

Resident Evil Invisible Mode FAQ.Walkthrough

by CVXFREAK

Updated to v1.15 on Sep 20, 2003

```

|_|_| \ | |_|_| /|_|_| |_|_| \ | |_|_| | \ | |_|_| |_|_| | |
| |_| / | |_| \ \ \ || |_|_| |_|_| |_|_| | \ | |_|_| |_|_|
| |_| \ | |_|_| \ \ \ || |_|_| |_|_| |_|_| | \ \ | |_|_| |_|_|
| |_| \ \ | |_|_| / / |_|_| |_|_| |_|_| |_|_| | \ | |_|_| |_|_|
|_| \ \ \ |_|_| / / |_|_| |_|_| |_|_| |_|_| | \ | |_|_| |_|_|

```

```

|_|_| \ \ / / |_|_| |_|_| |
| |_| \ \ / | |_|_| |_|_|
| |_| \ / | |_|_| |_|_|
| |_| \ / |_|_| |_|_|
|_|_| \ / |_|_| |_|_|

```

-INVISIBLE ENEMY FAQ/WALKTHROUGH-

RESIDENT EVIL: INVISIBLE ENEMY FAQ
NINTENDO GAMECUBE
WRITTEN BY: CVXFREAK
COPYRIGHT 2002 BY CVXFREAK
VERSION 1.15
AUGUST 18, 2002

This FAQ covers the Invisible Enemy Mode for Resident Evil for the Nintendo GameCube. It covers the US version, and the Japanese version (BioHazard).

This FAQ is officially copyright 2002 by CVXFREAK. This FAQ is maintained by CVXFREAK, thus e-mail should always be directed to him. BioHazard is copyright 2002 by Capcom Entertainment. This is an unofficial FAQ, and should not be confused between actual publications associated with Capcom (such as Prima/BradyGames strategy guides).

=====
I N T R O D U C T I O N
=====

"Back when we released the original RE, the zombie was new, at least for gamers. But now, [having] zombies in RE is too obvious. It's not as scary as it used to be. Well, with the graphical update, they are scary again, but Mikami also came up with the idea of invisible enemies in the main game." -Hiroyuki Kobayashi, courtesy of EGM July 2002

INVISIBLE ENEMY MODE is not like any other mode in any Resident Evil game. It is probably the hardest hidden game ever. This FAQ/Walkthrough will tip you through invisible mode. But the walkthrough will be more or less similar to what the main game offers (since the game is exactly the same save for the enemies being invisible).

There are ways to overcome INVISIBLE ENEMY MODE. And this FAQ and Walkthrough for that mode will aid you through it. Good luck.

This FAQ may be found at:

www.gamefaqs.com
www.neoseeker.com
www.gamespot.com
cubed.biohazardextreme.com
www.cheats.de

I feel that those 5 sites are extremely responsible enough to host my sites. Updates usually go to www.gamefaqs.com first, but NeoSeeker.com posts them on the same day. BioHazard Extreme and GameSpot need to be notified.. which I will start doing. I'm not sure about cheats.de, but they are Germany's biggest site. If you find this anywhere else, please let me know. If I let you use the FAQ and forgot to mention you (there are at least 2 or 3), then email me again to add you to this list.

=====
T A B L E O F C O N T E N T S
=====

1. VERSION INFORMATION
2. GAME BASICS
 - A. CONTROLS
 - B. FIGHTING TACTICS
 - C. DIFFICULTY LEVEL
 - D. HEALTH
 - E. MOVEMENT
 - F. DIFFERENCES BETWEEN CHRIS AND JILL
 - G. ITEM SCREEN
 - H. INVISIBLE ENEMY BASICS
3. INVISIBLE ENEMY MODE
 - A. UNLOCK INVISIBLE ENEMY MODE
 - B. INVISIBLE MODE INFORMATION
4. CHARACTERS
5. WALKTHROUGH- JILL VALENTINE
 - A. MANSION AREA
 - B. GUARDHOUSE AREA
 - C. RETURN TO MANSION
 - D. TUNNELS AREA
 - E. LABORATORY AREA
6. WALKTHROUGH- CHRIS REDFIELD
 - A. MANSION AREA
 - B. GUARDHOUSE AREA
 - C. RETURN TO MANSION
 - D. TUNNELS AREA
 - F. LABORATORY AREA
7. PUZZLES
8. CREDITS AND CONCLUSION

=====
1. V E R S I O N I N F O R M A T I O N
=====

AUGUST 18, 2002

UPDATE: Changed my e-mail thanks to Klez. Damn them to hell.

JUNE 12, 2002

UPDATE: After playing through INVISIBLE ENEMY MODE, I made modifications to the walkthrough (there are barely any, since the only real difference are, invisible monsters). But strategies for INVISIBLE ENEMY MODE are included, and the original walkthrough has been put in for convenience.

=====

2. G A M E B A S I C S

=====

A. CONTROLS

TYPE A CONTROLS

A: Action/Climb

B: Run (When moving D-Pad/Analog Stick)

Y: Access Item Screen

X: Access Item Screen

R: Ready Weapon

L: Change targets

C-Stick: Move it just once to do a 180* turn

Start Button: Access Options

Z Button: Access map

TYPE B CONTROLS

A: Walk forward

B: Walk backward/Cancel

Y: Action/Climb

R: Ready Weapon

L: Change Targets

C-Stick: Move it just once to do a 180* turn

Start Button: Access Item Screen

Z Button: Access Options Screen

TYPE C CONTROLS

A: Action/Climb

B: Cancel

Y: Access Map

X: Access Item Screen

R: Run

L: Ready weapon

C-Stick: Move it just once to do a 180** turn

Z Button: Change targets

B. FIGHTING TACTICS

EVADE ZOMBIES!

Yes, the zombies are insanely hard. The Handgun takes 6-8 shots to kill them. And no, the Knife isn't as powerful as it was in CODE: Veronica X.

CONSERVE AMMO!

Resident Evil is hard. It is easy to use up a lot of ammo. The Tyrant, and Hunters require a lot of ammo. To conserve ammo throughout the game, strictly use your Handgun and use the Knife.

FIRE FROM A DISTANCE IF YOU CAN TELL WHERE THEY'RE COMING FROM!

Hunters and Chimeras are extremely versatile when close up to Chris and Jill. You will want to get to a distance and fire guns like the Shotgun, Grenade Launcher and Handgun. When it comes to zombies, try to shoot them at close range.

TRY TO DECAPITATE ZOMBIES!

When playing, the SHOTGUN and sometimes the HANDGUN can blow a zombie's head off. As Chris, he'll blow a zombie head off with the HANDGUN more often than Jill can. For a SHOTGUN SHELL to decapitate a zombie, get close and aim it up, and then fire.

KEEP 1 GREEN HERB AND 1 FIRST AID SPRAY WITH YOU!

Sometimes you can drop health because some monsters are stronger than others. Avoid this by carrying a Green herb and First Aid Spray. The Green Herb can cover small damage, while the First Aid Spray can cover sudden health drops from Hunters or Chimeras.

MAKE MULTIPLE SAVES!

Make at least 3 saves. Make one for the mansion, and progress on the game, but save onto another spot (preferably the post-Plant 42 fight). Those are definite save areas. If you keep multiple saves, you can then start from and older save if you mess up (EX: Use up too much ammo).

USE THE BATTERY PACKS, FLASH GRENADES AND DAGGER KNIFES WISELY!

If you have one of these on board (takes no item space), a zombie will get distracted enough for you to start shooting it. In some cases, especially when BATTERY PACKS are used, they kill the monsters instantly. When using a FLASH GRENADE, don't shoot the monster until you're far enough from it, or you will get hurt. You can hold as many as you want, and you can also change which ones you want to use in the item screen.

LISA CANNOT DIE!

No, she can't, so stop trying to kill her. The only time you can battle her is in the altar section (and she's invisible, too).

USE THE FUEL CANTEEN!

Yes, to kill a zombie completely, you must burn it or blow its head off, if you can find them, that is.

C. DIFFICULTY LEVEL

EASY

NORMAL

HARD

Easy, is well, easy. The zombies fall easily, the characters have great stamina and there are more items everywhere.

Normal difficulty is basically a harder version of Easy Mode. This is a good start for players of the previous (or should I say future) games.

Hard Mode is HARD. The zombies bring your health down considerably, and when they're invisible... well. Items have also vanished, so be very, very careful in the game.

After clearing one game on any difficulty with any character, you can access a new title screen, with modified difficulty modes. To access this screen after turning the GameCube off, load a CLEAR SAVE. You can override a save and keep the CLEAR settings (such as the CLOSET KEY you can earn) once you beat the game again.

INVISIBLE ENEMY MODE

Monsters are invisible in this mode, so you'll have to use hearing to guide you. You can't auto-aim any enemies, either. Listen for the footsteps of a zombie. You can play this in EASY, NORMAL, or HARD.

Other modes the walkthroughs cover:

HARD MODE

This mode is much harder than Normal Mode. The zombies are extremely difficult to kill, and Hunters have a higher decapitation rate. Guns are also weaker in this game, and characters have less stamina. You have to be extremely careful in this mode. Try to use the FUEL CANTEEN on nearly every zombie you see, which means frequent trips to locations with oil. This is a challenge for those who managed to beat the RE2 TOFU mini game, the RE3 Nicholai survivor mode, and the RECVX Wesker battle game.

NORMAL MODE

Zombies are very hard to kill, but not as extremely difficult as Hard Mode. You'll want to do a lot of dodging as you play this game. Try to save ammo, as it will be valuable in the tunnels and lab area. Try using the FUEL CANTEEN only when absolutely needed, though. This is good for veteran players of the Resident Evil series.

EASY MODE

Zombies are fairly easy to kill in this game, and they don't damage you too much. Ammo is a lot more powerful, and zombies are also sometimes a lot dumber. Crimson Heads are still really difficult, so don't take them lightly. This is the mode good for those who haven't played any of the other 3 Resident Evil games.

REAL-SURVIVOR MODE

The only difference is that item box items don't transfer to other item boxes. So if you leave something in one box, you will have to go back to that same item box you claim it again. You can view items in the boxes from the map.

ONE TOUGH ZOMBIE

Forest Speyer, the zombie, will follow you throughout the game. He is strapped onto explosives, so if you shoot him, you'll get blown up, ending the game. Try to avoid shooting him.

D. HEALTH

Throughout the game are healing items that will help you recover from injuries induced by the monsters and object in the game. They are limited, and the different medicines have different effects. Use them wisely. Along with weapons, these are your best friends.

HEALTH STANDARDS

FINE (GREEN) = 100% HEALTH
Little to no damage suffered.

CAUTION (YELLOW) = 75% HEALTH
Some damage suffered.

CAUTION (ORANGE) = 50% HEALTH
A lot of damage suffered.

DANGER (RED) = 25% HEALTH
Extreme amount of damage suffered. Near death.

POISON (PURPLE) = 100%-25% HEALTH
Poisoned by a monster, gradually loses health.

|1. RED + GREEN = FULL HEALTH|
+-----+
| This herb looks like a small red and green dot on a piece of paper. |
+-----+

|2. GREEN + GREEN + GREEN = FULL HEALTH|
+-----+
|This herb looks like one big green dot on a piece of paper. |
+-----+

|3. GREEN + GREEN = 50% HEALTH|
+-----+
|This herb looks like 2 small green dots on a piece of paper. |
+-----+

|4. GREEN + BLUE = 25% HEALTH AND POISON HEAL|
+-----+
|This herb looks like a small blue and green dot on a piece of paper. |

+-----+

|5. BLUE = POISON HEAL|

+-----+
|This is a blue leaf-like herb.|
+-----+

|6. GREEN = 25% HEALTH|

+-----+
|This is a green leaf-like herb.|
+-----+

|7. GREEN + GREEN + BLUE = 50% HEALTH AND POISON HEAL|

+-----+
|This looks like 2 small green dots and a blue dot on a piece of paper.|
+-----+

|8. GREEN + RED + BLUE = FULL HEALTH AND POISON HEAL|

+-----+
|This herb looks like one big brown dot on a piece of paper.|
+-----+

|10. FIRST AID SPRAY = FULL HEALTH|

+-----+
|This is a silver can with a spray nozzle on it.|
+-----+

E. MOVEMENT

Jill and Chris both run and walk extremely sluggishly. It takes a bit of work to move them, but you should manage. Move them in a straight path, or else a zombie can kill them (and do it rather easily).

F. DIFFERENCES BETWEEN CHRIS AND JILL

Their adventures both change in certain areas, and Chris has no lockpick. He only has 6 slots, as opposed to Jill's 8. Jill hangs out with Barry Burton, while Chris hangs out with Rebecca Chambers. Chris Redfield also has the Lighter from the start, and the Flame Thrower, while Jill has the Lockpick, and Grenade Launcher. Chris must use Old Keys.

For the walkthrough purposes, Chris will be using the FUEL CANTEEN more often than Jill because Chris can't afford to carry health items with his limited spots.

G. ITEM SCREEN

Believe it or not, I have gotten mail on how the item screen is used. So... here it is!

JILL VALENTINE'S ITEM SCREEN

Since you will more than likely get bitten/slashed/eaten, healing items are a must. And so is weaponry.

=====
3. I N V I S I B L E E N E M Y M O D E
=====

A. UNLOCK INVISIBLE ENEMY MODE

I'm not sure of a concrete way to do it, but this guarantees it. Beat the game once with Jill or Chris, and then beat it again with the character you didn't use first, on HARD MODE (NORMAL MODE might work, too). Beat HARD MODE with both characters again. Then you'll unlock this mode.

B. INVISIBLE MODE INFORMATION

The zombies are invisible, and that is basically it. Oh yeah, you lose the automatic enemy aim feature (duh!). Other than that, it is exactly the same as the other mode.

=====
4. C H A R A C T E R S
=====

CHRIS REDFIELD

AGE: 25

Chris Redfield is a tough guy. He has a sister named Claire, whom you see in Resident Evil 2: Dual Shock/Value Plus/Platinum (in Extreme Battle Mode), and Resident Evil CODE: Veronica X. He is very protective, and is willing to go out of his way to save others he cares about. He also used to be in the Air Force, and can pilot any sort of air craft.

STARTING ITEMS: SURVIVAL KNIFE
 LIGHTER

EXCLUSIVE ITEMS: OLD KEY
 FLASH GRENADE
 FLAME THROWER

PARTNER: Rebecca Chambers, Albert Wesker

JILL "JIRU" VALENTINE

AGE: 23

Jill is the smart type in the STARS Alpha Team. She is very good with the piano and knows how to mix chemicals. She's not as tough as Chris, in terms of stamina, but a lot smarter. She works pretty well with guns and knives, but not as good as Chris though. She also runs a lot slower. Jill can be arrogant at times, as evidence by her attitude in Resident Evil 3: Nemesis.

So where'd "Jiru" come from? That's her name in Japanese... Those Katakana lessons sure come in handy!

STARTING ITEMS: HANDGUN
 SURVIVAL KNIFE

EXCLUSIVE ITEMS: GRENADE LAUNCHER

ACID ROUNDS
INCENDIARY SHELLS
GRENADE SHELLS
LOCKPICK

PARTNER: Barry Burton

BARRY BURTON

AGE: 38

Barry loves his family so much. He'll do ANYTHING to keep his family safe. During the game, he becomes very helpful to Jill. But he seems to be hiding a secret and Jill eventually finds out. Will he make it? You control that...

REBECCA CHAMBERS

AGE: 18

Rebecca is the young medic of STARS Bravo Team. She is well trained and pretty smart for her age. She is a rookie at her work, but she can be well trusted. Her gun ability is amazingly good for her age. But she can get hurt a lot easier than Chris and Jill. Besides Chris and Jill, she's the only other character you control. Apparently, Rebecca Chambers went through hell before this game even started, in BioHazard Zero. Apparently, she doesn't like to show it.

STARTING ITEMS: HANDGUN

FIRST AID SPRAY

LIGHTER

EXCLUSIVE ITEMS: None

PARTNER: Chris Redfield

ALBERT WESKER

AGE: 38

Wesker is the cool type guy. He wears shades and never seems to take them off. When he gets to the mansion, he gets a little... shady. He vanishes every now and then and refuses to talk in detail to Chris and Jill. Is there something up his sleeve?

RICHARD AIKEN

AGE: 23

Richard Aiken is found near a corridor where a giant snake has bitten him. After you cure him with serum, he might be of some help. He is a really annoying guy, personally. His voice acting is mediocre, and he can be stupid at times, especially in Chris' game.

BRAD VICKERS

AGE: 35

Brad Vickers is the pilot of the S.T.A.R.S. Alpha Team. As evidenced by the introduction FMV, he is a wimp, and runs away after the other team members are attacked by zombie dogs. A decent shooter at best, Brad Vickers faces an unhappy death 3 months later, by an evil Tyrant, called "Nemesis." After that, he was murdered again by Leon Kennedy, only Leon shot him as a zombie. After the Raccoon City nuke, he is no more.

ENRICO MARINI

Age: 41

Enrico Marini is the leader of Bravo Team. He is a great leader, and is unfortunately murdered after discovering a secret about the entire

affair of the game. He lead Bravo Team greatly.

=====

5. W A L K T H R O U G H - J I L L V A L E N T I N E

=====

[NOTE: Using the walkthrough is basically the exact same as the other one. Because you've played the game before, you should have NO problem remembering the locations of the zombies (you might, but that's why I provided detection tips). Now it's up to you to succeed in the game.]

A. MANSION AREA

SECTIONS

ENTER THE MANSION

=====

- ITEMS: SHIELD
DAGGER KNIFE
INK RIBBON
BLUE GEMSTONE
BOOK OF CURSE
MANSION MAP
OIL CANTEEN

LOOKING AROUND

=====

- ITEMS: SWORD KEY
SHOTGUN
ACID ROUNDS
HANDGUN MAGAZINE
DOG COLLAR
DOG WHISTLE
FAKE KEY
ARMOR KEY
LIGHTER
ACID ROUNDS
MASK W/OUT ALL
BATTERY PACKS

DEATH MASK HUNT

=====

- ITEMS: DEATH MASK I
SHOTGUN II
SHEILD KEY
DEATH MASK II
DEATH MASK III
WIND CREST
HERBICIDE
LURE OF A BEE
GOLD
BEE SPECIMAN
JEWELRY BOX
WOODEN EMBLEM

GETTING OUT

=====

ITEMS: MUSICAL SCORE
MUSICAL SCORE (2)
MOONLIGHT SONATA
GOLD EMBLEM
ARMOR KEY
STONE AND METAL OBJECT

ENTER THE MANSION

DINING ROOM

Learn the controls, and grab the INK RIBBON on the table. Then go to where Barry is. After the cut-scene, head through the nearby door.

