

Resident Evil 2 FAQ/Walkthrough

by DjSiXpAcK14

Updated to v2.0 on Sep 18, 2003

This walkthrough was originally written for Resident Evil 2 (1998) on the GC, but the walkthrough is still applicable to the N64 version of the game.

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-----FOR PSX, PSX (DS), DCX, PC, GC, N64-----
~~~~~  
-----By DjSiXpAcK14-----  
\*\*\*\*\*

Resident Evil 2

- Playstation
- Playstation (Dual-Shock)
- Dreamcast
- PC
- GameCube
- Nintendo 64

FAQ & Walkthrough

"Once again, you've stepped into the world of survival horror. Good luck."

=====  
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=====

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

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

E-mail if you have any questions or suggestions.

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

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

Like all of my other FAQs, this one has 79 characters or less per line now, as to be compliant with GameFAQs regulations.

Also, I got a timeline from WeskerFanGirl. It's in the timeline section.

=====  
Version 1.9

=====  
Thanks to Chris (homer2570@planet-save.com), I now know the location of another F. AID SPRAY. Thanks, Chris!

Yep. You DO play as Claire in the West Stairway in Claire A's scenario. Thanks, Patrick (airpatrick3@attbi.com)!

=====  
Version 1.8  
=====

Huh? I missed a F. AID SPRAY? Thanks, Terrynt!

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

I wrote an extremely comprehensive and complete walkthrough for Hunk. Although my rating for this FAQ on Cheathappens is ALREADY 5.0/5.0, I figured it'd be nice to have.

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

I just got an e-mail from StraydoG, who has found some items that I didn't. They're mostly toward the beginning of the game.

Hey. Maybe I was sleepy when I started. ANYWAY...

Much thanks to StraydoG. I appreciate anyone who helps me out in my FAQs.

=====  
Version 1.4  
=====

I added some more questions to my Frequently Asked Questions section.

I'd also like to announce that someone is writing a Story & Plot Analysis, so I'll be getting one of those soon. I'll be adding it to all my RE FAQs.

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

Updated my e-mail address.

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

Added an FAQ section because I thought I needed one.

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

Completed:

- Intro
- Version Info
- The Basics of RE
- RE Characters
- Prologue
- Walkthrough for Leon A
- Walkthrough for Leon B
- Walkthrough for Claire A
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- Enemies/Bosses
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- Cheats and Codes
- Links
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=====  
3. The Basics of RE  
=====

=====  
Controls  
=====

-----Playstation-----

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

SQUARE - Run. When the Control Stick is pressed to any direction, hold the SQUARE button to run. Cancel when used with the Status Screen open.

TRIANGLE - Displays the status screen.

CIRCLE - Nothing.

Z - Displays the Map.

R1 - Draws Weapon (aims at closest enemy if auto-aim is enabled).

L1 - Nothing (changes target if auto-aim is enabled).

Analog Stick\* - Used to move the character in a given direction and use menus.

D Pad - Used to move the character in a given direction and use menus.

Start - Displays Options Menu.

\* = Dual Shock Only.

-----Nintendo 64-----

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

of a menu selection.

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

Y - Displays the status screen.

C UP - Displays the Map.

C DOWN - Displays Options Menu. It also pauses the game.

R - Draws Weapon (aims at closest enemy if auto-aim is enabled).

L - Nothing (changes target if auto-aim is enabled).

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

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

C Stick - 180 Turn (Any Direction)

Start - Displays Options Menu.

-----Dreamcast-----

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

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

B - Displays the status screen.

Y - Displays the Map.

R - Draws Weapon (aims at closest enemy if auto-aim is enabled).

L - Nothing (changes target if auto-aim is enabled).

Analog Stick - Used to move the character in a given direction and use menus.

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

C Stick - 180 Turn (Any Direction)

Start - Displays Options Menu.

-----Gamecube Controls-----

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

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

Y - Displays the status screen.

X - Nothing.

Z - Displays the Map.

R - Draws Weapon (aims at closest enemy if auto-aim is enabled).

L - Nothing (changes target if auto-aim is enabled).

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

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

Start - Displays Options Menu.

-----PC Version-----

The NUM PAD and regular controls are listed:

UP / 8 - Forward/Up

DOWN / 2 - Backward/Down

LEFT / 4 - Left

RIGHT / 6 - Right

X / 3 - Draws Weapon (aims at closest enemy if auto-aim is enabled).

C / 1 - Action Button. It is used to open doors, pick up items, and fire a weapon when the R button is pushed. It is also used to select the highlighted option of a menu selection.

V / 2 - Run. When the Arrow Keys are pressed to any direction, hold the V key to run.

Z / 4 - Displays the Status Screen.

CTRL / 6 - Displays Options Menu.

A / 5 - Displays the Map.

Customize them the way you like, but that's the default.

```
=====
Game Difficulty
=====
```

When you start a new game, you have these difficulty choices:

-----Easy-----

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

-----Normal-----

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

PSXDS, N64, DCX, GC only:

-----Arrange Mode: Rookie-----

You're given a SUBMACHINE GUN to start out. This sounds good already. But, it gets better. There's a ROCKET LAUNCHER and GATLING GUN in the item box. Sweet. Items are placed in random places in this scenario.

PC only:

-----Arrange Mode: Easy-----

You're given a SUBMACHINE GUN to start out. This sounds good already. But, it gets better. There's a ROCKET LAUNCHER and GATLING GUN in the item box. Sweet. Items are placed in random places in this scenario.

-----Arrange Mode: Normal-----

You're given a HAND GUN and SURVIVAL KNIFE to start out. Items are placed in random places in this scenario.

=====

Map Guide

=====

When inside the Police Station and you have the Police Station Map:

The red doors are unlocked by the HEART KEY.  
The pink doors are unlocked by the DIAMOND KEY.  
The green doors are unlocked by the CLUB KEY.  
The blue doors are unlocked by the SPADE KEY.

The yellow doors are already unlocked.

The blue rooms are rooms you have been in.  
The red room is the room you are in now.

=====

Health-Replenishing Items

=====

FINE

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

CAUTION (YELLOW)

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

CAUTION (RED-ORANGE)

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

DANGER (RED)

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

FIRST AID SPRAY

Restores health to "Fine" status.

GREEN HERB

Raises health one notch.

2x GREEN HERB MIXTURE

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

3x GREEN HERB MIXTURE

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

RED HERB

Nothing.

GREEN HERB + RED HERB

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

BLUE HERB

Cures poison.

GREEN HERB + BLUE HERB

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

GREEN HERB + GREEN HERB + BLUE HERB

As weird as it seems, the same as GREEN HERB + BLUE HERB.

GREEN HERB + RED HERB + BLUE HERB

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

NOTE: The health-replenishing system of RE2 is annoying and unpredictable, so some of this information may not be completely correct 100%.

=====  
Survival Tactics  
=====

Conserve your INK RIBBONS.

Only save when you need to, and don't save if you didn't do anything.  
INK RIBBONS are limited, and if you run out, you're in trouble.

Conserve ammo.

When you can, knock down enemies rather than kill them. Also, use the type of ammo best suited to kill an enemy. For example, the Ivys in the basement lab are defeated easily by FLAME ROUNDS or the FLAMETHROWER.

Search EVERYTHING.

If you're stuck, search everything in every room. Eventually, you'll probably find the item you need.

Dodge enemies when possible.

If you can get around an enemy, don't waste ammo on it.

Aim for the head!

Head shots can save lots of ammo when fighting zombies. Wait until they get close, then aim up.

Knock enemies into each other.

If you line it up correctly, you can knock down multiple enemies by only hitting the first one. Just like dominoes.

Only use health items when you need them.

Unless fighting a powerful boss, only use a Full-healing item when you're in "Danger" condition.

Watch out for special attacks.

Lickers and Super-Lickers get up on two legs, then lunge toward you. This can take away much health, and can be easily avoided. Other enemies have attacks similar to this as well.

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



As described on ResidentEvil.com. In alphabetical order.

#### Sherry Birkin\*

A lonely and insecure 12-year-old, Sherry is quite mature for her age. She is very shy and when she speaks, she lacks self-confidence and always has the feeling she is lost. Sherry's parents are too wrapped up in their work to heed the emotional needs of their child. She is the daughter of William Birkin, the scientist who created the G-virus.

#### William Birkin

Father of Sherry and creator of the G-virus. He becomes mortally wounded when Umbrella's "special forces" try to steal it from him. To cheat death, he injects himself with the deadly virus and mutates into a monster.

#### B.O.W.

Umbrella's term for Bio-Organic Weapon.

#### G-Virus

Umbrella's deadly bio-organic weapon developed to replace the T-virus.

#### Hunk

Code name, Hunk, member of Umbrella. He was sent to Raccoon City to reclaim the G-virus.

#### Brian Irons\*

Brian is the Chief of the Raccoon City police force.

#### Leon S. Kennedy\*

An idealistic rookie cop. He burns with the need to protect and to serve, and life as a cadet was an eye-opening experience. While reckless and brash, Leon is certainly not as naïve as his demeanor would suggest. He is highly qualified to serve in the Raccoon police.

#### Chris Redfield\*

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

#### Claire Redfield\*

She went to Raccoon City in search of her brother Chris. Immediately she became involved in a series of eerie incidents engineered by the Umbrella Corporation. She teams up with Leon S. Kennedy and Sherry Birkin to escape the city.

#### S.T.A.R.S.

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

#### T-Virus

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

#### Tyrant

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

#### Umbrella

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

Brad Vickers

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

Ada Wong\*

She is quite secretive yet, at the same time, a professional and skilled investigator. She can also come across as condescending and has a tendency to talk down to those she deems inferior to herself.

Albert Wesker\*

Removed due to spoilers for other games in the Resident Evil series.

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

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

A CITY CRAWLING WITH CONFUSION

Imagine a normal mid-western town, built at the base of a vast forest. Business thrived here, especially with the advent of several new industries. Heck, you couldn't find a more peaceful wilderness getaway than Raccoon City.

Then the trouble began. It all seemed to start when the corporation arrived.

Rumors began to spread, and the town was overcome with odd occurrences. Bizarre, unidentifiable creatures appeared out of nowhere. Fatal accidents mounted up at an alarming rate. Word got out about one severe accident at a mountain lab. Not one of the townspeople knew what was happening to their quaint, formerly serene hamlet.

In an effort to calm the growing fear among locals, the Raccoon City Police Department recruited new officers. Leon S. Kennedy is one of the promising young recruits. As Leon prepares to join his new unit, he attempts to contact the captain who hired him, but has no luck reaching him.

At the other side of town, a distraught Claire Redfield searches for her missing brother, Chris. Claire begins her search in Raccoon City, the last known location of her brother nearly two months ago, only to learn about the "accident" in the forest. Is Chris still in Raccoon City?

Sadly for Leon and Claire, they are completely unaware of the overwhelming world of horror and despair they are both about to enter...

=====  
6. Walkthrough for Leon A  
=====

Because of the fact that Easy mode will not only contain the items normal mode has but have more, I will be writing this Walkthrough in Easy mode. I'm going to try my best to locate all the files and items, but I may miss a few. If you find an item I didn't, just e-mail me. I'll put it on there.

I strongly recommend you go into your button config and change manual aim to auto aim. It makes the game much easier.

\_Opening Cutscene\_

=====  
Market Street  
=====

Ignore the zombies! Just run past all of them, around the turn, and down to the end. You'll see Kendo Gun Shop here. Enter through the front door.

=====  
Kendo Gun Shop  
=====

Step forward.

\_Cutscene\_

There are two boxes of H. GUN BULLETS here. One is behind the front counter in a broken display case, and the other is behind the other counter with the Shotgun Shooting Club poster.

Now leave via the back door.

\_Cutscene\_

AHHHHH! Zombies!

Run behind the front counter and take them out one by one. Then check the owner's body for the SHOTGUN. I mean, see if he's dead, then take it.

Keep the HAND GUN equipped, and leave out the back door.

=====  
Gun Shop Alley & Court  
=====

Run down the alley until you see some zombies trying to get you from behind a fence. Kill one of them, but not the other. Now continue down the alley to a truck.

\_Mini-Cutscene\_

It has H. GUN BULLETS in it. Now run back to the basketball court.

Shoot the remaining zombie, then run past the zombie in the basketball court and take the door at the end.

=====  
Catwalk Alley  
=====

+-----+  
| This from StraydoG: |  
| Before climbing the dumpster, check the bin behind you. (HG Bullets) |  
+-----+

Run over to the stairs. Run up them, across the catwalks, then down the stairs.

Then climb up on the blue dumpster here.

If you ARE playing in Easy mode, you have plenty of ammo. So shoot the girl zombie in front of you, then climb down from the dumpster and run to the end, whilst dodging the other zombies.

=====  
Liquor Merchant Street  
=====

There's some zombies here, but they're already busy with their tasty meal. Beef. It's what's for dinner.

Anyway, run past the zombies and enter the Bus.

=====  
Bus  
=====

Before you take the H. GUN BULLETS, go down the bus until the view changes. Now you can see a girl zombie about to chew on your leg. One shot should kill her. Now take the H. GUN BULLETS. Run to the front of the bus, kill the zombie, then exit.

=====  
RCPD Parking  
=====

Be careful here, because there's a whole bunch of zombies. Just run past them and take the gate.

=====  
RCPD Entrance  
=====

