prisoner complains that his cell "stinks of death." He shares a bunk bed with an "interesting" fellow named Bob.

May 14, 1998

Keeper's Diary: A blister appears on the Keeper's foot; he hobbles to the dog pen. Some of the hounds have escaped.

Manager's Diary: Arklay Laboratories tests a special, but unstable, gas that decomposes living cells.

May 15, 1998

Keeper's Diary: An armed guard prevents the Keeper from leaving or making phone calls.

May 16, 1998

Keeper's Diary: A scientist is shot trying to escape from the secured Laboratory. That night, a piece of rotting flesh falls off the Keeper's arm.

Prisoner's Diary: Bob says that he was the assistant to Alfred Ashford, but was imprisoned over "a tiny little mistake."

May 17, 1998

The T-Virus accidentally saturates a laboratory plant in Arklay Laboratories, creating Plant 42. An angry researcher floods the mansion's lower rooms, freeing sharks infected with the T-Virus.

May 19, 1998

Keeper's Diary: The T-Virus metamorphosis is almost complete. The Keeper attacks and eats the guard.

May 20, 1998

A female hiker is found on the bank of the Marble River. The body shows signs of animal lacerations.

Manager's Diary: Despite possessing a keycard, the Manager is accidentally locked inside a "treatment room" in the Arklay Laboratories.

Prisoner's Diary: Military personnel move Bob to a building from people never return.

May 21, 1998

Plant 42 Report: Umbrella researcher Henry Sarton writes about a mutating plant that attacks by crushing its victims in its vines or by bloodletting with its tendrils. This monster has preyed on several scientists.

May 27, 1998

The Raccoon Times writes a report on the discovery of the dead hiker. The police think a grizzly bear attacked her.

June 7, 1998

Manager's Diary: Staff members are becoming unruly and will not correctly dispose of experimentations.

June 8, 1998

Researcher's Note: John, a researcher, tells his sweetheart how to correctly

exit the Arklay Laboratories. Pass codes are mentioned.

June 16, 1998

The Raccoon Weekly runs a story about strange "dog-like" creatures roaming the Arklay Mountains near the Spencer Mansion. The paper urges people to try to photograph or capture a specimen.

July 9, 1998

The Raccoon Times: "Mystery in the Arklay Mountains" reports that local authorities closed the roads into the wilderness area; they summoned S.T.A.R.S. to help investigate. Grotesque monsters are still in the area, and more families have vanished.

July 16, 1998

Manager's Diary: Bodies in the facility are still being dumped into exterior containers and not burned per instructions. The plant disposal system cannot cope with "demand." The workers feel a little strange, they're taking medicine, but it isn't working.

July 22, 1998

White Umbrella: A clandestine organization give strict orders about an "X-Day." S.T.A.R.S. members are to be lured into a laboratory to battle the mutating experiments.

Suicide Note: A researcher, writing to his wife, details a viral outbreak in the Arklay Laboratories. He destroys his colleague with an ornate pistol and then hangs himself.

July 23, 1998

Raccoon City television runs a story about 10 families missing in the Arklay Mountains. Human remains have been found in the area. A military police vehicle is discovered inside the Arklay Mountains. Rebecca Chambers reports that corpses of Military Police, plus an unidentified body, are uncovered near the vehicle. Alpha and Bravo S.T.A.R.S. teams are ordered to look for any survivors. The teams assemble on the evening of July 23rd. Bravo Team makes an initial sweep of the lower-lying forested areas.

But before the Bravo team can do much their chopper maul functions and they are forced to make a forced landing in the Raccoon forest. The team spreads out except for the chopper pilot Kevin who decides to stay there to make some repairs. Rebecca Chambers the rookie member of the BRAVO team soon finds an overturned car which has the corpses of a few MP personnel among it, the MP vehicle also contains a report about a convict being transported named Billy Coen, but Coen's body is not among the rest of the people which meant that he is out there in the forest. The BRAVO team captain Enrico Marini warns the team about this man and then asks them to spread out in the forest.

Rebecca soon finds a train in the middle of the forest, cautiously approaching it she readies her gun, but before she can enter the train it starts to rain. Rebecca enters the train and soon she comes across Billy Coen, not surprisingly enough he points a gun to her but doesn't shoot and asks her to go, not long after their first encounter Edward, another member of the BRAVO team comes crashing in through the train windows but dies before revealing anything important to Rebecca. A little while later Rebecca is contacted by Enrico again and he tells her some more information

about Billy and the amount of people he killed, rebecca finds it hard to believe that he could kill 23 people.

Not long after that they both meet up again, billy and rebecca dont get along at first but after rebecca encounters a strange zombie and billy saves her life they decide to stick together, but suddenly the train starts to move again.

They make their way to the cockpit only to see some soldiers being killed by some huge leeches along the way, they make it to the cockpit and try to stop the train but are unable to do so and the train crashes near a training facility. Inside the facility we see the robed man mocking albert wesker and william birkin. Rebecca and Billy start exploring the training facility.

After saving her life once more billy finally tells rebecca about the people he killed, he actually didnt kill them, but billy was the man they all put the blame on, rebecca knew it. The 2 hero's find several things regarding one doctor James Marcus through out the training facility, who is he !? The two make their way across the facility then go through umbrella's own private little church. During this course they find some more things related to this doctor marcus.

Along the path solving mysterious puzzles and fighting more and more hordes of zombies rebecca and billy coen make their way through the training facility and then a lab and even go through a church where they have to face off against a huge bat, but they kill it with ease, after exploring some more and finding some more notes about whats been happening here they both make their way out of the labs.

Rebecca and billy finally make it to a cable car system but billy is attacked and he falls down somewhere, rebecca goes through the cable car alone and she comes to a place with a huge elevator, there she meets up with his captain enrico, and that was the last time she ever see's him, after enrico leaves rebecca continues's her search for billy, soon after she finally finds billy clung on for dear life. After saving billy , they both head forward and finally encounter the robed man, he explains his story to the two hero's and we find out that the robed man is actually james marcus, he starts to tell his tale to the two hero's, marcus flashbacks twenty years ago when he was in his lab working on a leech, his queen leech, marcus has infected the leech with the T virus and its results were splended as far as his research was considered, but umbrella wasnt too sure about him and they wanted marcus dead.. as marcus is working in his lab one day suddenly the door bursts open and some armed men run into the room and open fire on marcus, he is completely helpless and cant do anything, marcus almost dead see's two figures walking inside the room, both of them are the young researchers albert wesker and doctor william birkin, wesker tells markus that its time or him to die, and william exclaims that he will take over his research, markus near death says his final words, "wesker.. birkin " and he goes out.

But according to him, a miracle happens, and the queen leech which he was working on suddenly sprains to life and goes inside his mouth and spawns inside his throat, somehow markus comes back to life and he has attained the powers of the leech and much more, he can change his appearance at will, and the young

man we have been seeing all this time is actually that same old markus.. he exclaims that its time for the hero's to die then suddenly james marcus starts mutating and turns into a monster, a huge battle insue's which see's marcus's defeat in the end.

William birkin and Albert wesker turn on the self destruct system to this facility as rebecca and billy struggle to get out of the facility, along the way they are attacked by the queen leech who feels almost no pain from any weapon but sunlight is lethal to it. So using sunlight billy and rebecca kill the queen leech and billy shoots it down into the flames, they both escape the place just in time. Outside rebecca spots the spencer estate and she heads towards it and takes billy's dogtags with her and claims that officially billy coen is dead....

July 24th, 1998

After contact with BRAVO team is lost Albert wesker takes out the ALPHA team for search and rescue, soon they arrive at the raccoon forest. The ALPHA team locates the BRAVO's chopper but they dont find anything inside except for the dead body of their pilot kevin. Joseph cant take the sight and he almost throws up. The team starts searching the forest for more clues. While searching Joseph comes across some noises but before he can do much a horribly skinned dog attacks and kills joseph before he could defend himself. Jill tries to shoot the dogs but the bullets have no affect. One of the dogs notices her and tries to attack but she is saved right in time by chris. They both make it to their feet and run away but a dog closes in on chris, this time its wesker who shoots the dog away.

The ALPHA team's pilot Brad Vickers chickens out and leaves the team alone in the forest, chris spots an old abandoned mansion in a distance and asks the team to head for the mansion, along the way they dont stop for anything, this was supposed to be an old abandoned mansion and luckily they could find a hiding spot in there.

Jill, Barry and wesker enter the mansion and discover that chris is not with them, suddenly they hear a gun shot and thinking it might be chris jill and barry head out to investigate, but all they found is kenneth J sullivan's body, being eaten by something or someone. Upon dispatching the zombie the 2 return back to wesker only to find out that he's missing too.