KENNETH ROOM

Turn to Jill's left and then you'll see the very first zombie. Run back to the DINING ROOM.

DINING ROOM

After the cut-scene, head back to the MAIN HALL.

MAIN HALL

Search behind the staircase, and upstairs. Then go back and talk to Barry. After he leaves, go to the door to the right, opposite the door leading to the DINING ROOM.

STATUE ROOM

There is an opening to the left covered by a dresser, which you should push to the right. Head into the opening. On the shelf, grab the shining item. It is the DAGGER KNIFE, and it comes in handy. On your way back, a zombie will attack you, but if you almost get bitten, Jill will automatically use the DAGGER KNIFE so you can evade the zombie. EVADE THE THING, or KILL IT.

You can kill it by pushing the dresser in front of the opening, trapping it. Then use the KNIFE and KNIFE away at it.

To get the MANSION MAP, push the dresser back in front of the opening. Using A, climb on top of the dresser, and jump down on the opposite side. Then push the dresser towards the statue, until it stops. Climb on it, and then head to the shining item on the statue. Grab it, and its the MANSION MAP.

Return to the MAIN HALL.

MAIN HALL

Head up the stairs, and to the door directly on top of the staircase.

GRAVEYARD

Is this the GRAVEYARD that was cut from the PSX BioHazard? Who knows. Wander the graveyard until you see a casket. Inspect it, and there's an indentation of an arrowhead. Inspect a gate you see, and its locked. There is an item behind it. Return to the MAIN HALL.

MAIN HALL

Take the stairs to JILL'S left. Take the double doors into the UPPER DINING ROOM.

UPPER DINING ROOM

You might want to kill that zombie on the left. The KNIFE is somewhat effective. The CODE: Veronica X method of slashing at the legs is really difficult, so just try to dodge. See the statue? Push it forward and then push it over the gap in the railing. It'll fall down. Circle the UPPER DINING ROOM and grab the DAGGER KNIFE. Do not waste it. Head back to the MAIN HALL.

MAIN HALL

Return to the DINING ROOM.

DINING ROOM

Head to where the statue fell? Run there and pick up the BLUE GEMSTONE
Return to the KENNETH ROOM.

KENNETH ROOM

Head left and watch for the zombie on the other side of the hall. Head to the door left of where Kenneth was killed. Search him for an item called "KENNETH'S TAPE."

FAR LEFT STAIRS

Circle the hall, until you reach the stairs. Near the birdcage is a HANDGUN MAGAZINE. Grab the 2 GREEN HERBS. Head yourself if you must. Up the stairs is a door you should go through.

Z HALL

If you check the map, the place looks like a Z. Head down the hall, and kill any zombies you may see. Down the hall, you should see a shiny item. Grab the GOLDEN ARROW. Examine it so it becomes an ARROWHEAD." Under the big mirror near where you found the SPEAR are HANDGUN MAGAZINES. Go to the door on the map that leads to the UPPER DINING HALL.

UPPER DINING HALL

Head back to the MAIN HALL.

MAIN HALL

Return to the graveyard.

GRAVEYARD

Head to where you saw the Spear indentation. Use the ARROWHEAD on the casket. Stairs will be revealed. Go down them.

MACHINERY ROOM

Wander through this room until you see a BOOK OF CURSE. Grab it. Examine the BOOK in your item list. You'll notice by the entrance 4 faces above 4 tombs. Remember that for later. Return to the GRAVEYARD.

GRAVEYARD

Return to the MAIN HALL.

MAIN HALL

Head to the STATUE ROOM.

STATUE ROOM

Examine the BOOK, and turn it around. You'll see the SWORD KEY. Take it, and read the book. Take the SWORD KEY and use it on the door.

L HALL

Head through, and you'll hear a window crack. Run through, and push the

far cabinet back to get HANDGUN MAGAZINE. Head to the M HALL.

M HALL

Run to the nearest door and use your SWORD KEY. Enter.

DOG AREA

Run down and grab the GREEN HERBS. Grab the HERBICIDE from the wheelbarrow, too. Return to the M Hall.

M HALL

Use the SWORD KEY on the next door. Enter the BATHROOM.

BATHROOM

Look around, and drain the tub. Grab the DAGGER KNIFE from the tub. Return to the M HALL.

M HALL

Run toward the next door. Enter the CEILING ROOM.

CEILING ROOM

Run across to the other door leading to the SHOTGUN RACK ROOM.

SHOTGUN RACK ROOM

Take the INK RIBBON. Then take the SHOTGUN. After you take it, leave.

CEILING ROOM

The ceiling begins to drop.

M HALL

You are back in the M HALL. Head through the double doors nearest you.

DOOR HALL

Head to the door to Jill's right.

RIGHT STAIRS

Kill the zombie, and enter the LEFT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Grab the OIL CANTEEN you find, along with some GRENADE. Deposit both into the ITEM BOX. Near the TYPEWRITER is an oil container. Fill your OIL CANTEEN with OIL so you can burn any zombies you kill. Save the game, and head out.

LOOKING AROUND

RIGHT STAIRS

Climb the stairs. Kill the zombies, or dodge them, and head right. Turn left at the corner, and enter into the U HALL.

U HALL

Dodge all the zombies, and turn right into the door. This is the STUDY.

STUDY

Grab the DOG WHISTLE and the LIGHTER. Exit the way you came.

U HALL

Run all the way to the end, passing all doors until you get to the very

UPPER DINING HALL.

UPPER DINING HALL

Head over to the MAIN HALL.

MAIN HALL

Head down the stairs, and to the DINING HALL.

DINING HALL

Head to the KENNETH ROOM.

KENNETH ROOM

From this hall, head all the way right, and turn left at the corner. Head down the stairs, and unlock the door. Head back up the staircase, and to the door you just passed. Unlock it with the ARMOR KEY. But do not go through yet. Head to the DINING ROOM.

DINING ROOM

From here, head to the MAIN HALL.

MAIN HALL

Head upstairs to the UPPER DINING HALL.

UPPER DINING HALL

From here, go to the LEFT STAIRS.

LEFT STAIRS

From here, take the stairs down, and run down passed the LEFT STAIRS SAVE ROOM. Head to the door nearby, using the SWORD KEY. When the options YES and NO come up, select YES so you can discard the SWORD KEY. Head inside.

STORAGE ROOM

Do not grab the BROKEN SHOTGUN. Just grab the BATTERY PACK. Leave.

LEFT STAIRS HALLWAY

Head to the door to the right of Jill, unlocking it with the ARMOR KEY.

F HALL

Notice on the map that this hall looks like an F? OK, run down a bit and grab the BATTERY PACK. Then head further down, turn the corner and enter the VINE ROOM.

VINE ROOM

Run over to the machine pumping the water and use the HERBICIDE. Once it is submerged into the water, examine the machine again and select YES. Then select the first option you see. The vines will then die from the HERBICIDE. Grab the MASK W/OUT ALL you see on the wall.

DEATH MASK HUNT

NOTE: There are many GREEN HERBS here. Due to the overwhelming difficulty of this game, it is suggested you only take them when you run out of healing supplies. They will still be here when you return from the GUARDHOUSE, and by then, this place will be a Hunter festival. Pick these GREEN HERBS up when you return from the GUARDHOUSE, or when you really, really need them.

Head back to the F HALL.

F HALL

Run back to the door you used to get to this hall for the first time, and turn left. Run down, and zombies will bust in from the windows! IGNORE THEM and run. Turn the next left you see, and head through the nearest door. Grab the DAGGER KNIFE, and head to the TIGER STATUE ROOM nearby.

TIGER STATUE ROOM

Head to the TIGER STATUE and use the BLUE GEMSTONE. You will get SHOTGUN SHELLS. Head back to the F HALL.

F HALL

The zombies that popped through the window are on the left. Let them bite you, and use DAGGER KNIFE or BATTERY PACK against one of them to save ammo. Head into the door nearby.

BEDROOM

Head to the desk across the room, passed the bed. On the bed is a HANDGUN MAGAZINE. On the desk is a diary. After reading it, a zombie attacks you. Kill it (you will probably need a DAGGER KNIFE). Exit.

F HALL

Head to the door to the right, and kill the zombies you haven't killed. Head through the door on the right. It leads to the KENNETH ROOM.

KENNETH ROOM

Head to the DINING HALL.

DINING HALL

Head to the MAIN HALL.

MAIN HALL

Head upstairs. Head to the door to the right of the one leading to the U HALL. Unlock it with the ARMOR KEY, but do not go through yet. Head to the U HALL.

U HALL

Unlock the single door nearby using the ARMOR KEY. Before entering it, unlock the double doors you see nearby with the ARMOR KEY. Head to the RIGHT STAIRS.

RIGHT STAIRS

Here, go to the door passed the staircase leading down and unlock it with the door. Do not enter it yet. Head down into the DOOR HALL.

DOOR HALL

Unlock the door down the hall, near the open space, using the ARMOR KEY. When the YES or NO option comes up, select YES so you can discard the ARMOR KEY. Do not go through, yet. Return to the RIGHT STAIRS.

RIGHT STAIRS

Return to the U HALL.

U HALL

Return to the single door you unlocked a few minutes ago.

RICHARD ROOM

You'll see Richard Aiken here. You'll have to get him SERUM. Head outside to the U HALL.

U HALL

Head to the MAIN HALL.

MAIN HALL

Head into the door you just unlocked. It leads to the FOREST BALCONY.

FOREST BALCONY

Run across. Grab the HANDGUN MAGAZINE you see. Run down and you'll see a familiar person: Forest Speyer. (Barry will be here if you used the BROKEN SHOTGUN in the SHOTGUN RACK ROOM, and give you the GRENADE LAUNCHER). Grab the GRENADE LAUNCHER from him if you didn't see Barry here, and run down. Grab the GREEN HERBS. Forest will then attack you, so use the SHOTGUN or the GRENADE LAUNCHER to kill this tough zombie. Exit back into the MAIN HALL.

MAIN HALL

Head into the first floor, and into the DINING ROOM.

DINING ROOM

Head into the KENNETH ROOM.

KENNETH ROOM

Head into the F HALL.

F HALL

Head into the LEFT STAIRS HALLWAY.

LEFT STAIRS HALLWAY

Head into the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Grab the SERUM from the shelf and rearrange your items. Make sure you have the HANDGUN, SHOTGUN, GRENADE LAUNCHER, LIGHTER, GREEN HERB, SERUM, MASK and the ARMOR KEY. Return to the LEFT STAIRS HALLWAY.

LEFT STAIRS HALLWAY

Return to the F HALL.

F HALL

Head to the KENNETH ROOM.

KENNETH ROOM

Return to the DINING ROOM.

DINING ROOM

Return to the MAIN HALL.

MAIN HALL

Return to the U HALL.

U HALL

Head into the RICHARD ROOM.

RICHARD ROOM

Heal Richard. After you heal him (he doesn't die from poison this time, like in the original version), head to the door to the left of Richard. Grab the 2 GREEN HERBS, too.

SMALL L HALL

This is a smaller L HALL. Kill the zombie you see, and run to the door passed it (to the left of the door you used to enter this hall).

SMALL DINING ROOM

This is a SMALL DINING ROOM. Grab the HANDGUN MAGAZINE on the table. Then go to the candles you see on the table and light them with the LIGHTER (I told you to go get the LIGHTER back in the LEFT STAIRS SAVE ROOM). See the display shelf? Push it to the right to reveal a secret annex room. There is a zombie, so kill it! Examine the display shelf in this annex for a MUSICAL SCORE. Return to the SMALL L HALL.

SMALL L HALL

Return to the RICHARD ROOM.

RICHARD ROOM

Return to the U HALL.

U HALL

Head into the double doors into the KNIGHT ROOM.

KNIGHT ROOM

The knight statues move, but do not worry. Nothing in this room can kill you.

```
-----  
| !!! KNIGHT PUZZLE !!! |  
| Your objective is to push all the statues back into their normal |  
| position. |  
| |  
| -Have Jill push the FAR LEFT first. |  
| -Have Jill push the CLOSER RIGHT STATUE next. |  
| -Have Jill push the FAR RIGHT STATUE next. |  
| -Have Jill push the FAR LEFT STATUE again. |  
| -Have Jill push the CLOSER LEFT STATUE. |  
| -Have Jill push the FAR RIGHT statue again. |  
| -Have Jill push the CLOSER RIGHT STATUE next. |  
| -Have Jill push the CLOSER LEFT STATUE again. |  
| -Have Jill push the CLOSER RIGHT STATUE next. |  
| |  
| Voila! Examine the center podium, and press the button. |  
| A painting slides. |  
| |  
| Grab it, and it is a JEWELLRY BOX. |  
| |  
-----
```

We will solve it later. For now, insert it in the ITEM BOX. To do that, head to the RIGHT STAIRS SAVE ROOM.

U HALL

Head to the RIGHT STAIRS.

RIGHT STAIRS

Return to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Save, and deposit the GRENADE GUN and JEWELRY BOX. Barry has also left some items here for you, like FIRST AID SPRAY, HANDGUN MAGAZINE and INCENDIARY SHELLS. Deposit them. Head back out.

RIGHT STAIRS

Apparently, we can't get back into the DOOR HALL anymore, so head up the stairs, and to the you had unlocked earlier.

DEER HEAD ROOM

Head to the door to the right first. Grab the RED HERB and GREEN HERB.

BEDROOM 2

Another bedroom, another nightmare. Grab the FIRST AID BOX. CHECK it to find FIRST AID SPRAY. Return to the DEER HEAD ROOM.

DEER HEAD ROOM

Take the door to the right.

WASP ROOM

Grab the file on the desk, and read it (if you can). Near the desk is a display of bugs. Grab the FISHHOOK. Run to the display to the right of the door and grab the LURE OF A BEE. Combine it with the FISHHOOK you found. Head to the display to the left of the door and grab the BEE SPECIMAN. After grabbing it, use the GOLD BEE SPECIMAN and attach it to the bug display. Head back to the bug display on the right of the door and use the BEE SPECIMAN. Then press the button.

..suddenly, the BEE SPECIMAN comes to life! Kill it!

Grab the WIND CREST you see. Return to the RIGHT STAIRS.

RIGHT STAIRS

Head to the U HALL.

U HALL

Head to the MAIN HALL.

MAIN HALL

Head to the GRAVEYARD.

GRAVEYARD

Head down the stairs to the MACHINERY ROOM.

MACHINERY ROOM

Remember the 4 tombstones I told you to remember? Well, use the MASK W/OUT ALL from the VINE ROOM on the first tombstone. You'll see a really, really disturbing cut-scene. Afterwards, return to the GRAVEYARD.

GRAVEYARD

Head to the MAIN HALL.

MAIN HALL

Head into the DINING ROOM.

DINING ROOM

Head for the fireplace and grab the WOODEN EMBLEM. If you have 2 spaces available in your inventory, then grab it (make sure one of your 6 or less items is the MUSICAL SCORE). Head into the KENNETH ROOM.

GETTING OUT

KENNETH ROOM

Head into the single door you unlocked (NOT the one you unlocked at the Bottom of the stairs).

PIANO ROOM

Head to the area passed the piano. There is a shelf. Push it to the left to reveal MUSICAL SCORE (2). Combine that with the MUSICAL SCORE to make MOONLIGHT SONATA. Use the MOONLIGHT SONATA on the piano. After a wall rises, head into the annex and grab the GOLD EMBLEM. Replace it with the WOODEN EMBLEM. If you didn't get the WOODEN EMBLEM, replace the GOLD EMBLEM and go get it. Return to the KENNETH HALL.

KENNETH HALL

Head to the DINING ROOM.

DINING ROOM

Place the GOLD EMBLEM above the fireplace where the WOODEN EMBLEM used to be.

```

-----
| !!! CLOCK PUZZLE !!!                                     |
| The clock's internal parts will be revealed. Head to them. When |
| examining the clock, opt to move the HOUR HAND twice. When the |
| clock is at 6:00, press B and you will get a SHIELD KEY.      |
-----

```

Return to the MAIN HALL.

MAIN HALL

Head to the STATUE ROOM.

STATUE ROOM

Head to the DOG HALL.

DOG HALL

Head to the M HALL.

M HALL

Head to the DOOR HALL.

DOOR HALL

Head to the single door you unlocked. It is the CROW HALL.

CROW HALL

There is a puzzle abound.

```

-----
| !!! PICTURE PUZZLE !!!                                     |
| The painting with the sword must be colored orange/red on both |
| sides (because the paintings appear on both sides). The middle |
| painting must be colored purple. The last painting must be colored|
| GREEN. Adjust the painting from both sides to make the above   |
| colors correspond. Then press the woman painting.              |
-----

```

The wall rises, leading to the area behind the locked gate in the

GRAVEYARD.

Grab the DEATH MASK I. Unlock the door leading to the GRAVEYARD.

GRAVEYARD

Head down the stairs into the MACHINERY ROOM.

MACHINERY ROOM

Attach DEATH MASK I into the 4th tomb. Again, another disturbing cut-scene. Head back to the CROW HALL.

CROW HALL

Head to the DOOR HALL.

DOOR HALL

Head to the RIGHT STAIRS.

RIGHT STAIRS

Kill the CRIMSON HEAD. Head to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Make sure you have the GRENADE LAUNCHER. Leave.

RIGHT STAIRS

Head upstairs into the U HALL.

U HALL

Head into the RICHARD ROOM.

RICHARD ROOM

Head into the SMALL L HALL.

SMALL L HALL

Climb the small stairs and use the SHIELD KEY to unlock the door. Dispose of the SHIELD KEY.

ATTIC

A boss awaits...

=====

BOSS # 1: YAWN

DIFFICULTY: HARD

Use the Acid Rounds you got from Barry, and start shooting it with the GRENADE LAUNCHER. Half way through the battle, Richard will interfere. Shoot the Snake some more, and Richard will leave the battle. When you run out of ammo, grab the SHOTGUN that is on the floor, and keep shooting it. Eventually, the YAWN should run away.

