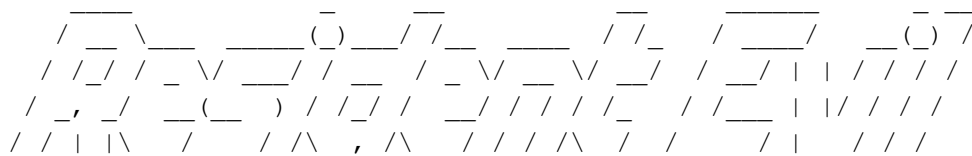


Resident Evil Chris Speed Walkthrough

by PeTeRL90

Updated on Oct 25, 2005



VERSION Jill
Chris Speed Walkthrough
By: PeTeRL90
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=====
1.) Introduction
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Howdy howdy. Welcome to my Chris Speed Walkthrough for Resident Evil. One of the main reasons I'm doing this is because that many people find that it's much easier to a speed run with Jill. And besides, I didn't see a Chris Speed Guide, so why not? ;) So I thought I'd help you all out. This FAQ's sole purpose is to help you unlock Real Survivor Mode, the Samurai Edge, and the Rocket Launcher with Chris, assuming you haven't already.

=====
2.) Contacting Me

=====
If you have any questions, please do e-mail me, and I'll try my best to answer your questions. However, PLEASE DON'T e-mail me flaming me by saying stuff like 'YOUR FAQ SUCKS BECAUSE I DIDN'T GET UNDER 3 HOURS!' or 'I KEEP DYING A LOT!' One, it's not my fault if you're dying a lot. Read the Notes section and it says that you will most likely die a lot. And two, I got 2 hours and 38 minutes. I wrote down everything I did. I died like, 30-50 times doing this. And the last thing I need is someone yelling at me saying they didn't get under 3 hours. Thank you. :)

=====
3.) Legal Stuff
=====

The latest version of this guide will always be posted at GameFAQs first.

This FAQ is copyrighted by me, and may be used for personal use. This FAQ may NOT be used for any kind of profit, or be put in any kind of magazine. I write these on my spare time for free, and you shouldn't be able to get money from ripping this, claiming it as your own, and selling it off. You may NOT use this on your website. You may NOT copy and paste part of any part of my work, as that is still plagiarising.

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=====
4.) Notes
=====

These are some things you should read before playing.

-I'm assuming you've beaten the game already, at least twice, maybe three times. So you should know your way around the game. However, my room names may be different from the names other people use, so I'll tell you which door leads to the room.

-I'm also assuming that you know the solutions to the puzzles, so I'm not going to give you the solutions. This also means the computer terminal user name and passwords in the Lab, and the number codes in the Catacombs and Lab.

-You most likely will die several times. Just keep trying. You'll get it eventually.

-If you're reading this while playing, take quick glances while a door is opening. Not during gameplay itself.

-This is for Normal difficulty, since you can't unlock the weapons/game mode in Easy.

-Dodging enemies is a MUST HAVE skill if you're attempting to do this. You MUST have good dodging skills, because we won't be killing very many enemies, since fighting can take up precious time. I'll let you know when to kill an enemy.

-I'm not going to list what healing items to pick up. If you think you'll have space for it, then pick it up.

-DO NOT fight Yawn (first encounter.) Just grab the Death Mask and get the hell out of there. If you fight him, you'll most likely get poisoned, and then you'll have to play as Rebecca, which can cost you precious time.

-Saving Rebecca is optional, but DO NOT save Jill. Getting the MO Disks and then running back and forth to pull down the levers can take time away.

-Save Richard. You'll want his Assault Shotgun.

-Don't pick up everything you see. You can easily jam up your inventory by picking up unnecessary ammo or health items.

-Skip ALL Cutscenes. I don't care if they make you feel relaxed. SKIP them if you want to get under three hours.

-If you know there won't be any enemies to face, unequip your weapon, since you can run faster without holding one.

-DO NOT read ANY files. The only thing you'll have to read is Book Of Curses and Keeper's Diary. But just push B to quickly cancel reading.

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5.) Enemies
=====

Resident Evil has some of the most deadliest enemies known to gamers, like the Hunter, and the Crimson Head. Alas, that's only one of the few buddies you'll be traveling with.

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/  
\  ZOMBIES  \  
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Difficulty Level: 3 out of 10.

Description: The main enemy of all Resident Evil games. These baddies may be stupid and slow, but you shouldn't fool around if there are more than two in a room. They're the most dangerous when in groups, since one can grab you as soon as you knock one off. It's best to avoid zombies altogether until later

in the game. You'll also run into the famous naked zombies in the lab!
EEEEEEEEEEEE!

Strategy: It's best to avoid zombies altogether until later in the game. Although Chris can take more of a beating than Jill, it's still dangerous to be dancing with these flesh eaters. The one reason you should ever shoot at them early in the game is to knock them down and run past them, or simply use a defense weapon if you're in a small corridor with one.

Weapon of choice to use: Handgun/[Assault] Shotgun.

Ammo to kill: For zombies, it takes 5-10 Handgun shots to kill, usually around 5-7 just to bring them down to run by them. It takes 1-2 Shotgun Blast(s) to take them down, although 1 if you aim up since it's a good chance for a head shot. 1 shot from the Magnum Revolver will take them out.

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/           /  
\ CRIMSON HEADS\  
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Difficulty Level: 8 out of 10.

Description: The after effect of not decapping or burning a zombie. These amped up versions of zombies are one of the two deadliest creatures in the game. They'll run at you, usually faster than you can run, and will swipe at you with their claws. Although Chris can take much more of a beating than Jill, it's not a good idea to get more than two times by these baddies.

Strategy: Although they may be fast and lethal, you do have an advantage against them. Since they run so damned fast, they don't have very good turning abilities, sorta like a car going 110 MPH, it won't have good turning mobility. If in doubt you need to escape, use corners as an advantage for you.

Weapon of choice to use: [Assault] Shotgun.

Ammo to kill: Although I don't recommend using it, the Handgun will usually take one down for good in about 6-12 shots. The [Assault] Shotgun will take their asses off in 1 or 2 shots. The Magnum will take them out in 1 shot.

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/           /  
\      DOGS      \  
/           /  
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|
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Difficulty Level: 1 out of 10.

Description: Dogs with skin falling off. These are one of the easiest enemies to dodge, so take that to your advantage. They may be fast, but they can't change direction in the air. Even if they do hit you, it'll take about 5 pounces to knock your health down a notch. It's just best not to waste ammo on them.

Strategy: It's just best to avoid the dogs, since they're really easy to dodge and are pathetically weak. There's only one time you'll HAVE to take down any

dogs, but for the others, just sidestep them and run away when they're in the air.

Weapon of choice to use: Handgun

Ammo to kill: Again, for the two dogs you have to kill, 2-5 shots from the Handgun should do the trick. If needed, 1 shot from the [Assault] Shotgun should take them down for the count. 1 Magnum Bullet will also kill them, but I HIGHLY recommend not to use the Magnum at all unless needed.

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/  
\   CROWS   \  
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Difficulty Level: 1 out of 10.

Description: Over-sized Crows. They appear in only 3 places; the Raven room, the Stained Glass puzzle, and the Crow Graveyard. I don't suggest fighting them in either of the places, since you don't need to. They come in packs, and even in packs, they still aren't a threat to you.

Strategy: It's just best to ignore them, since they only make you waste your valuable ammo. They're really easy to out run, so no worries. Besides, the only times they'll attack is if you make a mistake while solving a puzzle, or you stay in the room for about a minute or so.

Weapon of choice to use: Handgun (if needed.)

Ammo to kill: One shot from any weapon will take one down if you somehow have to kill one.

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/  
\   HORNETS  \  
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Difficulty Level: 1 out of 10.

Description: Oversized bees. There are only two spots in the game where you'll ever run into these creepy insects. One in the Wind Crest room, and a whole hive in the Residence, outside of Room 003. They'll make this annoying buzzing sound if they get near you, and if you have the rumble on, the controller will rumble. If they hit you, they'll stick on you until you throw it on the ground. The only dangerous thing about them is that they can poison you.

Strategy: Don't bother with these things. If you stop in the Residence to fight the group of bees, they'll only make it a living hell for you. It's just best to run past them, getting what you need. They don't hurt very much. They're only a threat if they poison you.

Weapon of choice to use: Survival Knife (don't waste ammo on it.)

Ammo to kill: One shot from anything will kill it, but it's not a enemy to waste ammo on, so a couple of slices from the knife will take it down.