Jill and barry go their separate ways then, while chris redfield in the mansion finds the only surviving member of BRAVO team rebecca chamber who is terrified out of her life. Together they both find Richard who was bitten by a large snake, just within the nick of time chris finds the serum which is needed to finish off the poison from his body, chris is able to save richard, and then they take him to the medical room to rest.

While barry and jill find the body of forest spayer from the BRAVO team chris and rebecca make their way to the guard house behind the mansion, heading into a secret lab below the guard house chris makes his way to a flooded area where he spots richard in the disntace but what is he doing here, richard tries to stop chris but chris doesnt liste to him and starts to make his way through the flooded catwalk to richard, richard knows why chris shouldnt come close to him and he

see's a huge figure coming at them from a distance, chris is however unable to spot the figure and keeps walking, richard jumps at chris and knocks him out of the way when suddenly a huge 20 foot shark attacks and swallows richard in a single attack, chris saddened by this avenges his friend by first draining the whole area, but the big shark is still in a small pool seemingly dead, chris heads to the area behind it to find a key but the shark knocks the key in the water after coming back to life all of a sudden.

Chris using his cunning throws in some electronic equipment in the pool then electrocutes the shark and takes what was needed, checking the rest of the guardhouse chris finds a large mutated plant called Plant 42. Luckily with rebecca's knowledge of chemicals they are able to kill the snake and upon finding a valuable key they return to the mansion.

When chris and rebecca return to the mansion they find out that its been taken over by a new kind of enemy, the hunters, while chris and rebecca take care of these things jill has managed to find a way out of the mansion, she makes her way to a cemetery and a cottage outside the mansion, there she finds a new monster, it looks a lot like the hunchback from the fairy tales, but this one isn't a nice one and jill can't seem to kill her at all.

Escaping the place jill makes it to the guardhouse where she overhears barry talking to someone else but barry blows the topic off and ignores it, then the two make their way to the catacombs below the mansion. In those tunnels jill finds the BRAVO team captain Enrico Marini but before he can reveal the identity of the traitor in the STARS someone shoots him, jill gives chase only to be led to an elevator with barry on it leading down into a huge pit.

But before they can do down again barry and jill are attacked by that thing jill met in the cottage again, jill turns to barry for help but finds out that he left her alone, jill gets really mad at this and dodges the thing again, taking a ladder to the cottage again she makes it to the mansion and a secret altar right under the mansion main hall. She finds barry in the altar and barry almost tries to ambush her after they have an argument. But the thing attacks them again, jill thinking wisely gives barry his gun back and they both shoot the thing but the ammo seems to have no effect, accidentally knocking over the four stone pieces in each side of the pit jill opens up the coffin in the area, when lisa trevor see's the coffin she yells in a sad yet monstrous voice "mother" and then she throws herself down the pit and commits suicide.

Jill and barry make their way into a secret lab below the mansion via a secret passage into the altar, chris and rebecca are in hot pursuit as they make their way to the lab not soon after, but there they have to fight a large spider which they kill together. Meanwhile in the secret lab jill finally discovers albert wesker's plans and finds out that barry was involved in them that's why he was acting weird towards jill.

But barry doesn't want to hurt jill so he turns against wesker and during this the tyrant impales its own master, wesker. Barry tries to stop it but the tyrant knocks him out, jill is left alone to fight the thing and after a very close battle jill

finally gets the upper hand and the tyrant is knocked out. Barry also wakes up in time, and they both find out that the mansion is about to explode, they both make their way to the heliport and run into rebecca and chris on their way back. Together again all of them head for the heliport. The tyrant is however up now and it blows a hole to the roof of the mansion while brad is closing in to catch the team, the tyrant throws chris away and the rest of the team is left to fight the tyrant. Brad vickers from the chopper throws down a rocket launcher which chris redfield catches right in time and he shoots the tyrant dead with it. The tyrant stands calm at the sight of the launcher as if it was sure that nothing is going to happen to it even after taking a rocket, but its thoughts are wrong and the powerful weapon blows the tyrant into pieces, after that brad finally gets the courage to land the chopper on the helipad and all the team makes it into the chopper.

Once inside the chopper they all brace for impact and just make it out of the blast area as the huge mansion explodes in a even huger explosion behind them, and takes the T virus with it. Rebecca seemingly tired by all this ordeal lies down and quickly falls asleep while jill also falls asleep with her head on chris's shoulder, chris looks at barry and finds out that he's rearming his gun again, possibly for the future. Chris raises a smile as the chopper dives into the sun rise.

July 25th, 1998

The bruised and battered team arrives back at the raccoon city police department where they are welcomed back by their comrades but they go and confront the chief of police brian irons at once and they have a long argument about that, after that the STARS speak of the events that happened in the mansion on public but they all think they're just bluffing and don't take them seriously, the STARS are hopeless.

August 7th, 1998

Jill valentine can't still get over her experience at the spencer mansion, she writes in her diary that her physical wounds may have been healed but her emotional wounds may never heal.

August 13th, 1998

Chris redfield causes a little commotion in the Police station and punches one of his co workers.

August 15th, 1998

Chris invites jill over to his apartment where he shows her some confidential pictures of a new umbrella virus in testing the G virus. jill can't believe what she sees.

August 24th, 1998

Chris and barry leave for the umbrella base in Europe, chris lasts the last note in his diary for his sister, jill elects to stay behind in case of any emergencies and she quits the

RPD.

September 28th, 1998

After chris and barry had opted for going to umbrella's europe branch jill decided to stay behind in the city and investigate more on this new rumored G virus, but suddenly near the end of september the whole town was infested with zombies, an outbreak of the T virus, the same virus which cause all the residents in tne mansion to turn into zombies had been leaked into the city, nearly all the townfolks had turned into zombies, and those who hadnt were being eaten alive by them. Jill surprisingly escapes infection and begins her escape from this town from her apartment.

Not long after she starts she comes across dario russo, a novelest to be who just lost his daughter out there among the zombies, jill asks him to come with her because she knew there wont be any rescue attempts, but dario frustrated locks himself in the back of a truck and asks jill to leave immediately, jill tries to talk him into coming with her but he just doesnt listen. Not long after that jill spots his old team mate Brad Vickers but he is being chased around by a group of zombies, jill gives him chase only to meet him in a bar, he tells jill about something which is coming to get all the STARS member and he warns her that they're all gonna die. Then he leaves jill. Then at the main entrance of the RPD jill again finds brad but he looks in very bad condition, before he can reveal anything to jill a new kind of monster, nemesis, comes down from no where and kills brad mercilesly right in front of jill, she tries shooting it but her bullets dont work. Jill retreats into the RPD. Using her STARS badge she makes it to the RPD office where she catches a grumbled transmission from someone.

Before she can escape jill is attacked by nemesis again inside the RPD, she quickly dodges it using her skills and makes it out of the station. Exploring more parts of the city jill comes across a man named carlos, together they both fight nemesis but before carlos leaves he tells jill about his team's mission, later jill comes across a cable car and when she goes inside she finds more men like carlos, their leader is apparently injured, nicholai isnt really pleased that they need to take help from an outside but carlos's persuasion convinces him, they are from the UBCS and there mission was to cleanse the city and take care of survivors. Now they have to escape to the clock tower where a chopper is waiting.

Jill along with carlos find the necessary parts neded to run the trolley and together they all ride to the clocktower, once reaching the tower they find that its also infested with zombies, solvniq puzzles there and obtaining the mechanic parts needed to operate the clock tower bell jill gives the extraction team the signal, but before they can land their c hopper a rocket fired by nemesis blows up the chopper and jill is left to fight the monster, with some help from carlos and after an extraordinary fight jill finally gets rid of nemesis , for now. But during the battle nemesis had injected her with the T virus and as soon as the fight is over jill collapses and carlos takes her to the chappel.

September 29th, 1998

Raccoon city now almost dead from the zombie assault lies quiet as 2 strangers leon S kennedy and claire redfield make their way into town from opposite ends, leon is here for the first day of his job and claire is here to find his missing brother. After some commotion with the zombies leon and claire finally meet up together in the back alley of a diner, thinking that it would be more safer for them at the police station leon and claire ride on an empty police vehicle , but a zombie ambushes them from the back seat and leon loses control of the car as it slams into a wall, a large truck is coming in straight for them and they both jump on the opposite sides to save themselves. Now the fire separated them and they have to find their way to the police station.

Not far from the crash leon comes up to a human , the owner of a gun shop, but he doesn't live long as zombies break through the glass and eat him before leon's eyes, he runs for his life and after some running through the city streets leon finally makes it to the front entrance of the RPD. Claire has a shorter run to the station but when she gets there she has to go via the roof. When she climbs to the roof via a back alley staircase she sees a failed chopper rescue attempt which ends with the chopper crashing into the RPD. Claire quickly scatters into the station and finds the tool needed to put out the fire, but before she can go back in another chopper comes overhead, and it drops a large capsule on the station. Claire goes in and spots what it was, a huge human like monster which just doesn't give up. Claire dodges it and continues her journey into the RPD.