During the fight, the Yawn attacks with its mouth, so keep moving. If you get hit by the Yawn, you will get POISONED.

ALTERNATE STRATEGY: To avoid having to battle Yawn, run over to the back of the room where the DEATH MASK II is. Grab it, and get the hell out as fast as you can.

=====

[NOTE: With Yawn gone, there will be a wave of "Crimson Head" zombies around the mansion. They are resurrected zombies of ones you've killed. Watch out, and keep the Shotgun equipped. They are as fast as Hunters, and even slash you like Hunters.]

Do not forget to grab the DEATH MASK II in the small hole in the corner.

RICHARD ROOM

Head over to the RIGHT STAIRS.

RIGHT STAIRS

Head to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Withdraw the JEWELRY BOX. Go to the item screen and the CHECK option.

```
-----  
| !!! JEWELRY BOX PUZZLE !!! |  
| | |  
| Press both buttons which resemble half of a heart shape. The box |  
| will open. Inside is the DEATH MASK III. |  
-----
```

With MASK IV, our next destination is that MACHINERY ROOM. Head to the RIGHT STAIRS.

RIGHT STAIRS

Head to the U HALL.

U HALL

Head to the MAIN HALL.

MAIN HALL

Head to the GRAVEYARD.

GRAVEYARD

Head to the MACHINERY ROOM.

MACHINERY ROOM

Insert DEATH MASK II into tomb 3 and DEATH MASK III into tomb 2. The big casket above will fall, and a SUPER CRIMSON HEAD will fight you. Use the GRENADE LAUNCHER to quickly kill it, because this is a tough zombie. At least 6 INCENDIARY SHELLS are needed to put this guy down.

[NOTE: I think that zombie is the late George Trevor. Eerie.]

Check the casket for a STONE AND METAL OBJECT. There are also SHOTGUN SHELLS. Return to the GRAVEYARD.

GRAVEYARD

Head through the gate to the CROW HALL.

CROW HALL

Head to the DOOR HALL.

DOOR HALL

Head to the small hall across from the door you are at. Head through the door you see, into the EXIT HALL.

EXIT HALL

Run down this outside hallway until you see a door. A zombie dog will also show up, so kill it. Near the door is an engraving. Put the STONE AND METAL OBJECT in it. Head through the door.

Well, we've finished PART 1 of Jill's mission in this evil mansion. The guardhouse is coming up, with a vengeance, and it will definitely be harder than the first part of the mission. Make sure you've gotten many supplies from the Mansion before leaving, as immortals, sharks, plants and green bastards are going to show up.

B. GUARDHOUSE AREA

LISA TREVOR

=====

ITEMS: BATTERY PACK
FIRST AID SPRAY
SUN CREST
STAR CREST
MOON CREST
MAGNUM

GUARDHOUSE

=====

ITEMS: KEY FOR ROOM 001
RED BOOK
CONTROL ROOM KEY
KEY FOR ROOM 003
INSECTICIDE SPRAY
SELF DEFENSE GUN
MAGNUM BULLETS
SHOTGUN SHELLS
GALLERY KEY

LISA TREVOR

SHED

Head down to the shining items, and grab both the BATTERY PACK and the FIRST AID SPRAY. You will need both. Head through the door down the small stairs. It is the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run down this pathway until you see spinning arrows. Brad or Barry will contact you through the radio. On the red arrow, move it to the WEST POSITION. When you get to the blue arrow, turn it NORTH. The gate will unlock. Keep your weapons handy.

CROW GRAVEYARD

Another graveyard? And it has crows! Equip something like the HANDGUN or SHOTGUN, and start shooting them all from your position. They'll attack you... but it is worth it to kill them.

Once they are all dead, run down and turn right when there is a space between the tombstones. You'll run into 2 large tombstones. Insert the WIND CREST into the right tombstone. 3 new CRESTS are revealed. Grab them. If you cannot grab all 3, grab as many as you can and take them to the left tombstone.

Check the back of each crest before inserting them into the left

tombstone. Your reward is the MAGNUM! This is needed for PART 3.

Return to the main part of the graveyard and turn right through the gate.

OUTSIDE PATHWAY 2

Run down this pathway after a weird cut-scene. You'll see a COTTAGE. Go through. Use the map to guide you if you cannot find the COTTAGE.

COTTAGE

[WARNING: An unbeatable monster is about to arrive.]

Enter, and run up the stairs. Grab the COURTYARD MAP and run passed the bed. There is an ITEM BOX nearby. SAVE at the TYPEWRITER!! Grab the SQUARE CRANK.

Now attempt to leave and you will see a cut-scene. After the cut-scene, a boss fight hits.

=====

BOSS # 2: LISA TREVOR

DIFFICULTY: IMPOSSIBLE

Your goal: Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

CROW GRAVEYARD

Run back to the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run back to the SHED.

SHED

Head through the DOUBLE DOORS.

GARDEN

Brad will try to contact you. Afterwards, kill all the zombie dogs you see. Grab all the GREEN HERBS and head through the gate.

POND ROOM

Turn left until you see a SQUARE ENGRAVING. Use the SQUARE CRANK there. The pond will drain. Head down the ladder, across the pond, and up to the lift.

GUARDHOUSE GARDEN

There are crows here. Shoot them with your HANDGUN or SHOTGUN. You'll notice that since you drained the pond, the water is flowing in front of a secret passage. Looks like we have to find a way to

get there without having to drain the pond. (Why couldn't Jill just go swimming?) There is a non-functioning lift that will take you back to the GARDEN, so our goal for the rest of this and next mission is to find a battery which will work that elevator. ~_~

Head into the gate.

GUARDHOUSE

GUARDHOUSE ENTRANCE

Snakes will pour in on Jill, so watch out. Grab any HERBS you see. Head through the door at the end.

GUARDHOUSE HALLWAY

Eerie... Turn right and enter the first door to the right.

GUARDHOUSE SAVE ROOM

Grab the INK RIBBON, battery pack and FIRST AID SPRAY. You will want to rearrange your items so you have the SHOTGUN/SHELLS, GRENADE LAUNCHER/ AMMO, and a couple of HERBS. The HANDGUN might be useful, but it won't provide SHOTGUN power. Deposit the SQUARE CRANK, too. Refill your OIL CANTEEN, too. Now that we are set, head outside.

GUARDHOUSE HALLWAY

Head to the double doors to the very right of the hall.

SPIDER POOL ROOM

Ahhh! Spiders!!! Kill the thing with the INCENDIARY SHELLS before it is too late. If they poison you, use one of the BLUE HERBS that can be found back in the GUARDHOUSE GARDEN, or the GUARDHOUSE HALLWAY. Head up the stairs to the pool table and shoot down the next spider.

EXAMINE THE POOL! Remember the COLORS of the corresponding POOL BALLS.

- 2: BLUE
- 3: RED
- 4: PURPLE
- 5: ORANGE
- 6: GREEN

If you remember that solution, then a door code will be insanely easy to remember.

Head down the stairs to the table area and grab the RED BOOK, and other misc. items such as a FIRST AID BOX. Inside the FIRST AID BOX is a BLUE-GREEN HERB. There are also SHOTGUN SHELLS.

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Deposit everything you found in the other room except for the RED BOOK. Leave.

GUARDHOUSE HALLWAY

Push the crate near the higher crate. This will create a stairway that can be used to avoid those evil vines in that hole. Once on the other side of the tall barrel stack, head through the next door.

GUARDHOUSE HALLWAY 2

Run down and head into the 002 ROOM. You should here a mysterious cut-scene involving Barry.

002 ROOM

After the Barry cut-scene, grab the file on the desk. Go to the bookshelves you see and push the left one forward. Push the right bookshelf to the right to reveal a ladder. Go down.

SECRET WATER TUNNEL

Run until you see all the crates. Push them into the small water storage you see. When a bridge forms, head down and soak Jill's feet into the water and go through the double doors.

SHARK TANK

In here is a shark called NEPTUNE. Run back out through the way you came.

SECRET WATER TUNNEL

Return to the 002 ROOM.

002 ROOM

Head into the 002 BATHROOM.

002 BATHROOM

On the shelf is an KEY FOR ROOM 001. Grab it and leave.

002 ROOM

Head out into the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Head to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Head into the only door you haven't gone through yet. Unlock it with the KEY FOR ROOM 001.

001 ROOM

Inside here is some weird little DEFENSE GUN. There are also HANDGUN MAGAZINES here. Head into the bathroom.

001 BATHROOM

Drain the tub and grab the CONTROL ROOM KEY. Head out.

001 ROOM

Head out.

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Return to the 002 ROOM.

002 ROOM

Head down the ladder to the SECRET WATER TUNNEL.

SECRET WATER TUNNEL

Head to the SHARK TANK.

SHARK TANK

Run to the door that is red on the map of this room. Unlock it with the CONTROL ROOM KEY. Head inside.

CONTROL ROOM

In here, there will be a difficult puzzle.

```
-----  
| !!!CONTROL ROOM PUZZLE!!! |  
| | |  
| Go down the ladder. Then go to the white board on the table and |  
| find the number on it, either being 1, 2 or 3. Now go to the giant |  
| window. Once the shark breaks it and the countdown starts. Press |  
| the computer switch that is near the window. Then turn around |  
| (using the C-Stick) and make a diagonal run ( \ this direction) |  
| and press the computer switch there. From that console, you'll |  
| then want to head directly left to where a lever is and hit that |  
| one. Then head into the adjacent hallway and turn left so you see |  
| some sort of a tank that has the colors red and green |  
| (which are really lights). When it asks you to press either |  
| BUTTONS 1, 2 or 3, press the number which was on the board. |  
| Return to the second computer console you pressed and press it |  
| again. Then return to the lever and then switch it again. Then go |  
| back to where the shark is banging and press that switch. The |  
| SHARK TANK will be drained. |  
-----
```

Go back to the adjacent hallway and take the door directly to the right. Then run to the previously water-blocked door.

WATER ROOM

Here, run through and head through the gate to the SHARK TANK.

SHARK TANK

With the water drained, run over to the platform and then attempt to grab the GALLERY KEY. But then the shark comes to life.

```
=====
```

BOSS # 3: NEPTUNE SHARK

DIFFICULTY: Easy

Your goal: Shoot it until it dies. You should have enough ammo.

ALTERNATE STRATEGY: See that green box in front of Jill? Push it into the Aqua Ring. See the lever to the left? Switch it and then the Neptune shark gets electrocuted. Thanks to the billions of people who sent it in.

```
=====
```

Run over and grab where the GALLERY KEY fell to. Then run to the door you previously went to.

WATER ROOM

Run through here. Head for the next door you didn't go through.

WATER HALLWAY 2

Grab the Magnum Rounds. Head for the door at the end up the ladder.

SECRET WATER TUNNEL

We end up back here, thankfully. Run back up the ladder to the 002 ROOM.

002 ROOM

Run to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Head to the GALLERY through the next door, via the GALLERY KEY.

GALLERY

AKA WASP ROOM. Head and turn the first corner you see to a door. Luckily, Jill need not explore that (though Chris was not as lucky). Turn the next left corner to the corpse, and grab the INSECTICIDE SPRAY. Run back out to GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Here, turn right and grab the GUARDHOUSE MAP. Then you'll see a hole. Use the INSECTICIDE SPRAY through the hole to kill those bastards. Return to the GALLERY.

GALLERY

Run to where the wasps where and grab the KEY FOR ROOM 003 from the desk. Then head to the 003 in the same room and open it up.

003 ROOM

Inside, go to the bookshelf with the red books. Grab the UMB BOOK and then place the RED BOOK inside.

| !!!RED BOOK PUZZLE!!! |
| | |
| The goal of this perverted puzzle is to align all the books for |
| form a nude woman. To do this, select a book and when you do, |
| select the book to swap places with it. Eventually you will form |
a nude woman.

Once the puzzle is solved, head through the door to your next boss fight.

PLANT 42 ROOM

You're next boss fight awaits...

=====

BOSS # 4: PLANT 42

DIFFICULTY: Easy

Your goal: Head up the stairs and shoot the thing with INCENDIARY SHELLS. Continuously shoot it until it shrivels up and dies. Hurrah!

It can poison you and constrict you in its vines... so be careful. Other than that, this boss shouldn't pose much difficulty. 10-12 INCENDIARY SHELLS should put the thing down.

ALTERNATE WAY: In Jill Valentine's game, to avoid having to fight Plant 42 at all, simply follow these steps.

1. Once you're ready to enter the mean green's domain, instead pickup the lighter and clear up three item spaces.

2. Enter the Employee Lounge where the two spiders previously resided and locate a red lamp in a corner to the left of the entrance. Light the lamp and note the lamp's color and the symbol presented. Since the symbols are random, it is impossible to dictate here exactly which one it will be. Repeat this process with the green lamp on the left table by the bar, and the orange lamp by the pool table. Study the pool balls and note their colors and numbers. Red is 3, Orange is 5, and Green is 6.

3. Travel to the Gallery where the hive (hopefully) previously stalked. Examine the key pad next to the first door on the left, it's on the same side as the entrance. Punch in your code and enter.

4. Follow this closely because a misstep could produce a very toxic gas! First, grab three of the empty bottles lying around and fill one with water at the sink. Fill the second bottle with UMB No. 3, located in the yellow jar and mix the two to obtain NP-004. Collect some Yellow-6 and mix the two again for UMB No. 10. Now, collect more water and more Yellow-6 and mix those for UMB No. 7, when UMB No. 7 and UMB. No. 10 combined you'll have VP-017. Lastly, pickup on last batch of UMB No. 3 and mix for the coveted V-Jolt chemical.

5. Travel down the basement with the V-Jolt and make your way to the control room where the shark tried to break into (remember, you don't have boxes to jump across anymore). [CVXFREAK adds: Use the Water Rooms to get to the Control Room]. Up the ladder and out the door eliminate the beach shark with one handgun shot if you wish, he'll pretty much only bother you if you TRY to get him to eat you. Enter the Guard Room by the shark and walk into the vile plant's roots. Don't worry about being damaged, the roots won't hurt you. Now, give the not so Jolly Green Giant a shot of the herbicide and discard the bottles.

6. Now, when you enter Plant 42's domain, Barry will show up and finish off the plant without you having to pull a trigger. This detour saves you even more ammo and health and despite how it may sound, it should take only five to ten minutes. Good luck.

=====

After that boss is dead, head down the stairs and grab the HELMET KEY from the fire place. Return to the GALLERY via the double doors.

GALLERY

Run to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Run back toward the GUARDHOUSE HALLWAY and you'll see Wesker. After he leaves, return to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Here, run back to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Restock on GRENADE LAUNCHER ammo. The next section is tough. Make sure you have your HELMET KEY. Save, too.

GUARDHOUSE HALLWAY

Exit to the outside.

GUARDHOUSE ENTRANCE

Run back down to the GUARDHOUSE GARDEN.

GUARDHOUSE GARDEN

Run to the lift and ride it the POND ROOM.

POND ROOM

Run across the pond and dodge the snakes. Head back to the GARDEN.

GARDEN

Head to the SHED.

SHED

There are many items here thanks to Barry. Grab them all, especially the ACID ROUNDS, because a new monster is going to show up. Head into the EXIT HALL.

Well, with Lisa running around, Plants to kill, and sharks to feed, I'm amazed we've made it so far! We are back in the mansion of hell and we must explore the remainder of the mansion for more clues, perhaps clues that can get us behind the waterfall in front of the GUARDHOUSE. The return to the mansion isn't too long, and can range from 5 minutes to 15 minutes, depending on what ending you want to get.

C. RETURN TO MANSION

RETURN TO MANSION

=====

- ITEMS: RED GEMSTONE
- YELLOW GEMSTONE
- JEWELRY BOX
- MO DISK
- FIRST AID SPRAY
- LAST BOOK, VOL. 1
- LAST BOOK, VOL. 2

SEARCHING AROUND

=====

- ITEMS: MEDAL OF WOLF
- MEDAL OF EAGLE
- GREEN HERB
- RED HERB
- BLUE HERB
- BATTERY
- EMBLEM KEY
- BROACH

RETURN TO MANSION

EXIT HALL

Run down the hall and head into the DOOR ROOM.

DOOR ROOM

There is a Hunter here. Kill it. Head into the RIGHT STAIRS.

RIGHT STAIRS

There is a Hunter here. Kill it. Head into the RIGHT STAIRS
SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Recharge and save if you were hurt by the Hunters. Exit.

RIGHT STAIRS

Run up the stairs and turn left. Run to the very end, into
the door.

RESTING ROOM

Grab all the HERBS here and then unlock the door in this room
using the HELMET KEY.

WALL HALL

There is no snake here this time. There is a puzzle, though.

```
-----  
| !!!WALL PUZZLE!!! |  
| | |  
| OK. See the statue? Push it in through the opening into the main |  
| part of the room. Push it all the way. When the walls stop moving, |  
| head back to the door and head behind the right wall. Run all the |  
| way and flip the switch. Run back the way you came and to where |  
| you pushed the statue. Push it left before the walls consume you. |  
| A secret passage will open. |  
-----
```

Jump down the hole. To the left is a BATTERY PACK. To the right is a
LAST BOOK, VOL. 1. Check the pages for a MEDAL OF EAGLE.

GRAVE

Head in, and you'll see a grave. Press the button. Grab the diaries
while you are at it. Head down.

UNDERGROUND HALLWAY

Run down this hallway to the door at the end. Watch out for the
Spiders.

UNDERGROUND HALLWAY 2

Run through a gate down the hall until you run into a lever. Pull it.
Then take the only other door in this room.

KITCHEN

We are in a kitchen.

You have 2 options:

-Head to the door directly across from Jill. It leads to the KENNETH
ROOM.

-Head to the elevator.

This next optional part (though the RED GEMSTONE isn't optional) is
required for players who want to save Chris Redfield and get a better
ending. Skip the optional section if you want to get Chris Redfield
killed.

```
=====OPTIONAL=====  
=====OPTIONAL=====
```

KENNETH F HALL

Climb up the stairs to be back in the KENNETH ROOM. You'll discover that there is a Sweeper here. Sweepers, as you'll remember from Resident Evil CODE: Veronica X, are Hunters with poison abilities. Kill it with Acid Rounds, or your Magnum. The door to the F HALL will also be torn down, so the room will now be called the KENNETH F HALL.