```
+-----+
| This from StraydoG:                               |
| After you come up the stairs check the bush. (Green Herb) |
+-----+
```

Run straight ahead, then down the stairs, across, up the stairs, and then through the front doors.

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

Run down the small steps, then take the second door on the left.

=====  
Information Office  
=====

\_Cutscene\_

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

What a loser. And he locked the door.

Oh well. You got the BLUE CARD KEY. Run around the counter. Grab the INK RIBBON and the H. GUN BULLETS. Then approach the computer and use the BLUE CARD KEY.

Save with the typewriter if you want, then take the double doors on the left/west side of the hall.

=====  
Info Inquiry Room  
=====

Go over to the item box and organize your inventory:

HAND GUN  
H. GUN BULLETS  
SHOTGUN  
FIRST AID SPRAY

Pick up the POLICE MEMORANDUM on the bench.

Now equip the SHOTGUN and go behind that brown divider and take the door behind it.

Yeah, you'll soon find out what that thing outside the window was.

=====  
Shutter Hallway  
=====

Run until you come to a puddle of blood.

\_Cutscene\_

They're not that bad...if you have a SHOTGUN.

Blow his nasty brain out of his head. It takes about two shots.

```
+-----+  
| This from StraydoG: |  
| Check the dead guys body. (HG Bullets) |  
+-----+
```

Grab the GREEN HERB by the other door, then proceed through it.

=====  
Green Corridor  
=====

Run down the hall until you get to double doors. Go through them.

=====  
Classroom  
=====

There are some H. GUN BULLETS on the desk at the front of the room. The OPERATION REPORT 1 is at the end with the double doors. Now go through the doorway at the front of the room. There's a fireplace (?). Light it with your LIGHTER. It gives you the RED JEWEL.

Examine the RED JEWEL, it's a VIRGIN HEART.

```
+-----+
| This from StraydoG:                               |
| At the end of the room. (HG Bullets)              |
+-----+
```

Now leave via the double doors.

```
=====
Green Corridor
=====
```

Now take the door at the other end of the hallway.

```
=====
West Stairway
=====
```

There's about four zombies here. I recommend you take out the girl zombie on Leon's right first, then take out the others from where she was.

Run beside the stairs and grab the 2 GREEN HERBs. Then take the door there.

```
=====
Dark Room
=====
```

Grab the INK RIBBON on the tiny desk beside the table, then take the OPERATION REPORT 2 from the side of the table opposite the typewriter. Then go to the item box and organize your inventory:

HAND GUN  
H. GUN BULLETS

```
+-----+
| This from StraydoG:                               |
| Goto the cabinets. (HG Bullets)                  |
+-----+
```

Now save if you want and leave.

```
=====
West Stairway
=====
```

Now run up the stairs.

```
=====
Upper West Stairway
=====
```

Run to the end. Oh boy! The first puzzle.

-----God of Sun, God of Moon Puzzle-----

The statue with the red sparkle on top says,

"The god of sun and the god of moon. Their gaze upon me is the only thing that can release red soul."

Well, we want red soul.

So push the copper statue in front of the statue holding the red sparkle. Then push it east against the wall and onto the odd-colored floor tile. Then do the same with the silver statue to complete the puzzle and give you the RED JEWEL.

Take the RED JEWEL, then examine it. It's a VIRGIN HEART, too.

```
+-----+
| This from StraydoG:                                     |
| Behind the statue with the red jewel. (HG Bullets)     |
+-----+
```

Continue through the door.

```
=====
Gray Corridor
=====
```

Kill the three zombies here, then take the door in the middle of the hall.

```
=====
S.T.A.R.S. Office
=====
```

There are two desks in the middle. These are the desks of S.T.A.R.S. members Chris Redfield and Jill Valentine. The one on the left is Chris's. Pick up CHRIS'S DIARY off of the edge of the desk. Then take the UNICORN MEDAL.

\_Cutscene\_

Now run over to the desk furthest to the left. This is the desk of Barry Burton. Grab the H. GUN BULLETS. Now run to the desk furthest to the right. It is the desk of Rebecca Chambers. Take the F. AID SPRAY. Then turn halfway around, run forward, and take the SHOTGUN from the cabinet. Whoopdeedoo. It's the same as the one we got from the Gun Shop owner. Leave.

NOTE: If you want the secret FILM, you can get it by checking the desk in front of the S.T.A.R.S. logo 49 times.

```
=====
Gray Corridor
=====
```

Take the door you originally used to get in here.

```
=====
Upper West Stairway
=====
```

Run down the stairs.

```
=====
West Stairway
=====
```

Enter the save room.

```
=====
Dark Room
```

=====  
If you got the secret FILM, you can develop it here.

Make your inventory look like this:

HAND GUN  
H. GUN BULLETS  
UNICORN MEDAL  
Full-healing item

Save if you want and leave.

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

Take the only other brown door here.

=====  
Green Corridor  
=====

You need to get to the door on the other side of the room. Zombies will reach through the boarded windows and try to grab you, but they only try once (for each window), so after they do it they won't do it again.

=====  
Shutter Hallway  
=====

Take the door at the other end.

=====  
Info Inquiry Room  
=====

Take the double doors here.

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

Place the UNICORN MEDAL in its place in front of the woman statue to get the PRECINCT KEY. Examine it, it's the SPADE KEY. Now go back into the Info Inquiry Room.

=====  
Info Inquiry Room  
=====

Take the other door here.

=====  
Shutter Hallway  
=====

Now unlock and proceed through the door in the middle of the hallway.

=====



File Storage Room

=====

Take the PATROL REPORT off the shelf in front of you. It deals more with Claire's game. Now run to the back of the room. Push the stepladder against the piece of furniture in the southeast corner of the room. Now climb up on it to get the CRANK, and more specifically, the SQUARE CRANK. Grab the INK RIBBON in the case in the northwest corner of the room, then leave.