Both claire and leon make it to the STARS office at the same time where they discover that claire's brother is no longer in this town, they both decide to split up and find anyone living and get the hell out of there. Not long after that claire finds a little girl but she is too terrified to tell anything and runs away, claire gives her chase only to be led to the office of chief brian irons, there is a girl's body on her desk and he tells claire that she was the mayor's daughter and the zombies killed her, even though the bullet wound is visible. She goes in a door through iron's office and finally confronts the little girl, she tells a little bit about herself before she runs away after hearing a monster's scream. Claire gives chase but she sees that iron's has disappeared too. She sees a painting with 3 holes in it. She needs to find something to fill them up with. Meanwhile leon finds his way to the RPD parking lot where he meets another survivor, a chinese woman whose name is ada wong. She claims to be searching for a reporter who knows where her boyfriend is. Using the aid of leon they both finally find this reporter called ben who has locked himself up. But he refuses to leave his cell.

Meanwhile back in the RPD claire finds the stone pieces she needs and heads back to iron's office where she meets sherry again, this time she doesn't run away, leon on the other hand also makes his way to the sewer system . Claire encounters iron's in a torture room of some sort but he is pulled down by something hideous, claire goes down and she finds what did it, a humanoid monster with a large claw which had an eye on his right side. Claire fights off this monster and he throws himself over the railing. Claire and sherry make their way to the sewer system. Leon on the other hand runs into a woman in a lab coat but she tries to shoot ada, leon gets in the way and takes the shot. Ada runs off to get the shooter. She finally does and finds out that she is the wife of the man responsible for all this. After some talking and a little fight annette falls down into water and ada goes back to searching.

Leon wakes up in the mean time and finds ada hanging around in the sewers, together they make their way across a cable car where they are briefly attacked by william, but he runs away. Claire and sherry are also close behind them, leon and ada make it to a vertical elevator which they take to ride down to the umbrella base, but during the way ada is injured and when they reach down leon asks her to rest and he goes to find something. Claire on the other hand gets stranded in the umbrella lab and sherry is left alone. While searching for her claire runs into annete again, together they spot sherry in danger via the monitors, claire quickly makes her way to where sherry is and she outsmarts mrX and he falls down into a pit of molten lava. Leon on the other hand finally finds out the truth about ada, but before he can talk her out of it annete arrives and shoots ada off the railing into a deep pit. Leon , angrily throws the g virus he just acquired off the railing behind ada. Claire and sherry finally make it to an elevator which takes them to the escape train. Claire turns the power on but she is attacked by a mutated MrX which apparently dies after someone drops a rocket launcher for claire to take.

Leon on the other hand runs into william birkin again, but using his skills he kills him and makes it to the emergency train just as claire is leaving, together they ride the train, which is ambushed by william again, the train's auto destruct system goes on and it blows along with william as the hero's run for safety.

September 30th, 1998

claire and leon along with sherry escape the town but they run into an argument and claire leaves to find her brother, leon is picked up by some strange men who give him an unknown offer, they also take sherry away from him.

October 1st, 1998

jill finally awakes after 2 days, carlos had been watching over her all this time, carlos goes to find a cure for jill only to run into a hospital full of zombies and hutners, once inside the hospital carlos has to sift through the floors to find the right item he was looking for and what he's looking for is something which can cure jill and get rid off the virus from her body, on one of the floors carlos runs into his comrade nicholai who is surprisingly still alive and he just shot another member of the UBCS, his name was murphey, nicholai knows that carlos just saw too much so he decides to get rid of him too but murphy is somehow still alive and he chucks a grenade at the two. Nicholai makes a break for the window after seeing the grenade and carlos runs back avoiding the explosion. He continues his search in the hospital and finally after confronting a new type of hunter monster he finds what he's looking for. But thats not over yet, when carlos exits the hospital he finds a set of bombs wired to the pillars of the base floor set up by nicholai, looks like he really wants to get rid of everything, carlos makes it outside the hospital and to a safe distance just in the nick of time before it explodes in crimson fire and everything is engulfed.

Still the ordeal for carlos isnt over and while he's making his way towards jill to give her the anti virus he runs into nemesis, now looking more horrible then ever before and his overcoat is burned off revealing plenty more tentacles to nemesis's advantage. Its a race against time as both nemesis and carlos head for the room where jill was, carlos makes it there first and shuts the door behind him he administers the vaccine to jill and slowly she comes to her sense.

Carlos tells her about nicholai and nemesis. Now healthy again jill continues her escape as she makes her way to the city park , fighting a huge worm in the park she comes across nicholai there who is apparently a traitor, jill escapes him and then she finds her way to a treating facility, there she confronts nicholai again but he escapes again. Jill finds out that this plant was used to get rid of the bodies of the test subjects, carlos arrives on the spot and tells jill that a nuclear strike is about to happen on this city and that they need to get out of here ASAP.

Jill along with carlos's help in severa occasions finaly make it to the control room of the plant, but not before she gets rid of nemesis for good. At the control room jill confronts nicholai for the last time and he escapes in a helicopter after telling jill that she's as good as dead. Not long after that jill and carlos receive a message from someone on the radio that he is looking for jill. They both get happy at this hope of life, and make their way to the helipad behind the plant. Along the way jill finally runs into nemesis for the last time but this time she gets permanent rid of him with the help of a rail cannon which blows nemesis into bits. Upon reaching the helipad carlos and jill see the chopper coming in at a distance, when they get in it jill finds that the pilot is someone who she knows very well, barry. They make it just in time as the city is attacked by the nuclear bomb.

?? November, 1998

An island on the atlantic ocean, named sheena island, apparently is another one of umbrella's test grounds, much like raccoon city this is a completely bought out place where the people work for umbrella and umbrella own nearly all of the town's important places, it is here that a stranger wakes up from a chopper crash. He doesnt remember anything about himself. All he has is a gun in his hand, and now his search for truth begins. Very soon he discovers the body of a man in white who is holding dogtags with the name Ark Thompson, the stranger assumes that was his name and continues on his path , after encountering a church full of zombies this man comes across an alley where a phone is ringing, but before he picks it up it hangs up. Not long after the man spots another phone, this time he picks it up in time and the man on the other end starts calling him a murderer and killer, and reveals his name vincent.

Vincent continues on with his passage through an arcade where he comes up with some cleaning squad which are apparently sent to clean everything, which means killing everything. Getting rid of them and making his way through the sewers he finds the sewer chief's diary in which he finds out what he thinks about vincent. Spotting an unknown boy vincent gives chase and comes out in a prison, while making his escape he runs into a large monster, but it goes down after a fight. Vincent makes his way through several more of these large monster and goes through a night club and turns out in front of a large complex owned by umbrella. Entering the complex he makes it to the top floor where he finds an office which was apparently vincent's. Then vincent spots another child through some monitor's and gives chase. The 2 kids run away from him and lead him to their house, here vincent spots the little girl and some talk later she tells him that her brohter went out himself.

Vincent goes after him only to be lead through a mountain passage full of these large trench coated monsters, the trail ends at a large mansion and

vincent enters it, he hears the boy's scream, following his scream vincent comes across a hidden laboratory under the mansion, he finds out that those large trench coated monsters (MR X's) were being built there, vincent finally finds the boy and after some talking the boy tells him his true identity, our hero's real name is ark thompson, and vincent was the real man who cause all of this. Not long after that the facility's auto destruct sequence is activated by the cleaner's leader, but he falls pray to the tyrant. After escaping it once, ark fights the tyrant again on the helipad, the tyrant goes down after a massive fight and the hero's escape the exploding island. But the tyrant catches the chopper , ark with his quick thinking skills launches the chopper's missiles with the tyrant on board, and they all fly away to safety.

December 17th, 1998

3 months after the raccoon city incident claire redfield finally gets a lead on his brother which leads him to the umbrella facility of Paris. Claire manages to infiltrate the base but inside she is spotted and some guards chase her down the halls. Suddenly a chopper comes right in front of her, she dodges it only to find herself face to face with a dozen troopers, getting rid of them with a sneaky move claire runs out of ammo and a guard captures here and she is taken to a prison.

December 27th, 1998

Claire wakes up in a prison after hearing some explosions upside, a little while later a man walks inside the area and opens up claire's prison, claire uses her lighter to see that its the same guard who cought her. The guard lets her out and tells her about what happened, this place was just attacked by a special forces team, but the guard warns her that there is very slim chance of her escaping.