Head into the F HALL section of the KENNETH F HALL. Head to the LEFT STAIRS.

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

We have to unload here. You will also want to save the game. Exit.

LEFT STAIRS

Climb the stairs. Unlock the door nearest to the left of the stairs.

YELLOW GEM ROOM

This room is tricky. And it has a puzzle. But first grab the GRENADE SHELLS near the right deer head.

```
-----  
| !!! YELLOW GEM PUZZLE !!! |  
| | | | |  
| See those drawer cabinets near the center table? Push them toward |  
| the deer heads nearby. Then turn the lights off with the switch |  
| next to the door. Now attempt to pull the YELLOW GEMSTONE from |  
| the deer head. It won't. Now QUICKLY RUN TO THE OTHER DEER HEAD |  
| and grab the RED GEMSTONE. [If you run out of item space, return |  
| to the save room and unload.] Then QUICKLY RUN TO THE YELLOW GEM- |  
| -STONE AND GRAB IT! Puzzle solved! |  
-----
```

With the RED GEMSTONE and YELLOW GEMSTONE in hand, return to the LEFT STAIRS.

LEFT STAIRS

Run down to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Unload if you have too many item spaces. Then exit.

LEFT STAIRS

On your way, 2 Hunters will pop in and surprise you. Kill them with the GRENADE SHELLS you just found, the MAGNUM, or with RICHARD'S SHOTGUN. The GRENADE SHELLS or MAGNUM are recommended, though. Run to the KENNETH F HALL.

KENNETH F HALL

Run to the door that leads to the TIGER STATUE ROOM.

TIGER STATUE ROOM

Use the YELLOW GEMSTONE on the Tiger Statue. You will get an MO DISK. Exit.

KENNETH F HALL

Return to the LEFT STAIRS.

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Deposit the MO DISK into the item box. Exit.

LEFT STAIRS

Head for the KENNETH F HALL.

KENNETH F HALL

Return to the KENNETH ROOM part of the room, and down the stairs back to the KITCHEN.

=====
=====END-OPTIONAL=====

=====
=====END-OPTIONAL=====

KITCHEN

Now that we are all back together, we can now explore the elevator. Ride the elevator down.

TORCH LIT TUNNEL

Kill the zombie from the first branch of this room. There are 2 GREEN HERBS here. Head back passed the elevator and kill the zombie nearby. Down from where you killed the zombie, there is a door for you to head through.

STORAGE ROOM

In here are ACID ROUNDS, BATTERY PACK and the BATTERY! You can now power up the lift in the GUARDHOUSE GARDEN! But before we leave, we need to do two more tasks. Exit.

TORCH LIT TUNNEL

Head to Jill's left, through a door.

Z HALL

Remember this hall? Head for the BLADE ROOM. The BLADE ROOM is three rights down the hall. There might be a CRIMSON HEAD here.

BLADE ROOM

Head up passed where you left the FAKE KEY. Passed it is a door. Unlock it with the HELMET KEY.

LIBRARY

Run across the hall until another boss fight happens.

=====
BOSS # 5: YAWN II

DIFFICULTY: Medium

This boss is much harder now that Richard is dead. Your goal: Shoot the thing with GRENADE SHELLS. Watch out for its bite and poisonous attacks. Once you run out of GRENADE SHELLS, shoot it with the HANDGUN or SHOTGUN. Avoid its attacks, too, because it can bring you down to CAUTION in one blow.

Eventually, Yawn will die for good.

=====
=====

Head behind the bookcase Yawn smashed into. Grab the purple book called

LAST BOOK VOL. 2. Now head up the ladder. And travel back to the BLADE ROOM.

SEARCHING AROUND

BLADE ROOM
Head to the Z HALL.

Z HALL
Head for the UPPER DINING ROOM.

UPPER DINING ROOM
Head for the MAIN HALL.

MAIN HALL
Head down the stairs and to the door left of the double doors. Unlock it with your HELMET KEY. Discard the HELMET KEY.

REST ROOM
In here, grab the diary you see to your left and then head for the other door in this room. Before going there, there is a desk with INK RIBBONS inside.

MIRROR ROOM
Grab the DAGGER KNIFE and the GREEN HERB. Then grab the JEWELRY BOX on the cabinet. Another puzzle awaits.

| !!! JEWELRY BOX PUZZLE 2 !!! |
| Combine the RED GEMSTONE with the JEWELRY BOX 2. Now to solve the |
| puzzle, refer to Daniel Engel's Jewelry Box Solution FAQ. |
| | |
| | |
http://db.gamefaqs.com/console/gamecube/file/resident_evil_jewel_box.gif
Thanks to Daniel Engel for the solution!!

Once you solve the puzzle, you will have a BROACH, which will turn into the EMBLEM KEY. Exit.

REST ROOM
Exit to the MAIN HALL.

MAIN HALL
Head for the GRAVEYARD.

GRAVEYARD
Head to the gate leading to the CROW HALL.

CROW HALL
Head for the other door in this hallway.

DOOR HALL
Head for the only door you haven't tried yet. Unlock it with the EMBLEM KEY.

BEDROOM
See the lamp on the desk? Flip it on. Grab the METAL OBJECT you see.

Grab the BATTERY PACK, too. Exit.

DOOR HALL

Head for the EXIT HALL.

EXIT HALL

Head out to the SHED.

SHED

Head to the GARDEN.

GARDEN

Head to the POND ROOM.

POND ROOM

Head across the pond and down the lift to the GUARDHOUSE GARDEN.

GUARDHOUSE GARDEN

Head over to the broken lift and attach the BATTERY to the slot nearby.
Then ride the lift up.

GARDEN

We are in the GARDEN again. Head to the SHED.

SHED

Head to the EXIT HALL.

EXIT HALL

Head to the DOOR HALL.

DOOR HALL

Head for the RIGHT STAIRS.

RIGHT STAIRS

Head for the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Deposit the METAL OBJECT. Then withdraw the SQUARE CRANK. Save the game,
too. Exit.

RIGHT STAIRS

Travel to the DOOR HALL.

DOOR HALL

Head for the EXIT HALL.

EXIT HALL

Head to the SHED.

SHED

Head to the GARDEN.

GARDEN

Head for the POND ROOM.

POND ROOM

Run to where you used the SQUARE CRANK back in MISSION 2. The pond will
fill with water, effectively opening up that passageway behind the
waterfall. Return to the GARDEN.

GARDEN

Run to the lift in this room, and ride it down.

GUARDHOUSE GARDEN

Head for the not no-more waterfall. Head down the ladder, into the tunnels...

That was quick, now, wasn't it? Well, MISSION 3 wasn't very eventful at all. Those Hunters and Sweepers are also in the Tunnel areas now. The mansion may seem like history now, but we'll be returning to the mansion in a little while to check out the double doors in the main hall underneath the stairs. But for now, we explore the tunnels beneath the Guardhouse in hopes of finding a way out of here.

D. TUNNELS AREA

ENTERING THE TUNNELS

=====

- ITEMS: HEX CRANK
- ACID ROUNDS
- SHOTGUN SHELLS
- SURVIVAL KNIFE

AVOIDING LISA

=====

- ITEMS: CYLINDER
- SHAFT
- CYLINDER SHAFT
- BROKEN FLAMETHROWER
- JEWELRY BOX

MANSION ALTAR

=====

- ITEMS: DAGGER KNIFE
- STONE RING
- STONE AND METAL OBJECT
- STONE AND METAL OBJECT 2 (2)

ENTERING THE TUNNELS

TUNNEL 1

Head to the first door on the right.

TUNNEL 2

Find the ACID ROUNDS on the floor of this tunnel. Head to the only door in this tunnel.

PIT ROOM

Head for the door with a HANDGUN MAGAZINE by it.

ENRICO ROOM

Run forward. You'll see a cut-scene with Enrico. Search Enrico's body for the HEX CRANK. Run down the hallway to Enrico's left. Head for the door at the end. A Hunter may come in, so run away from it. You may want to equip something powerful right now.

PIT ROOM

We are back in the PIT ROOM. Head back to TUNNEL 2.

TUNNEL 2

There is a Hunter here for you to kill. Kill it. Head for TUNNEL 1.

TUNNEL 1

Run across the tunnel and you'll see an ITEM BOX and TYPEWRITER. Take the opportunity to save if you life, but make sure you have plenty of ammo. Head to the gap in the floor. Use the HEX CRANK to fill the gap. Head through to the BOULDER ROOM.

BOULDER ROOM

Run to the right and the boulder starts rolling. RUN BACK TO THE DOOR!! After the cut-scene, turn right. There are SHOTGUN SHELLS. Run through the doors at the other side of the hall near the boulder. There is a GREEN HERB to the right of the door.

GIANT SPIDER ROOM

Not another boss!!

=====

BOSS # 6: BLACK WIDOW

DIFFICULTY: Easy

Your goal: Well... all the trouble from both Yawn and Plant 42 pays off. This boss is so pathetically easy, it isn't even funny. Shoot it with 5 or 6 FLAME ROUNDS to permanently kill it. It has its baby in there too, so dispose of that. You might get poisoned by its attacks... so watch out.

=====

There is a SURVIVAL KNIFE on the barrels like the one you started out with. If you want to conserve FLAME ROUNDS, then grab it. If you don't care to waste FLAME ROUNDS, do not grab it.

There should be a door covered in web. Launch some FLAME ROUNDS at it or hack at it with the SURVIVAL KNIFE you just got. Head through.

TUNNEL 3

Turn right and head through the door.

BOULDER ROOM 2

Ugh... use the HEX CRANK _THREE TIMES_. Turn left because the boulder will start rolling down. Head through the door nearest you.

STATUE ROOM

See the statue on the wall? Push it right until it hits the BRONZE part of the wall. Run to the opposite wall and use the HEX CRANK. The statue will be away from the wall. Now push it to the dial in the middle. It will turn. Push it away from the dial and push it in the dial again to turn it a second time. Now push it to the space right of the candles (so it faces the player). You'll get this CYLINDER. Return to the BOULDER ROOM 2.

BOULDER ROOM 2

Return to TUNNEL 3.

TUNNEL 3

Head into the GIANT SPIDER ROOM.

GIANT SPIDER ROOM

Head back to BOULDER ROOM.

BOULDER ROOM

Head back to TUNNEL 1.

TUNNEL 1

In the ITEM BOX, grab the EAGLE MEDAL and WOLF MEDAL. Then head to TUNNEL 2. Save if you like.

TUNNEL 2

Head for the PIT ROOM.

AVOIDING LISA

PIT ROOM

Here, head over to the control panel you see at the end. Examine it to get some sort of SHAFT. Combine it with the CYLINDER. It makes the CYLINDER SHAFT. Insert it and press the code 4231.

The pit in the middle of the room will activate- it's really a lift!
Ride it down!

BOTTOM SHAFT

Run to the nearest door.

LISA TUNNEL

That ***** from the cottage beside the mansion is back.

=====

BOSS # 7: LISA TREVOR II

DIFFICULTY: IMPOSSIBLE

Your goal: This is the same as last time. Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

To avoid her, double back and take the branching tunnel. At the branching tunnel, head to the right one of Jill. You'll eventually see a door. Use the map to get to it; remember that locked doors are in red on the map and unlocked ones are in white. Head through the door.

CRATE ROOM

Push the crate onto the lift. Then activate the lift at the controls. Then leave the room through the way you came.

LISA TUNNEL

Run back to where Barry is. Avoid Lisa Trevor at all costs.

BOTTOM SHAFT

After Barry leaves, look for the ITEM BOX. Pack AT LEAST 2 OR

3 HEALING ITEMS. Then go down the nearby ladder. The crate you sent away is here now. Go push it to the left and forward. Then press the button so the crate is crushed. Jump down to where the crate is to get a BROKEN FLAMETHROWER. Return to the LISA TUNNEL.

LISA TUNNEL

Keep avoiding her and head for the locked door. Take the tunnel toward where you headed for the CRATE ROOM. Flip the switch. Head to the locked door in the room using the map. See the little board next to it? Attach the BROKEN FLAMETHROWER there. Head through.

CANDLE ROOM

Run passed this weird candle area to a pool tunnel. Run across it. You'll be in a bedroom. You'll find another JEWELRY BOX, like the one before you left the mansion. Also, there is a DAGGER KNIFE here. Open the JEWELRY BOX (no puzzle) and grab this STONE RING. Combine it with the METAL OBJECT from the mansion and you'll get another STONE AND METAL OBJECT. Climb the bedroom ladder, and turn left when you are up. Climb the ladder.

MANSION ALTAR

COTTAGE

Remember this area? This is where you first met Lisa. Our goal is now to return to the mansion. Yes, go back there. Head to the OUTSIDE PATHWAY 2.

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

CROW GRAVEYARD

If you have not acquired the MAGNUM here yet, then do so NOW. The solution is above. Run back to the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run back to the SHED.

SHED

Head back to the EXIT HALL.

EXIT HALL

Collect the STONE AND METAL OBJECT that is near the door. It is the one you used in the beginning of the game to get to the Guardhouse. Head back to the DOOR ROOM.

DOOR ROOM

Aim for the CROW HALL.

CROW HALL

Run down the entire hallway to the GRAVEYARD.

GRAVEYARD

Head for the MAIN HALL.

MAIN HALL

Head for the double doors underneath the grand stairs. Insert both STONE AND METAL OBJECTS into the double doors. Head through.

LONG TUNNEL

Run down the stairs and across the boards until you reach the door at the end.

SHORT TUNNEL

Run through this short tunnel until you get to the ladder. Go down the ladder.

ALTAR ROOM

There is a cut-scene with Barry. Jill... Damn you're tough! And... another Lisa boss.

=====

BOSS # 8: LISA TREVOR III

DIFFICULTY: HARD

If you notice... it has the eye of the G-Type William Birkin, from Resident Evil 2 and the jump and power of Nemesis from Resident Evil 3: Nemesis. That can only mean one thing: this thing is as powerful as Nemesis and the G-Type combined!

Give Barry his gun back (or not if you want a bad ending). Then start shooting the hell out of the thing. When it falls over, keep shooting it. Barry will also help if you gave him his gun back. Once she falls, its all over! Yipeee!!!!!!!!!!!!!!!!!!!!

=====

ALTERNATE STRATEGY

See the stones in the corners of the room? Push them down into the chasm and Lisa will jump down, ending the battle. Thanks for KANE79 for this tip.

=====

..anyway. Talk to Barry if he is still there. If not, grab BARRY'S 44 MAGNUM and BARRY'S PHOTOGRAPH on the ground.

Push all the stones down the pit. They are in the corners around the casket. The gate rises. Head through.

LAKE COURTYARD

We are back in the courtyard. Go to the statues around the lake and insert the MEDAL OF EAGLE and MEDAL OF WOLF. Then go down the stairs in the lake. Ride the lift down.

=====

It is time to switch to Disc 2. (Why couldn't they give a disc for each character?)

=====

Well, Disc 1 is officially finished. Well, fortunately Lisa is gone, so we don't have to deal with that G-Nemesis Type anymore. But the mystery isn't complete yet. Jill discovers a lab beneath the mansion area, and all the traps Jill has encountered thus far are definitely there to hide this lab, proving its importance. Well, onto Disc 2.

E. LABORATORY AREA

SEARCHING AROUND

=====

- ITEMS: MO DISK 2
- INK RIBBONS
- GREEN HERBS
- SLIDE CARTRIDGE
- MO DISK 3
- LABORATORY KEY
- CAPSULE

ESCAPING

=====

- ITEMS: MASTER KEY
- FUZE UNIT
- SIGNAL ROCKETS

SEARCHING AROUND

LABORATORY ENTRANCE

Find the locked double doors. Near them are ladders to go down.

LABORATORY SAVE ROOM

Save, and pull out the MAGNUM. Head through the double doors.

STAIRS

Kill all the zombies here. Grab all the GREEN HERBS. Turn left at the start of the stairs and grab the second MO Disk. Head down the stairs. Head through the gate.

O ROOM

Head to the door to your right.

LAB HALL 1

Collect the FIRST AID BOX. Then take the door to the left.

X-RAY ROOM

Here, grab the file on the computer for ADA and JOHN. Grab the 2 x-rays and paste them onto the screen. If you do it right, you should get another word, CELL, based on the illnesses. Leave.

LAB HALL 1

Back to the O ROOM.

O ROOM

Head to the only open double doors in this room.

COMPUTER ROOM

Go to the operating computer. Sign in using the name "JOHN." The password is ADA (the same Ada in BioHazard 2). When you want to unlock the B2 floor, input the password, CELL. Return to the O ROOM.

O ROOM

Head back to the LAB HALL 1.

LAB HALL 1

Head into the first door to the right.

OFFICE

Grab the FAX after taking the Crimson Head down. You'll notice a weird vial. You'll see a SLIDE CARTRIDGE on a desk. Grab them. Use the MO Disk on the desk's GameCube, too.

LAB HALL 1

Head for the O ROOM.

O ROOM

Return through the gates to the stairs.

STAIRS

Head to the now unlocked door near where you found MO DISK 2.

PROJECTON ROOM

Use the SLIDE CARTRIDGE on the slide projector. You'll see the numbers 8462. Remember them. Was Wesker in that picture with the scientists? And is the woman there Annette Birkin, and the dark haired guy William Birkin? Hmmm... Grab the MO Disk from the shelf near the door.

See that blinking panel near where you got the MO Disk? Enter the code from the slide in there. A new room will be revealed. Grab the LABORATORY KEY. Look at the console to see how Kenneth Sullivan died back in the beginning of the game.

Leave.

STAIRS

You might be full on items, so deposit anything un-useful. Return to the O ROOM.

O ROOM

Unlock the single door with the LABORATORY KEY.

T HALL

Take the door directly across from the entrance (not the one to the left).

LABORATORY SAVE ROOM 2

Unload anything you do not need. Leave.

T HALL

Turn left. Head through the double doors.

CHIMERA HALL 1

Watch out! There are enemies here that are as dangerous as the Hunters from the mansion and the tunnels! Turn a cautious left, and kill the first one you see. These are called Chimeras. Turn around and do not enter the door. Run around until you see a blue button. Press it, and you will get a CAPSULE. Head through the door now.