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/  
\   SNAKES   \  
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Difficulty Level: 1 out of 10.

Description: Just some normal snakes you could possibly see around your yard. And just like the ones in your yard, they'll bite and possibly poison you. So it's just better to avoid them at all costs. And who said video games don't teach kids anything.

Strategy: There's only two places where you'll run into them. On the way to and from the Residence, and the water passage to Lisa's bedroom. They're very easy to avoid. But on the way back from the Residence, you'll most likely be bit by one or two that are hiding in the bushes in the Pool area, meaning a possible poison, so always carry one blue herb when leaving the Residence.

Weapon of choice to use: None (don't even attack it.)

Ammo to kill: One shot from anything, but don't attack them.

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/  
\   SPIDERS   \  
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Difficulty Level: 6 out of 10.

Description: Hmmm... let's just say these spiders a tad bigger than the ones I see around my house from time to time. They're big, hairy, and just plain mean. They're also fast little critters, making it even more creepier. Yup. Methinks an exterminator won't want to take one of these down.

Strategy: It's best to dodge them, but you'll most likely have to take down a few. If so, then stay FAR away from them, as they love to spit acid on their prays to poison them. And they'll also run at you and try to tackle you. Just imagine having a 30 pound spider standing over you. I find their deaths to be quite comedic since you're literally blowing their asses off.

Weapon of choice to use: Handgun/ [Assault] Shotgun.

Ammo to kill: 6-10 shots will take down a spider with the handgun. 2-4 shots from the [Assault] Shotgun will take down a spider, but only use the [Assault] Shotgun if there are a few in the room. And 1 Magnum shot will silence this creepy crawly.

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\   HUNTERS   \  
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Difficulty Level: 10 out of 10.

Description: The most deadliest creature in this game, and quite possibly, the deadliest creature of all Resident Evil games. They're gorilla-like creatures with green skin and huge razor-sharp claws, and make this screeching noise when they go in for the kill. They also sound like frogs. What makes them so deadly? Three words; one hit kill. They'll also drop your health down to critical status in about 2 slashes, sometimes 3.

Strategy: It's best to either dodge them if you have the room, or take them out as soon as possible if you have to do battle with one. They're even more dangerous if there are two in the same room. So it's either a attack or dodge situation with them. If you wait too long, you'll most likely have your throat slashed, or your head rolling on the ground.

Weapon of choice to use: [Assault] Shotgun.

Ammo to kill: If needed, 14-18 shots from the Handgun will take one out for the count. 2-4 [Assault] Shotgun blasts will kill it. And 1, sometimes 2 Magnum bullets will take one out. If you also line them up, you can hit two Hunters with one Magnum bullet.

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/  
\  SHARKS  \  
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Difficulty Level: 2 out of 10.

Description: Sharks. Big Great White sharks. Kinda reminds me of Jaws, except that he somehow had babies. They'll swim around the surface of the water before trying to bite you. Sometimes they'll jump out trying to get a piece of you. If you stay in the Shark Tank too long, Mama Shark will come and take you out.

Strategy: Run. Just run. If you were to meet a shark in an ocean, would you shoot at it while it's ready to bite your leg off? No? Then you should be fine.

Weapon of choice to use: None.

Ammo to kill: If you want to do a suicide run in here, then 5-10 shots from the Handgun will take one out. 2-3 [Assault] Shotgun blasts will take one out. And 1 Magnum shot will take one out.

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/  
\  CHIMERAS  \  
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Difficulty Level: 7 out of 10.

Description: If James Bond were to have one pet that were to reflect his personality, I'm pretty sure this would be it. Chimera's are insect-like things that can climb on walls and celings, and choke you from the celing. They also run pretty fast. To sum it up, they're athletic.

Strategy: Just run away from these. The only time you'll have to kill one is when you need to refuel the supply capsule in the Lab. One Chimera will be guarding it, so killing it would be a very wise idea unless you want to get back there with the capsule full, then have the Chimera hit you, blowing you up.

Weapon of choice to use: [Assault] Shotgun.

Ammo to kill: 12-17 shots from the Handgun will take one out. 3-4 Shotgun blasts will knock it down for good (sometimes 2). And 1 Magnum shot will kill one.

=====

6.) Bosses

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These are some mean bosses, I'll tell you that for sure. However, some of them are optional, although it's recommended you take them out whenever I indicate to. I also won't mention how much ammo it will take to kill it since I'm not really stupid enough to count. If you do count however, please do tell me and I'll give you credit.

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/  
\   YAWN I   \  
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Difficulty Level: 0 out of 10.

Description: Why a 0? Because we won't be fighting him the first time around. He's a really really big snake that has a knack to poison it's prey, and devour it's prey whole. Kinda disturbing, but all in all, avoid this mofo the first time around.

Strategy: Just get the Death Mask in the room (And Shotgun Shells if needed), and get the hell out of the room. That's it.

Weapon of choice to use: None. (Don't fight it.)

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/  
\ COFFIN HENRY \  
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Difficulty Level: 3 out of 10.

Description: Although some people don't consider him as a boss, I do, since he's guarding something you need (like most bosses), and you have to kill him if you want to leave the Machine Room. Coffin Henry is just another Crimson Head, only a tad stronger.

Strategy: Just handle him like any other Crimson Head. Just shoot and run. And since he's like the other Crimson Heads, he's not very good at turning,

so use that as your advantage, since you're in a really big room.

Weapon of choice to use: Shotgun (we don't have the Assault Shotgun yet, silly.)

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\ NEPTUNE \  
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Difficulty Level: 1 out of 10.

Description: A REALLY big shark. The only way it'll attack you is if you go into the water without killing it first, by either shooting or frying it. So it's wise NOT to go into the water.

Strategy: Push the box near you, then flip the switch. Saves you ammo and time. This is the only push over boss you're going to get, so enjoy it.

Weapon of choice to use: None (fry it instead.)

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/  
\ PLANT 42 \  
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Difficulty Level: 9 out of 10.

Description: Seems like this is the subject on which BALCO tests it's steroid products on, eh? eh?It's a baseball joke. Anyways, it's a really big plant with long tentacles which can easily knock your health down a few notches if you give it time to smack you around for a few seconds.

Strategy: Start from either side on the top ramp, and shoot at least three blasts at it, then run over to the other side before it spits Acid on you. Repeat the same thing over at the other side, then run back before it spits Acid on you. Repeat until dead.

Weapon of choice to use: [Assault] Shotgun.

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\ YAWN II \  
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Difficulty Level: 4 out of 10.

Description: I really don't see why people have a hard time with him. I've only been hit once everytime I faced off against him. Anyways, seems like Yawn was pissed that you decided to run off, so he's come back. Fortunately, he doesn't poison you, but a few bites will knock your health down a few notches.

Strategy: The best way I dealt with Yawn, is to wait until he rises up, then

move to the side before he strikes (you'll know when he's going to strike when he brings his head back a little bit), and then get off a few shots. Just repeat until he dies.

Weapon of choice to use: [Assault] Shotgun.

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/ /  
\ BLACK TIGER \  
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Difficulty Level: 5 out of 10.

Description: I wouldn't want to see a spider like this in my house ever, or else I'd move. This is the momma of all spiders, meaning it's tougher than the ones you ran into. It hurts a lot too if you give it the chance to attack over and over again.

Strategy: Just blast the crap out of it with your [Assault] Shotgun. You can either stand in one place, or run around it until it stops moving, then shoot it.

Weapon of choice to use: [Assault] Shotgun.

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/ /  
\ LISA TREVOR \  
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Difficulty Level: 1 out of 10.

Description: I didn't mention her before since she's not really a boss the first two times you meet her. But she's really easy when you actually do get to face off against her. This deformed girl seems to be PMS'ing and seems to be angry when she enters the Altar. VERY bad combination.

Strategy: Easy. Just push over the four stones to save yourself ammo and time. Also make sure to not get knocked over the edge when running over to each stone.

Weapon of choice to use: None (just push over the stones.)

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/ /  
\ TYRANT I \  
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Difficulty Level: 5 out of 10.

Description: He walks, so it's easy to run back and get some shots off. However, it's not easy to run by him. He'll inch closer and closer to you, so try your best not to get cornered, or else you'll get a few nasty swipes.

Strategy: When the battle first starts, take a shot, then run back, then fire

a few more shots. Just repeat until he falls.

Weapon of choice: Magnum.