Claire runs out of the prison area but before she goes she checks up the man's name on a list and also finds out that he needs some hemostatic medicine. After some commosion top side claire comes face to face with a dozen zombies, her nightmare relived, quickly dodging them she moves to the next area where she meets another prisoner who almost shoots him. Steve burnside, but he's got a rotten attitude and he leaves claire goes away. Claire follows him and soon they meet again in a computer room, this time steve asks her if she's related to chris, after some more of his attitude steve goes out of the room leaving claire to wonder about it.

After managing to get herself the right keys claire escapes from the prison and comes up to a training facility, most of the doors here are locked however to she heads up to a nearby palace. Reaching the palace claire finds a strange room with a lock which needs 2 guns to be opened a little while after that she finds a childs room where she reveals a secret door by playing a movie of 2 blonde childs torturing a dragonfly. She finds the 2 guns she was looking for but taking them out releases a trap so she puts them back in. But before claire can leave she hears steve scream from that place, using her quick thinking claire sets him free from the trap and asks steve for the guns but he isnt trading until he gets something better. Again before claire can escape she encounters a new man, alfred ashford. After some threatning alfred leaves. After that claire uses a submarine to find the underwater seaport, she finds a plane but its locked so she has to get the keys for it.

With the help of steve claire follows alfred into one of his traps and he releases a new monster called the bandersnatch on her, steve saves her

again and Claire gives chase to Alfred only to be trapped by her sister Alexia in their bedroom, holding Alfred's rifle. Steve comes in the nick of time and saves her, Alexia gets shot but she escapes,, heading through the passage they discover that Alexia was actually Alfred in disguise. They don't even want to kill Alfred after his reaction, the two make their way to the seaport but the bridge is blocking their way, Claire volunteers to get it out. Claire goes and raises the bridge but she has to come the long way now, along the way Alfred releases a tyrant on her, she barely makes it to the plane and they take off. The tyrant comes into the plane and Claire has to push it off the plane. Not long afterwards Alfred takes control of the plane and makes it crash land in Umbrella's Antarctic base.

Once they wake up in Antarctica they split up, soon after Claire finds a huge monster trapped inside a floor and later she finds out from some files that it's actually Alfred's father, finding an ice digging vehicle they start raising it but Steve causes a blunder and the whole area fills up with gas, Claire finds a gas mask and as soon as she shuts off the gas valve she is attacked by Alfred, this time Steve shoots him down a huge chasm, Alfred drops his rifle before falling. Claire and Steve use the ice digger and they blow a hole in the wall allowing them escape via a heliport. On top of the Helipad Claire comes face to face with Alexander but using Alfred's sniper rifle she fires at his overgrown heart killing it instantly. Soon after Alfred still alive from an unknown place goes to see Alexia, but he can't live long to see Alexia coming out of the sleeping pod. Alexia is awake. !

Alexia mad at what Claire and Steve did releases a tentacle which literally flips their snow mobile over, and it starts burning as Alexia watches from a monitor.

Chris arrives in Rockfort Island as Claire and Steve are in the Antarctic. Not long after arriving he comes face to face with Rodrigo but before he can tell Chris a lot a huge worm swallows him, Chris fights off the worm which spits out Rodrigo's body before it dies, Rodrigo gives Chris his sister's lighter back before he breathes his final breath. Chris continues his journey and finds most of the island already destroyed, he finds a hanger which still has a Harrier jet standing, but he needs the right key to open the hanger door. Soon afterwards while exploring the base Chris comes face to face with his worst nightmare, Albert Wesker, apparently Albert has somehow gained superhuman powers and he kicks Chris's ass, but after seeing Alexia on a monitor he lets Chris go.

Soon afterwards Chris finds the key he is looking for but he has to fight a large underwater monster for it, after obtaining the right items Chris makes it to the hanger and flies to Antarctica in the last remaining Harrier jet.

The plane lands in Antarctica and Chris continues his search for Claire through the rooms of the Umbrella base, one of the floors has an exact replica of the main hall of the Spencer estate, Chris finally finds Claire behind the staircase there, but Alexia interrupts their reunion and after hearing Steve scream Claire runs after her, but they are separated again thanks to another tentacle, Claire goes after Steve while Chris stays there. Soon afterwards Claire finds Steve but he mutates right in front of her and almost kills her, but after Claire's life is in danger due to another tentacle, Steve's human side takes over and he kills the tentacle but it whacks Steve pretty bad into the wall. After finally telling Claire that he loved her Steve dies and Claire is left crying.

Chris in the main hall sees Wesker confronting Alexia, after Alexia refuses

they get in a battle, wesker shows some more of his super human abilites and cracks one on alexia's jaw, but after discovering chris wesker leaves him to take care of alexia. Chris kills alexia easily and goes and finds claire , claire tells him how to turn the self destruct system on and after he does it claire and chris finally get together again. But alexia interupts again and this time its for the last time, chris asks claire to leave and stays there to fight, using umbrella's own linear launcher chris gets rid of alexia for good. But when he makes his escape he see's wesker taking claire hostage. Giving chase they end up at wesker's submarine.

Wesker lets claire go for a chance of revenge from chris, the battle starts but chris knowing that he can never match up to wesker's superhuman speed and strength tries to find something useful to aid him, he spots a metal bar and quickly picks it up and smacks wesker across the face, another charge and chris attempts a power hit but wesker amazingly blocks the hit with his left arm and even more surprisingly the bar bends .. wesker grabs the bar and quickly delivers kick to chris's side, chris flies sprawling and falls about 20 feet away.. ,then chris is literally taken to hell by wesker. Wekser hits chris with a barrage of punches and knee's to the stomach, causing some bleeding chris quickly dodges wesker's final blow and uses a level to lower some I beams which crush wesker, chris takes a sigh fo releaf but thats quickly taken away from him when wesker emerges out of the beam puddle, visablly staggering but still as determined to kill chris, they start to get ready for round 2 of the fight , but after one explosion separates the two of them wesker lets chris go, until the next time, chris returns to the jet and claire and chris escape just in time as the base explodes behind them.

?? Some Time later in 1999

Leon S kennedy after losing sherry to some umbrella people decides to head over to the main umbrella head quarters which are situated in europe.. will he find what he's looking for ?

END TIMELINE

* WESKER's REPORT 1

wrpl

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

In time I shifted my position to S.T.A.R.S., a special forces unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of it's 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.

July 1998

The freak murder incidents had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret BOW laboratory and it was clear that the in development T-Virus was the cause of the murder. Initially, Umbrella instructed me secretively 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 was 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 just took that most important thing away from him. My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas the scheme went as planned. Then the winds turned unexpectedly.

I had to eliminate Enrico who found out what was behind it all. I used Barry to get to him. After I successfully got rid of that nuisance I awaited the sample specimen that Barry would bring to me in the Tyrants room. I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation. According to Birkin the virus had profound effects. It would put my body in a state of temporary "death." It would then bring me back to life with super human powers. Therefor I unleashed an awesome Tyrant from its slumber and let it attack me.

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

September 1998

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

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

But the salvage team led by Hunk was ahead of us. By the time they got to Birkin, he'd already injected himself with the G-Virus... he became his own creation, and decimated them. Soon after, the T-Virus carried by rats spread throughout Raccoon City, and Umbrella faced its worst scenario.

September 28th

The good citizens became zombies, and the city had headed for its devastating fate. Humans were no match against zombies. In the chaos, Umbrella Europe applied a new type B.O.W., called "Nemesis". The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S., Jill. It became imperative that our organization would also obtain the Nemesis data.

September 29th

To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets. Then, a new revelation. Birkin used to hide the findings of his studies in his daughter Sherry's pendant. It was very possible that the G-Virus was there. While Umbrella was busy with their cover up, we had to capture Sherry before they did. I sent Ada undercover to seek the location of Sherry. I, the "dead man" on the other hand, had to work in the shadows.

A spy's obligation and priority is in 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'd 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.

September 30th

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 to Leon and Claire, we succeeded in gathering samples of the G-Virus from his dead body.

October 1st

In the morning the government bombed Raccoon City in an attempt to stop for the viral outbreak. This was, of course, their feigned reason. Later, Claire left for Europe to find her lost brother Chris, and Leon joined forces with a underground anti-Umbrella organization. Sherry is safe in our hands. I would never underestimate Birkin.

There's something about this little girl...

EMD REPORT

* WESKER's REPORT 2

wrp2

When I first visited that place, I was 18 and it was summer. Twenty years ago. I still remember the smell when the helicopter landed and the rotar caused the wind to stir. From the air, the mansion seemed normal but from ground level, something was different. Birkin, who was 2 years younger than I, seemed only interested in the research files he had as usual.....

1978 July 31(Monday)

Two days ago, the two of us were assigned to that place. Everything could have been planned out from the beginning or it could have all been a coincidence. The only person to know the truth is most likely, Spencer. Spencer at that time was using the Arklay labs for the research on the t-virus.