CHIMERA HALL 2

Head for the GameCube-looking console and insert an MO Disk inside. Run to the door at the end of this hall. Kill all Chimeras with the Magnum. Now return to CHIMERA HALL 1.

ESCAPING

CHIMERA HALL 1
Head for the T HALL.

T HALL
Head for the O ROOM.

O ROOM
Use the POWER ROOM KEY to unlock the double doors near the door you just emerged from. Enter.

STOREROOM
Does this place remind me of Silent Hill? Anyway, push the shelf back and climb up the counter. Enter the vent.

OPERATION ROOM
Head through the other vent you see in this room. Kill the Chimeras.

STOREROOM
Find the GameCube-esque reader and insert an MO Disk inside. Then push the shelf away and exit.

O ROOM
Back here, head for the LAB HALL 1.

LAB HALL 1
Head for the first door on the right.

OFFICE
Radiate the CAPSULE in the weird blue thing. Once you get it back, WALK. WALK to the LAB HALL 1. WALK.

LAB HALL 1.
WALK to the O ROOM.

O ROOM
WALK to the T HALL.

T HALL
WALK to the CHIMERA HALL 1.

CHIMERA HALL 1
WALK to where you put the CAPSULE. Put it back in. Run to the CHIMERA HALL 2.

CHIMERA HALL 2
Run through the hall to the POWER ROOM.

POWER ROOM
Go to one of the 2 computer consoles you can access and press the YES option. Then leave.

CHIMERA HALL 2
Run for the CHIMERA HALL 1.

CHIMERA HALL 1
Run for the T HALL.

T HALL
Run to the other end of the hall into the elevator. Save in the nearby SAVE ROOM if you want. Power up the elevator. If you gave Barry

his gun during the Lisa fight, he'll come in. If not, he won't be here.

TYRANT ENTRANCE ROOM

Enter through the door at the end.

TYRANT ROOM

Watch the cut-scene.

=====

BOSS # 9: TYRANT I

DIFFICULTY: HARD

After the cut-scene, grab your MAGNUM or ACID ROUNDS. Start shooting the thing and dodging it. One hit can bring you down to Caution.

It falls down after 9 or 10 shots from either gun.

The Tyrant attacks using its dangerous claw. Keep moving, and keep shooting. The Tyrant is much tougher than Lisa, but not as invincible as Lisa.

=====

Go to Wesker's unconscious body and grab William Birkin's diary. If he survived, wake Barry up, and head to the desk at the end of the room to unlock the door. If Barry didn't survive, grab the MASTER KEY. Leave.

TYRANT ENTRANCE ROOM

Run to the elevator. If Barry is still alive, the self-destruct system will hit. If Barry didn't survive, then you can now end the game by returning to the LABORATORY ENTRANCE. If you still want to save Chris, then follow the next orders.

T HALL

Run to the O ROOM.

O ROOM

Run to the LAB HALL 1.

LAB HALL 1

Head for the 3 green switches and flip them. Head through the door.

PRISON TUNNEL

Run down the stairs to the door at the end. Head through. If the self-destruct system didn't hit, then use the MASTER KEY to unlock the door.

JAIL CELL

Talk to Chris. Then leave.

PRISON TUNNEL

Head back.

LAB HALL 1

Head to the O ROOM.

O ROOM

Head to the STAIRS.

STAIRS

Head up the stairs and through the door.

LABORATORY SAVE ROOM

SAVE!! Then head up the ladder.

LABORATORY ENTRANCE

Head for the double locked doors.

ESCAPE TUNNEL

Run through. Grab the FIRST AID BOXES and open them. Grab the FUSE UNIT and ride the elevator. There are only 3 minutes until detonation if Barry is still alive.

MANSION ROOF

Grab the SIGNAL ROCKETS and USE it.

=====

BOSS # 10: TYRANT II

DIFFICULTY: HARD

After the cut-scene, grab your MAGNUM or ACID ROUNDS. Start shooting the thing and dodging it. One hit can bring you down to Caution.

Barry will be helping you.

Once Brad drops the ROCKET LAUNCHER, Barry will get strangled. Shoot a rocket at it and the game ends.

[NOTE: For a different ending, you can have Barry killed. Have the Tyrant strangle it, and then have it stab Barry with its claw. You will get a slightly different ending if you get Barry killed.]

=====

GAME OVER...

Well, Jill has survived a nightmare nearly impossible to survive. Try to achieve a different ending, or grab a higher score. Watch the credits, and enjoy! If you want to know what happens next in the world of Resident Evil, pick up copies of Resident Evil 2 and Resident Evil 3: Nemesis, because Raccoon City is where the next adventures take place.

=====

6. W A L K T H R O U G H - C H R I S R E D F I E L D

=====

[NOTE: Using the walkthrough is basically the exact same as the other one. Because you've played the game before, you should have NO problem remembering the locations of the zombies (you might, but that's why I provided detection tips). Now it's up to you to succeed in the game.]

A. MANSION AREA

-
- ITEMS: INK RIBBON
HANDGUN
HANDGUN MAGAZINE
KENNETH'S FILM
GREEN HERB
ARROWHEAD
GOLDEN ARROW
MANSION KEY (SWORD KEY)
OLD KEY
DOG WHISTLE
FLASH GRENADE
DAGGER KNIFE

COLLAR
COIN
IMITATION KEY
ARMOR KEY
FIRST AID BOX
SERUM
SHOTGUN SHELLS
SHOTGUN
RED HERB
OLD KEY (2)
OLD KEY (3)
OLD KEY (4)
OLD KEY (5)
CHEMICAL
HERBICIDE
BLUE GEMSTONE
DEATH MASK I
DEATH MASK II
DEATH MASK III
MASK W/OUT ALL
MUSICAL SCORE I
MUSICAL SCORE II
MOONLIGHT SONATA (MUSICAL SCORE III)
WOODEN EMBLEM
FISHOOK
LURE OF A BEE
BEE SPECIMAN
LURE OF A BEE II
WIND CREST
GOLD EMBLEM
SHIELD KEY
DEATH MASK III
STONE AND METAL OBJECT

DINING HALL

Head to your item screen. You are starting out with a SURVIVAL KNIFE. Arm it. Grab the INK RIBBON nearby. Head to the only other door in this DINING ROOM.

KENNETH HALL

Turn to Chris' left to find the first zombie. Run back to the DINING HALL.

DINING HALL

Run back to the MAIN HALL.

MAIN HALL

Look for the HANDGUN after the cut-scene. Then return to the DINING HALL.

DINING HALL

Head for the KENNETH HALL.

KENNETH HALL

The zombie you ran from will be on the right side of the room. Kill it. As you'll learn from this zombie, it takes nearly 10 bullets to kill it. Head for Kenneth's body. Grab KENNETH'S FILM. It will not take up any item space. Head for the nearest door to the left.

LEFT HALLWAY

Run across this hallway. At the birdcage is a HANDGUN MAGAZINE. There are also 2 GREEN HERBS. Combine them to create MIXED HERBS. Head up the stairs through the door.

Z HALL

This hall resembles a Z. Turn right and kill the zombie nearest you, using the HANDGUN. Continue down the hall, and you will see a GOLDEN ARROW. Use the "examine" option on the item screen to examine the GOLDEN ARROW. You will get an ARROWHEAD. There is a HANDGUN MAGAZINE nearby. Grab it. Head for the door at the end.

UPPER DINING HALL

Ignore the zombie here for now and turn to Chris' left. Grab the shining item called the DAGGER. Read the file about DAGGERS. Circle the other side of the room until you are at a statue. Kill the zombie nearby. Push the statue left, and then through the gap in the railing so it falls to the lower floor. Then head for the double doors.

MAIN HALL

Head down the stairs to the door at the top of the steps leading to the lower floor.

GRAVEYARD

Head down the stairs and turn left. When you get to a casket, use the ARROWHEAD. Head down the stairs to the CRYPT.

CRYPT

Head for the end of the room. Grab the BOOK OF CURSE. In the BOOK OF CURSE, "examine" the back to get a MANSION KEY. Check the back of the MANSION KEY to rename it as a SWORD KEY. Head back to the GRAVEYARD.

GRAVEYARD

Return to the MAIN HALL.

MAIN HALL

Head to the double doors to the right of the hall.

STATUE ROOM

See the drawer? Move it right. Then head through the hallway. Grab the DAGGER at the end. Run back, avoid zombie and head for the statue. Use the SWORD KEY at the door.

DOG HALL

Run to the second display case and push it toward the screen. Grab the DAGGER. Run to the last display case and push it toward the screen. You'll get a HANDGUN MAGAZINE. Head for the next hall.

M HALL

Head for the second door you see. It's a bathroom.

BATHROOM

Drain the tub, and kill the zombie. Look in the tub for an OLD KEY. You might not be able to get it yet. We'll need to visit an item box first. Exit.

M HALL

Head for the double doors in this hallway.

EXIT HALL

Head through the nearest door.

RIGHT STAIRS

Run forward and kill the zombie. Near the stairs is a door. Go through.

RIGHT STAIRS SAVE ROOM

Grab the FUEL CANTEEN, the HANDGUN MAGAZINE, the FILE and OLD KEY. Fill up the FUEL CANTEEN with the kerosene case near the door. Deposit it.

RIGHT STAIRS

Return to the EXIT HALL.

EXIT HALL

Head for the M HALL.

M HALL

Head for the BATHROOM.

BATHROOM

Grab the OLD KEY.

M HALL

Return to the EXIT HALL.

EXIT HALL

Return to the RIGHT STAIRS.

RIGHT STAIRS

Climb the right stairs. Then kill the nearby zombie. Then head for the door passed the knob less one.

U HALL

Turn right from the door and go through the door at the end.

STUDY

Turn right from the door and grab the DOG WHISTLE and the HANDGUN MAGAZINE. Exit the way you came.

Z HALL

Run down passed the door you went through. Pass 2 sets of doors until you are at the end of the hall. Unlock the door with the SWORD KEY, and then go through.

MAIN HALL

Run clear across the hall to the UPPER DINING HALL.

UPPER DINING HALL

Run to the right side of the room, and to the second door. Unlock it with the SWORD KEY.

LEFT STAIRS

Run to the stairway and kill the zombie. If you have the FUEL CANTEEN, soak it in kerosene and use the LIGHTER in Chris' standard inventory. A zombie should be coming up the staircase, so kill that, too. Unlock the door nearest the zombie you just killed. But do not go through it. Head for the white door nearest the door you just passed through, and use an OLD KEY to unlock it. Go through.

STAIN GLASS BALCONY

Run to Chris' left to the stain glass. Use the DOG WHISTLE here. 2 dogs will run up to Chris. Kill them with the HANDGUN as fast as you can. If

you get hurt, run over to the GREEN HERB PLANTER across from the door and heal yourself. Grab the COLLAR the dead dog drops. If you can't, attempt to leave the room. You'll be able to dispose the DOG WHISTLE. Come back in and grab it. Run down to where the dog appeared from. At the end is a door to unlock. Unlock it, but do not go through yet, because it only leads to the MAIN HALL. Return to the LEFT STAIRS.

LEFT STAIRS

Run down the staircase, and then take the door near the dead body.

LEFT STAIRS SAVE ROOM

Go to your inventory and examine the COLLAR. Press the button, and you'll get a COIN. Examine the coin and check the other side of it to become an IMITATION KEY. Head to your item box and grab the FUEL CANTEEN if you do not have it. Then exit.

LEFT STAIRS

Run down the hall to a door on the right hand side. Unlock it with your last OLD KEY. Enter the room.

STORAGE

To the left of Chris is a FLASH GRENADE. The FLASH GRENADE is a defense item, and it is a grenade. Refill your FUEL CANTEEN in the kerosene case near the desk. Then exit.

LEFT STAIRS

Run to the 2 zombies you killed earlier in this room. Use the FUEL CANTEEN and the LIGHTER on them. That way, they will not return as Crimson Heads. Return to the STORAGE.

STORAGE

Fill your FUEL CANTEEN again. Then exit.

LEFT STAIRS

Climb the stairs. Then head through that unlocked door to the left of the stairs.

Z HALL

Use the FUEL CANTEEN and the LIGHTER on the zombie you killed earlier, unless you decapitated it. Then, if the Crimson Head doesn't rise, use the FUEL CANTEEN and LIGHTER on the body. Then head to the door ahead of the body.

BLADE ROOM

Run up the stairs until you see an ARMOR KEY. Grab it. Suddenly, a blade comes after you.

```
-----  
| !!! BLADE PUZZLE !!! |  
| | | | |  
|Take the IMITATION KEY and USE it in the opening where you took |  
|the ARMOR KEY. The blade that's going after you should stop. |  
-----
```

Exit the room with the ARMOR KEY.

Z HALL

Run back to the LEFT STAIRS via the door you unlocked.

LEFT STAIRS

A zombie will run through the door from the STAIN GLASS BALCONY. Kill it. Then run to the STORAGE.

STORAGE

Refill the FUEL CANTEEN. Now grab the BROKEN SHOTGUN. Exit.

LEFT STAIRS

Take the door right of the STORAGE door. Unlock it with the ARMOR KEY. Go through.

F HALL

Grab the FLASH GRENADE in front of Chris. Then turn right all the way to the closest door to the right. It is the BEDROOM.

BEDROOM

Grab the HANDGUN MAGAZINE on the bed. Use the FUEL CANTEEN and the LIGHTER on the body below. Then run over to the desk and read the KEEPER'S DIARY. Examine the closet doors behind the desk and you will see a zombie. Kill it. Then grab the OLD KEY. You probably will not be able to grab it. We will come back for it later. Exit.

F HALL

Take the door right of the BEDROOM door. Unlock it. Go through.

KENNETH HALL

Run to the DINING ROOM.

DINING ROOM

Run to the MAIN HALL.

MAIN HALL

Run over to the U HALL.

U HALL

Unlock the single and double doors in this hallway. Then go through the single door.

RICHARD ROOM

Run forward. You'll see a cut-scene with Rebecca Chambers and Richard Aiken. Exit.

U HALL

Take the double doors you unlocked earlier.

KNIGHT ROOM

There is a puzzle here.

| !!! KNIGHT PUZZLE !!! |
| Your objective is to push all the statues back into their normal |
| position. |
| |
| -Have Chris push the FAR LEFT first. |
| -Have Chris push the CLOSER RIGHT STATUE next. |
| -Have Chris push the FAR RIGHT STATUE next. |
| -Have Chris push the FAR LEFT STATUE again. |
| -Have Chris push the CLOSER LEFT STATUE. |
| -Have Chris push the FAR RIGHT statue again. |
| -Have Chris push the CLOSER RIGHT STATUE next. |
| -Have Chris push the CLOSER LEFT STATUE again. |

| -Have Chris push the CLOSER RIGHT STATUE next. |
| |
| Voila! Examine the center podium, and press the button. |
| A painting slides. |
| |
| Grab it, and it is a JEWELRY BOX. |

If you cannot grab the JEWELRY BOX, then leave it for now. Exit.

U HALL

Run to the RIGHT STAIRS.

RIGHT STAIRS

Since you burned the dead zombies, there should be no Crimson heads here. But if you didn't, it is more than likely that a Crimson Head or 2 will be in this room. Run to the door left of the stairs and simply unlock them. Do not enter them. At the bottom of the stairs might be a note from Wesker. Run to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

There should be a HANDGUN MAGAZINE, FIRST AID SPRAY and SHOTGUN SHELLS here. Grab them all, and manage them with the item box. Refill your FUEL CANTEEN here, but deposit it. Right now you should have the following:

HANDGUN

HANDGUN MAGAZINE

BROKEN SHOTGUN

SWORD KEY

ARMOR KEY

Run to the RIGHT STAIRS.

RIGHT STAIRS

Go to the DOOR HALL.

DOOR HALL

Head to the door at a diagonal direction from the door you just came through. Unlock it with the ARMOR KEY. Enter.

CROW HALL

There is a puzzle here.

-----|
| !!! PICTURE PUZZLE !!! |
| The painting with the sword must be colored orange/red on both |
| sides (because the paintings appear on both sides). The middle |
| painting must be colored purple. The last painting must be colored |
| GREEN. Adjust the painting from both sides to make the above |
colors correspond. Then press the woman painting.

The wall should rise. There should be a DEATH MASK there, but you can't grab it because of limited space. Come back for it later. Exit.

DOOR HALL

Head to the RIGHT STAIRS.

RIGHT STAIRS

Head for the U HALL.

U HALL

Head for the MAIN HALL.

MAIN HALL

Head for the UPPER DINING ROOM.

UPPER DINING ROOM

Head for the LEFT STAIRS.

LEFT STAIRS

Head for the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Grab the SERUM near the item box. Then exit.

LEFT STAIRS

Head for the UPPER DINING HALL.

UPPER DINING HALL

Head for the MAIN HALL.

MAIN HALL

Run for the U HALL.

U HALL

Run to the RICHARD ROOM.

RICHARD ROOM

Give Richard the serum. If he died, too late, sorry. You won't be brought to the LEFT STAIRS SAVE ROOM. If Richard lives, you will be transported to the LEFT STAIRS SAVE ROOM. This walkthrough will follow as if Richard died.

Exit the room.

U HALL

You have the serum with you... it will come in handy. Head for the MAIN HALL.

MAIN HALL

Head for the DINING ROOM.

DINING ROOM

Run through here to the KENNETH HALL.

KENNETH HALL

Kill the zombie to the right. Then go to the F HALL.

F HALL

Turn the first right in Chris' perspective and grab the DAGGER. Then go to the BEDROOM.

BEDROOM

Grab that OLD KEY you left behind. Exit.

F HALL

Return to the KENNETH HALL.

KENNETH HALL

Turn left and unlock the door nearby with the ARMOR KEY. Do not enter yet. Pass that door, turn a corner, and head down the stairs. Unlock that door, too, with the SWORD KEY. Dump the SWORD KEY. Enter the door.

KITCHEN

Head to the locked door. Grab the OLD KEY. Grab the HANDGUN MAGAZINE on the butcher table, as well as the DAGGER. Exit. A zombie will come and get you, so shoot it, or use a DAGGER.

KENNETH HALL

Head to the DINING HALL.

DINING HALL

Head for the MAIN HALL.

MAIN HALL

Aim for the U HALL.

U HALL

Aim for the RIGHT STAIRS.