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/           /
\   TYRANT II  \
/           /
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Difficulty Level: 8 out of 10.

Description: Seems like you pissed him off in the Lab. So he decides to come back, with REVENGE! *plays old horror movie music in the background*. He's the same as last time, but this time, he can run. But it's easy to dodge if you study him carefully. As soon as you see his shoulder move, run to the side immediately. However, sometimes he'll run right at you again after 2 or so seconds, and then nail you.

Strategy: Again, as soon as you see his shoulder move, RUN. The Tryant's a righty, so run to the left of him if you can't run to the side. Just keep running and shooting him with Magnum bullets, and Brad will eventually throw the Rocket Launcher. Make sure he's occupied somewhere else (it may be really hard to do if you didn't save Rebecca or she died already) and let loose with a rocket. Hopefully you'll hit him, since you have 4 tries. If not, then you're screwed.

Weapon of choice to use: Magnum/Rocket Launcher when available.

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7.) Weapons
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Your key items to maintain survival.

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SURVIVAL KNIFE
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Location: Start off with it; Black Tiger room on a stack of boxes.

Usefulness: 1/10

Ammo it holds: N/A

Description: Just a plain knife you can probably find in your own home. It's HIGHLY advised only to use this to cut down the webs in the Black Tiger room, unless you're doing a Knife Only game, but this FAQ isn't the case for it.

Best used against: Hornets.

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\\\/\\\/\\\/\\\/\\\/\\\/
Handgun [Baretta]
\\\/\\\/\\\/\\\/\\\/\\\/

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Location: Main hall, after first zombie encounter.

Usefulness: 8/10

Description: A normal sized handgun that's capable of holding 15 bullets.

Description: The best item in the game, and one of the coolest items, period. These will come in handy, since they'll decap zombies that get in your way. I highly suggest collecting them, then use them in the Lab, since that's when you'll have to decap some zombies.
Best used against: Anything it can decap.

=====
8.) Chris Speed Walkthrough
=====

Skip the opening scene and the main hall scene.

DINING ROOM

Run around either side of the table, and go to the KENNETH HALLWAY.

KENNETH HALLWAY

Go over to where the zombie is munching on Kenneth, skip the cutscene, and make your way back to the DINING ROOM.

DINING ROOM

Go back to the MAIN HALL.

MAIN HALL

Skip the cutscene and pick up the Handgun. Head back to the DINING ROOM.

DINING ROOM

Go back to the KENNETH HALLWAY.

KENNETH HALLWAY

Run over to where Kenneth is (don't pick up the video tape, since we won't be watching it) and enter the RAVEN ROOM.

RAVEN ROOM

Run up the stairs and go into the ARROW HALLWAY.

ARROW HALLWAY

Run past the fat zombie, and go get the ARROW. Examine it to get the ARROWHEAD. Run around the corner, dodging the zombie, and enter the 2F DINING ROOM.

2F DINING ROOM

Ignore the zombie, and head to the MAIN HALL.

MAIN HALL

Right now, we should have the Survival Knife, Handgun with 15 bullets, and an Arrowhead. Head to the GRAVEYARD.

GRAVEYARD

Dodge the zombies, and put the Arrowhead into the stone slab.

MACHINE ROOM

Run over to get the Book, examine the back of it, and cancel reading the book. Head back to the GRAVEYARD.

GRAVEYARD

Work your way back to the MAIN HALL, avoiding the zombies.

MAIN HALL

Go use the SWORD KEY to unlock the door leading to the U-HALL.

U-HALL

Ignore the zombies and Wooden Mount and head for the STUDY.

STUDY

Grab the Dog Whistle, and Handgun Clips, and head for the EAST STAIRS WING

EAST STAIRS WING

Ignore the two zombies at the top of the stairs, and then run down the stairs, avoiding the zombie down there and enter the EAST STAIRS SAVE ROOM.

EAST STAIRS SAVE ROOM

Quickly deposit the Knife and Dog Whistle, which should leave you with the Handgun (15 bullets still), Handgun Clip, and the Sword Key. Don't save yet. Make sure to grab the Old Key by the typewriter when you leave. Also put the Canteen in the item box.

EAST STAIRS WING

Avoid the zombies and go to the door leading to the U-HALL.

U-HALL

Again, dodge the zombies and head back to the MAIN HALL.

MAIN HALL

Head over to the double doors leading to the 2F DINING ROOM

2F DINING ROOM

Ignore the zombie, and grab the Defense Dagger this time, and unlock the door leading to the WEST STAIRS WING with the Sword Key.

WEST STAIRS WING

Ignore the zombies, and head all the way down past the MEDICAL ROOM to the BROKEN SHOTGUN ROOM.

BROKEN SHOTGUN ROOM

Grab the Flash Grenade, Broken Shotgun, and Ink Ribbon, and head back to the WEST STAIRS WING.

WEST STAIRS WING

Now head for the MEDICAL ROOM, while dodging the zombies.

MEDICAL ROOM

Go combine the Ink Ribbons and save your game. Now go deposit your Ink Ribbons, and you should have your Handgun with 15 Bullets, a Handgun clip, Sword Key, and the Broken Shotgun. Head out.

WEST STAIRS WING

Before leaving here, go unlock the door leading to the ARROW HALLWAY. Now exit back to the 2F DINING ROOM.

2F DINING ROOM

Becareful, the zombie might be right by the door once you enter the room. Head for the MAIN HALL.

MAIN HALL

Go to the door leading to the U-HALL.

U-HALL

Avoid the zombies, and head in the door before the STUDY.

EAST STAIRS WING

If you have to, kill the zombie(s) since they should be blocking your path, although I suggest knocking them down, then running by them. Run down to the EAST STAIRS SAVE ROOM.

EAST STAIRS SAVE ROOM

If you got hurt, and have any spare green herbs in your item box, heal, then exit. If not, then just ignore this part.

EAST STAIRS WING

Avoid the zombie if you have to, and head to the SPENCER HALLWAY (Broken Doorknob.)

SPENCER HALLWAY

Don't worry about the zombie here, and head to the SHOTGUN HALLWAY.

SHOTGUN HALLWAY

Enter the SQUARE ROOM (first door you see).

SQUARE ROOM

Enter the SHOTGUN ROOM.

SHOTGUN ROOM

Grab the Shotgun and use the Broken Shotgun to replace it. Also grab the Ink Ribbon here. Exit.

SQUARE ROOM

Head back to the SHOTGUN HALLWAY.

SHOTGUN HALLWAY

Head back to the SPENCER HALLWAY.

SPENCER HALLWAY

Go back to the EAST STAIRS WING.

EAST STAIRS WING

Kill the zombie if you have to, then enter the EAST STAIRS SAVE ROOM.

EAST STAIRS SAVE ROOM

Deposit the Shotgun, and combine the Ink Ribbons, but don't save. Also pull out the Handgun Clips from the Item Box, and if Wesker visited here, also pick up the ones off the ground. Now we should have your Handgun, Handgun Clips, and the Sword Key. If you killed any zombies out in the EAST STAIRS WING, go burn two of them since we don't have time for making second rounds.

EAST STAIRS WING

Head back to the SPENCER HALLWAY.

SPENCER HALLWAY

Again, ignore the zombie and head for the SHOTGUN HALLWAY.

SHOTGUN HALLWAY

Run to the BATHROOM.

BATHROOM

Drain the tub and skip the cutscene. Dodge the zombie, grab the Old Key, and get the hell out of there. Run down to the door leading to the PATIO (where the Herbicide is) and use the Old Key to unlock it, but don't enter it. Instead, go to the door leading to the L-HALL.

L-HALL

Run down the hallway, avoiding the dogs, and use the Sword Key to enter the ART ROOM.

ART ROOM

Head to the MAIN HALL.

MAIN HALL

Go to the DINING ROOM.

DINING ROOM

Head for the KENNETH HALL.

KENNETH HALL

Somehow get past the zombie, and head for the KITCHEN. Discard the Sword Key.

KITCHEN

Grab the Handgun Clip and the Old Key, and attempt to leave. Skip the cutscene, and dodge the walking zombie and crawler zombie, and get out.

KENNETH HALLWAY

Just get past the zombie somehow, and run back to the DINING ROOM.

DINING ROOM

Head back to the MAIN HALL.

MAIN HALL

Head up the stairs, and go to the 2F DINING ROOM.

2F DINING ROOM

Head for the WEST STAIRS WING.