```
+-----+
| This from StraydoG:                               |
| Selves below the crank. (HG Bullets)              |
+-----+
```

=====

Shutter Hallway

=====

Enter the door that leads to the Info Inquiry Room.

=====

Info Inquiry Room

=====

Dump the INK RIBBON and SQUARE CRANK in the item box, then take the double doors.

=====

Main Hall

=====

Run up the small set of stairs, then take the door on the east side of the hall.

=====

Vending Machine Hall

=====

There's a bunch of zombies here! Take them all out!

Then run over to where the vending machines are. Grab the GREEN HERB beside the plant.

Now go in the big blue doors.

=====

Cop Offices

=====

There's about 5 zombies here, and one is on the floor \*pretending\* to be dead. Kill them all, and don't let the one on the ground trick you. One is in the back office.

Now go into the back office. There's a GREEN HERB behind the desk.

-----Weapons Safe Combo Puzzle-----

Check the POLICE MEMORANDUM file we found in the Info Inquiry Room.

At the very back, it gives you a four-digit number. That is the combination to

the safe. Put that number into the safe.

It gives you SHOTGUN SHELLS and the POLICE STATION MAP. Rock on. Here's a map guide:

The red doors are unlocked by the HEART KEY.  
The pink doors are unlocked by the DIAMOND KEY.  
The green doors are unlocked by the CLUB KEY.  
The blue doors are unlocked by the SPADE KEY.

The yellow doors are already unlocked.

The blue rooms are rooms you have been in.  
The red room is the room you are in now.

I'm glad Capcom did that. It was a good idea.

Anyway...

```
+-----+
| This from StraydoG:                               |
| Behind the desk in the room with the safe. (Green Herb x2) |
| Dead guy by the door. (HG Bullets)                |
+-----+
```

Exit via the blue doors.

```
=====
Vending Machine Hall
=====
```

Take the door at the end of the hall that you haven't been to yet.

```
=====
Tiny Corridor
=====
```

There's a zombie right in front of you that you should kill. Then run down the hall to find three more. Kill them, too, then take the gray door toward the end of the hallway beside the RED HERB (Yea, pick it up, too).

```
=====
Viewing Room
=====
```

Take the SMALL KEY from the table here. Now leave.

```
=====
Tiny Corridor
=====
```

Take the door you used to get in here originally.

```
=====
Vending Machine Hall
=====
```

Take the door at the other end of the hall.

```
=====
```

Main Hall

=====

Run down the small stairs, then take the double doors to the left.

=====

Info Inquiry Room

=====

Ditch the SHOTGUN SHELLS and RED HERB, then take the other door here.

=====

Shutter Hallway

=====

Enter the door at the other end.

=====

Green Corridor

=====

Don't worry. They won't get you. Proceed through the door at the other end of the hall.

=====

West Stairway

=====

Go up the stairs.

=====

Upper West Stairway

=====

Take the only door here.

=====

Gray Corridor

=====

Go to the door past the S.T.A.R.S. office. Unlock, discard, and proceed through.

=====

Lounge

=====

There's a bunch of zombies here eating a tasty meal.

Yeah, it tastes like chicken.

Kill them all! YAHHAHAhAHA!

Run down the hallway with the nailed-up door and check the hole in the wall beside it for some H. GUN BULLETS. Then run to the other side of the hall.

There's an endtable with a vase on it. Unlock it with the SMALL KEY. YAY!

H. GUN PARTS! Now combine them with the HAND GUN for the C. HAND GUN!

It can fire three rounds at a time, like the MagSec 4 from Perfect Dark. Sweet.

Now take the door here.

=====  
Library  
=====

Run to the table with the vase beside the double doors. Grab the RED HERB,  
then go up the stairs.

Run all the way to the end.

Whoops! Oh well.

-----Bookshelf Puzzle-----

Check the bronze plate with the picture on it.

It looks like this:

```
| | | |  
| | | |  
| | | |
```

Now let's make the bookshelves look like this.

Push the red switch on the wall.

Now, to make the shelves look like the picture, we need to move the shelf on  
the left right, and the shelf beside it right, as well.

So push the switch on the shelf furthest to the left right, then push the  
switch right on the switch beside it.

This reveals the BISHOP PLUG under the bronze plate and completes the puzzle.

Now leave out the double doors.

=====  
Main Hall 2F  
=====

There's a zombie on Leon's right. Kill him, then there's a zombie on his left.  
Kill him, too. Then run to the north part of the area where there's a ladder.  
Push the switch. Now you can quickly reach the 2nd floor from the bottom.

Now run all the way to the other side and take the door. Kill the other zombie  
on the way.

=====  
Secretary's Office  
=====

Pick up the INK RIBBON on the couch, then take the SECRETARY'S DIARY A from  
the desk. Now organize your inventory:

- C. HAND GUN
- H. GUN BULLETS
- VIRGIN HEART/RED JEWEL
- VIRGIN HEART/RED JEWEL
- Full-healing item

Leave via the door beside the desk.

=====  
Helicopter Hallway  
=====

Kill the zombie on your left, then take the door at the end of the hall to Leon's right.

=====  
Crow Corridor  
=====

Run all the way to the gray door at the end. Don't slow down or the crows will peck you.

=====  
Roof  
=====

Run toward the camera until you see some steps. Descend them.

=====  
Paved Passageway  
=====

There are 4 zombies here. Kill them, then take the door at the end.

=====  
Cabin  
=====

Run over to the typewriter. Here you can get the VALVE HANDLE, H. GUN BULLETS, and some INK RIBBONS. Now leave via the door you came in. DON't open the other door or you'll get attacked by zombies.

=====  
Paved Passageway  
=====

Run back up the stairs.

=====  
Roof  
=====

Run behind the fence to the left of the helicopter and use the VALVE HANDLE.

\_Cutscene\_

I think Capcom could have made that a little better. Oh well.

There's some H. GUN BULLETS where the chopper hit the building.

Enter the door here.

=====  
Crow Corridor  
=====

Now run back through the door at the other side of the hallway with the green light (?) above it.

=====  
Helicopter Hallway  
=====

Run over to the helicopter. There's a zombie here. Kill him.  
Now proceed through the door past the helicopter.

=====  
Virgin Heart Room  
=====

Run to the other side of the room and pick up the PRECINCT KEY. It's the  
DIAMOND KEY. Then put the VIRGIN HEARTS in the hearts of the woman relief  
statues.

\_Cutscene\_

Now take the KING PLUG from the heart of the knight.

There are some SHOTGUN SHELLS on a piece of furniture in the northwest corner  
of the room.

Leave.

=====  
Helicopter Hallway  
=====

Take the door midway through the hallway.

=====  
Secretary's Office  
=====

Take the INK RIBBON from in front of the typewriter.

Now set your inventory like this:

C. HAND GUN  
H. GUN BULLETS  
DIAMOND KEY  
Full-healing item

Save if you want and leave via the door you came in.

=====  
Helicopter Hallway  
=====

Take the door at the end of the hall to Leon's right.

=====  
Crow Corridor  
=====

Unlock and proceed through the door in front of you.

=====  
Outer Stairway  
=====

Take the GREEN HERB in front of you, then go down the stairs. Grab the 2 GREEN HERBS, then enter the door here.

=====

Cop Offices

=====

Run out from behind the divider and out the blue double doors.

=====

Vending Machine Hall

=====

Enter the door at the end of the hall past the vending machines.

=====

Tiny Corridor

=====

Unlock and proceed through the first door you see.

=====

Questioning Room

=====

This is the room the cops take you into and yell at you and call you a liar. Just like the movies.

Take the CORD and F. AID SPRAY from the table. Then take the ROOK PLUG from the bookshelf. Now leave. AHH! LEAVE QUICKER!

=====

Tiny Corridor

=====

Run straight ahead, down the hall, to the door at the end.

=====

Vending Machine Hall

=====

Take the door at the opposite end of the hall.

=====

Main Hall

=====

Use the double doors on the left side of this area.

=====

Info Inquiry Room

=====

You only really need this:

C. HAND GUN

H. GUN BULLETS

DIAMOND KEY

CORD

Full-healing item

Leave via the door behind the divider.

=====

Shutter Hallway

=====

Run over to the panel, then use the CORD. This lowers the shutter and protects you in case of a zombie attack. Now take the door at the end.

=====

Green Corridor

=====

Enter the door on the other side of the hall.

=====

West Stairway

=====

Unlock and proceed through the white door at the end of the hall. Discard.

=====

Evidence Room

=====

WHOA! There's 6 or 7 zombies in this tiny room! Maybe they could be clowns in a tiny car!

Anyway, take them all out.

There's FILM in one of the drawers on the side of the room without doors.

If you develop it, it's FILM A and depicts the "Code G Human Body Experiment".

Now unlock and leave via the only other door here.

=====

Information Office

=====

Grab the GREEN HERB here and the H. GUN BULLETS on the desk. You can also get the MEMO TO LEON on the desk on the other side of the room. Now enter the room with the sparkle in it. Check out the cop.

\_Cutscene\_

Give him a 3-round burst, then take the PRECINCT KEY from the desk. It's the HEART KEY. Now unlock and leave through the door to the Main Hall.

=====

Main Hall

=====

Run toward the entrance, up the stairs, and through the double doors on the east side of the hall.

=====

Vending Machine Hall



=====  
Enter the blue double doors.

=====  
Cop Offices  
=====

Run back behind the divider and check the cop's body for some H. GUN BULLETS.  
Now unlock, discard, and proceed through the brown door back here.

=====  
Yellow Shutter Corridor  
=====

Run to the end and go down the stairs.

=====  
B1 Hallway  
=====

Run to the T, and at it go to Leon's right, then take the first double doors  
you come to.

If you see some Cerberus, kill them.

=====  
Power Restoration Room  
=====

Go left. Pick up the GREEN HERB, then go toward the back and check an almost  
completely vacant shelf for the POLICE B1 MAP.

-----Power Control Puzzle-----

Now check out the -Reserve Power Control Panel- in the northwest corner of the  
room.

There are 5 switches. Switches switched up add 36 and switches switched down  
subtract 14. You need to get to 80. It's mostly just a simple math problem.

$36 + 36 + 36 - 14 - 14 = 80$

However, after you get to one hundred, it stops adding. So you need to push  
them in alternating order.

UP DOWN UP DOWN UP

This restores power to the card reader and completes the puzzle.

Now leave.

=====  
B1 Hallway  
=====

Now take the door at the southwest corner of the hall.

=====  
Parking Garage

=====  
Run forward.

\_Cutscene\_

Well, let's help her out then.

Get behind the truck and start pushin'.

\_Cutscene\_

Now pick up the GREEN HERB in the northwest corner of the room.

Go through the door revealed by the truck that you just moved.

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

Run to the very end and take the H. GUN BULLETS. Then take the double doors behind you.

=====  
Holding Cells  
=====

Go into the first cell for a GREEN HERB and a BLUE HERB. Now check out the 2nd cell.

\_Cutscene\_

Grab the MANHOLE OPENER that's on the shelf here, then exit.

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

Run back, and take the first door you see.

=====  
Kennel  
=====

Run to the south end of the room. Pick up the RED HERB, then kill the dogs that escape. There's a BLUE HERB in their cell. Now check out the manhole. Use the MANHOLE OPENER on it, then descend the ladder.

=====  
Spider Corridor  
=====

Run quickly past the spiders to the stairs at the end.

=====  
Septic Hall  
=====

Stinky. Enter the door in front of you.

=====  
Storeroom  
=====

There's an INK RIBBON by the typewriter and a BLUE HERB on the floor.  
You only need the C. HAND GUN and your H. GUN BULLETS.

Save if you want and leave.

=====  
Septic Hall  
=====

Take the door beside the word "SEPTIC".

=====  
Mutation Battle Room  
=====

Run to the other side of the room and check the panel beside the door.  
Well, we have the KING PLUG, ROOK PLUG, and BISHOP PLUG, but we don't yet have  
the KNIGHT PLUG.

Leave through the door you came in.

=====  
Septic Hall  
=====

\_Cutscene\_

Now you're playing as Ada. Enter the door here.

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

Run! At the fork, turn right. Then go down the elevator.

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

You'll find some SHOTGUN SHELLS. Now go back up.

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

This time, go the other way at the fork and through the door.

=====  
Water Draining Room  
=====

Take the SEWAGE DISPOSAL MAP. Now go past the panel and down to the area where  
the boxes are. It's a puzzle!

-----Classic Box Bridge Puzzle-----

Here there are two boxes touching each other. Climb over into the space between them. Now push the box on the right to the right until you can push the other box against the wall. Then climb out, push the other box against the wall so it lines up with the other one, then push the final box into its place with the other boxes.

Run up the ~stairs~ then push the switch on the panel to drain water into this area, which causes the boxes to form a bridge.

Walk across your bridge and grab the PRECINCT KEY on the shelf. It's the CLUB KEY. Now leave.

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

Go to Ada's right at the fork and take the door at the end.

=====  
Septic Hall  
=====

\_Cutscene\_

Now you're playing as Leon again.

Grab the SHOTGUN SHELLS and the CLUB KEY, then run down the stairs at the end of the hall.

=====  
Spider Corridor  
=====

It'll be a little harder to dodge the spiders here. But however you do it, take the ladder at the other end.

=====  
Kennel  
=====

The only door here.

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

Proceed through the door at the end of the hallway to Leon's left.

=====  
Parking Garage  
=====

Enter the door directly in front of you.

=====  
B1 Hallway  
=====

Here, you will find another Licker. Kill him if you want, then take the door that is green on your map.

=====  
Autospy Room  
=====

I'm sure you can see what's coming.

Run to the back of the room and grab the RED CARD KEY.

Then RUN YOUR BUTT OUTTA THERE! If you get out quick enough, no zombies will get you, as they're still using all three of their brain cells to stand up.

=====  
B1 Hallway  
=====

Now take the door that has the electronic card key reader. Use the RED CARD KEY then enter.

=====  
Weapons Storage  
=====

There are two boxes of H. GUN BULLETS here and there's a S. MACHINE GUN and SIDE PACK in the locker. You can possibly take them both, but if you plan on playing as Claire as your alter-ego after beating the game, I recommend you leave the SIDE PACK and take the S. MACHINE GUN.

Leave.

=====  
B1 Hallway  
=====

Take the stairs in the northeast corner of the room.

=====  
Yellow Shutter Hallway  
=====

Run around the stairs and take the SHOTGUN SHELLS from the shelf. Then unlock and proceed through the door here.

=====  
Watchman's Room  
=====

Check the third locker from the left for some SHOTGUN SHELLS. Then run around back for the WATCHMAN'S DIARY and the...

~Final Fantasy Victory Theme~

MAGNUM!

It's a great gun, but there's a gun that's better, which we'll get later.

Now leave.

=====  
Yellow Shutter Hallway

=====  
Run to the other end of the hall and take the door at the end.

=====  
Cop Offices  
=====

Go out the blue double doors.

=====  
Vending Machine Hallway  
=====

Run to the door at the end of the hall to Leon's right.

=====  
Tiny Corridor  
=====

Run all the way to the blue door at the end. Unlock and proceed through.

=====  
News Room  
=====

Run straight ahead and grab the FILM off the table. When developed, it is  
FILM B, which depicts a normal zombie and some useless information.

-----Gold Cogwheel Puzzle-----

Check the picture with the gold gear on it. It says,

"Light the queen, the king and the jack.... then the carriage will start  
running."

Well, knowing that the loser that designed this police station really enjoyed  
playing cards, let's check the values on those cards.

|       |      |      |
|-------|------|------|
| QUEEN | KING | JACK |
| 12    | 13   | 11   |

Now run to the statues on the other side of the room. They each have numbers  
etched on them. 11, 12, and 13.

Light a fire in the place beside them against the wall, then turn on the  
faucets in the given order:

12, 13, 11.

This causes the gold gear to fall out of its place and completes the puzzle.

Pick it up. It's the G. COGWHEEL. Now leave.

NOTE: Chris (homer2570@planet-save.com) says there's a F. AID SPRAY behind the  
desk here.

=====  
Tiny Corridor  
=====

Wait...how is a gear for a clock going to help us?

You'll soon find out.

Take the door at the opposite end of the corridor.

=====  
Vending Machine Hall  
=====

Take the door also at the opposite end of the hall.

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

Take the double doors on the west side of the hall.

=====  
Info Inquiry Room  
=====

Set up your inventory:  
SHOTGUN  
SHOTGUN SHELLS  
SQUARE CRANK  
G. COGWHEEL

Now go back to the Main Hall.

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

Climb up the emergency ladder.

=====  
Main Hall 2F  
=====

Hey! There's a Licker here now! Blow his brains out, then take the double doors on the west side of the hall.

=====  
Library  
=====

Run forward.

\_Cutscene\_

Hmm. That's some nice hearing Leon has. We won't be going into that room again anyway.

Run up the stairs and take the door up here.

=====  
Main Hall 3F  
=====

Take the only other door up here. Gosh I'm getting a nosebleed.

=====  
Clock Room  
=====

Use the SQUARE CRANK on the hole here.

\_Cutscene\_

Now run up the stairs and use the G. COGWHEEL in its place. Then push the switch.

Check the doorway for a formerly invisible KNIGHT PLUG. Now go down the dust chute here.

NOTE: Yes, Capcom spelled it wrong.

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

\_Cutscene\_

QUICK! We have to go see Ben!  
Take the double doors at the end.

=====  
Holding Cells  
=====

\_Cutscene\_

\_Cutscene\_

Alright. That was really nasty.

Leave.

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

Take the door in the middle of the hallway.

=====  
Kennel  
=====

Go down the ladder.

=====  
Spider Corridor  
=====

Kill the spiders here if you want.  
Go up the stairs at the end.

NOTE: Heh, they look like they're going through a strobe light when they die.



=====  
Septic Hallway  
=====

Enter the save room here.

=====  
Storerroom  
=====

Organize your inventory like this:

SHOTGUN  
SHOTGUN SHELLS  
KNIGHT PLUG  
KING PLUG  
ROOK PLUG  
BISHOP PLUG  
Full-healing item  
Full-healing item

Save and leave.

=====  
Septic Hallway  
=====

Take the door beside the word "SEPTIC".

=====  
Mutation Battle Room  
=====

Run forward.

\_Cutscene\_

////////////////////////////////////////  
\*\*\*\*\*  
Boss: G-Virus Mutation & Offspring  
Difficulty: Medium  
\*\*\*\*\*  
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

He's not that hard, but the annoying little offspring! GRRR!

Keep taking shots at him, and if you get one of the offspring on you, push the Action Button repeatedly. That'll get 'em off.

After you kill the big guy, however, there's no need to waste shots on the little guys.

Heh. If you luck out, the big guy will get stuck on the little guys and you can get an easy kill. That doesn't happen very often, though.

Put the KING PLUG, KNIGHT PLUG, ROOK PLUG, and BISHOP PLUG in their places. Then proceed through the door.

=====  
Filtering Sewerway

=====  
Run forward.

\_Cutscene\_

Climb down and take the large double doors with the "XD-R" on them.

=====  
Sewerway 1  
=====

Run through the nasty water and climb up on the ledge toward the end. There's two BLUE HERBS here. Now enter the door.

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

Grab the file on the table, it's the SEWER MANAGER FAX.  
Now go to the western side of the room where there's a cabinet. Push it out of the way to reveal a door that gives you access to a ladder. Climb down.

=====  
Warehouse  
=====

Run to Leon's right, where you'll find an Alcohol Lamp. Light it with your LIGHTER, then grab the sparkle on the shelf. It's some MAGNUM ROUNDS. Now search the other side of the room for another Alcohol Lamp. Light it, too. Then grab the SHOTGUN SHELLS on the shelf between the two red barrels.

Now go back up the ladder.

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

Grab the INK RIBBON from in front of the typewriter. You need:

SHOTGUN  
SHOTGUN SHELLS  
VALVE HANDLE  
Full-healing item

Save if you want, then use the red elevator in the southwest corner of the room.

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

\_Cutscene\_

Now you're Ada again. It doesn't look like she cares too much about Leon, does it?

Go down the west corridor of the T where you'll find the SEWER MAP. Now take the door here.

=====  
Sewerway 2  
=====

\_Cutscene\_

Jump down, then run down the sewerway and climb up the ladder.

=====  
Ventilation Shaft  
=====

Run quickly across, as there are insects here that would like to eat you.  
Take the ladder here.

=====  
Upper Bridge Walkway  
=====

Run around the bend.

\_Cutscene\_

\_Extremely Cool and Informative Cutscene\_

\_Cutscene\_

Hmph. That takes care of her.

Run across the bridge and down the ladder.

=====  
Garbage Collection Area  
=====

\_Cutscene\_

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

Now control returns to Leon. Go to the west side of the T and proceed through the door.

=====  
Sewerway 2  
=====

Climb down, then run toward the ventilation shaft. You can't go up there, but go past it, climb up, and take the WOLF MEDAL from the body of the soldier. There's SHOTGUN SHELLS on the body of the other.

Now climb back down and go the other way down the sewerway. Enter the door here.

=====  
Sewerway 3  
=====

Run over to the door with water rushing in front of it. Check out the panel

beside it and use the WOLF MEDAL. Now climb up onto the ledge and enter the double doors.