RIGHT STAIRS

Go to the door you just unlocked.

DEER ROOM

Unlock the door to the left with an OLD KEY. But enter the room to the right first.

RESEARCHER'S BEDROOM

Next to the candle is a vital OLD KEY. Grab the FIRST AID BOX if you like, and then leave.

DEER ROOM

Head to the RIGHT STAIRS.

RIGHT STAIRS

Head for the U HALL.

U HALL

Head for the MAIN HALL.

MAIN HALL

Go to the STATUE ROOM.

STATUE ROOM

Go to the DOG HALL.

DOG HALL

Run to the M HALL.

M HALL

Head to the nearest door. Unlock it with an OLD KEY.

OUTSIDE AREA

Run around and grab the CHEMICAL, which is really HERBICIDE. Exit.

M HALL

There are zombies here now, so kick their asses with that HANDGUN. Then

enter the DOOR HALL.

DOOR HALL

Head for the CROW HALL.

CROW HALL

Run to the outside area and to the locked gate. Unlock it with an OLD KEY. Then go through the door.

GRAVEYARD

Run back to the MAIN HALL.

MAIN HALL

Run to the DINING ROOM.

DINING ROOM

If you have at least one empty item space, go to the broken statue and grab the BLUE GEMSTONE. Go through to the KENNETH HALL.

KENNETH HALL

Take the door to the F HALL.

F HALL

Go to where you collected the DAGGER. There is a door nearby. Enter it.

TIGER STATUE ROOM

Use the BLUE GEMSTONE on the Tiger Statue. Grab the SHOTGUN SHELLS. Exit.

F HALL

Make 3 right turns from the door. Passed the windows should be a door. Go through.

VINE ROOM

Run to the water pumping machine to the right of the door. Use the HERBICIDE there. Then pump the water, flipping the switch to the red. Run passed the dead vines and grab the DEATH MASK. Exit.

F HALL

Head to the KENNETH HALL. Zombies will pop through the windows on your way, but ignore them.

KENNETH HALL

Run to the DINING ROOM.

DINING ROOM

Run to the MAIN HALL.

MAIN HALL

Run to the GRAVEYARD.

GRAVEYARD

Run down the long stairs to the CRYPT.

CRYPT

Use the DEATH MASK on the first tombstone. Then watch a gross cut-scene. Run up to the GRAVEYARD.

GRAVEYARD

Run to the CROW HALL.

CROW HALL

Pick up the DEATH MASK II. Then return to the GRAVEYARD.

GRAVEYARD

Run down to the CRYPT.

CRYPT

Use the DEATH MASK II on the 4th tombstone. You'll see another gruesome scene. Run up to the GRAVEYARD.

GRAVEYARD

Run to the CROW HALL.

CROW HALL

Run to the DOOR HALL.

DOOR HALL

Run to the M HALL.

M HALL

Run to the single door nearby.

CEILING ROOM

Run to the other door in this room.

SHOTGUN ROOM

Grab the DAGGER. Then run over to the rack and grab the SHOTGUN. Then use the BROKEN SHOTGUN, which replaces the SHOTGUN. Then leave.

CEILING ROOM

Run out.

M HALL

Run to the DOOR HALL.

DOOR HALL

Run to the RIGHT STAIRS.

RIGHT STAIRS

Run to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Save your game if you like. Recover any health needed, and free up one item box space. We have one more ARMOR KEY door. Exit.

RIGHT STAIRS

Run to the U HALL.

U HALL

Run to the KNIGHT ROOM.

KNIGHT ROOM

Grab the JEWELRY BOX you left here. The solution to the puzzle is here.

| !!! JEWELRY BOX PUZZLE !!! |
| | |
| Press both buttons which resemble half of a heart shape. The box |
| will open. Inside is the MASK W/OUT ALL. |

Then exit.

U HALL

Run to the MAIN HALL.

MAIN HALL

Run to the left and unlock that final door. Do not enter it at all, though. Dump the ARMOR KEY. Then return to the U HALL.

U HALL

Run to the RICHARD ROOM.

RICHARD ROOM

Run to the other door in this hallway.

SMALL T HALL

Turn left, kill the zombie and run to the door at the end.

SMALL DINING ROOM

Use the LIGHTER on the candles on the table. Then push the curio to the right. Enter, and kill the zombie. Grab the MUSICAL SCORE from the curio inside this secret annex, and then leave the room.

SMALL T HALL

Run to the RICHARD ROOM.

RICHARD ROOM

Run to the U HALL.

U HALL

Run to the MAIN HALL.

MAIN HALL

Run to the GRAVEYARD.

GRAVEYARD

Run down to the CRYPT.

CRYPT

Use the MASK W/OUT ALL on the second tombstone. Watch another gross cut-scene, and return to the GRAVEYARD.

GRAVEYARD

Return to the MAIN HALL.

MAIN HALL

Go to the DINING ROOM.

DINING ROOM

Go to the KENNETH HALL.

KENNETH HALL

Turn right, and head for the door on the left.

PIANO ROOM

Go passed the piano to a small branch of the room. Push the shelf right, and grab the MUSICAL SCORE. Combine it with your other MUSICAL SCORE to get the MOONLIGHT SONATA (it is still called MUSICAL SCORE, but

whatever). Head to the piano and use it. Rebecca will come into the room. Let Rebecca practice.

Exit.

KENNETH HALL

Run to the DINING ROOM.

DINING ROOM

Go to the fireplace and grab the WOODEN EMBLEM. Then go to the MAIN HALL.

MAIN HALL

Go to the U HALL.

U HALL

Go to the RIGHT STAIRS.

RIGHT STAIRS

Go to the DEER ROOM.

DEER ROOM

Take the door to the left.

INSECT RESEARCH ROOM

Go to the desk and grab a file. Near the desk is a FISHHOOK. Grab it from the display. Then run to the bee display board right of the door and grab the LURE OF A BEE. Combine the LURE OF A BEE with the FISHHOOK. Run to the board left of the door and grab the BEE SPECIMAN. Use the LURE OF A BEE on the left board, and the BEE SPECIMAN on where the LURE OF A BEE used to be. Then press the switch. Grab the WIND CREST. Exit,

DEER ROOM

Exit.

RIGHT STAIRS

Return to the U HALL.

U HALL

Return to the MAIN HALL.

MAIN HALL

Go to the DINING ROOM.

DINING ROOM

Go to the KENNETH HALL.

KENNETH HALL

Run to the PIANO ROOM. Make sure you have the WOODEN EMBLEM with you.

PIANO ROOM

After solving the bee puzzle, Rebecca will now be able to play the piano. Once the wall rises, go inside, grab TREVOR'S DIARY and the GOLD EMBLEM. Use the WOODEN EMBLEM on the spot where the GOLD EMBLEM used to be. The wall will rise. Return to the KENNETH HALL.

KENNETH HALL

Run to the DINING ROOM.

DINING ROOM

Use the GOLD EMBLEM above the fireplace. Then run over to the clock for your next puzzle.

```
-----  
| !!! CLOCK PUZZLE !!! |  
| The clock's internal parts will be revealed. Head to them. When |  
| examining the clock, opt to move the HOUR HAND twice. When the |  
| clock is at 6:00, press B and you will get a SHIELD KEY. |  
-----
```

Return to the MAIN HALL.

MAIN HALL

Run to the U HALL.

U HALL

Head for the RICHARD ROOM.

RICHARD ROOM

Run to the SMALL T HALL.

SMALL T HALL

Run up the steps, and use the SHIELD KEY to unlock the door. Then enter.

ATTIC

Your first boss awaits...

```
=====
```

BOSS # 1: YAWN

DIFFICULTY: EASY

Simply run over to the isolated corner and grab the DEATH MASK III. Then run out of the room. Since Chris doesn't have the GRENADE LAUNCHER like Jill, it is hard to kill this boss, so you're better off just getting in and out as fast as you can.

```
=====
```

Exit the room.

SMALL T HALL

If the YAWN hit Chris during the battle, he will be poisoned. If you saved Richard, Rebecca will come in for you, and you'll control her (take her to the LEFT STAIRS SAVE ROOM for the SERUM). If Richard wasn't saved, then Chris will have to get it himself.

Go to the RICHARD ROOM.

RICHARD ROOM

Run to the U HALL.

U HALL

Run to the RIGHT STAIRS.

RIGHT STAIRS

Run to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Head to the item box and use the SERUM. Then exit.

RIGHT STAIRS

Head to the U HALL.

U HALL

Head to the MAIN HALL.

MAIN HALL

Head for the GRAVEYARD.

GRAVEYARD

Head down the long stairs to the CRYPT. Have the SHOTGUN equipped.

CRYPT

Attach DEATH MASK III to the final tombstone. Then a Super Crimson head will attack you. Aim the SHOTGUN at its head for a quick decapitation, or shoot it out. This is a really fast zombie, and can kill you in a few hits. Grab the STONE AND METAL OBJECT from the casket, and the SHOTGUN SHELLS nearby, then climb the long stairs.

GRAVEYARD

Take the door to the CROW HALL.

CROW HALL

Head for the DOOR HALL.

DOOR HALL

Head for the small branch of this hallway, and out the door at the end.

EXIT HALL

A zombie dog will pop in, so kill it. Then head over to the locked door. Nearby to the left is an engraving. Use the STONE AND METAL OBJECT on it and the door will unlock Go through...

Well, we've finished PART 1 of Chris' mission in this evil mansion. The guardhouse is coming up, with a vengeance, and it will definitely be harder than the first part of the mission. Make sure you've gotten many supplies from the Mansion before leaving, as immortals, sharks, plants and green bastards are going to show up.

B. GUARDHOUSE AREA

ITEMS: FLASH GRENADE
FIRST AID SPRAY
SUN CREST
STAR CREST
MOON CREST
MAGNUM
KEY FOR ROOM 001
RED BOOK
CONTROL ROOM KEY
INSECTICIDE SPRAY
SELF DEFENSE GUN
MAGNUM BULLETS
SHOTGUN SHELLS
GALLERY KEY
EMPTY BOTTLE
EMPTY BOTTLE 2
EMPTY BOTTLE 3
EMPTY BOTTLE 4

CROW GRAVEYARD

Run back to the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run back to the SHED.

SHED

Head through the DOUBLE DOORS.

GARDEN

Brad will try to contact you. Afterwards, kill all the zombie dogs you see. Grab all the GREEN HERBS and head through the gate.

POND ROOM

Turn left until you see a SQUARE ENGRAVING. Use the SQUARE CRANK there. The pond will drain. Head down the ladder, across the pond, and up to the lift.

GUARDHOUSE GARDEN

There are crows here. Shoot them with your HANDGUN or SHOTGUN. You'll notice that since you drained the pond, the water is flowing in front of a secret passage. Looks like we have to find a way to get there without having to drain the pond. (Why couldn't Jill just go swimming?) There is a non-functioning lift that will take you back to the GARDEN, so our goal for the rest of this and next mission is to find a battery which will work that elevator. ~_~

Head into the gate.

GUARDHOUSE ENTRANCE

Snakes will pour in on Chris, so watch out. Grab any HERBS you see. Head through the door at the end.

GUARDHOUSE HALLWAY

Eerie... Turn right and enter the first door to the right.

GUARDHOUSE SAVE ROOM

Grab the INK RIBBON, battery pack and FIRST AID SPRAY. You will want to rearrange your items so you have the SHOTGUN/SHELLS. The HANDGUN might be useful, but it won't provide SHOTGUN power. Deposit the SQUARE CRANK, too. Refill your OIL CANTEEN, too. Now that we are set, head outside.

GUARDHOUSE HALLWAY

Head to the double doors to the very right of the hall.

SPIDER POOL ROOM

Ahhh! Spiders!!! Kill the thing with the SHOTGUN SHELLS before it is too late. If they poison you, use one of the BLUE HERBS that can be found back in the GUARDHOUSE GARDEN, or the GUARDHOUSE HALLWAY. Head up the stairs to the pool table and shoot down the next spider.

EXAMINE THE POOL! Remember the COLORS of the corresponding POOL BALLS.

2: BLUE

3: RED

4: PURPLE

5: ORANGE

6: GREEN

If you remember that solution, then a door code will be insanely easy to remember.

Head down the stairs to the table area and grab the RED BOOK, and other misc. items such as a FIRST AID BOX. Inside the FIRST AID BIX is a BLUE-GREEN HERB. There are also SHOTGUN SHELLS.

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Deposit everything you found in the other room including the RED BOOK. Leave.

GUARDHOUSE HALLWAY

Push the crate near the higher crate. This will create a stairway that can be used to avoid those evil vines in that hole. Once on the other side of the tall barrel stack, head through the next door.

GUARDHOUSE HALLWAY 2

Run down and head into the 002 ROOM.

002 ROOM

After the Barry cut-scene, grab the file on the desk. Go to the bookshelves you see and push the left one forward. Push the right bookshelf to the right to reveal a ladder. Go down.

SECRET WATER TUNNEL

Run until you see all the crates. Push them into the small water storage you see. When a bridge forms, head down and soak Chris' feet into the water and go through the double doors.

SHARK TANK

Richard will be in here if you saved him earlier. In here is a shark called NEPTUNE. Run back out through the way you came.

SECRET WATER TUNNEL

Return to the 002 ROOM.

002 ROOM

Head into the 002 BATHROOM.

002 BATHROOM

On the shelf is an KEY FOR ROOM 001. Grab it and leave.

002 ROOM

Head out into the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Head to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Head into the only door you haven't gone through yet. Unlock it with the KEY FOR ROOM 001.

001 ROOM

Inside here is some weird little DEFENSE GUN. There are also HANDGUN MAGAZINES here. Head into the bathroom.

001 BATHROOM

Drain the tub and grab the CONTROL ROOM KEY. Head out.

001 ROOM

Head out.

GUARDHOUSE HALLWAY

Take to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Deposit any HANDGUN and HANDGUN MAGAZINES you may have, since Chris' item slots are limited. Then exit.

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Return to the 002 ROOM.

002 ROOM

Head down the ladder to the SECRET WATER TUNNEL.

SECRET WATER TUNNEL

Head to the SHARK TANK.

SHARK TANK

Shoot the nearest shark with the DEFENSE GUN. Run to the door that is red on the map of this room. Unlock it with the CONTROL ROOM KEY. Head inside.

CONTROL ROOM

In here, there will be a difficult puzzle.

```
-----  
| !!!CONTROL ROOM PUZZLE!!! |  
| | |  
| Go down the ladder. Then go to the white board on the table and |  
| find the number on it, either being 1, 2 or 3. Now go to the giant |  
| window. Once the shark breaks it and the countdown starts. Press |  
| the computer switch that is near the window. Then turn around |  
| (using the C-Stick) and make a diagonal run ( \ this direction) |  
| and press the computer switch there. From that console, you'll |  
| then want to head directly left to where a lever is and hit that |  
| one. Then head into the adjacent hallway and turn left so you see |  
| some sort of a tank that has the colors red and green |  
| (which are really lights). When it asks you to press either |  
| BUTTONS 1, 2 or 3, press the number which was on the board. |  
| Return to the second computer console you pressed and press it |  
| again. Then return to the lever and then switch it again. Then go |  
| back to where the shark is banging and press that switch. The |  
| SHARK TANK will be drained. |  
-----
```

Go back to the adjacent hallway and take the door directly to the right. Then run to the previously water-blocked door.

WATER ROOM

Here, run through and head through the gate to the SHARK TANK.

SHARK TANK

With the water drained, run over to the platform and then attempt to grab the GALLERY KEY. If Richard lived, then RICHARD'S SHOTGUN should be on the floor. On the platform, try to grab the GALLERY KEY. But then the shark comes to life.

=====

BOSS # 3: NEPTUNE SHARK

DIFFICULTY: Easy

Your goal: Shoot it until it dies. You should have enough ammo.

ALTERNATE STRATEGY: See that green box in front of Chris? Push it into the Aqua Ring. See the lever to the left? Switch it and then the Neptune shark gets electrocuted. Thanks to the billions of people who sent it in.

=====

Run over and grab where the GALLERY KEY fell to. Then run to the door you previously went to.

WATER ROOM

Run through here. Head for the next door you didn't go through.

WATER HALLWAY 2

Grab the MAGNUM ROUNDS. Head for the door at the end up the ladder.

SECRET WATER TUNNEL

We end up back here, thankfully. Run back up the ladder to the 002 ROOM.

002 ROOM

Run to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Run back to GUARDHOUSE HALLWAY 1.

GUARDHOUSE HALLWAY 1

Run to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Deposit the DEFENSE GUN and the MAGNUM ROUNDS and grab the RED BOOK. If you want, grab the HANDGUN and HANDGUN MAGAZINE. Then exit.

GUARDHOUSE HALLWAY 1

Head for GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Head to the GALLERY through the next door, via the GALLERY KEY.

GALLERY

AKA WASP ROOM. Head and turn the first corner you see to a door. Unfortunately, Chris (or Rebecca, rather) will have to explore that area (though Jill didn't). The password to enter is for Rebecca, though. Turn the next left corner to the corpse, and grab the INSECTICIDE SPRAY. Run back out to GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Here, turn right and grab the GUARDHOUSE MAP. Then you'll see a hole. Use the INSECTICIDE SPRAY through the hole to kill those bastards. Return to the GALLERY.

GALLERY

Run to where the wasps where and grab the KEY FOR ROOM 003 from the desk. Then head to the 003 in the same room and open it up.

003 ROOM

Inside, go to the bookshelf with the red books. Grab the UMB BOOK and then place the RED BOOK inside.

```
-----  
| !!!RED BOOK PUZZLE!!! |  
| | |  
| The goal of this perverted puzzle is to align all the books for |  
| form a nude woman. To do this, select a book and when you do, |  
| select the book to swap places with it. Eventually you will form |  
| a nude woman. |  
-----
```

Once the puzzle is solved, head through the door to your next boss fight.

PLANT 42 ROOM

You're next boss fight awaits...

```
=====
```

BOSS # 4: PLANT 42

DIFFICULTY: Hard

Upon entry, Chris will get attacked by the Plant 42. You will then be put in control of Rebecca Chambers.

[NOTE: While playing on HARD MODE (a replay game), I was forced to just fight it out with Plant 42, like Jill would. This is interesting, but if that happens, unload the MAGNUM and SHOTGUN on it.]