As soon as we got off the helicopter, the president of the lab stood in front of the elevator. I don't remember the guy's name. It didn't matter what was said officially, from that day on that lab was ours. We were assigned to be chief researchers at the facility. This of course, was Spencer's will. We were the chosen ones. The two of us ignored the president as we entered the elevator. We had already been briefed about the layout of the area as well as Birkin's, and with no bad intentions we ignored everyone as usual.

Usually, when someone sees our actions, they would react quickly. But the president didn't react at all.

At the time, I was only a youngster so it didn't bother the president. The president understood what Spencer was thinking and didn't take notice of someone like me. While the three of us were on the elevator, Birkin kept his eyes on the research files. The files contained information about a new firo-virus

found 2 years ago in Africa called Ebora. Even now there are thousands of people researching the Ebora. But the people are always divided in half -- one group dedicated to saving people from the virus, and the other to kill people with it.

It is known if a person is infected with the Ebora, that the chance of dying is 90%. It has the quality to destroy the physical structure within 10 days and even now, a cure hasn't been found. If used as a bio-weapon it would display incredible destruction. But because making a bio-weapon is against the law we would not use the virus as a weapon. But I'm certain that someone out there would use this as a weapon. So to prepare for a case of that nature it is good to do research on it now. But the line between finding a cure and making a bio-weapon is thin. This is because the actual research conducted do not differ at all between the two. So one could say that they are reseaching for a cure and be making a bio-weapon.

But Birkin was not interested in either cause. He just wanted to research the Ebora itself. There was little known about the virus at the time. They did not know that the virus would die within a few days by itself, and would die instantly when hit by sunlight. They were also unaware of the speed that it would kill its host. It kills the host so quickly that there is virtually no time for the virus to infect another person. The virus has to physically touch another person in order to infect them and therefore can easily be quarantined. But that brings me to the following thought...

What if a person that was infected with the Ebora virus could stand up and walk around? That infected person would have a disrupted chain of thought, and what if they could infect others that weren't infected? What if the DNA of the Ebora and the RNA had a direct impact on the DNA of a human? Due to those factors, would the person be harder to kill? The person would be dead from a human's point of view, but would still act as a bio-weapon spreading the virus.

It is forunate that the Ebora had features like this. We would be the only ones to possess this knowledge.

Umbrella, with Spencer as the head was a organization created to do research on viruses with these qualities. As a cover they tell the world that they are a company researching cures for these viruses. But the truth was that they are a bio-weapon development organization. The finding of the original virus which restructures the human DNA was the start of everything. Using the original virus as a base, an enhanced virus would be made to be a bio-weapon. This was the T-virus plan.

The original virus was an RNA virus and would cause abnormalities that would enhance a person. Birkin planned on combining the two viruses to make an enhanced virus. The sample of the Ebora had already been brought to this reserach facility. We had gone through many elevators and had finally reached the destination. Upon entering, even Birkin was impressed by the sight. This was our first encounter with that woman.

We were not told anything about that woman. Everything relating to her was kept top secret and the data was not to be leaked to

the outside. Information obtained from records showed that she had been here since this lab was created. She was 25 years old at that time. But what her name is and why she is here is a mystery. She was a test subject for the research on the T-virus. The research began on November 10, 1967.

For 11 years, she had gone through the tests with many viruses.

I heard Birkin whisper something. Whether those words were cursing/ swearing or praising I do not know. We had come to a place we could never leave. We didn't know whether we were to take the research to it's completion or if we would end up like her. For us we, only had one choice. The woman who lied on the pipebed had moved something within both of our minds. Is this also a part of Spencer's plan?

On this day, a ten-year old girl was deployed to Umbrella's Arctic facility as a Head Researcher. Her name was Alexia Ashford. At that time, I was twenty-one and Birkin was nineteen. Ruefully, the rumor of "Alexia in the Arctic" occupied our topics at the Arkley Facility. The Ashford House was a legend among long-time employees.

Whenever our research didn't go well, the unskilled old researchers would say, "If only Professor Edward were still alive..." Certainly, Edward Ashford was one of the founders of the "starting virus" and might be the greatest scientist ever since he established the T-virus plan. However, Edward died soon after Umbrella was founded. It has been thirteen years since his death. After all that time, I wondered what we expected from Ashford House.

To tell the truth, the Arctic Facility that his son established, had not developed anything for thirteen years since Edward's death. His granddaughter Alexia's brain might not be good enough.

However, after that day, our useless older scientists began to say instead "if only Alexia were here..." I believed these old men didn't have any future because they judged people solely on the name of their family or their blood. That's why they could not work without any direction and could not ever get promoted when they were old enough to have one leg in the coffin. However, I remained sensible.

If I was too hot about this issue as a manager, the Arkley Facility's T-virus development would run late. Under these circumstances, if we didn't judge the situation calmly, we would not succeed. At that time, I thought that if I used these old men well, the results of our research would show progress. I also thought the scientists were suitable for the very dangerous experiments because they were so old. After all, If I didn't use my workers efficiently, I wouldn't be such a higher manager.

However, Birkin was now a problem. His reaction to the Alexia rumors were miserable.

Although Birkin would never admit it, he was proud of becoming the youngest manager at sixteen. However, a ten-year-old girl had just broken his pride completely. It was the first time Birkin had ever been defeated. He couldn't admit that a young girl from a famous family had defeated him. Indeed, he was just a child. Although Birkin had an immature mind we needed him to get over it, because our research had been in the second phase for three years.

At this point of the T-virus development, the production of the "Human biological weapon" the so called "Zombie" was stable. There was not 100% virus infection to DNA. There are so many kinds of chemical differences among people. If a group of people received the infection from a "Zombie", ten percent of them would not get infected. We can't change this result even though we continuously studied the DNA. If 90% of people got the infection, this would be enough to be a weapon. However, Spencer's opinion was different. Our boss wanted an independent weapon that killed 100% of the people. However, for what?

Originally, the advantage of biochemical weapons was that they were cheap to develop. However, our research into the "Human biological weapon" was getting expensive. If Spencer wanted to get money the ordinary way, he would not have chosen such a method. If he used this as an ordinary weapon system, he would get enough money. However, if he continued to study it as an independent weapon, it would be too expensive.

Why does he continue this research even though it costs so much? I would understand if he aimed at a monopoly of all military industry to change the general idea of war. So I still don't know Spencer's real intention.

Apart from Spencer's real intention, what Birkin considered an ideal "Human biological weapon" was what he attached as a weapons importance to the battle field of that time. He tried to create that weapon by not only changing the T-virus DNA but also incorporating other creature's DNA information. He devised a Human biological weapon for battle that destroys people who are armored or received a vaccination for the virus. This experiment was called the "Hunter" in later times. However, that experiment had to stop for a while to protect our main experiment.

Birkin felt it meaningless to compete against Alexia. He began to act like losing was standard behavior. He stayed at the facility twenty-four hours a day and continuously experimented on casual ideas with no plan. I tried to use other researchers to extract as many biological samples as possible before the experiment bodies died. However, I could not catch up with the speed of Birkin's experiments. The facility head supplied new experiment bodies and acted like nothing was wrong. However, those bodies were dying continuously. That place was like hell. However, the "woman experiment's" body was the only one who survived that hell.

She was already twenty-eight. That is, she has been in this facility for fourteen years. She might not have any thinking ability as a human since getting the "Starting virus". If she had her mind, her only hope would be death. However, she survived. I wondered why she was the only one who survived for such a long time because the data of her experiment was not any different from the other bodies we experimented on. Until we solved this mystery, we needed more time

It has been the 6th winter since I worked at this Arklay facility.

During the last two years, we had made no real progress with our research and time passed by. But this had come to an end. We had received word that Alexia had died. The reason was the virus that Alexia herself created, the (T-Veronica virus). It seemed like the 12 year old Alexia was too young for such dangerous research.

I had heard rumours that Alexia had injected the T-veronica virus in herself but this I could not believe. She probably couldn't handle her father's death one year ago and made a simple error in her research.

Later, the research at the Antarctica facility was continued by Alexia's twin brother, but no one had expected anything from him. In the end, the Ashford family couldn't bring any results and would crumble down.

Like I had stated earlier, the Ashford family was a legend and will stay as a legend only.

With Alexia's death, Birkin had changed back to what he was before. Now there was no one who could surpass him, and all the researchers had to acknowledge him. But it was still a taboo to talk about Alexia in front of him. Even when I tried to get a sample of the T-veronica virus, he had strongly objected.

I had to put aside finding out about the research that Alexia had done for now. I had come to realize Birkin had not changed at all, when everything around him had changed. But I had a much bigger problem on my hands.