WEST STAIRS WING

Use the Old Key to unlock the door to the DOG BALCONY, but don't enter it.
Dodge the zombies, and head for the MEDICAL ROOM.

MEDICAL ROOM

Go Withdraw the Dog Whistle, and if you picked up any Green Herbs along the way, bring one. You should now have Handgun, Handgun Clips, Green Herb (optional if you picked any up). Go get your Ink Ribbons and save your game. Now deposit the Ribbons and exit.

WEST STAIRS WING

Dodge the zombies still, and head for the DOG BALCONY.

DOG BALCONY

Run down the path until you see some stairs. Run down the stairs and stand in the middle of the platform, and blow the whistle, and ready your Handgun. Shoot the dogs as they come to you. Don't shoot them while they're running AROUND you. You'll just waste ammo. Reload if you have to. After you kill the two dogs, use the Green Herb if you need to, then get the collar and get the coin. Examine the backside of the coin so it turns into the key. Now exit through the door that leads to the MAIN HALL. Discard the Whistle.

MAIN HALL

Head for the DINING ROOM.

DINING ROOM

Run to the KENNETH HALLWAY.

KENNETH HALLWAY

Head for the RAVEN ROOM.

RAVEN ROOM

Ignore the Crows and keep running. If the body comes alive (Crimson Head), just ignore it and go to the ARROW HALLWAY.

ARROW HALLWAY

Head for the ARMOR KEY ROOM. Ignore the Crimson Head.

ARMOR KEY ROOM

Go up to the pedestal, get the Armor Key, and place the Imitation Key in it's place. Now exit back to the ARROW HALLWAY.

ARROW HALLWAY

BE VERY CAREFUL! You have to dodge the Crimson Head and two zombies here now. This is why I said that you need to have excellent dodging skills. Avoid the Crimson Head and zombies and head for the 2F DINING ROOM.

2F DINING ROOM

Head for the WEST STAIRS WING.

WEST STAIRS WING

Head down the stairs, avoiding the zombies still, and run all the way down to the BROKEN SHOTGUN ROOM, and use the Armor Key on the door next to it. But don't enter. Now work your way back to the 2F DINING ROOM. (Becareful, a zombie might come flying out the door leading to the DOG BALCONY.)

2F DINING ROOM

Head back out to the MAIN HALL.

MAIN HALL

Go unlock the door that leads to the FOREST BALCONY and only go in if you need any Green Herbs. If not, unlock the door still, then head to the U-HALL.

U-HALL

Unlock the door leading to the RICHARD ROOM, but don't enter. Also unlock the door leading to the STATUE PUZZLE ROOM that has a death mask, but don't enter it. Now enter the door that leads to the EAST STAIRS WING.

EAST STAIRS WING

If there are still zombies in here, or a Crimson Head or two, do your best to ignore them and head for the first door on the upperstairs (DEER HEAD ROOM).

DEER HEAD ROOM

Head over to the BEDROOM (non-locked door.)

BEDROOM

Grab the old key and go back to the DEER HEAD ROOM.

DEER HEAD ROOM

Go unlock the door with the old key, and enter it.

WIND CREST ROOM

Like I said in the beginning, you should know how to solve all the puzzles. So get the Bee Specimen on the right rack, and press the button to get the Wind Crest. Ignore the bee and get out.

DEER HEAD ROOM

Go to the EAST STAIRS WING.

EAST STAIRS WING

Head for the EAST STAIRS SAVE ROOM.

EAST STAIRS SAVE ROOM

Go deposit the Wind Crest and the Green Herb if you decided to take one for the Dog Balcony if you didn't use it. Now you should have your Handgun, Handgun Clips, and the Armor Key. Save if you want, and exit.

EAST STAIRS WING

Get back to the U-HALL.

U-HALL

Head for the RICHARD ROOM, while dodging the zombies.

RICHARD ROOM

You should know how to save Richard, so skip the cutscene.

U-HALL

Head for the MAIN HALL.

MAIN HALL

Go to the 2F DINING ROOM.

2F DINING ROOM

Go to the WEST STAIRS WING.

WEST STAIRS WING

Work your way past the zombies, and get into the Medical Room.

MEDICAL ROOM

Grab the Serum and exit.

WEST STAIRS WING

Back to the 2F DINING ROOM we go.

2F DINING ROOM

Head back to the MAIN HALL.

MAIN HALL

Head for the U-HALL.

U-HALL

Enter the RICHARD ROOM.

RICHARD ROOM

Skip the cutscene, and you'll automatically be at the MEDICAL ROOM.

MEDICAL ROOM

Again, skip the cutscene. Now exit.

WEST STAIRS WING

If the zombies are still here, ignore them, and get back to the 2F DINING ROOM.

2F DINING ROOM

Head for the MAIN HALL.

MAIN HALL

To the U-HALL we go! *superhero music*

U-HALL

Enter the RICHARD ROOM.

RICHARD ROOM

Avoid the zombie, and head to the YAWN HALLWAY.

YAWN HALLWAY

Ignore the zombie, and head for the SERPENTS DINING ROOM.

SERPENTS DINING ROOM

Light the candle, then push aside the shelf. Use a defense item on the zombie if you have to, and grab the Music Sheet, and get out.

YAWN HALLWAY

Back to the RICHARD ROOM we go.

RICHARD ROOM

Head back to the U-HALL.

U-HALL

Go back to the MAIN HALL.

MAIN HALL

Head to the DINING ROOM.

DINING ROOM

Enter the KENNETH HALLWAY.

KENNETH HALLWAY

Try your best to avoid this zombie, even if it means you need to use a defense weapon, or kill it. Your choice. Enter the PIANO ROOM.

PIANO ROOM

Head over to the shelf and push it aside, and grab the other Music Sheet.
Now combine the two Music Sheets, and head over to the Piano and use it.
Skip the cutscene, and then skip the next cutscene when Rebecca comes in, and
choose Yes to let her practice. Now exit the room.

KENNETH HALLWAY

Head back to the DINING ROOM.

DINING ROOM

Pick up the Wooden Emblem while you're in here, and go back to the MAIN HALL.

MAIN HALL

Turn around and enter the DINING ROOM again.

DINING ROOM

Head for the KENNETH HALLWAY

KENNETH HALLWAY

Head back to the PIANO ROOM.

PIANO ROOM

Rebecca should be done practicing, so go into the cove, get the Golden Emblem
and replace it with the Wooden one, and leave.

KENNETH HALLWAY

Head for the DINING ROOM.

DINING ROOM

Go put the Golden Emblem in it's place, solve the puzzle, and get the Shield
Key. Now head back for the MAIN HALL.

MAIN HALL

Head for the U-HALL.

U-HALL

Head for the EAST STAIRS WING.

EAST STAIRS WING

Go down to the EAST STAIRS SAVE ROOM.

EAST STAIRS SAVE ROOM

If you got hurt, and have any spare herbs in the item box, use one if you need it. Now save. You should have your Handgun, Handgun Clips, Armor Key, and the Shield Key. Exit.

EAST STAIRS WING

Back to the U-HALL we go.

U-HALL

Work your way to the RICHARD ROOM.

RICHARD ROOM

Head for the YAWN HALLWAY.

YAWN HALLWAY

Go up the stairs, and unlock the door leading to the YAWN ROOM. Discard the Sheild Key and enter.

YAWN ROOM

As soon as the cutscene ends (you can't skip it), run past Yawn, grab the Death Mask, and get the hell out of there. If you get poisoned, reset and try again.

YAWN HALLWAY

Enter the RICHARD ROOM.

RICHARD ROOM

Head for the U-HALL.

U-HALL

Head for the STATUE PUZZLE ROOM.

STATUE PUZZLE ROOM

Solve the puzzle, and grab the Death Mask. Now exit.

U-HALL

Head for the MAIN HALL.

MAIN HALL

Head for the GRAVEYARD.

GRAVEYARD

Head for the MACHINE ROOM.

MACHINE ROOM

Go put the Death Masks in their correct places, and get out.

GRAVEYARD

Back to the MAIN HALL we go.

MAIN HALL

Head for the 2F DINING ROOM.

2F DINING ROOM

While you're in here, push over the statue. Now go back to the MAIN HALL.

MAIN HALL

Head for the DINING ROOM.

DINING ROOM

Grab the Blue Gem and head back for the MAIN HALL.

MAIN HALL

Go back up to the 2F DINING ROOM.

2F DINING ROOM

Head for the WEST STAIRS WING.

WEST STAIRS WING

Head for the F-HALL (door past the BROKEN SHOTGUN ROOM.)