Simply follow these steps.

1. Enter the Employee Lounge where the two spiders previously resided and locate a red lamp in a corner to the left of the entrance. Light the lamp and note the lamp's color and the symbol presented. Since the symbols are random, it is impossible to dictate here exactly which one it will be. Repeat this process with the green lamp on the left table by the bar, and the orange lamp by the pool table. Study the pool balls and note their colors and numbers. Red is 3, Orange is 5, and Green is 6.

2. Travel to the Gallery where the hive (hopefully) previously stalked. Examine the key pad next to the first door on the left, it's on the same side as the entrance. Punch in your code and enter (635, but it could be random). CVXFREAK also got 536 on HARD MODE.

3. Follow this closely because a misstep could produce a very toxic gas! First, grab three of the empty bottles lying around and fill one with water at the sink. Fill the second bottle with UMB No. 3, located in the yellow jar and mix the two to obtain NP-004. Collect some Yellow-6 and mix the two again for UMB No. 10. Now, collect more water and more Yellow-6 and mix those for UMB No. 7, when UMB No. 7 and UMB. No. 10 combined you'll have VP-017. Lastly, pickup on last batch of UMB No. 3 and mix for the coveted V-Jolt chemical.

4. Travel down the basement with the V-Jolt and make your way to the control room where the shark tried to break into (remember, you don't

have boxes to jump across anymore). [CVXFREAK adds: Use the Water Rooms to get to the Control Room]. Up the ladder and out the door eliminate the beach shark with one handgun shot if you wish, he'll pretty much only bother you if you TRY to get him to eat you. Enter the Guard Room by the shark and walk into the vile plant's roots. Don't worry about being damaged, the roots won't hurt you. Now, give the not so Jolly Green Giant a shot of the herbicide and discard the bottles.

Now we are back to Chris. Now use all your ammo to fight and kill it. It can take anywhere from 10 SHOTGUN SHELLS to 20. Watch out for its attacks, but it should be really, really easy to dodge.

=====

After that boss is dead, head down the stairs and grab the HELMET KEY from the fire place. Return to the GALLERY via the double doors.

GALLERY

Watch a cut-scene with Rebecca. In the room where Rebecca made the V-Jolt is where she will stay for awhile. If you were injured in the fight with PLANT 42, go there to heal yourself. Run to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Run back toward the GUARDHOUSE HALLWAY and you'll see Wesker. After he leaves, return to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Here, run back to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Reorganize your items to have this:

HANDGUN

HANDGUN MAGAZINE

MAGNUM

MAGNUM ROUNDS

HELMET KEY

The next section is tough. Make sure you have your HELMET KEY. Save, too. Keep the MAGNUM equipped.

GUARDHOUSE HALLWAY

Exit to the outside.

GUARDHOUSE ENTRANCE

Run back down to the GUARDHOUSE GARDEN.

GUARDHOUSE GARDEN

Run to the lift and ride it the POND ROOM.

POND ROOM

Run across the pond and dodge the snakes. Head back to the GARDEN.

GARDEN

Head to the SHED.

SHED

There are many items here thanks to Wesker. Grab them all, especially the SHOTGUN SHELLS, because a new monster is going to show up. If you can't get all of the items, then return to Lisa's COTTAGE and use the

item box there to manage your items. Head into the EXIT HALL.

Well, with Lisa running around, Plants to kill, and sharks to feed, I'm amazed we've made it so far! We are back in the mansion of hell and we must explore the remainder of the mansion for more clues, perhaps clues that can get us behind the waterfall in front of the GUARDHOUSE. The return to the mansion isn't too long, and can range from 5 minutes to 15 minutes, depending on what ending you want to get.

C. RETURN TO MANSION

ITEMS: RED GEMSTONE
YELLOW GEMSTONE
JEWELRY BOX
MO DISK
FIRST AID SPRAY
LAST BOOK, VOL. 1
LAST BOOK, VOL. 2
MEDAL OF WOLF
MEDAL OF EAGLE
GREEN HERB
RED HERB
BLUE HERB
BATTERY
EMBLEM KEY
BROACH

EXIT HALL

Run down the hall and head into the DOOR ROOM.

DOOR ROOM

There is a Hunter here. Kill it with the MAGNUM. It should take only one bullet. Head into the RIGHT STAIRS.

RIGHT STAIRS

There is a Hunter here. Kill it with the MAGNUM, or use the SHOTGUN. Head into the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Recharge and save if you were hurt by the Hunters. Exit.

RIGHT STAIRS

Run up the stairs and turn left. Run to the very end, into the door.

RESTING ROOM

Grab all the HERBS here and then unlock the door in this room using the HELMET KEY.

WALL HALL

There is no snake here this time. There is a puzzle, though.

| !!!WALL PUZZLE!!! |
| | |
| OK. See the statue? Push it in through the opening into the main |

| part of the room. Push it all the way. When the walls stop moving, |
| head back to the door and head behind the right wall. Run all the |
| way and flip the switch. Run back the way you came and to where |
| you pushed the statue. Push it left before the walls consume you. |
A secret passage will open.

Jump down the hole. To the left is a FLASH GRENADE.

GRAVE

Head in, and you'll see a grave. Press the button. To the right is a
LAST BOOK, VOL. 1. Check the pages for a MEDAL OF EAGLE. Grab the diary
on the grave, too. Head down.

UNDERGROUND HALLWAY

Run down this hallway to the door at the end. Watch out for the
Spiders.

UNDERGROUND HALLWAY 2

Run through a gate down the hall until you run into a lever. Pull it.
Then take the only other door in this room.

KITCHEN

We are in a kitchen.

You have 2 options:

-Head to the door directly across from Jill. It leads to the KENNETH
ROOM.

-Head to the elevator.

This next optional part (though the RED GEMSTONE isn't optional) is
required for players who want to save Jill Valentine and get a better
ending. Skip the optional section if you want to get Jill Valentine
killed.

=====OPTIONAL=====

=====OPTIONAL=====

KENNETH F HALL

Climb up the stairs to be back in the KENNETH ROOM. You'll discover that
there is a Sweeper here. Sweepers, as you'll remember from Resident Evil
CODE: Veronica X, are Hunters with poison abilities. Kill it with Acid
Rounds, or your Magnum. The door to the F HALL will also be torn down,
so the room will now be called the KENNETH F HALL.

Head into the F HALL section of the KENNETH F HALL. Head to the LEFT
STAIRS.

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

We have to unload here, especially the MEDAL OF EAGLE. You will also
want to save the game. Exit.

LEFT STAIRS

Climb the stairs. Unlock the door nearest to the left of the stairs.

YELLOW GEM ROOM

This room is tricky. And it has a puzzle. But first grab the SHOTGUN SHELLS near the right deer head.

```
-----  
| !!! YELLOW GEM PUZZLE !!! |  
| | |  
| See those drawer cabinets near the center table? Push them toward |  
| the deer heads nearby. Then turn the lights off with the switch |  
| next to the door. Now attempt to pull the YELLOW GEMSTONE from |  
| the deer head. It won't. Now QUICKLY RUN TO THE OTHER DEER HEAD |  
| and grab the RED GEMSTONE. [If you run out of item space, return |  
| to the save room and unload.] Then QUICKLY RUN TO THE YELLOW GEM- |  
| -STONE AND GRAB IT! Puzzle solved! |  
-----
```

With the RED GEMSTONE and YELLOW GEMSTONE in hand, return to the LEFT STAIRS.

LEFT STAIRS

Run down to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Unload if you have too many item spaces. Then exit.

LEFT STAIRS

On your way, 2 Hunters will pop in and surprise you. Kill them with the GRENADE SHELLS you just found, the MAGNUM, or with RICHARD'S SHOTGUN. The GRENADE SHELLS or MAGNUM are recommended, though. Run to the KENNETH F HALL.

KENNETH F HALL

Run to the door that leads to the TIGER STATUE ROOM.

TIGER STATUE ROOM

Use the YELLOW GEMSTONE on the Tiger Statue. You will get an MO DISK. Exit.

KENNETH F HALL

Return to the LEFT STAIRS.

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Deposit the MO DISK into the item box. Exit.

LEFT STAIRS

Head for the KENNETH F HALL.

KENNETH F HALL

Return to the KENNETH ROOM part of the room, and down the stairs back to the KITCHEN.

=====
=====END-OPTIONAL=====

=====
=====END-OPTIONAL=====

KITCHEN

Now that we are all back together, we can now explore the elevator. Ride the elevator down.

TORCH LIT TUNNEL

Kill the zombie from the first branch of this room. There are 2 GREEN HERBS here. Head back passed the elevator and kill the zombie nearby. Down from where you killed the zombie, there is a door for you to head through.

STORAGE ROOM

In here are SHOTGUN SHELLS, MAGNUM ROUNDS and the BATTERY! You can now power up the lift in the GUARDHOUSE GARDEN! But before we leave, we need to do two more tasks. Exit. (Feel free to return to the Item Box)

TORCH LIT TUNNEL

Head to Jill's left, through a door.

Z HALL

Remember this hall? Head for the BLADE ROOM. The BLADE ROOM is three rights down the hall. There might be a CRIMSON HEAD here.

BLADE ROOM

Head up passed where you left the IMITATION KEY. Passed it is a door. Unlock it with the HELMET KEY.

LIBRARY

Run across the hall until another boss fight happens.

=====

BOSS # 5: YAWN II

DIFFICULTY: Medium

Your goal: Shoot the thing with SHOTGUN SHELLS. Watch out for its bite and poisonous attacks. Once you run out of SHOTGUN SHELLS, shoot it with the HANDGUN. Avoid its attacks, too, because it can bring you down to CAUTION in one blow.

Eventually, Yawn will die for good.

=====

Head behind the bookcase Yawn smashed into. Grab the purple book called LAST BOOK VOL. 2. Now head up the ladder. And travel back to the BLADE ROOM.

BLADE ROOM

Head to the Z HALL.

Z HALL

Head for the UPPER DINING ROOM.

UPPER DINING ROOM

Head for the MAIN HALL.

MAIN HALL

Head down the stairs and to the door left of the double doors. Unlock it with your HELMET KEY. Discard the HELMET KEY.

REST ROOM

In here, grab the diary you see to your left and then head for the other door in this room. Before going there, there is a desk with INK RIBBONS inside.

MIRROR ROOM

Grab the DAGGER KNIFE and the GREEN HERB. Then grab the JEWELRY BOX on the cabinet. Another puzzle awaits.

| !!! JEWELRY BOX PUZZLE 2 !!! |
| Combine the RED GEMSTONE with the JEWELRY BOX 2. Now to solve the |
| puzzle, refer to Daniel Engel's Jewelry Box Solution FAQ. |
| | |
| | |
http://db.gamefaqs.com/console/gamecube/file/resident_evil_jewel_box.gif
Thanks to Daniel Engel for the solution!!

Once you solve the puzzle, you will have a BROACH, which will turn into the EMBLEM KEY. Exit.

REST ROOM

Exit to the MAIN HALL.

MAIN HALL

Head for the GRAVEYARD.

GRAVEYARD

Head to the gate leading to the CROW HALL.

CROW HALL

Head for the other door in this hallway.

DOOR HALL

Head for the only door you haven't tried yet. Unlock it with the EMBLEM KEY.

BEDROOM

You'll hear Rebecca scream. If you want to save her, head out again.

|||||||
SAVING REBECCA
|||||||

DOOR HALL

Run to the RIGHT STAIRS.

RIGHT STAIRS

Run to the U HALL upstairs.

U HALL

Run to the door to the right immediately.

STUDY

After the cut-scene, kill that Hunter by any means possible. You'll end up saving Rebecca.

|||||||
END SAVING REBECCA
|||||||

After saving her, return to the BEDROOM you were in when you heard her scream.

NOTE: Pick up the SQUARE CRANK from the Item Box if you already haven't.
Save, too.

BEDROOM

See the lamp on the desk? Flip it on. Grab the METAL OBJECT you see.
Grab the FLASH GRENADE, too. Exit.

DOOR HALL

Head for the EXIT HALL.

EXIT HALL

Head out to the SHED.

SHED

Head to the GARDEN.

GARDEN

Head to the POND ROOM.

POND ROOM

Head across the pond and down the lift to the GUARDHOUSE GARDEN.

GUARDHOUSE GARDEN

Head over to the broken lift and attach the BATTERY to the slot nearby.
Then ride the lift up.

GARDEN

We are in the GARDEN again. Head to the SHED.

SHED

Head to the EXIT HALL.

EXIT HALL

Head to the DOOR HALL.

DOOR HALL

Head for the RIGHT STAIRS.

RIGHT STAIRS

Head for the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Deposit the METAL OBJECT. Then withdraw the SQUARE CRANK. Save the game,
too. Exit.

RIGHT STAIRS

Travel to the DOOR HALL.

DOOR HALL

Head for the EXIT HALL.

EXIT HALL

Head to the SHED.

SHED

Head to the GARDEN.

GARDEN

Head for the POND ROOM.

POND ROOM

Run to where you used the SQUARE CRANK back in MISSION 2. The pond will fill with water, effectively opening up that passageway behind the waterfall. Return to the GARDEN.

GARDEN

Run to the lift in this room, and ride it down.

GUARDHOUSE GARDEN

Head for the not no-more waterfall. Head down the ladder, into the tunnels..

That was quick, now, wasn't it? Well, MISSION 3 wasn't very eventful at all. Those Hunters and Sweepers are also in the Tunnel areas now. The mansion may seem like history now, but we'll be returning to the mansion in a little while to check out the double doors in the main hall underneath the stairs. But for now, we explore the tunnels beneath the Guardhouse in hopes of finding a way out of here.

D. TUNNELS AREA

ENTERING THE TUNNELS

=====

- ITEMS: HEX CRANK
- FLAME THROWER
- SHOTGUN SHELLS
- SURVIVAL KNIFE

AVOIDING LISA

=====

- ITEMS: CYLINDER
- SHAFT
- CYLINDER SHAFT
- BROKEN FLAMETHROWER
- JEWELRY BOX

MANSION ALTAR

=====

- ITEMS: DAGGER KNIFE
- STONE RING
- STONE AND METAL OBJECT
- STONE AND METAL OBJECT 2 (2)

ENTERING THE TUNNELS

TUNNEL 1

Head to the first door on the right.

TUNNEL 2

Find the SHOTGUN SHELLS on the floor of this tunnel. Head to the only door in this tunnel.

PIT ROOM

Head for the door with a HANDGUN MAGAZINE by it.

ENRICO ROOM

Run forward. You'll see a cut-scene with Enrico. Search Enrico's body for the HEX CRANK. Run down the hallway to Enrico's left. Head for the door at the end. A Hunter may come in, so run away from it. You may want to equip something powerful right now.

PIT ROOM

We are back in the PIT ROOM. Head back to TUNNEL 2.

TUNNEL 2

There is a Hunter here for you to kill. Kill it. Head for TUNNEL 1.

TUNNEL 1

Run across the tunnel and you'll see an ITEM BOX and TYPEWRITER. Take the opportunity to save if you like, but make sure you have plenty of ammo. Head to the gap in the floor. Use the HEX CRANK to fill the gap. Head through to the BOULDER ROOM.

BOULDER ROOM

Nearby is a FLAME THROWER. Run to the right and the boulder starts rolling. RUN BACK TO THE DOOR!! After the cut-scene, turn right. There are SHOTGUN SHELLS. Run through the doors at the other side of the hall near the boulder. There is a GREEN HERB to the right of the door.

GIANT SPIDER ROOM

Not another boss!!

=====

BOSS # 6: BLACK WIDOW

DIFFICULTY: Easy

Your goal: Well... all the trouble from both Yawn and Plant 42 pays off. This boss is so pathetically easy, it isn't even funny. Unload the FLAME THROWER on this bastard, and eventually it should die. There is a SURVIVAL KNIFE on top of the barrels in the corner.

-OR-

Run to the webbing on the door, hack at it with the SURVIVAL KNIFE or FLAME THROWER and run through. Thanks to a reader (forgot who, sorry) who submitted this cheat.

=====

There is a SURVIVAL KNIFE on the barrels like the one you started out with. If you want to conserve FLAME THROWER %, then grab it. If you don't care to waste FLAME ROUNDS, do not grab it.

There should be a door covered in web. Launch some FLAME THROWER % at it or hack at it with the SURVIVAL KNIFE you just got. Head through.

TUNNEL 3

Turn right and head through the door, by attaching the FLAME THROWER to the right of it on the panel.

BOULDER ROOM 2

Ugh... use the HEX CRANK THREE TIMES. Turn left because the boulder will start rolling down. Head through the door nearest you.

STATUE ROOM

See the statue on the wall? Push it right until it hits the BRONZE part

of the wall. Run to the opposite wall and use the HEX CRANK. The statue will be away from the wall. Now push it to the dial in the middle. It will turn. Push it away from the dial and push it in the dial again to turn it a second time. Now push it to the space right of the candles (so it faces the player). You'll get this CYLINDER. Return to the BOULDER ROOM 2.

BOULDER ROOM 2
Return to TUNNEL 3.

TUNNEL 3
Head into the GIANT SPIDER ROOM.

GIANT SPIDER ROOM
Head back to BOULDER ROOM.

BOULDER ROOM
Head back to TUNNEL 1.

TUNNEL 1
In the ITEM BOX, grab the EAGLE MEDAL and WOLF MEDAL. Then head to TUNNEL 2. Save if you like.

TUNNEL 2
Head for the PIT ROOM.

AVOIDING LISA

PIT ROOM
Here, head over to the control panel you see at the end. Examine it to get some sort of SHAFT. Combine it with the CYLINDER. It makes the CYLINDER SHAFT. Insert it and press the code 4231.

The pit in the middle of the room will activate- it's really a lift!
Ride it down!

BOTTOM SHAFT
Run to the nearest door.

LISA TUNNEL
That ***** from the cottage beside the mansion is back.

=====
BOSS # 7: LISA TREVOR II
DIFFICULTY: IMPOSSIBLE
Your goal: This is the same as last time. Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====
To avoid her, double back and take the branching tunnel. At the branching tunnel, head to the right one of Chris. You'll eventually see

a door. Use the map to get to it; remember that locked doors are in red on the map and unlocked ones are in white. Head through the door.

CRATE ROOM

Push the crate onto the lift. Then activate the lift at the controls. Then leave the room through the way you came.