Our facility was located in a very dense forest. I went out walking into the woods many times but because this facility was in the near center of the forest, we would never encounter any other humans. The only way to get here was by a helicopter. It was a needed precaution dealing with a bio-weapon. Since if by chance, the virus is leaked out, it would prevent the chances of spreading. But a bio-weapon isn't so simple. The virus can also affect non-human beings as well.

A virus isn't always limited to affecting only one kind of organism. For example, the Influenza virus not only affects humans, but birds, pigs, horses and even seals. In each of these species, not all who come in contact with the virus are affected. Seagulls and chickens are, but all other birds are not. Also, the same virus may have different effects on different species. The problem lies in how the T-virus can affect many different life forms.

During the time when Birkin made himself useless, I had done my own research on the T-virus. I had discovered that the T-virus can affect most life forms out there. Not only mammals but plants, bugs, and fish can also be affected. Everytime I walked in the woods, I always thought to myself, why did Spencer choose this place?

There are many different forms of life in these woods. What would happen if the virus were to leak out? If only an insect were infected, it is small in size and probably would not go through a big mutation. But insects could spread the virus at an incredible rate. If this were to happen, how far would the T-virus spread? If it were a plant that was infected, the plant itself could not move and would seem safe. But what about the seeds the plants give out?

It would be very dangerous for such a case to happen. Now that I think about it, it was a smart move for the Ashfords to locate their facility in Antarctica. But here it almost seems like someone wants the virus to spread. But that could not be possible. What is Spencer trying to make us do?

This issue was far too great and I could not discuss this with any other

researcher. The only one who I could talk to was Birkin, but he probably wouldn't be interested. I need more information. I had started to realize my limits as a simple researcher. To find out what Spencer was truly thinking, I needed to get to a position where I could obtain more information.

For that I would throw away all my current positions. But I cannot do this quickly. I could not let Spencer notice my plans for if so, everything would be over.

I had continued to do research with Birkin so that no one would detect my intentions. During that time, that 'woman test subject' was forgotten. A "failure" that just lived on. Until that day, 5 years later.....

The 11th summer had come since we started working at this facility. I was 28 at the time. Birkin had become a father to a 2 year old girl. The wife was also a researcher at the facility. It was natural that people who conducted research at the same facility fall in love and have children. But a normal person would not be able to continue research at this place. Everyone who is still here is crazy.

We had gone into phase three of our plan in the ten years. A programmed life, to be used as a soldier, a bio-weapon for combat. This bio-weapon was to be called the "Tyrant". But this project had a huge problem from the start. Finding a test subject for this Tyrant was easier said than done. There were very few who were qualified enough to become the Tyrant.

This was due to the nature of the T-virus. Any human could be used to make a zombie or a hunter but their intelligence would be lost in the process. A certain amount of intelligence was needed to create a Tyrant. Birkin had created a different way of creating the Tyrant to compensate for this problem. But only a very small amount of people could be used for this different way. In the simulation, only 1 out of 100000000 mutated into a Tyrant, the rest became zombies.

If our research continued, we could create a different kind of T-virus that was compatible with far more people. But for this to happen we needed another test subject. But even if we searched through all of America, we would only find ten or so people that were compatible. Other research facilities had encountered the same problem. We ran into a wall even before our research began.

But we had received word that the Europe facility had devised a plan to conquer this problem in phase 3. This was the Nemesis project. I had urged Birkin to get a sample of the project to further our own research. Although Birkin had strongly opposed, I convinced him otherwise. Until we found a compatible host our research would not proceed forward, and Birkin had to accept this.

We had received the package a few days later with a number of precautions written on it. The package brought to heliport was in a small box labeled "Nemesis Project". To gain this sample from the France facility required quite their effort, and credit for this accomplishment went to Spencer for backing us up. Birkin took no interest in the package till the end but had at least admitted to tests. The sample was new and was for test purposes.

A biological life form created by manipulating DNA. That was what the Nemesis was. The intelligence was the only thing enhanced and this lifeform alone, could not do anything. But once it finds a host, it becomes a parasite and would take over that host and would cause it to have incredible combat ability. The host for the weapon and the

parasite would be made separately and later the intelligence of the parasite and the body of the host would be combined to create a bio-weapon. If this were to succeed it would overcome the problem of the intelligence and we could create a bio-weapon. But the problem was when the parasite takes over the host.

In the research files, the only information recorded was the death of each host once taken over by the parasite sample. Within 5 minutes of the parasite taking over, the host would die. But we were already aware of the danger that lied in the prototype. If we could prolong the time the host would survive, we would gain the credit to the "Nemesis project". That was my plan. The host would be that women test subject.

Her incredible life rate could survive longer against the Nemesis prototype. And even if it failed, nothing would change on our side.

But the test had created a result I had not expected. The Nemesis prototype that tried to enter her brain had disappeared. At first, we could not tell what had happened. We did not expect her to consume the Nemesis. That was the beginning. Something was happening inside that failed experiment. We had decided to start research on her from scratch.

In the past ten years, we had conducted every bit of research possible on her, but we had decided to throw all those files away. Within the 21 years that she lived, something was beginning to show. Only Birkin had begun to notice the change. Indeed, something had begun to change inside her.

But that was something totally different from the T-virus project. Something new and would bring a new idea to us.

The project which changed our destiny, the "G-virus project"

it had been 17 years since I first came to this place. Every time I come here, I remember the smell of the wind from that day. The buildings and the surroundings all looked the same as before. On the heliport, I could see Birkin. It has been a long time since I've seen him. Four years have passed since I left Arklay labs.

4 years ago, when Birkin's G-virus project was authorized, I requested to be transferred to the secret (intelligence) service. This was easily authorized. Most people saw it as a natural change, going from the research profession to another field. In reality, the research conducted on the G-virus was far above my level. Even if I wasn't out to discover what Spencer was truly thinking, I could feel my limits as a researcher had reached their peak.

Even as the wind blew, Birkin didn't take his eyes off of his research files. He came to Arklay quite often, even though he was not employed here anymore. Not too long ago, an underground lab under Racoon City was built. This was the place that Birkin's G-virus project would take shape. To be honest, I didnt think that Spencer would authorize "G". I thought this because "G" was considered far from being a weapon, and had too many unknowns about it.

"G" was slightly different from "T-virus" because the host would spontaneously react to the virus at a repetitive rate. It was very easy for a mutation to occur since the DNA would be open to a virus. But this is isolated to the virus itself and not the host's DNA. Even

if the virus could cause some form of change, it would be rare for the host's DNA to become mutated. Enter an outside force such as radiation, and it would be a different story. But in the case of "G" it was different. Even without an outside force the "G" would keep mutating the host until death.

Something very similar in nature did exist within the T-virus though. When a bio-weapon is put in a specific area, the virus inside the host would cause some form of mutation. This has already been confirmed. But for this an outside force was always needed. But the "G" has no need for such an element. No one can predict the pattern of the mutations. And even if we could think of a way to stop the mutation, the virus would just improvise.

7 years ago Birkin discovered this in that woman. At first look the woman appeared to have no physical changes. But inside of her various mutations had occurred, each consuming every kind of virus we injected her with, and had continued to live on. Over a period of 21 years, it had mutated so much that it would even consume the Nemesis. The G-virus project was to take this mutation to highest point possible. But this could lead to the "Ultimate life form" or it could end in complete disaster

.....could this be called a weapon?

What was Spencer thinking when he authorized this project? Even when I moved to the secret intelligence service I could not find out anything about Spencer's train of thought during these 4 years. Spencer hasn't been to Arklay labs in a while now. Almost as if he is expecting something to happen there. Spencer was slowly drifting away from me, just as an oasis in a desert. But my chance will come soon enough. That's if I can live until then.

The elevator took Birkin and I to the highest level in the lab. To that place where we first saw that woman. There, we met the new research leader, John. He had come from a Chicago lab and was an excellent researcher, but he was too normal to work in a place like this. He had started to question the motives of the research, and had repeatedly questioned the superiors.

This news reached my ears in the secret (intelligence) service. If information had been leaked out, he would be the first to go? This was the general opinion amongst the masses.

We both ignored John and started the clean-up of that woman. We had to kill her. When she had consumed Nemesis she started to regain some intelligence and exhibited some peculiar behaviors. The behavior would worsen. She would rip off another woman's face and would wear it herself. According to the records she showed the same behaviors when she was first injected with the original virus. Recently three researchers had been killed as a result of her behavior, and this is what prompted her immediate termination. Because the "G project" was progressing so well, we had no use for her.

Her death was confirmed over the course of 3 days, and her "dead body" was carried somewhere by the president. After all was said and done, no one knew who she was or why she was here. But this was also true of any of the other test subjects. If she had not been here the G-project would not have existed. Both Birkin and I would have been in completely different situations. I had this on my mind as I left the Arklay labs.

soon as the fight starts quickly make your way to the death mask, the chances are that you will possibly die along the way because yawn is too large and he's blocking the path most of the times, but if you do manage to squeeze through to get the mask its gonna be even more harder getting OUT alive, but if you DO manage to make it on open space quickly head over to the exit, before you exit, if you werent already bitten, make sure to receive one bite and let chris be poisoned... no im not crazy, we'll see soon enough.