F-HALL

Go to Chris' right, and enter the small passage you see to enter the TIGER ROOM.

TIGER ROOM

Stick the Blue Gem in the Tiger and grab the Shotgun Shells. Now exit.

F-HALL

Head back to the WEST STAIRS WING.

WEST STAIRS WING

Head for the MEDICAL ROOM.

MEDICAL ROOM

Deposit the Shotgun Shells. Don't save. Exit.

WEST STAIRS WING

Head back to the F-HALL.

F-HALL

Go to Chris' right again, but this time, enter the KEEPER'S BEDROOM (first door you see.)

KEEPER'S BEDROOM

Grab the Handgun Clip on the bed, and go read the Diary. Go to the closet and after the cutscene (again, you can't skip it), grab the Old key and get the hell out of there.

F-HALL

Go unlock the other door that leads to the KENNETH HALLWAY.

KENNETH HALLWAY

Enter the DINING ROOM.

DINING ROOM

Head for the MAIN HALL.

MAIN HALL

Go to the ART ROOM.

ART ROOM

Enter the L-HALL.

L-HALL

Avoid the dogs, and head back to the SHOTGUN HALLWAY.

SHOTGUN HALLWAY

Work your way to the SPENCER HALLWAY, and 4 zombies should crash through the window, and another one should bust in from the bathroom. Quickly get to the SPENCER HALLWAY before the window zombies get up.

SPENCER HALLWAY

Head into the STAINED GLASS ROOM, and discard the Armor Key. (door right across from the zombie in the dark hall.)

STAINED GLASS ROOM

Solve the puzzle, and hit the switch, and get the Death Mask. Unlock the gate with the last Old Key, and go through it.

GRAVEYARD

Head for the MACHINE ROOM.

MACHINE ROOM

Go put the Death Mask in it's right spot, and head back out.

GRAVEYARD

Head back to the STAINED GLASS ROOM, via the GRAVEYARD gate.

STAINED GLASS ROOM

Head back to the SPENCER HALLWAY.

SPENCER HALLWAY

Head back to the SHOTGUN HALLWAY.

SHOTGUN HALLWAY

Dodge all the zombies, and enter the PATIO. (door next to the door leading to the L-HALL.)

PATIO

Get the Herbicide (brownish bag) and get out.

SHOTGUN HALLWAY

Head back to the L-HALL.

L-HALL

Dodge the dogs, and enter the ART ROOM.

ART ROOM

Enter the MAIN HALL.

MAIN HALL

Go up to the 2F DINING ROOM.

2F DINING ROOM

Get to the WEST STAIRS WING.

WEST STAIRS WING

Head for the F-HALL.

F-HALL

Run all the way down the hall and enter the PLANT ROOM.

PLANT ROOM

Go put the Herbicide in the water thingy, and turn the knob to red, and get the last Death Mask. Now exit.

F-HALL

Two zombies will crash through the windows. Just ignore them and go back to the WEST STAIRS WING.

WEST STAIRS WING

Head for the MEDICAL ROOM.

MEDICAL ROOM

Go save your game, then get the Shotgun and Shotgun Shells. You should now have a Handgun, Handgun Clips, Shotgun, Shotgun Shells, the last Death Mask, and the Wind Crest.

WEST STAIRS WING

Head for the 2F DINING ROOM.

2F DINING ROOM

Head for the MAIN HALL.

MAIN HALL

To the GRAVEYARD we go.

GRAVEYARD

Do you remember where the second zombie is in the GRAVEYARD? There should be some Shotgun Shells around where he is. So search around there if you want to. Head for the MACHINE ROOM.

MACHINE ROOM

Put the Death Mask in it's right place, and then equip your Shotgun. It shouldn't take you more than one round of shells to kill him. Kill him, and grab the Shotgun Shells, and the Stone and Metal object. Leave.

GRAVEYARD

Head for the STAINED GLASS ROOM, via the GRAVEYARD gate.

STAINED GLASS ROOM

Go to the SPENCER HALLWAY.

SPENCER HALLWAY

Head for the TOOLSHED ENTRANCE. (run straight until you come across a metal door.)

TOOLSHED ENTRANCE

Ignore the dog, and just run. Put the Stone and Metal object into place, and enter the TOOLSHED.

TOOLSHED

If you're in dire need of healing, then use the First Aid Spray. If not, then just grab the Flash Grenade and go in the door down the steps.

WIND VEIN TRAIL

Set the wind veins to their proper positions, and enter the gate.

CROW GRAVEYARD

Go put the Wind Crest in it's spot, and put the other crests in their proper spots, and grab the Magnum. Now head for the CABIN TRAIL.

CABIN TRAIL

Work your way up to the CABIN.

CABIN

Work your way around to the item box, and deposit the Shotgun and Shotgun Shells and the Magnum. Go grab the Sqaure Crank. You should now have the Handgun, Handgun Clips, and the Sqaure Crank. If you want, bring ONE green herb with you, but that's optional. Now try to leave. Once you regain control, exit the CABIN.

CABIN TRAIL

Work your way back to the CROW GRAVEYARD, dodging the zombie.

CROW GRAVEYARD

Head for the WIND VEIN TRAIL.

WIND VEIN TRAIL

Get back to the TOOLSHED.

TOOLSHED

Go through the double doors.

COURTYARD

If you think you can, dodge the dogs. If not, take them out. (You should have more than enough clips.) Whatever you do, just get to the POOL (Where you use the Square Crank.)

POOL

Go use the Square Crank, and go across the pool, and go to the elevator.

CATACOMBS ENTRANCE

Work your way to the double gated doors, right across from you.

RESIDENCE CORRIDOR

Run down the path, dodging the snakes as they fall, and enter the ROOM 001 HALL.

ROOM 001 HALL

Grab a blue herb or two, and get to the RESIDENCE SAVE ROOM.

RESIDENCE SAVE ROOM

Go deposit the Green Herb (if you brought it, and didn't use it), deposit the blue herbs, and deposit the Square Crank. Don't save, but grab the Ink Ribbon and combine it with the other ones in the item box. Also grab the Flash Grenade. You should now have the Handgun and Handgun Clips. Now exit.

ROOM 001 HALL

Go into the POOL HALL. (Double doors)

POOL HALL

Ignore the Spiders, and work your way down to the bottom, and grab the Shotgun Shells and First Aid Box. Also grab the Red Book, and exit.

ROOM 001 HALL

Head for the RESIDENCE SAVE ROOM.

RESIDENCE SAVE ROOM

Go combine the Shotgun Shells with the ones in your item box. Open the First Aid Box, and put whatever there was in it inside the item box. Deposit the Red Book too. Exit.

ROOM 001 HALL

Push the box over the hole, and go through the door.

ROOM 002 HALL

Pick up the map at the end of the hall, but don't peek into the hole. Enter ROOM 002.

ROOM 002

Head into the 002 BATHROOM.

002 BATHROOM

Go over to the shelves and pick up the ROOM 001 Key. Exit.

ROOM 002

Head back to the ROOM 002 HALL.

ROOM 002 HALL

Get back to the ROOM 001 HALL.

ROOM 001 HALL

Enter ROOM 001. Discard the key.

ROOM 001

Go over to the man's desk, and grab the handgun clips, and Self Defense gun if you want. Head into the 001 BATHROOM.

001 BATHROOM

Drain the tub, and get the Control Room Key. Exit.

ROOM 001

Head back to the ROOM 001 HALL.

ROOM 001 HALL

There aren't any more enemies to worry about for now (except the zombie in ROOM 002), so unequip your weapon, so you can run faster. If you picked up the Self Defense gun, go deposit it. If not, then head for the ROOM 002 HALL.

ROOM 002 HALL

Head for ROOM 002.

ROOM 002

Avoid the zombie in here if you didn't kill it, and go push the shelves aside and enter the SHARK TANK ENTRANCE.

SHARK TANK ENTRANCE

Push the boxes in the water, and cross.

SHARK TANK

Skip the cutscene with Richard, and run to the CONTROL ROOM double doors. One of the sharks may get a bite in (even if you're running without a weapon), but don't worry about it. Enter the CONTROL ROOM and discard the key.

CONTROL ROOM

Drain the water, grab the First Aid Box and open it, and head for the SHARK TANK LOWER LEVEL. (Door down the steps in the CONTROL ROOM.)

SHARK TANK LOWER LEVEL

Enter the NEPTUNE ROOM.