LISA TUNNEL

Run back to where the lift is. Avoid Lisa Trevor at all costs.

BOTTOM SHAFT

Look for the ITEM BOX. Pack AT LEAST 2 HEALING ITEMS. Then go down the nearby ladder. The crate you sent away is here now. Go push it to the left and forward. Then press the button so the crate is crushed. Jump down to where the crate is to get a BROKEN FLAMETHROWER. Return to the LISA TUNNEL.

LISA TUNNEL

Keep avoiding her and head for the locked door. Take the tunnel toward where you headed for the CRATE ROOM. Flip the switch on the wall. Head to the locked door in the room using the map. See the little board next to it? Attach the BROKEN FLAMETHROWER there. Head through.

CANDLE ROOM

Run passed this weird candle area to a pool tunnel. Run across it. You'll be in a bedroom. You'll find another JEWELRY BOX, like the one before you left the mansion. Also, there is a DAGGER KNIFE here. Open the JEWELRY BOX (no puzzle) and grab this STONE RING. Combine it with the METAL OBJECT from the mansion and you'll get another STONE AND METAL OBJECT. Climb the bedroom ladder, and turn left when you are up. Climb the ladder.

MANSION ALTAR

COTTAGE

Remember this area? This is where you first met Lisa. Our goal is now to return to the mansion. Yes, go back there. Head to the OUTSIDE PATHWAY 2.

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

CROW GRAVEYARD

If you have not acquired the MAGNUM here yet, then do so NOW. The solution is above. Run back to the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run back to the SHED.

SHED

Head back to the EXIT HALL.

EXIT HALL

Collect the STONE AND METAL OBJECT that is near the door. It is the one you used in the beginning of the game to get to the Guardhouse. Head back to the DOOR ROOM.

DOOR ROOM

Aim for the CROW HALL.

CROW HALL

Run down the entire hallway to the GRAVEYARD.

GRAVEYARD

Head for the MAIN HALL.

MAIN HALL

Head for the double doors underneath the grand stairs. Insert both STONE AND METAL OBJECTS into the double doors. Head through.

LONG TUNNEL

Run down the stairs and across the boards until you reach the door at the end.

SHORT TUNNEL

Run through this short tunnel until you get to the ladder. Go down the ladder.

ALTAR ROOM

There is a cut-scene with Wesker. And... another Lisa boss.

=====

BOSS # 8: LISA TREVOR III

DIFFICULTY: HARD

If you notice... it has the eye of the G-Type William Birkin, from Resident Evil 2 and the jump and power of Nemesis from Resident Evil 3: Nemesis. That can only mean one thing: this thing is as powerful as Nemesis and the G-Type combined!

Then start shooting the hell out of the thing along with Wesker. When it falls over, keep shooting it. Barry will also help if you gave him his gun back. Once she falls, its all over! Yipeee!!!!!!!!!!!!!!!!!!!!

=====

ALTERNATE STRATEGY

See the stones in the corners of the room? Push them down into the chasm and Lisa will jump down, ending the battle. Thanks for KANE79 for this tip.

=====

..anyway. Talk to Wesker if he is still there.

Push all the stones down the pit. They are in the corners around the casket. The gate rises. Head through.

LAKE COURTYARD

We are back in the courtyard. Go to the statues around the lake and insert the MEDAL OF EAGLE and MEDAL OF WOLF. Then go down the stairs in the lake. Ride the lift down.

=====

It is time to switch to Disc 2. (Why couldn't they give a disc for each character?)

=====

Well, Disc 1 is officially finished. Well, fortunately Lisa is gone,

so we don't have to deal with that G-Nemesis Type anymore. But the mystery isn't complete yet. Chris discovers a lab beneath the mansion area, and all the traps Chris has encountered thus far are definitely there to hide this lab, proving its importance. Well, onto Disc 2.

E. LABORATORY AREA

SEARCHING AROUND

ITEMS: MO DISK 2
 INK RIBBONS
 GREEN HERBS
 SLIDE CARTRIDGE
 MO DISK 3
 LABORATORY KEY
 CAPSULE

ESCAPING

ITEMS: MASTER KEY
 FUSE UNIT
 SIGNAL ROCKETS

SEARCHING AROUND

LABORATORY ENTRANCE

Find the locked double doors. Near them are ladders to go down.

LABORATORY SAVE ROOM

Save, and pull out the MAGNUM or SHOTGUN, depending on what you have ammo for. Head through the double doors.

STAIRS

Kill all the zombies here. Grab all the GREEN HERBS. Turn left at the start of the stairs and grab the second MO DISK. Head down the stairs. Head through the gate.

O ROOM

Head to the door to your right.

LAB HALL 1

Collect the FIRST AID BOX. Then take the door to the left.

X-RAY ROOM

Here, grab the file on the computer for ADA and JOHN. Grab the 2 x-rays and paste them onto the screen. If you do it right, you should get another word, CELL, based on the illnesses. Leave.

LAB HALL 1

Back to the O ROOM.

O ROOM

Head to the only open double doors in this room.

COMPUTER ROOM

Go to the operating computer. Sign in using the name "JOHN." The password is ADA (the same Ada in Resident Evil 2). When you want to

unlock the B2 floor, input the password, CELL. Return to the O ROOM.

O ROOM

Head back to the LAB HALL 1.

LAB HALL 1

Head into the first door to the right.

OFFICE

Grab the FAX after taking the Crimson Head down. You'll notice a weird vial. You'll see a SLIDE CARTRIDGE on a desk. Grab them. Use the MO Disk on the desk's GameCube, too.

LAB HALL 1

Head for the O ROOM.

O ROOM

Return through the gates to the stairs.

STAIRS

Head to the now unlocked door near where you found MO DISK 2.

PROJECTON ROOM

Use the SLIDE CARTRIDGE on the slide projector. You'll see the numbers 8462. Remember them. Was Wesker in that picture with the scientists? And is the woman there Annette Birkin, and the dark haired guy William Birkin? Hmm... Grab the MO DISK from the shelf near the door.

See that blinking panel near where you got the MO DISK? Enter the code from the slide in there. A new room will be revealed. Grab the LABORATORY KEY. Look at the console to see how Kenneth Sullivan died back in the beginning of the game.

Leave.

STAIRS

You might be full on items, so deposit anything un-useful. Return to the O ROOM.

O ROOM

Unlock the single door with the LABORATORY KEY.

T HALL

Take the door directly across from the entrance (not the one to the left).

LABORATORY SAVE ROOM 2

Unload anything you do not need. Leave.

T HALL

Turn left. Head through the double doors.

CHIMERA HALL 1

Watch out! There are enemies here that are as dangerous as the Hunters from the mansion and the tunnels! Turn a cautious left, and kill the first one you see. These are called Chimeras. Turn around and do not enter the door. Run around until you see a blue button. Press it, and you will get a CAPSULE. Head through the door now.

CHIMERA HALL 2

Head for the GameCube-looking console and insert an MO Disk inside.
Run to the door at the end of this hall. Kill all Chimeras with the
Magnum. Now return to CHIMERA HALL 1.

ESCAPING

CHIMERA HALL 1
Head for the T HALL.

T HALL
Head for the O ROOM.

O ROOM
Use the POWER ROOM KEY to unlock the double doors near the door you
just emerged from. Enter.

STOREROOM
Does this place remind me of Silent Hill? Anyway, push the shelf back
and climb up the counter. Enter the vent.

OPERATION ROOM
Head through the other vent you see in this room. Kill the Chimeras.

STOREROOM
Find the GameCube-esque reader and insert an MO DISK inside. Then push
the shelf away and exit.

O ROOM
Back here, head for the LAB HALL 1.

LAB HALL 1
Head for the first door on the right.

OFFICE
Radiate the CAPSULE in the weird blue thing. Once you get it back, WALK.
WALK to the LAB HALL 1. WALK.

LAB HALL 1.
WALK to the O ROOM.

O ROOM
WALK to the T HALL.

T HALL
WALK to the CHIMERA HALL 1.

CHIMERA HALL 1
WALK to where you put the CAPSULE. Put it back in. Run to the CHIMERA
HALL 2.

CHIMERA HALL 2
Run through the hall to the POWER ROOM.

POWER ROOM
Go to one of the 2 computer consoles you can access and press the YES
option. Then leave.

CHIMERA HALL 2

Run for the CHIMERA HALL 1.

CHIMERA HALL 1
Run for the T HALL.

T HALL
Run to the other end of the hall into the elevator. Save in the nearby SAVE ROOM if you want. Power up the elevator. If you saved Rebecca from the Hunter, she'll come in. If not, she won't be here.

TYRANT ENTRANCE ROOM
Enter through the door at the end.

TYRANT ROOM
Watch the cut-scene.

=====
BOSS # 9: TYRANT I
DIFFICULTY: HARD
After the cut-scene, grab your MAGNUM. Start shooting the thing and dodging it. One hit can bring you down to Caution. It falls down after 9 or 10 shots from the gun.

The Tyrant attacks using its dangerous claw. Keep moving, and keep shooting. The Tyrant is much tougher than Lisa, but not as invincible as Lisa.
=====

Go to Wesker's unconscious body and grab William Birkin's diary. If she survived, wake Rebecca up, and head to the desk at the end of the room to unlock the door. If Rebecca didn't survive, grab the MASTER KEY. Leave.

TYRANT ENTRANCE ROOM
Run to the elevator. If Barry is still alive, the self-destruct system will hit. If Rebecca didn't survive, then you can now end the game by returning to the LABORATORY ENTRANCE. If you still want to save Jill, then follow the next orders.

T HALL
Run to the O ROOM.

O ROOM
Run to the LAB HALL 1.

LAB HALL 1
Head for the 3 green switches and flip them. Head through the door.

PRISON TUNNEL
Run down the stairs to the door at the end. Head through. If the self-destruct system didn't hit, then use the MASTER KEY to unlock the door.

JAIL CELL
Talk to Chris. Then leave.

PRISON TUNNEL
Head back.

LAB HALL 1
Head to the O ROOM.

O ROOM

Head to the STAIRS.

STAIRS

Head up the stairs and through the door.

LABORATORY SAVE ROOM

SAVE!! Then head up the ladder.

LABORATORY ENTRANCE

Head for the double locked doors.

ESCAPE TUNNEL

Run through. Grab the SHOTGUN SHELLS and FIRST AID BOXES and open them. Grab the FUSE UNIT at the end and ride the elevator. There are only 3 minutes until detonation if Rebecca is still alive.

MANSION ROOF

Grab the SIGNAL ROCKETS and USE it.

=====

BOSS # 10: TYRANT II

DIFFICULTY: HARD

After the cut-scene, grab your HANDGUN (since you might not have any SHOTGUN SHELLS left other than the ones you just picked up). Start shooting the thing and dodging it. One hit can bring you down to Caution. Rebecca will be helping you.

Once Brad drops the ROCKET LAUNCHER, Rebecca will get strangled. Shoot a rocket at it and the game ends.

[NOTE: The Tyrant might hit the rocket away if it is free from strangling Rebecca. Shoot another rocket at it to kill it.]

[NOTE: For a different ending, you can have Barry killed. Have the Tyrant strangle it, and then have it stab Barry with its claw. You will get a slightly different ending if you get Barry killed.]

=====

GAME OVER...

Well, Chris has survived a nightmare nearly impossible to survive. Try to achieve a different ending, or grab a higher score. Watch the credits, and enjoy! If you want to know what happens next in the world of Resident Evil, pick up copies of Resident Evil 2 and Resident Evil 3: Nemesis, because Raccoon City is where the next adventures take place.

=====

7. P U Z Z L E S

=====

JILL VALENTINE

| !!! BLADE PUZZLE !!! |

|
| Take the FAKE KEY and USE it in the opening where you took the
| ARMOR KEY. The blade that's going after you should stop.
|

| !!! KNIGHT PUZZLE !!!

| Your objective is to push all the statues back into their normal
| position.

- | -Have Jill push the FAR LEFT first.
- | -Have Jill push the CLOSER RIGHT STATUE next.
- | -Have Jill push the FAR RIGHT STATUE next.
- | -Have Jill push the FAR LEFT STATUE again.
- | -Have Jill push the CLOSER LEFT STATUE.
- | -Have Jill push the FAR RIGHT statue again.
- | -Have Jill push the CLOSER RIGHT STATUE next.
- | -Have Jill push the CLOSER LEFT STATUE again.
- | -Have Jill push the CLOSER RIGHT STATUE next.

| Voila! Examine the center podium, and press the button.
| A painting slides.

| Grab it, and it is a JEWELLRY BOX.
|

| !!! PICTURE PUZZLE !!!

| The painting with the sword must be colored orange/red on both
| sides (because the paintings appear on both sides). The middle
| painting must be colored purple. The last painting must be colored
| GREEN. Adjust the painting from both sides to make the above
| colors correspond. Then press the woman painting.

| !!! CLOCK PUZZLE !!!

| The clock's internal parts will be revealed. Head to them. When
| examining the clock, opt to move the HOUR HAND twice. When the
| clock is at 6:00, press B and you will get a SHIELD KEY.

| !!! JEWELRY BOX PUZZLE !!!

| Press both buttons which resemble half of a heart shape. The box
| will open. Inside is the DEATH MASK III.

| !!!CONTROL ROOM PUZZLE!!!

| Go down the ladder. Then go to the white board on the table and
| find the number on it, either being 1, 2 or 3. Now go to the giant
| window. Once the shark breaks it and the countdown starts. Press
| the computer switch that is near the window. Then turn around
| (using the C-Stick) and make a diagonal run (\ this direction)
| and press the computer switch there. From that console, you'll
| then want to head directly left to where a lever is and hit that

| one. Then head into the adjacent hallway and turn left so you see |
| some sort of a tank that has the colors red and green |
| (which are really lights). When it asks you to press either |
| BUTTONS 1, 2 or 3, press the number which was on the board. |
| Return to the second computer console you pressed and press it |
| again. Then return to the lever and then switch it again. Then go |
| back to where the shark is banging and press that switch. The |
| SHARK TANK will be drained. |

| !!!RED BOOK PUZZLE!!! |

| |
| The goal of this perverted puzzle is to align all the books for |
| form a nude woman. To do this, select a book and when you do, |
| select the book to swap places with it. Eventually you will form |
| a nude woman. |

| !!!WALL PUZZLE!!! |

| |
| OK. See the statue? Push it in through the opening into the main |
| part of the room. Push it all the way. When the walls stop moving, |
| head back to the door and head behind the right wall. Run all the |
| way and flip the switch. Run back the way you came and to where |
| you pushed the statue. Push it left before the walls consume you. |
| A secret passage will open. |

| !!! YELLOW GEM PUZZLE !!! |

| |
| See those drawer cabinets near the center table? Push them toward |
| the deer heads nearby. Then turn the lights off with the switch |
| next to the door. Now attempt to pull the YELLOW GEMSTONE from |
| the deer head. It won't. Now QUICKLY RUN TO THE OTHER DEER HEAD |
| and grab the RED GEMSTONE. [If you run out of item space, return |
| to the save room and unload.] Then QUICKLY RUN TO THE YELLOW GEM- |
| -STONE AND GRAB IT! Puzzle solved! |

| !!! JEWELRY BOX PUZZLE 2 !!! |

| Combine the RED GEMSTONE with the JEWELRY BOX 2. Now to solve the |
| puzzle, refer to Daniel Engel's Jewelry Box Solution FAQ. |

| |
| http://db.gamefaqs.com/console/gamecube/file/resident_evil_jewel_box.gif |
| Thanks to Daniel Engel for the solution!! |

=====
8. C R E D I T S A N D C O N C L U S I O N
=====

=====
CONCLUSION
=====

Well, I hope this FAQ helped out those in dire need of Resident Evil: Rebirth's INVISIBLE ENEMY MODE. Please take these precautions when reading my FAQ.

CONTACT POLICY

INSTANT MESSENGER

I do not take any game related issues over the AIM. If you IM me, and I refuse to talk to you, it is because I do not like getting spammed with IM messages about the game. If you are on an account where you IM and get in anyway, I will block you.

E-MAIL

My email is ReBioHazard6587[at]hotmail.com. Another alternative is FireEmblemPride[at]cs.com (I barely check mail on that address, FYI). Please send me questions not answered in the FAQ yet.

Please, please, PLEASE stop sending me those alternate strategies for Neptune and Plant 42. They've been covered for awhile now, and I don't need to get my Hotmail account clogged up because of some ignorant morons who can't read.

Please send me an English e-mail. The only other language I can understand to the fullest is Filipino Tagalog, but I barely get mail from that language, so it doesn't matter. I understand a few scant Japanese words (Like dairantou, doubutsu, banchou, kensei-hen, koohii, hai, arigato, that kind of stuff (though I'm not very good at that, I only learned those from game names)) but I can't read most Japanese at all. I'm busy studying Katakana and a little bit of Hiragana, and am progressing (hopefully by RE0's release in Japan, I can understand enough to skim through the game). But I usually get German email for some strange reason. Again, English only.

Please do not spam me. Spammers are assholes and I will make that clear right now (that goes for bastards who keep sending me Klez. Stop it.). Plus their mail gets deleted and put in a Junk Mail Folder, and then blocked.

Please look in the FAQ with the CTRL + F tool before emailing me. Or use the Resident Evil Message Board at www.gamefaqs.com. As of May 13, 2002, it has over 800 topics worth, so chances are that your question can get answered really quickly.

Although not completely Resident Evil related, I take no Silent Hill 2, Silent Hill 2: Restless Dreams, and Resident Evil CODE: Veronica X email anymore (please, stop sending me email on those!). With those FAQs extensively covered, you should have no problem looking for the answer in the FAQ. That doesn't mean ORCA782 or Minesweeper no longer take email for those games (*HINT HINT*).

Be thoughtful, and don't flame. I'll only flame you back. ;)

Please put this in the HEADER of the email (or something similar):

COPYRIGHT POLICY: All my FAQs have copyrights starting 2002. Any copyrights before that are ineffective as of January 1, 2003. You probably don't care, so don't violate the copyright and you'll be fine.

Sorry to waste your time reading this, but it has to be said in the form of the new year.

---CVXFREAK

FireEmblemPride[at]hotmail.com

-

This document is copyright CVXFREAK and hosted by VGM with permission.