Strategy for Jill

But lucky for jill richard will suddenly come barging into the room because he needs some payback from the snake that bit him, this will only happen if you did remember to save richard, you did ? didnt you ? Well in one way or the other the boss fight will start and richard will be shooting side by side with jill in this fight, the best thing against this boss is no doubt the acid rounds but were pretty short on them, start pumping the rounds into the snake one by one and if you run out of the acid rounds then quickly equip the normal grenade rounds into the grenade launcher, the best time to fire a shot at the snake is when it raises his head up a little bit, aim high and fire a shot at its head, you will know if the damage you did was maximum because the snake will scream out, try to stay away from the front of the snake's head for the fight because that is the only place he will attack from, and dont worry about richard. He will do his part in the fight very well.

After some shots the snake will fall down, but its not dead yet and it will suddenly spring up and rush for jill, richard spots the snake coming and quickly pushed jill aside and gets in the way, the snake swallows richard, richard is gone !! but he dropped off his combat shotgun before dying, a very nice parting gift i might add, ass soon as you regain control of jill restart the shooting all over again, you should have the grenade launcher with the grenade rounds by now, those should be enough to end the fight but if its still not enough then pick up richards combat shotgun from the ground and start pumping, as soon as you spot the snake heading to the hole in the corner of the attic stop shooting cause the fight is over.

2. YAWN II

Description

Same as above but this time he wont be able to poison the character which makes this fight alot easier then before, and the setting is different, the fight will take place in a huge library.

Strategy for Chris

As soon as the fight starts quickly run forward because its almost useless shooting yawn from the top level, quickly descend the ladder and reach down into the wide open area and now were at the same level as the yawn. If you think that this boss is hard then i must tell you

that this one is easy compared to the fight we had in the attic with the yawn, the thing is that this is a more open space and it gives you more room to run around from, and the yawn itself will mostly tend to stay away from you and run into walls and book shelves, if he's in front of you then give it a few shells right in the head and if yawn is running away from you then follow it and hit it behind the head area for good damage, but dont ever follow him behind the shelves because he can trap chris there and then its gonna be very hard. Keep shooting at yawn from close range while avoiding his hits, another easy thing about this fight is that yawn isnt even poisonous anymore so you can take hits without fear of poison.

Pretty soon yawn will start feeling the pain and it will go down for good but not before hitting one of the bookshelves.

Strategy for Jill

As soon as the fight starts, dont shoot at the snake, instead turn jill in the opposite direction and start running, use the ladder given here to climb down to a much open space, the reason for that is cause fighting with the snake toe to toe will only result in death, in the open area you have a huge advantage , plus the snake also acts stupid once down here.

Take out the grenade launcher filled with acid rounds and start shootin em in the direction of the snake, during the fight the snake will often run around the bookshelves, DONT follow his league and do that, because you can get trapped behind there easily and become easy pray for the snake, so try and stay in the main open area of the room for this battle, if the snake runs into a corner of behind shelves, then wait there for him and he will eventually come after jill again. The easiest thing about this boss fight is that the snake wont be poisonous anymore so fear of getting bitten is out of the question. Its pretty hard but if you do run out of acid rounds take out the combat shotgun and finish the job up. Pretty soon the snake will fall down and you would have avenged richard.

3. PLANT 42

Description

This is the boss you will face in the guard house area, he is one big plant, and when i say big i do mean it because this boss will take up an entire room, now normally fire works best against this things so use fiame rounds for jill, but for an easy kill make sure you killed its roots before the actual fight starts. This boss can throw acid at you which may cause poison and it can also use its long tenticles to attack you, not so tough .

Strategy for Chris

As soon as you enter a scene will start and chris will come across this huge plant, the plant's veins will grab chris and hoist him into the air, if you DID save richard at the mansion and he died by the shark then the plant will drop you and you can proceed with

the fight as normal, but if you DIDNOT save him by accident then you will need to perform some tasks as rebecca to save chris here first, i've marked the rebecca tasks separately.

```
* If you didnt save richard in the mansion start reading here *
* otherwise skip the part marked with * , the plant will raise *
* chris up and he wont be able to do anything, in walks becky *
* and she promises to save chris , now we will be in control of *
* rebecca again, quickly exit the room and head for the keypad *
* door which we unlocked before, remember, once inside you need *
* to make a special chemical to weaken the plant by killing off *
* its roots, take all the empty bottles you find in here. *
* *
* Now you have to mix the chemicals provided in this room in the *
* right order to make the V jolt, and here's how to do it, first *
* fill one bottle with water from the sink then add some UMB #3 *
* to the water and it turns into NP-004, now mix this with *
* yellow 6 and you will make UMB#10. Now take some more water in *
* another bottle and combine it with yellow 6 to make UMB#7. Now *
* Combine this UMB#7 with UMB#10 we made earlier, and you get *
* UMB#17 (( WHAT IS THIS!! MATHS !! )) . With the UMB#17 in hand *
* mix some UMB#3 in it and you get UMB#20 otherwise known as *
* V-JoLT. *
* *
* Now as becky still head down the ladder to the huge aqua ring *
* area again, and open the door to the guard room now, inside you*
* will find the scary roots of the PLANT 42, use V-JOLT on the *
* roots and you will free chris *
```

Either by the above method , if you didnt save richard in the mansion, or just normally, plant 42 will let go of chris, now its our turn to kick its ass. As soon as you are back in control of chris quickly head up the stairs and start pumping led into the plant's body , it will swing its veins so be careful to dodge them, and when you've hit it enough it will start throwing acid at you, when that starts dont remain in one place for a long time or you'll get hurt badly, you can usually get off about 2 shots everytime before he lets go of some more acid, pretty soon you would have hit the plant enough times and it will shrivel and die. NOT SO TOUGH NOW, ARE WE MR PLANTY !!.

Strategy for Jill

Make the V jolt as explained above and administer it to the roots of the plant in the aqua ring area.

Luckily you followed my advice and made the chemical and already dumped it onto the roots of the plant, if you did that then the plant will die all of a sudden and it will pull itself upwards. But not for long, suddenly it gets alive again and grabs jill with one of its tentacles, but luckily for jill again barry will suddenly barge into the room with, A FLAMETHROWER ! in his hand, now where the hell did he get that from.

After cooking up the plant jill will be rescued and be safe for the time being, but if you did NOT make the V jolt or use it on the plant roots then you will have to fight the plant before barry will come into the room, that my friend is a totally different thing.

Now its our turn to kick its ass. As soon as you are back in control of jill quickly head up the stairs and start pumping led into the plant's body , it will swing its veins so be careful to dodge them, and when you've hit it enough it will start throwing acid at you, when that starts dont remain in one place for a long time or you'll get hurt badly, you can usually get off about 2 shots every time before he lets go of some more acid, pretty soon you would have hit the plant enough times and it will shrivel and die.

4. BLACK WIDOW or BLACK TIGER

Description

The black tiger is a huge spider compared to the other one's you'll find in the game, but its not that easy to beat and can be beaten easily with the help of the shotgun, flamethrower for chris also works well.

Strategy for Chris

As soon as the fight starts you can either use the flame-thrower you just found or the regular shotgun shells work good too, just blast off at the large spider but beware that it throws poisonous spits at you so be on the guard and keep moving here and there, during the fight you will also be attacked by some little spiders, just ignore them for now and keep your concentration on the big moma, not alot of shotgun blasts at close range later the spider will finally die, now just exit back to the previous room and come back into this room and you will see that all the little spiders have disappeared, nifty.

Strategy for Jill

he shotgun is the best weapon for this fight because the spider is wide and the spread shot will do good amounts of damage even from a distance, so thats what were gonna do for this fight, keep a fair amount distance between yourself and the spider at all times and be aware of its acid spit because it can cause poison. As the fight goes on several little spiders will also join in on the battle but we dont need to look at them, just take care of the big moma. After some time it should die finally.

5. LISA TREVOR

Description

Sad fate for this one person, lisa trevor is the way she is now because she had been kept to be researched on for almost half a century and they have used all kinds of viruses on her to test them out, this is why lisa trevor is completely invinsible, she cannot be killed by any weapon created, the only way she could

die is if she would do something to herself or fall of a very high place, breaking her body apart.

Strategy for Chris * this only counts for the final battle
----- with lisa, no other encounters

The quick method to finish this fight off is to push all these stones off of their place over the edge of the platform, during this while wesker will provide you with some cover fire which should be enough for you to get through with this task.