NEPTUNE ROOM

Pick up the Assault Shotgun here, and go over to the platform where the Gallery Key is. Neptune will come alive. Push the box thing into the water and push the switch to fry him, saving ammo and time. Now get the key, and leave.

SHARK TANK LOWER LEVEL

Head into the other double doors, right by the entrance of this room. (SHARK TANK ENTRANCE (II)); the ladder leading up to the locked door leading to the SHARK TANK ENTRANCE

SHARK TANK ENTRANCE (II)

Pick up the Magnum Bullets, and climb up the ladder, and head through the door.

SHARK TANK ENTRANCE

Climb back up the ladder leading to ROOM 002.

ROOM 002

Dodge the zombie (Crimson Head if you killed it), and head back to the ROOM 002 HALL.

ROOM 002 HALL

Go unlock the GALLERY ROOM. Discard the key. Enter.

GALLERY ROOM

Pick up the Handgun Clips, and go to the body, ignoring the bees, and pick up the Insecticide Spray off the body. Exit back into the ROOM 002 HALL.

ROOM 002 HALL

Head over to where you got the map, and use the Insecticide Spray. Re-enter the GALLERY ROOM.

GALLERY ROOM

Go back to the body, and run down the hall, and pick up the ROOM 003 key. Unlock the door leading to ROOM 003, but don't enter. Exit back into the ROOM 002 HALL.

ROOM 002 HALL

Head back to the ROOM 001 HALL.

ROOM 001 HALL

Head for the RESIDENCE SAVE ROOM.

RESIDENCE SAVE ROOM

Save your game. Go deposit the Magnum Bullets, and withdraw the Shotgun Shells. Also withdraw the Red Book, and a first aid spray (if you have one or any healing item from the first aid boxes you picked up.) This should leave you with your Handgun, Handgun Clips, Assault Shotgun, Shotgun Shells, Red Book, and a healing item. Now exit.

ROOM 001 HALL

Get back to the ROOM 002 HALL.

ROOM 002 HALL

Enter the GALLERY ROOM.

GALLERY ROOM

Enter ROOM 003.

ROOM 003

Go take the White Book, and replace it with the Red Book, and solve the puzzle. Enter the door.

PLANT 42 ROOM

Skip the cutscene, and equip your Assault Shotgun if you didn't already. Run up the stairs you're near, and move a little forward once you reach the top, and fire a few shots, then run over to the other side, and do the same. Repeat until it dies. Collect the Helmet Key and leave.

GALLERY ROOM

Skip the cutscene, and if you used the healing item you got, and still need healing, go visit Rebecca in the V-JOLT ROOM. If not, then exit back into the ROOM 002 HALL.

ROOM 002 HALL

Skip the cutscene, and head for the ROOM 001 HALL.

ROOM 001 HALL

Head to the RESIDENCE SAVE ROOM.

RESIDENCE SAVE ROOM

Go deposit the healing item you brought for Plant 42 if you didn't use it. Reload your Handgun if you need to, and deposit the Handgun Clips, and withdraw a Blue Herb. You should now have your Handgun, Assault Shotgun, Shotgun Shells, Helmet Key, and a Blue Herb. Exit.

ROOM 001 HALL

Head back to the RESIDENCE CORRIDOR.

RESIDENCE CORRIDOR

Make your way back to the CATACOMBS ENTRANCE.

CATACOMBS ENTRANCE

Ignore the dogs (if there are any), and head to the elevator.

POOL

You'll most likely get hit by a snake or two, and it may poison you, which is why I told you to carry the Blue Herb. Go across the pool, and use the Blue Herb if you need to, and enter the COURTYARD.

COURTYARD

Enter the TOOLSHED.

TOOLSHED

Pick up the Shotgun Shells in here. And a First Aid Spray while you're at it. If there any anymore Shotgun Shells here, pick them up. Now head to the TOOLSHED ENTRANCE.

TOOLSHED ENTRANCE

Run down the path, and enter the SPENCER HALLWAY.

SPENCER HALLWAY

Skip the cutscene, and kill the Hunter with your Assault Shotgun, and enter the EAST STAIRS WING.

EAST STAIRS WING

Take out the two Hunters in here, and enter the EAST STAIRS SAVE ROOM.

EAST STAIRS SAVE ROOM

Deposit the Blue Herb if you didn't use it. You should now have your Handgun, Assault Shotgun, Shotgun Shells, and Helmet Key. Save if you want to, and exit.

EAST STAIRS WING

Head up the stairs, and into the U-HALL.

U-HALL

Head into the MAIN HALL.

MAIN HALL

Go down and unlock the door leading to the RESEARCH AREA (next to the ART ROOM), but don't enter. Instead, go up to the 2F DINING ROOM.

2F DINING ROOM

Take down the Hunters only if they get in your way. If you can dodge them, then dodge them.

WEST STAIRS WING

Go over to the EAGLE ROOM (where you get the Yellow Gemstone), unlock the door and enter.

EAGLE ROOM

Grab the Shotgun Shells, turn off the light, and get the Red Gemstone, then exit.

WEST STAIRS WING

Head down to the MEDICAL ROOM.

MEDICAL ROOM

Deposit the Shotgun and Shotgun Shells, and the Red Gemstone. Withdraw the Handgun Clips. You should now have the Handgun, Handgun Clips, and the Helmet Key. Exit.

WEST STAIRS WING

Take the door by the EAGLE ROOM that leads to the ARROW HALLWAY.

ARROW HALLWAY

Go to the ARMOR KEY ROOM.

ARMOR KEY ROOM

Run past the pedestal, and unlock the door in the back, but don't enter. Go back to the ARROW HALLWAY.

ARROW HALLWAY

Head for the 2F DINING ROOM.

2F DINING ROOM

Dodge the hunters if you can (if you didn't kill them before), and head for the MAIN HALL.

MAIN HALL

Enter the RESEARCH AREA.

RESEARCH AREA

Work your way to the door that leads to the JEWEL BOX ROOM.

JEWEL BOX ROOM

Ignore the zombie, and grab the Jewel Box, and get out.

RESEARCH AREA

Head back to the MAIN HALL.

MAIN HALL

Head for the U-HALL.

U-HALL

Head for the EAST STAIRS WING.

EAST STAIRS WING

Go down to the EAST STAIRS SAVE ROOM.

EAST STAIRS SAVE ROOM

Pull out the Red Gemstone, combine it with the Jewel Box, and solve the puzzle. Examine the item so it turns into a key, and then deposit it. Exit.

EAST STAIRS WING

Go to the JUNK ROOM (door past the DEER HEAD room, where you get the Wind Crest.)

JUNK ROOM

You should now have your Handgun, Handgun Clips, and the Helmet Key. Unlock the door in here with the Helmet Key, and discard it. Enter the WALL ROOM.

WALL ROOM

Solve the puzzle, and go through the little passage. Grab the Defense Dagger and jump down the hole.

TREVOR'S GRAVE

Pick up the book and examine it to get the Eagle Medal. Read the diary on the grave quickly (just push A really fast, or push B to cancel.) and climb down the ladder.

BASEMENT ROOM 1

Dodge the spiders, and get to BASEMENT ROOM 2.

BASEMENT ROOM 2

Dodge the zombies, and choose the path that has the switch to restore power. Restore the power, and then head for the door that leads to the KITCHEN.

KITCHEN

Go towards the elevator, and ride it when it comes down.

MANSION 2F

Dodge the zombies and go to the STORAGE ROOM.

STORAGE ROOM

Grab the Battery and Magnum Bullets, and exit.

MANSION 2F

Go unlock the door that leads to the ARROW HALLWAY.

ARROW HALLWAY

Enter the 2F DINING ROOM.

2F DINING ROOM

Head for the WEST STAIRS WING.

WEST STAIRS WING

Go to the MEDICAL ROOM.

MEDICAL ROOM

Go deposit the Battery and combine the Magnum Bullets with the other ones you got. Deposit your Handgun and Handgun Clips, and withdraw your Assault Shotgun and Shotgun Shells. Also deposit the Eagle Medal. You should now have the Assault Shotgun, and Shotgun Shells. Save and exit.

WEST STAIRS WING

Go through the door that leads to the ARROW HALLWAY.

ARROW HALLWAY

Go back through the door that leads to the MANSION 2F.

MANSION 2F

Get back to the STORAGE ROOM.

STORAGE ROOM

Grab the Shotgun Shells and Flash Grenade, and leave.

MANSION 2F

Get back to the ARROW HALLWAY.