```
=====
Lower Bridge Walkway
=====
```

Use the BLUE HERBS growing here if you need to.

Now go over to the blinking red light. Use the VALVE HANDLE to lower the bridge.

Now run across the bridge and use the VALVE HANDLE at the green blinking light. Now you can pick up the GREEN HERB on the ground and the SHOTGUN SHELLS beside the typewriter. Now leave.

```
=====
Wide Corridor
=====
```

Keep going until you see a light on the left side of the room. It says something like it'll release in the case of an emergency. Now keep going until you get to the end.

\_Cutscene\_

```
////////////////////////////////////
*****
Boss: Giant Crocodile
Difficulty: Easy
*****
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
```

Well, he's easy if you know what to do.

Retreat!!!

Run back until you come to that light we saw earlier. Press the Action Button at it to release a tank full of probably explosive, compressed gas.

Now wait for the pansy to come near it, when he will accidentally mistake the tank for some beef and stick it in his mouth.

After it's in his mouth, shoot it and he's done.

Hey! Isn't that out how they killed Jaws?

Now run to where the croc first attacked you and push the switch. Then open the doors.

```
=====
Garbage Collection Area
=====
```

There's an INK RIBBON in the pile of trash to Leon's right. It's located in just about the center of the room according to the map.

Climb up on the ledge with Ada.

\_Cutscene\_

=====  
Upper Bridge Walkway  
=====

Run across the bridge and go left. At the tippy top, you'll find the EAGLE MEDAL and the SEWER MANAGER DIARY. Now go back to the bridge, but don't go across, instead keep going until you get to the ladder that leads to the Ventilation Shaft.

Now use the VALVE HANDLE on the red light to stop the fan. Climb the ladder.

=====  
Ventilation Shaft  
=====

Climb down the other ladder here.

=====  
Sewerway 2  
=====

Run to the end of the sewerway and take the door at the end. After you get to the fork, some zombies stand up. Ignore them.

=====  
Sewerway 3  
=====

Put the EAGLE MEDAL in its place, then proceed through the door.

=====  
Mining Corridor  
=====

Run across the catwalks to the door at the end.

=====  
Tram Station  
=====

Run over to the panel to the right of the tram. Turn the switch on, then enter the tram.

=====  
Tram  
=====

Well, it's not really a boss, but if you think it is, here goes:

```
////////////////////////////////////////
*****
Boss: William Birkin's Claws
Difficulty: Not the least bit challenging
*****
\\////////////////////////////////////
```

Don't shoot at the claws, Ada will waste her ammo on them. Just move every time the dirt falls on your head.

\_Cutscene\_

Leave.

=====

Tram Landing

=====

Light the flare gun here, which does very close to nothing, but actually it reveals a sparkle. Pick it up, it's the W. BOX KEY. Woo hoo. Take the other door here.

=====

Tight Passage

=====

Run forward until you reach the fork. Kill the zombie on Leon's left. Then go that way and you'll encounter two more zombies. Kill them then take the SHOTGUN PARTS from the dead end. YAY! Combine them with the SHOTGUN for the C. SHOTGUN. It's very powerful. Now go the other way. Try your new weapon on the zombie's head, then take the door behind him.

NOTE: If you hit them right, you can blow off both of their arms and their head in ONE shot. Aim high. I kinda wish I could have done that in the original Resident Evil.

=====

Tight Ladder Passage

=====

There's 3 or 4 zombies here, and 2 GREEN HERBs at the end of the tunnel to the right. Go up the ladder at the end of the tunnel to the left.

=====

Factory Entrance

=====

There's a F. AID SPRAY in the case by the door, SHOTGUN SHELLS and M. BULLETS on top of the computers in the middle of the room. There's also some INK RIBBONS in front of the typewriter.

Your recommended inventory:

MAGNUM

M. BULLETS

Full-healing item

Full-healing item

Full-healing item

SAVE

Now leave via the door.

=====

Turntable Area

=====

There are some H. GUN BULLETS on the table toward the back of the area. Now go to the turntable car. Go past the panel, onto the ledge, and in the door.

=====

Turntable Car

=====  
Run to the front of the car and pick up the M. BULLETS. Then pick up the sparkle, it's the C. PANEL KEY, and when examined, the DOWN KEY.

Now leave.

=====  
Turntable Area  
=====

Use the DOWN KEY on the control panel outside. Then, push the activation switch.

\_Cutscene\_

=====  
Turntable Car  
=====

\_Cutscene\_

ALRIGHT! THAT LOSER IS STARTING TO GET ANNOYING! Let's teach him a lesson! Leave.

=====  
Turntable  
=====

Jump down. Now run to the other side of the turntable.

\_Cutscene\_

////////////////////////////////////  
\*\*\*\*\*  
Boss: William Birkin 2  
Difficulty: Medium  
\*\*\*\*\*  
\\////////////////////////////////\\

He moves more quickly than you would like, so you can't get too many shots at him without having to run past him and dodge his attacks. Just shoot, run around, shoot, run around, etc.  
He takes about 6 shots, then he's obviously hurt, then 1 more shot finishes him off.

Now enter the Turntable Car again.

=====  
Turntable Car  
=====

\_Cutscene\_

=====  
Security Room  
=====

\_Cutscene\_

Here you can find SHOTGUN SHELLS in the locker, a GREEN HERB on top of the green file cabinet, M. BULLETS on the desk, and an INK RIBBON in front of the typewriter. Your inventory:

SHOTGUN  
SHOTGUN SHELLS  
Full-healing item

Save if you want and leave.

=====  
Turntable Landing  
=====

Take the door with the greenish light above it.

=====  
Central Power Area  
=====

Run to the middle of the room, then go down the hallway illuminated with blue lighting and take the door there.

=====  
East Area  
=====

Run to the frozen double doors at the end of the hall.

=====  
Sub-Zero Storage Room  
=====

There's a F. AID SPRAY on top of the barrel-ish thing. Now grab the FUSE CASE, it's on the small tray.  
Now run over to the blue blinking light and use your FUEL CASE.

\_Cutscene\_

Now you have the MAIN FUSE.

Exit.

=====  
East Area  
=====

Go back to the Central Power Area.

=====  
Central Power Area  
=====

Use the MAIN FUSE on the breaker system in the middle of the area. Then, go to the West Area.

=====  
West Area  
=====



Run past the switch to the door at the end of the hallway.

=====  
Researchers' Bedroom  
=====

Pick up the USER REGISTRATION file, it's on the bench. Then pick up the LABORATORY SECURITY MANUAL, which is by the computer.

Check the locker for the almighty FLAMETHROWER. Now run over to the plant. A researcher has conveniently spilt oil all over the place, so just light it with the LIGHTER to exterminate that nuisance.

Run over the computer and turn on the "Anti-B.O.W. gas sprinklers".

Now climb through the vent.

NOTE: Hmm. I think that would be helpful to have brought here in cans.

=====  
Researchers' Bedroom 2  
=====

There are two Super-Lickers here. They're the same as regular Lickers, cept they take one more shot before dying.

There's an INK RIBBON on the desk beside the door and two boxes of SHOTGUN SHELLS in the cabinet. Unlock and leave.

=====  
West Area  
=====

Teehee. Equip the FLAMETHROWER. Now push that switch to raise the shutter.

Two Ivys here. They really don't like fire...

Don't waste much ammo on them though...they only take about 8% each.

Run past their burning corpses to the door at the end.

=====  
Upper Plant Platform  
=====

Kill the Ivy here, then use the ladder.

=====  
Lower Plant Platform  
=====

Take the door here.

NOTE: Pfft. And I thought Plant 42 from Resident Evil was bad.

=====  
B5 Hallway  
=====

Equip the C. SHOTGUN, then run down the hall until a Super-Licker \*drops in\* on you. Kill him. For me he only took one shot. Hmph.

Stay here. Be careful, there's two more and they're coming. Shoot them from a distance.

You probably have no room for the 3 GREEN HERBS here, but we'll come back for them later.

=====

Monitor Room

=====

Run to the other end. Here's what you need:

C. SHOTGUN

SHOTGUN SHELLS

W. BOX KEY

Full-healing item

Save if you want, leave via the door here.

=====

Moth Corridor

=====

Take the RED HERB in the southwest corner, then enter the double doors here.

=====

P-4 Lab

=====

Check the lighted locker on Leon's left. Use the W. BOX KEY to unlock it and get MAGNUM PARTS.

Go through the swooshy door to get into the next room. Kill the zombie, then you'll encounter another. Kill him too, then go through the next swooshy door.

There's 3 zombies in here. Kill them if you want, but be sure you grab the LAB CARD KEY in the back of the room.

That's all folks. Leave.

=====

Moth Corridor

=====

Run down the nasty part of the hall and use the door at the end.

=====

Moth Battle Room

=====

////////////////////

\*\*\*\*\*

Boss: Super Moth

Difficulty: Medium

\*\*\*\*\*

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

He's pretty fast, so you need to take shots while watching for him to attack.

When he attacks, run to the other side of the room and continue firing.  
Eventually, he'll die.

Shoot the nasty things off of the keyboard, then operate the computer.

Enter "GUEST" as your username. It'll make you register your fingerprint. Now  
leave.

=====  
Moth Corridor  
=====

Take the door at the east end of the corridor.

=====  
Monitor Room  
=====

Pull out the MAGNUM and combine it with the MAGNUM PARTS for the amazing  
C. MAGNUM. Now set your inventory:

C. MAGNUM  
MAGNUM ROUNDS  
Full-healing item  
LAB CARD KEY

Save if you want.  
Leave via the other door.

=====  
B5 Hallway  
=====

Pick up the 3 GREEN HERBs here after easily disposing of the Super-Licker.  
Then take the door at the other end.

=====  
Lower Plant Platform  
=====

Up the ladder.

=====  
Upper Plant Platform  
=====

Out the door.

=====  
West Area  
=====

Watch out! There's 2 Ivys here. You want to get back to the Central Power Area.  
Run past him or kill him, but either way, get there.

=====  
Central Power Area  
=====

Go to the East Area (blue).

=====  
East Area  
=====

Unlock and enter through the door in front of you.

=====  
Vaccine Research Room  
=====

There's M. BULLETS and a F. AID SPRAY right here on the stretcher-like thing.

Watch out! There's an amazing number of zombies in this small room, but hey, they're the last ones you'll see in the game, so enjoy them.

Press the red blinking light to turn on the lights. Now run where the four zombies were and there is an operating table. Grab the MO DISK.

Now leave.

=====  
East Area  
=====

\_Cutscene\_

Whoa. You got the G-VIRUS.

Push the shutter switch to open the shutter. Now put your fingerprint into the machine and exit to the Central Power Area.

=====  
Central Power Area  
=====

Go to the West Area.

\_Cutscene\_

How depressing. Continue.

=====  
West Area  
=====

Ivys here. Run past them to the Upper Plant Platform.

=====  
Upper Plant Platform  
=====

Down the ladder.

=====  
Lower Plant Platform  
=====

Through the door.



then tries to jump on top of you. Whatever you do, don't let him walk into you face-to-face. He uses this mauling move that is an easy kill for him. Run, take shots from a distance. When he gets on top of the tubes, aim up and shoot him. Then dodge his jumping attack.

Running around the whole room helps out as well. He has trouble jumping on top of you when you're on the other side of the room.

Eventually, he starts spittin up everywhere and he's finished. Run into the elevator to claim your victory.

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

Run down the hall.

\_Cutscene\_

\_Credits\_

Yep, that's it for Leon. At least until Resident Evil 4...Bwa ha ha.

=====  
7. Walkthrough for Leon B  
=====

Because of the fact that Easy mode will not only contain the items normal mode has but have more, I will be writing this Walkthrough in Easy mode. I'm going to try my best to locate all the files and items, but I may miss a few. If you find an item I didn't, just e-mail me. I'll put it on there.

I strongly recommend you go into your button config and change manual aim to auto aim. It makes the game much easier.

=====  
Market Street  
=====

Dodge the zombies and run to the end. Use the gate beside the blue road block.

=====  
RCPD Parking Area  
=====

Go to Leon's right and through the doorway at the end. Take the CABIN KEY. Now go to the opposite side of the area, unlock and proceed through the door.

=====  
Cabin  
=====

There's some H. GUN BULLETS and an INK RIBBON here. Save if you want, then exit through the other door.

=====  
Paved Passageway  
=====

There's 3 really easy to avoid zombies here. Take the stairs here.

=====

Roof

=====

\_Cutscene\_

That was pretty cool. Use the door up here.

=====

Crow Corridor

=====

Take the GREEN HERB here, then use the next door you come to. It looks blue, but it's actually white.

=====

Outer Stairway

=====

There's 1 GREEN HERB up here and 2 down there. Get them both, then take the lower door.

=====

Cop Offices

=====

Take the H. GUN BULLETS from the cop's body, then run out from behind the divider. There are 5 zombies here. 3 are standing up, 1 is in the office and the other is on the ground. Kill them, as you will be passing through here a lot.

Now run into the office and take the H. GUN BULLETS from the desk. There's also a GREEN HERB behind the desk.

```

+-----+
| This from StraydoG:                               |
| Behind the desk in the room with the safe. (Green Herb x2) |
+-----+

```

Now take the VALVE HANDLE from the shelf just in front of the divider and exit the same way you came in.

=====

Outer Stairway

=====

Run up the stairs and out the door.

=====

Crow Corridor

=====

Now use the door down the hall that leads to the Roof.

=====

Roof

=====

Run behind the wall and use the VALVE HANDLE on the place here.

\_Cutscene\_

Now use the door here.

\_Cutscene\_

That guy's name is Mr. X. He's a Tyrant designed specifically to retrieve the G-Virus. However, he seems to really enjoying beating on Leon and Claire.

Enter.

=====

Crow Corridor

=====

Walk forward.

\_Cutscene\_

Oh well. Keep going.

////////////////////////////////////  
\*\*\*\*\*

Boss: Mr. X

Difficulty: Easy/Medium

\*\*\*\*\*

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

You encounter him multiple times, but I'm not going to list him as a boss every time.

He moves slow, but when he gets you, you're in trouble. At this point, considering you have only a HAND GUN, I recommend you run past him.

You never really have to kill Mr. X until the end of the game, but if you do, he drops a random item. It's usually a type of ammo.

Use the door past the blue/white door. It's at the very end.

NOTE: I assume Mr. X likes to eat crow, as they're gone.

=====

Helicopter Hallway

=====

\_Cutscene\_

Yep. He never dies.

There are 2 Lickers here, but you, again, have only a HAND GUN. You need to get to the door behind the helicopter. Use your GREEN HERBs if you have to.

=====

Virgin Heart Room

=====

There are some SHOTGUN SHELLS in the northwest corner of the room, but be sure you pick up the BLUE CARD KEY beside the woman relief statue on the left. Now leave.



\_Cutscene\_

This is just getting scarier and scarier. Leave.

=====  
Helicopter Hallway  
=====

Proceed through the door between you and the door to Crow Corridor.

=====  
Secretary's Office  
=====

Here you can find some INK RIBBONS, some H. GUN BULLETS, the SECRETARY'S DIARY A, and a SMALL KEY. Here's what you need:

HAND GUN  
H. GUN BULLETS  
BLUE CARD KEY

Save if you wish and leave through the only other door here.

=====  
Main Hall 2F  
=====

Run all the way to the other side of the room and take the UNICORN MEDAL from the wall. There are about 3 zombies between the emergency ladder and the UNICORN MEDAL.

Then run to the ladder, push the switch, and climb down.

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

Well that's pretty cool. Take the SHOTGUN from the desk as well as the INK RIBBON. Now use the computer and the BLUE CARD KEY.

\_Cutscene\_

Alright. Now put the UNICORN MEDAL in its place in front of the statue for the PRECINCT KEY. It's the SPADE KEY.

Now use the double doors on the left side of the hall.

=====  
Info Inquiry Room  
=====

There's a zombie right in front of you and another behind the divider. Take the POLICE MEMORANDUM file, then use the door behind the divider.

=====  
Shutter Hallway  
=====

Run forward. Check the dead cop's body for some H. GUN BULLETS. Then use the

SPADE KEY, discard it, and enter the door here.

=====  
File Storage Room  
=====

Take the PATROL REPORT from the shelf in front of you.  
Push the stepladder against the case again, except this time you only get some  
F. AID SPRAY. Take the INK RIBBON from the northwest corner of the room. Now  
leave.

+-----+  
| This from StraydoG: |  
| Selves below the crank. (HG Bullets) |  
+-----+

=====  
Shutter Hallway  
=====

Continue down the hall. Take the GREEN HERB and proceed through the door here.

=====  
Green Corridor  
=====

Run past the double doors here. Shoot the zombies from a distance, then enter  
the double doors.

=====  
Classroom  
=====

Take the H. GUN BULLETS from the table to Leon's left. Then take the  
OPERATION REPORT 1 from the table near the front of the room.

Run to the back of the room and light the fireplace using the LIGHTER. Take  
the RED JEWEL. Examine it, it's the VIRGIN HEART. How'd Leon know that?

+-----+  
| This from StraydoG: |  
| At the end of the room. (HG Bullets) |  
+-----+

Exit.

=====  
Green Corridor  
=====

Continue down the hall and use the door at the end.

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

Take the 2 GREEN HERBs from beside the steps, then enter the door here.

=====  
Dark Room

=====  
Take the OPERATION REPORT 2 from the table, and the INK RIBBON there as well.

Now organize your inventory:

HAND GUN  
H. GUN BULLETS  
SMALL KEY