If lisa still gets too close give her a shot or two from the shotgun so that she steps back a little and is a bit far from you, as soon as you have pushed the final stone down, another small scene will start and lisa will end up throwing herself down the chasm, killing herself, sad fate..

The other method of finishing this fight off involves some luck and plenty of shotgun rounds, ok so were at a place like a platform and there is a huge chasm right besides us right, so what do we do, we use the ever powerful shotgun and start pumping lisa full of lead and pretty soon she'll be dangling by a corner, when that happens keep on shooting at her and she will eventually fall down the chasm

Strategy for Jill * this only counts for the final battle
----- with lisa, no other encounters

First go and push the bottom left stone down the pit, if lisa gets too close to you then barry will fire her off but that will cause lisa to go for him instead, and if barry takes one hit he will die and so much for the best ending, so if you see lisa going for barry quickly shoot her once so she turns at you again, now go and push the stone on the right, following the above steps head for the stone in the upper right corner and push it down, head for the final stone and suddenly lisa will jump right behind jill, dont just wait there for her to attack and quickly push the final statue down, now the coffin lid will open up, and lisa seeing it will yell "mother" and then she will commit suicide by throwing herself over the edge and falling down the pit.

method II

So your fighting around a large pit and falling off isnt a hard thing to do, take out the shotgun and start pumping lisa full of led, she will sometimes jump at the very start of battle and will herself go at a very corner, if luckily that does happen then keep on shooting, and if barry helps you out this wont be too hard, lisa will slip over and fall down in the chasm. Game over.

6. TYRANT I

Description

This is what its all about, this is weskers creation and he will let this loose on you himself, the tyrant is the ultimate killing machine, but luckiy killing it wont be too hard, first time

around it will be groggy and will only walk around, and its attacks wont to as much damage. Not so hard here.

Strategy for Chris

As soon as you regain control of chris just put some space between yourself and the tyrant, then take out the suicide pistol i asked you to bring along and with one good aim fire the only bullet left in the gun into the tyrant, this boss fight is already done with and the tyrant will fall down, the reason for the suicide pistol's strength is that one bullet inside it can do the same damage about 5 magnum bullets can.

If you did NOT bring the suicide pistol then first i give you my curses award, after that when your in control of chris take the shotgun out and leave plenty of room between you and the tyrant, even though we know that the shotgun works best at close range but we cant let him get close or he'll just slice through chris, from a distance keep shooting the tyrant, if he gets close just run back some more, this fight shouldnt be too hard because the boss if kinda sluggish and slow and you've probably got enough rounds to take him out. Pretty soon the tyrant should fall down.

Strategy for Jill

As soon as the fight starts you will notice that the tyrant is slow and sluggish for now, and it will only walk around, it wont run or anything else, but that wont stop its power anyhow, he will walk around in circles most of the time but if he gets close enough to jill he can use his arm to inflict alot of pain on her, so the best thing to do during this whole fight is keep a good amount of distance between yourself and the tyrant, if you brought along the self defense pistol as i told you to then just get a few feet away from him, take out the dingie pistol , aim and let a shot through, besides this gun can only be used once, if that shot hits then the tyrant is history and it'll go down.

But if you didnt bring along the self defense dagger then shame on you, oh well, remember i told you to bring the magnum and all of its rounds if you didnt have the defence gun, well take the magnum out and start running away from the tyrant, since the magnum is a single projectile weapon it will do the same amount of damage no matter how far you are shooting from, so keep a good amount of distance between the two of you and when he's in a clear shot just start shooting with the magnum, the good thing about this way is that you can always run away from him well after a few clean hits the tyrant will go down. GO check on barry.

7. TYRANT II

Description

Same as above but much more ferocious and it will run around this time clawing you , making it very tough to fight.

Back in 1996 capcom came up with a game which changed the face of video gaming for the rest of eternity, 6 years after that capcom remade their original classic masterpiece with new and much more advanced technology. Now the current technology allowed them to make things as real as real life itself, and the new game is just something else. Here's my little review about the game.

Graphics 10/10

The graphics are the game's strongest point because these are probably the best graphics ever seen in any video game, even if the back grounds are still pre rendered artwork they are more real than any 3D background of previous games and the character models are as close to real life as anyone can get in a video game, also the pre rendered scenes have a lot of interactive areas to so it's always feeling like you're in complete control of yourself and the atmosphere around you. Don't understand what I mean?! try and burn the grass and you'll see it catch flames, which will even damage you, and if the camera is close to any zombie you just shot then its blood will get splattered on the camera lens, a very gorey but very beautiful effect to the game.

All the enemies and characters have had a very obvious polygon make over and it looks absolutely, and the best thing of all is that all the enemies and the characters can now cast real time shadow all over the mansion which can give you an enemies position and give your position away to them too. Many new outdoor scenes have been added to the game as well which look absolutely stunning and the FMV movies have also been redone with the latest technology.

Sound 9/10

The sound of the game as with any other resident evil game is superb with the real sounds for all the weapons in the game and other sound effects like breaking things and doors opening and closing, the best thing is that all the dialogue in the game has also been re-did because quite frankly many people think that the original voice acting was too bad to be used again, the new voice actors are serious to their roles and they do their job very well. The background music of the game is also as good as any other resident evil game, the background music changes from place to place and the situation you are at.

Control 7/10

This is one of the weak points of the game just like the other resident evil games it can sometimes be really hard to control the character while running around and it gets even more frustrating if you're in heated combat and want to run away from the enemies. Turning around is one of the biggest problems in the game and the characters look like they're taking their

times to turn around as if nothing is about to happen. Other than that it can sometimes be hard to enter the door because of the fixed camera angles it can be hard to judge the actual position of objects far away in the screen.

Plot 10/10

Excellent movie style plot of the game is one of its best points, even though its the same plot as the original one was but capcom have made noticeable changes to it adding several new things to it for the better of the game, the most notifying addition is that of lisa trevor, there was no mention of her or her father, george trevor, who was the man who designed the spencer estate. But in the remake lisa haunts the tunnels under the mansion and trevor is also mentioned and his famous diary is also included. Other than that this plot is full of twists and turns and it can be exciting at many times. Full of traitors and scripted deaths this game is one with a good story.

Gameplay 9/10

This game is an overall excellent package and its worth your money if you want it, overall the game as ground breaking graphics and a near perfect plot. The gameplay itself can sometimes be jittery thanks to the controls and awkward placing of some items in the far corners of the screen, other than that the game plays like a gem, newbies may take a little time to get the hold with the game, but the one's who have been familiar to the game will be comfortable with the game from the get go. The puzzles of the game can sometimes be annoying because most of us are used to the puzzles of the original resident evil and this game is made especially to annoy us people. Other than that the wapon handling and stuff like that is almost perfect.

Overall 9.5/10

An obvious purchase for anyone who owns a nintendo gamecube console, or even if you dont own one, this just may be the best reason to buy one right now. Resident Evil has always been a money making franchise and it doesnt disappoint this time aswell. Overall the only really big flaw with the game is that its not that big, about 4 hours to the max but games should be bigger then that. This is the first game which takes 2 gamecube disks but thats just because the game has 2 scenario's and each scenario has its own set of dialogues and movies which take all the space i guess. Overall i think that this is one of the best games ever made and ever owner of a gamecube or every resident evil fan in general should buy this one ASAP. The classic horror re-created.

Ebd Section

plagiasm is not that uncommon nowadays, several great authors works are plagrized for money and thats.. very VERY bad..

* CONTACTING INFORMATION

Want to drop an email to me ?! please make sure of the following things before sending me an email

- * look in the walkthrough for any puzzle or boss related questions first.. dont find it there.. mail me.
- * Please DONT mail me about how good you are in the particular game and how bad i suck.. hehe those will go to the trash ASAP
- * If you have any strategy or any simpler method against the bosses then dont hesitate in mailing them to me, you shall be credited if i put them in this walkthrough
- * No viruses please.. i cherish my inbox like my family.. its very valueable to me . dont mess with it.

God any question about the game ?
use this address : Returnofthemaniac@hotmail.com

and AOL users always ALWAYS use this email
AJ@rebiohazard.com

* CREDITS AND THANKS

- * Thanks especially to god for giving me such fast hands to write all of this in about a week and a half. YOU RULE :)
- * Thanks to gamefaqs, for allowing people with talent to show off their works
- * Thanks to Capcom for coming up with this game in the first place
- * NO thanks to shinji mikami for abandoning the PS2
- * Thanks to GameCube for being so damn powerful and holding this amazing game.
- * Thanks to SEAN ! my friend, thanks for those pointers in the walkthrough area and other helps, like the grenade launcher glitch trick.
- * Thanks to all the people who are reading this, you scrolled all the way down people :) YOU RULE TOO
- * Thanks to my friend kad and randy for keeping me sane during the hours of internet insanery.. bzz bzzz