ARROW HALLWAY

Get to the ARMOR KEY ROOM.

ARMOR KEY ROOM

Work your way around to the door that leads to the LIBRARY.

LIBRARY

When Yawn crashes through the window, climb down the ladder and wait for him to appear in front of you and start shooting. Move to the side when he rises up and he'll miss when he strikes. Shoot and repeat dodging and he should go down with little effort. Grab the Wolf Medal from the book, and exit. If you got hurt, use the Green Herbs near the entrance of the LIBRARY. Exit.

ARROW HALLWAY

Get to the 2F DINING ROOM.

2F DINING ROOM

Head for the MAIN HALL.

MAIN HALL

Head for the U-HALL.

U-HALL

Go to the EAST STAIRS WING.

EAST STAIRS SAVE ROOM

Get to the EAST STAIRS SAVE ROOM.

EAST STAIRS SAVE ROOM

Reload the Assault Shotgun if you need to, and then deposit the Shells.
Deposit the Wolf Medal, and withdraw the Handgun, Clips, and Emblem Key. We
should now have the Assault Shotgun (loaded), Handgun, Handgun Clips, and the
Emblem Key. Exit.

EAST STAIRS WING

Go through the door leading to the SPENCER HALLWAY.

SPENCER HALLWAY

Go unlock the door to SPENCER'S ROOM. Discard the key.

SPENCER'S ROOM

This is a choice you make. You can save Rebecca if you want to. If you want
to rescue her, then follow this. If not, then ignore this part..

~_~_~_~_~_~OPTIONAL~_~_~_~_~_~

Exit SPENCER'S ROOM.

SPENCER HALLWAY

Get back to the EAST STAIRS WING.

EAST STAIRS WING

Get back up to the U-HALL.

U-HALL

Make sure your Assault Shotgun is equipped, and enter the STUDY.

STUDY

Skip the cutscene, and kill the Hunter. Skip the next cutscene, and go
through the door near you.

~_~_~_~_~_~END OPTIONAL~_~_~_~_~_~

If you didn't want to save Rebecca, then we'll continue from SPENCER'S ROOM, after hearing the scream.

SPENCER'S ROOM

Turn on the light, get the Shotgun Shells in the drawer, and get the Metal Object. Exit.

SPENCER'S HALLWAY

Get back to the EAST STAIRS WING.

EAST STAIRS WING

Enter the EAST STAIRS SAVE ROOM.

EAST STAIRS ROOM

Combine the Shotgun Shells with the ones in your box, and deposit your Assault Shotgun and the Metal Object. Withdraw the Square Crank, Battery, and a Blue Herb (if you picked up more than one at the Residence.) We should now have the Handgun, Handgun Clips, Square Crank, Battery, and a Blue Herb. Exit.

EAST STAIRS WING

Head for SPENCER'S HALLWAY.

SPENCER'S HALLWAY

Go through the metal door leading to the TOOLSHED ENTRANCE.

TOOLSHED ENTRANCE

Head for the COURTYARD.

COURTYARD

Go through the double gated doors to enter the POOL.

POOL

The water should be drained still, so cross the walkway, and go to the elevator. You may be bitten by a snake or two here. Meaning you could be poisoned. This is why I told you to bring the Blue Herb.

CATACOMBS ENTRANCE

Go over to where the Battery needs to be, and put the Battery there. Ride the elevator back up.

COURTYARD

Get to the POOL.

POOL

Use the Square Crank to fill the Pool with water again, and exit back to the COURTYARD.

COURTYARD

Go back to the elevator in here, and ride it down.

CATACOMBS ENTRANCE

Run through the corridor the waterfall was once blocking, and climb down the ladder.

CATACOMBS MAIN HALL

Follow the path until you come across an item box. Go deposit the Square Crank and Blue Herb if you didn't use it. Grab the Ink Ribbon and combine it with the other ones in your item box. I recommend saving here, since I have had occurrences with the game screwing up at a part coming up soon. Now deposit the Ink Ribbons, and withdraw the Assault Shotgun. Load it if you need to. We should now have the Assault Shotgun (loaded), Handgun, and Handgun Clips. Now head back to the door we first saw.

TUNNEL ROOM

I couldn't think of a good name for this room. Anyways, head down the steps and into the LIFT ROOM.

LIFT ROOM

Collect the Handgun Clips. Equip your Assault Shotgun and head into the door leading to the ENRICO CORRIDOR.

ENRICO CORRIDOR

Work your way until you come to a cutscene. Skip it, then check his body. Skip the cutscene again, and take the Hexagonal Crank. Blast the Hunter that comes through the door, and exit.

LIFT ROOM

Head back to the TUNNEL ROOM.

TUNNEL ROOM

Blast the Hunters if you can't dodge them, and head back to the CATACOMBS MAIN HALL.

CATACOMBS MAIN HALL

Head over to the item box, and deposit your Handgun and Handgun Clips. Withdraw the Shotgun Shells. We should now have the Assault Shotgun, Shotgun Shells, and the Hexagonal Crank. And if you wish, a healing item. Now work your way around to the little hole on the wall, and use the Crank. Run across the passage. Enter the door.

BLACK TIGER HALL

Go over to the boulder and check it. Now run back to where you came in from and skip the cutscene. Go back to where the boulder was and get the Shotgun Shells, and go through the double doors the boulder revealed.

BLACK TIGER ROOM

Just stay in one spot, and blast the crap out of it. You'll most likely get hit once or twice, but just keep standing in one spot and blast the crap out of it. Once it's dead, grab the knife, and cut through, ignoring the baby spiders. Or if you want to, kill them if they become any trouble.

BLACK TIGER POSTHALL

Use your healing item in here if you're anywhere under the Green Cardiogram so we have an extra space. If it didn't cure poison (if you got poisoned, then use the blue herb here.) Go through the door.

STATUE PUZZLE II HALLWAY

Go over to where the Boulder is, and use the crank three times, and run back to where you came from. Now enter the door leading to the STATUE PUZZLE II ROOM.

STATUE PUZZLE II ROOM

Solve the puzzle, and grab the Cylinder. Exit.

STATUE PUZZLE II HALLWAY

Get back to the BLACK TIGER POSTHALL.

BLACK TIGER POSTHALL

Enter the BLACK TIGER ROOM.

BLACK TIGER ROOM

If you didn't kill the two baby spiders in here, then just ignore them and enter the BLACK TIGER HALL.

BLACK TIGER HALL

You should be able to dodge the Hunter in here. So head back to the CATACOMBS MAIN HALL.

CATACOMBS MAIN HALL

Go over to the item box and deposit the Knife and Crank and Shotgun and Shells. Withdraw the Handgun and Handgun Clips. We should now have the Handgun, Handgun Clips, and the Cylinder. Now head for the TUNNEL ROOM.

TUNNEL ROOM

Head for the LIFT ROOM.

LIFT ROOM

Go get the Shaft, and combine it with the Cylinder, and put it back in. Enter the passcode, and ride the lift.

GARBAGE COMPACTOR ROOM

Head through the door leading to the LISA TUNNELS.

LISA TUNNELS

Dodge Lisa, and head for the CARRIER ROOM (where you push the box on the carrier.)

CARRIER ROOM

Climb the boxes to grab the Magnum Bullets, and climb down. Push the box on the carrier, and push the switch. Exit.

LISA TUNNELS

Get back to the GARBAGE COMPACTOR ROOM.

GARBAGE COMPACTOR ROOM

Climb down the ladder, and push the box under the compactor, and press the switch. Grab the Broken Flamethrower, and leave.

LISA TUNNELS

Dodge Lisa again, and go hit the lever, pulling out the clips, and put the Broken Flamethrow on it, and enter the door.

LISA'S BEDROOM

Unequip your weapon so you'll run through the water faster. Get the Jewel Box when you come out, and get the Stone Ring. Climb up the ladder, then another ladder to exit.

CABIN

Go over to the item box, and withdraw the Metal Object, and combine it with the Stone Ring to get the second Stone and Metal object. Deposit the Magnum Bullets with the other ones also. This should leave us with the Handgun, Handgun Clips, and Stone and Metal object. Now go to the door that leads to the CABIN TRAIL.

CABIN TRAIL

Work your way down to the CROW GRAVEYARD.

CROW GRAVEYARD

Two zombies you can easily dodge. Do so, and enter the WIND VEIN TRAIL.

WIND VEIN TRAIL

Head back up to the TOOLSHED.

TOOLSHED

Exit into the TOOLSHED ENTRANCE.

