

# Resident Evil Chris Hard Mode Walkthrough Pt. II

by Tyrant X

Updated to v1.0 on Dec 12, 2002

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RRRRRRRRRR
R          R
R          R
RRRRRRRRRR eeeeeeee sssssss i          d eeeeeee nnnnnnn tttttt
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EEEEEEEEEEEE
E
E
EEEEEEEEEEEE v          v i l
E          v          v i l
E          v v          i l
E          v v          i l
EEEEEEEEEEEE          v          i lllllll
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Part 2

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0) Versions and Updates

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+Version 1.0----November 19, 2002-----

My first walkthrough. Haven't got past the residence yet. Half-way finished.

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+Version 1.1----November 23, 2002-----

Got to the mines. Made some minor changes to the word alignment in the Walkthrough slang section, my word choices, and some parts of the Disclaimer. I also changed my mind about picking up the MO disks.

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+Version 1.2----December 12, 2002-----

Got to the altar. I've continued the rest to Part 2. Next time I update, I'll go to the finish.

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1) Introduction

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This is a two part walkthrough for the Chris's hard mode scenario. It's somewhat descriptive, but it's straight to the point. Use it for when you already beat the game and you want the quickest way to go thru it again and earn another mode or if you just played Chris on Normal difficulty and you don't want to get your butt kicked this time around :)

PLEASE NOTE:

This walkthrough has been written for when Chris has earned the Samurai Edge automatic pistol. The only difference is that handgun bullets are not picked up in this walkthrough and they may affect your ability to pick up certain items.

This is the second part of the walkthrough. If you want the walkthrough from the beginning of the game, please go to Part one.

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2) Walkthrough slang

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Here are some of the terms I will use to describe places in the game:

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| Slang for | What I mean |
|-----------|-------------|
| hallway   |             |

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Main hallway- Front door, 8 doors, main stairway.

Mine hall

1- First hall in the mines. Item box.

Mine hall

2- T-shaped hall. Two hunters appear there.

Mine hall

3- Has the elevator to Lisa hall



- Push the crate onto the transporter. Don't forget to take the flash
93. Push the crate onto the transporter. Don't forget the flash grenade on top of the boxes. Press the button on the transporter. Go back to the Trash compacting room.
  94. Climb down the ladder to the trash compactor. Push the crate into it. Press the button and watch the box get squashed. Step down and pick up the broken flamethrower. Go back to Lisa Hall.
  95. Pull the switch and place the broken flamethrower on the hooks near the door(avoiding Lisa!). Go through to the Weird room.
  96. Walking past the candles and oddities, step into the shoulder deep water and up the other side. Take the jewelry box off of the desk and examine it. Go up the ladders and you should end up in the cabin.
  97. Go to the item box. Drop off: Hexagon crank ; Pick up: Metal Object. Combine the stone ring with the metal object. Go way back to the shed.
  98. Don't forget to take the Stone and Metal object off the panel at the entrance of the courtyard. Go to the Main Hallway.
  99. Go down the steps and place the objects on the gate. Go through to Save point 6.
  100. This is it! The moment you've been waiting for! Go to the item box. Drop off: None ; Pick up: Eagle and Wolf Medals, Ink Ribbon. Go save your game and take your final break. We're almost done! Don't give up now!