TOOLSHED ENTRANCE

Grab the Stone and Metal object, and head into the SPENCER HALLWAY.

SPENCER HALLWAY

Go through the door leading to the EAST STAIRS WING.

EAST STAIRS WING

Head for the U-HALL.

U-HALL

Head for the MAIN HALL.

MAIN HALL

Go down to the metal doors on the first floor of the MAIN HALL and put the Stone and Metal Objects in the slots, and open the door.

STAIRWAY PASSAGE

Go to the item box, and withdraw the Wolf and Eagle Medals. Save also. Now continue on and go through the door leading to the ALTAR ENTRANCE.

ALTAR ENTRANCE

Run down the path and climb down the ladder.

ALTAR

Skip the cutscene, and push over the four stones to save ammo. Run through the now open gate, and take the lift.

WOLF/EAGLE FOUNTAIN

Put the Medals in their correct places, and go down the steps and take the lift.

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
SWITCH FROM DISC 1 TO DISC 2
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EMERGENCY DOOR ENTRANCE

Go climb down the ladder.

LAB ENTRANCE

MAKE SURE TO SAVE YOUR GAME! After you saved, go deposit the Ink Ribbons. Also Withdraw the Fuel Canteen. You should now have the Handgun, Handgun Clips, and the Fuel Canteen. Exit.

LAB ENTRANCE 2

Kill the three zombies, and burn them. Go back to the LAB ENTRANCE.

LAB ENTRANCE

Deposit the Handgun, Handgun Clips, and Fuel Canteen. Withdraw the Assault Shotgun and Shotgun Shells. You should now have the Assault Shotgun and Shotgun Shells. Exit back into the LAB ENTRANCE 2.

LAB ENTRANCE 2

Go to the stairs and go down them and open the double gated doors.

LAB

Take the hall close to you, and dodge the zombie, and enter the COMPUTER ROOM.

COMPUTER ROOM

Go over to the computer, and type in the Username and Password. Unlock the B3F first, then the B2F. Type in the password for B2F, and exit.

LAB

Kill the zombies here this time (go for a headshot). If you didn't get a head shot, it's VERY important that you burn them. Backtrack to get the Canteen, and burn them. Now head back to the LAB ENTRANCE 2.

LAB ENTRANCE 2

Go over to the double doors by the MO DISC (don't pick up the MO DISC.) and enter the double doors.

PROJECTOR ROOM

I call it the PROJECTOR ROOM because there's well... a projector-like-slide-thingy here. Anyways, go over to the passcode terminal, enter the passcode, and get the Lab key. Exit.

LAB ENTRANCE 2

If you need to deposit the Fuel Canteen, do so now, and head back down to the LAB.

LAB

Go to the doors that need the Lab key, and unlock both so you can discard it. Enter the single door.

LAB ELEVATOR ROOM

Kill the two naked zombies in here (again, go for a headshot.) After they're down for the count, head for the FURNACE ROOM. (I'm assuming you got a headshot on the two zombies.)

FURNACE ROOM

Take Chris' right, and kill the Chimera. Take the capsule, and exit back into the LAB ELEVATOR ROOM.

LAB ELEVATOR ROOM

Go back to the LAB.

LAB

Head for the door leading to the LAB ENTRANCE 2, but don't enter it. Instead, enter the door next to it.

MO DISC LEVER HALL

Enter the second door in this hall.

CAPSULE REFUEL ROOM

Take care of the naked zombie, and grab the Magnum bullets. Now go refuel the capsule, and exit. (Remember, DO NOT RUN!)

MO DISC LEVER HALL

Head for the LAB.

LAB

Walk your way towards the LAB ELEVATOR ROOM.

LAB ELEVATOR ROOM

Go back to the FURNACE ROOM.

FURNACE ROOM

Walk over to where you need to put the capsule down, do so. Now go over to the other side of the FURNACE ROOM, and enter the door (shoot the Chimeras if you have to.)

MO DISC READER ROOM

The MO DISC Reader is straight ahead, but don't worry about that. Go to the double doors on the other side.

ELEVATOR ACTIVATION ROOM

Activate the Elevator, and exit back to the MO DISC READER ROOM.

MO DISC READER ROOM

Head back to the FURNACE ROOM.

FURNACE ROOM

Head back to the LAB ELEVATOR ROOM.

LAB ELEVATOR ROOM

This time, go into the LAB LOUNGE.

LAB LOUNGE

Go deposit the Shotgun and Shotgun Shells, and withdraw the Magnum and Magnum Bullets. Also take at least two first aid sprays with you. You should now have the Magnum, Magnum Bullets, a First Aid Spray, and another First Aid Spray. Save and exit.

LAB ELEVATOR ROOM

Go over to the elevator, and ride it down.

TYRANT ENTRANCE

Run down the small hall and enter the door.

TYRANT ROOM

Skip the cutscenes. Shoot at the Tyrant, then take a few steps back, and shoot a few more shots. It shouldn't take more than one round of Magnum Bullets. If you saved Rebecca, get her up, go release the lock, and exit.

TYRANT ENTRANCE

I'm assuming you saved Rebecca here. Head for the elevator.

LAB ELEVATOR ROOM

Skip the cutscene (if you saved Rebecca), and go into the LAB LOUNGE.

LAB LOUNGE

Save your game. Take any first aid sprays you have with you, but leave at least one inventory space. Exit.

LAB ELEVATOR ROOM

Exit back into the LAB.

LAB

Skip the cutscene (assuming you saved Rebecca), and run down to the door leading to the LAB ENTRANCE 2 (while ignoring the Chimeras.)

LAB ENTRANCE 2

Run up the steps, and enter the LAB ENTRANCE.

LAB ENTRANCE

Climb up the ladder.

EMERGENCY DOOR ENTRANCE

Take the Emergency Door.

ELEVATOR TO HELIPORT HALL

Skip the cutscene with the radio, and collect the Fuse on the way down, and stick it where it's supposed to go. Skip the cutscene (if you saved Rebecca) and take the elevator.

HELIPORT

Make sure to have at least three first aid sprays, and your Magnum equipped. Get the Signal Rockets, and use them. Skip the cutscene. Once you regain control, start shooting at the Tyrant. Run to the side when he charges at you, and repeat. If you get hit, check your health, since he can get 2 hits in with one charge. Just keep firing and dodging until Brad throws the Rocket Launcher down. Make sure the Tyrant is distracted, and shoot a rocket. He should blow up. Now skip the cutscenes, and skip the credits. Congratulations. You should have gotten under 3 hours!

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9.) FAQ
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Q: Why a Chris Speed Guide?

A: Well, for one, I saw a Jill Speed Guide, and not a Chris one, so I did a Chris one. And two, most people say Jill's game is much easier to do, since you don't need the old keys, but I did just fine with Chris.

Q: Do I really have to save Rebecca?

A: No, you don't. In fact, if you don't, you can shave off a couple of extra minutes, but I like to save her just to get a better ending for all the stuff I had to go through.

Q: What's the best way to dodge enemies? You did say that you need dodging skills.

A: If you're doing a speed run, you should know how, but for zombies, wait for the zombie to get ready to grab you, then run to the side to avoid it. For the dogs, just wait until the dog jumps, and run to the side. For Hunters, just wait until they leap, then sidestep. And for Chimeras, just run away since they should be behind you.

Q: Your *insert boss name here* strategy isn't working for me!

A: If my strategy doesn't work, try your own. Like I said, I just wrote down everything I did. If you find something that helps you out better, by then all means, do it.

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10.) Credits/Thanks
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GameFAQs and the other hosting sites: For hosting this guide.

http://www.rootsecure.net/?p=ascii_generator: For the ASCII.

And a BIG special thanks to the readers who found this helpful, and just the readers in general.

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11.) Version History
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Version 0.1 - April 18, 2004 - Finished up to saving Richard.

Version 1.0 - April 27, 2004- Finished the FAQ. I'll most likely add a couple more sections soon (most likely an enemy section.)

Version 2.0 - May 15, 2004 - Added an Enemies and Bosses section. Also fixed a few of the mistakes I made and also added a little about me in the Intro section.

Version 3.0 - June 3, 2004- Added a Weapons section, and changed a huge typo I made when I said I beat the game in 2 hours and 38 seconds. I meant 38 minutes, not seconds. Also added a FAQ section.

Version 3.1 - May 11, 2005 - Added several sites to the allowed list.

Version 3.2 - October 25, 2005 - Re-did the header.

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