```
+-----+  
| This from StraydoG: |  
| Goto the cabinets. (HG Bullets) |  
+-----+
```

Save if you want and leave.

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

Ascend the stairs.

=====  
Upper West Stairway  
=====

Run to the statue at the other end of the hall.

-----God of Sun, God of Moon Puzzle-----

The statue with the red sparkle on top says,

"The god of sun and the god of moon. Their gaze upon me is the only thing that can release red soul."

Well, we want red soul.

So push the copper statue in front of the statue holding the red sparkle. Then push it east against the wall and onto the odd-colored floor tile. Then do the same with the silver statue to complete the puzzle and give you the RED JEWEL, or VIRGIN HEART.

```
+-----+  
| This from StraydoG: |  
| Behind the statue with the red jewel. (HG Bullets) |  
+-----+
```

Now take the door here.

=====  
Gray Corridor  
=====

There's 5, yes, 5 zombies here. Kill them if you want. If you don't now, you will have to later.

Enter the door in the middle of the hall.

=====  
S.T.A.R.S. Office

=====  
Take CHRIS'S DIARY from his desk in the middle of the room. Then take the  
H. GUN BULLETS from Barry's desk on the left. The MAGNUM is located in the  
cabinet in the southwest corner of the room. Now leave.

=====  
Gray Corridor  
=====

Use the door past where the zombies were.

=====  
Lounge  
=====

\_Cutscene\_

Take the PRECINCT KEY that Sherry dropped. It's the DIAMOND KEY. Now take the  
SHOTGUN SHELLS from the cabinetish thing here. Run to the other side of the  
hall.

\_Cutscene\_

Go down the hall you haven't been down yet to find an endtable with a vase.  
Unlock it with the SMALL KEY for the H. GUN PARTS. Combine them with the  
HAND GUN for the C. HAND GUN. Now use the door here.

=====  
Library  
=====

Walk forward.

\_Cutscene\_

Hm. That's not good.

Oh well. We'll just avoid the area. Go up the stairs and run to the end of the  
hall.

AHH! I bet you didn't even see that one coming.

-----Bookshelf Puzzle-----

Check the bronze plate with the picture on it.

It looks like this:

```
| | | |  
| | | |  
| | | |
```

Now let's make the bookshelves look like this.  
Push the red switch on the wall.

Now, to make the shelves look like the picture, we need to move the shelf on  
the left right, and the shelf beside it right, as well.

So push the switch on the shelf furthest to the left right, then push the

switch right on the switch beside it.

This reveals the BISHOP PLUG under the bronze plate and completes the puzzle.

Take the RED HERB by the vase, then leave through the double doors.

=====  
Main Hall 2F  
=====

Climb down the ladder.

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

Take the double doors on the west side of the hall.

=====  
Info Inquiry Room  
=====

Here's what you need:

- C. HAND GUN
- H. GUN BULLETS
- DIAMOND KEY

Now use the double doors.

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

Run toward the entrance, up the steps, and take the single door on the platform here.

=====  
Vending Machine Hall  
=====

There's about 5 zombies here. Do what you have to do to kill them, then use the blue double doors.

=====  
Cop Offices  
=====

There's about 3 zombies here. Dodge the ones you can and head into the back office.

-----Weapons Safe Combo Puzzle-----

Check the POLICE MEMORANDUM file we found in the Info Inquiry Room.

At the very back, it gives you a four-digit number. That is the combination to the safe. Put that number into the safe.

The safe contains some SHOTGUN SHELLS and a POLICE STATION MAP.

Now use the blue double doors again.

=====  
Vending Machine Hall  
=====

Take the GREEN HERB beside the plant beside the vending machines, then use the door at the end of the hall.

=====  
Tiny Corridor  
=====

No zombies here. Unlock and proceed through the first door you come to.

=====  
Questioning Room  
=====

Take the F. AID SPRAY. AHH! Take the ROOK PLUG on the shelf, then run your butt outta there!

=====  
Tiny Corridor  
=====

Run further down the hall and grab the RED HERB. There's a door here, but there's nothing inside but two Lickers. :-\

Use the door on the other end of the hall.

=====  
Vending Machine Hall  
=====

Enter the door past the blue double doors.

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

Climb the ladder on the other side of the room.

=====  
Main Hall 2F  
=====

Use the double doors to the Library.

=====  
Library  
=====

Use the single door here.

=====  
Lounge  
=====

Take the only other door here.

=====  
Gray Corridor  
=====

Enter the door on the other side of the hall.

=====  
Upper West Stairway  
=====

Descend the stairs.

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

There's a BUNCH of zombies here! I recommend letting the first one grab you, then push him into the zombies behind him. Then shoot them while they're on the ground.

Now enter the Dark Room.

=====  
Dark Room  
=====

You need:  
C. HAND GUN  
H. GUN BULLETS  
DIAMOND KEY  
Full-healing item

Save if you want and leave.

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

Unlock, discard, and proceed through the white door at the end of the hall.

NOTE: I took you the long way here because there's a \*butt-load\* of zombies the other way.

=====  
Evidence Room  
=====

Take the SHOTGUN SHELLS from the drawer here. There's also FILM on the other side.

Now unlock and go through the other door here.

=====  
Information Office  
=====

There's 5 zombies here. All you really need is the PRECINCT KEY. It's on the desk in the small office area. However, there's also a SMALL KEY by the lockers and the MEMO TO LEON on the desk around here. They're both almost

completely insignificant, so feel free to leave them.

Unlock and proceed through the only other door here.

NOTE: Upon examination, the PRECINCT KEY is actually the HEART KEY.

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

Stop by the Info Inquiry Room.

=====  
Info Inquiry Room  
=====

You need:  
SHOTGUN  
SHOTGUN SHELLS  
HEART KEY  
Full-healing item

Now leave through the double doors.

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

Run up the small set of stairs and use the single door up here.

=====  
Vending Machine Hall  
=====

Take the blue double doors.

=====  
Cop Offices  
=====

Run behind the divider and unlock the locked door. Discard and proceed through.

=====  
Yellow Shutter Hallway  
=====

Oh boy. This is where the zombies came in.

However, you conveniently brought the SHOTGUN. Teehee.

Introduce BETSY (your shotgun) to the zombies' faces.

Descend the stairs at the end.

=====  
B1 Hallway  
=====

Now there's zombies here. Turn right at the fork and use the brown double doors.



=====  
Power Restoration Room  
=====

Take the GREEN HERB here, then check the machine in the northwest corner of the room.

-----Power Control Puzzle-----

Now check out the -Reserve Power Control Panel- in the northwest corner of the room.

There are 5 switches. Switches switched up add 36 and switches switched down subtract 14. You need to get to 80. It's mostly just a simple math problem.

$$36 + 36 + 36 - 14 - 14 = 80$$

However, after you get to one hundred, it stops adding. So you need to push them in alternating order.

UP DOWN UP DOWN UP

This restores power to the card reader and completes the puzzle.

Take the H. GUN BULLETS and the POLICE B1 MAP from the shelf here, then leave.

=====  
B1 Hallway  
=====

Take the door at the end of the hallway with the "Parking" sign beside it.

=====  
Parking Garage  
=====

Run to the truck on the other side.

\_Cutscene\_

Heh. Look on the side of the truck. "Emergencney Dail 9-1-1".  
Well, let's help the lady out! Get behind the van and start pushin'!

\_Cutscene\_

Grab the GREEN HERB in the northwest corner of the room and use the door that was formerly blocked by the truck.

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

\_Cutscene\_

Run to the other side of the hall. Take the FILM (C) from the table, then use the double doors.

=====  
Holding Cells

=====  
Run to the end.

\_Cutscene\_

Take the MANHOLE OPENER from the shelf here. Then check the other cell for a GREEN HERB and BLUE HERB.

Leave.

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

Run to the other side of the hall and take the first door you see.

=====  
Kennel  
=====

Run forward and use the MANHOLE OPENER on the manhole. Go down.

NOTE: If you want a RED HERB and BLUE HERB, run down the hall. You'll also get attacked by some Cerberus.

=====  
Spider Corridor  
=====

There are two spiders here. Kill them both and climb the stairs at the end.

=====  
Septic Hallway  
=====

Enter the first door here.

=====  
Storeroom  
=====

Here you'll find some INK RIBBONS and a BLUE HERB. Now get out this stuff:

SHOTGUN

SHOTGUN SHELLS

Full-healing item

Full-healing item

That's it. Save if you want and leave.

=====  
Septic Hallway  
=====

Use the door beside the door with the word "SEPTIC" beside it.

=====  
Mutation Battle Room  
=====

Run to the other door in the room. Check the panel.

Darn, we don't have the KNIGHT PLUG or the KING PLUG yet. Leave.

=====  
Septic Hallway  
=====

\_Cutscene\_

You're Ada. Take the door.

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

Hmph. No Cerberus in Leon B. Just zombies. Kill them all, then ride the red elevator in the roofed area.

=====  
Plumbing Corridor  
=====

Take the SHOTGUN SHELLS. Go back up.

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

Go out of the roofed area and go straight. Use the door here.

=====  
Water Draining Room  
=====

Take the SEWAGE DISPOSAL MAP. Now climb down to the area where the boxes are.

-----Classic Box Bridge Puzzle-----

Here there are two boxes touching each other. Climb over into the space between them. Now push the box on the right to the right until you can push the other box against the wall. Then climb out, push the other box against the wall so it lines up with the other one, then push the final box into its place with the other boxes.

Run up the ~stairs~ then push the switch on the panel to drain water into this area, which causes the boxes to form a bridge.

Run across the bridge and check the shelf for the final PRECINCT KEY. It's the CLUB KEY. Now leave.

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

Enter the door you used to get here originally.

=====  
Septic Hallway  
=====

\_Cutscene\_

Now you're Leon again. Pick up the SHOTGUN SHELLS and the CLUB KEY, then go down the stairs here.

=====  
Spider Corridor  
=====

Run to the ladder at the end.

=====  
Kennel  
=====

Use the door here.

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

Take the door that leads to the Parking Garage.

=====  
Parking Garage  
=====

Kill the Cerberus if you want, but they're actually pretty easy to avoid since they're in such a large area.

Take the door directly in front of you.

=====  
B1 Hallway  
=====

Oh great. More zombies. There's only two, so it's not that bad.

You need to get to the double doors on the right side of the hall.

Unlock and proceed through.

=====  
Autopsy Room  
=====

There's 2 Lickers here! Good George!

You'll probably have to use at least one of your two full-healing items.

All you want is the RED CARD KEY that's in the shelf on the other side of the operating tables. So get it and leave.

=====  
B1 Hallway  
=====

Now use the RED CARD KEY on the card reader that's just past the Power Room to gain access to the Weapons Storage.

=====  
Weapons Storage  
=====

Take the sparkling M. BULLETS and the two boxes of H. GUN BULLETS. Then check the locker.

Take whatever you left for Leon in Claire A. I bet there's some of y'all kickin yourselves. Tee hee.

Leave.

=====  
B1 Hallway  
=====

Now ascend the stairs at the north end of this hallway.

=====  
Yellow Shutter Hallway  
=====

AHH! More zombies! Just open the door to the left of the stairs!

=====  
Watchman's Room  
=====

Check the locker for some SHOTGUN SHELLS, then run around the back for some M. BULLETS and the WATCHMAN'S DIARY.

That's it for here. Leave.

=====  
Yellow Shutter Hallway  
=====

Proceed through the other door here.

=====  
Cop Offices  
=====

Take the blue double doors.

=====  
Vending Machine Hall  
=====

Run to the door past the vending machines.

=====  
Tiny Corridor  
=====

Unlock, discard, then use the mysterious blue door at the end.

=====  
News Room

=====

-----Gold Cogwheel Puzzle-----

Check the picture with the gold gear on it. It says,

"Light the queen, the king and the jack.... then the carriage will start running."

Well, knowing that the loser that designed this police station really enjoyed playing cards, let's check the values on those cards.

| QUEEN | KING | JACK |
|-------|------|------|
| 12    | 13   | 11   |

Now run to the statues on the other side of the room. They each have numbers etched on them. 11, 12, and 13.

Light a fire in the place beside them against the wall, then turn on the faucets in the given order:

12, 13, 11.

This causes the gold gear to fall out of its place and completes the puzzle.

Go get it.

AHHHH!!!! MR. X!!! Somebody "dail" 9-1-1!

Actually, just grab the G. COGWHEEL and leave.

NOTE: Chris (homer2570@planet-save.com) says there's a F. AID SPRAY behind the desk here.

=====

Tiny Corridor

=====

Phew! I'm glad that's over.

Take the door at the other end of the hallway.

AHHH! Not again! Run back into the larger area for a little more room. Now you're gonna need to run past him. He might hit you once, but anyway, get to that door.

NOTE: Man, that guy must be pretty smart to break ANOTHER hole in the wall even after he already broke one.

=====

Vending Machine Hall

=====

Enter the door past the blue double doors.

=====

Main Hall

=====

Use the double doors on the left side.

=====  
Info Inquiry Room  
=====

Make your inventory resemble this:

SHOTGUN  
SHOTGUN SHELLS  
G. COGWHEEL  
VIRGIN HEART  
VIRGIN HEART  
Full-healing item

Leave to the Main Hall.

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

Climb the ladder.

=====  
Main Hall 2F  
=====

There's a Licker up here. Kill him if you want, but take the door in the southeast corner of the room.

=====  
Secretary's Office  
=====

Use the other door here.

=====  
Helicopter Hallway  
=====

There are probably 2 Lickers here. You need to kill them. Use your healing item if you need to.

Enter the door past the Chopper (The one you've been in before).

NOTE: Lickers are deaf. If you just stand there, they won't get you. I think that was mentioned in a file in Resident Evil: Survivor.

=====  
Virgin Heart Room  
=====

There's a Licker in here, but he's an idiot and is facing the wrong way. You should be able to take him out before he gets you.

Put the VIRGIN HEARTs in their places on the other side of the room, then take the KING PLUG from the knight.

One more to go!

Leave.

=====  
Helicopter Hallway  
=====

Now run down the hall formerly blocked by the chopper and take the door at the end.

=====  
Chief Irons's Office  
=====

Take the CHIEF'S DIARY from his chair, then use the other door here.

=====  
Stuffed Tiger Hall  
=====

Enter the door at the end.

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

Go to the northeast section of this room and grab the SECRETARY'S DIARY B file.

Then check the pinkish chest in this area for the CRANK. It's the SQUARE CRANK. Leave.

=====  
Stuffed Tiger Hall  
=====

Use the only other door.  
Try to dodge Mr. X.

=====  
Chief Irons's Office  
=====

Use the door on the other side of the table.

=====  
Helicopter Hallway  
=====

Enter the Secretary's Office.

=====  
Secretary's Office  
=====

Grab a Full-healing item if you have none and aren't in "Fine" condition.  
Exit to the Main Hall 2F.

=====  
Main Hall 2F  
=====

There's a Licker here if you didn't kill him before.



Take the double doors on the other side.

=====  
Library  
=====

Go up the stairs and proceed through the single door up here.

=====  
Main Hall 3F  
=====

Enter the only other door up here.

=====  
Clock Room  
=====

Use the SQUARE CRANK on the hole here, then climb up the stairs.

Put the G. COGWHEEL in its place here, then push the switch.

Grab the final plug, the KNIGHT PLUG, then slide down the dust "shoot".

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

\_Cutscene\_

Run to the other side and go in the double doors.

=====  
Holding Cells  
=====

\_Cutscene\_

You get the MAIL TO THE CHIEF.

\_Cutscene\_

That's what I'd like to know. Why doesnt ANYONE listen to you?

Leave.

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

Enter the Kennel, the next door you come to.

=====  
Kennel  
=====

Go down the ladder.

NOTE: Thank goodness no one "let the dogs out". Teehee.

=====  
Spider Corridor  
=====

Go up the stairs at the other side of the room.

=====  
Septic Hallway  
=====

Take the door on the right side of the screen.

=====  
Storerroom  
=====

Check your inventory:

- SHOTGUN
- SHOTGUN SHELLS
- KING PLUG
- ROOK PLUG
- KNIGHT PLUG
- BISHOP PLUG
- MAGNUM
- Full-healing item

You should save here. Now leave.

=====  
Septic Hallway  
=====

Equip the MAGNUM and proceed through the only other door here.

=====  
Mutation Battle Room  
=====

Well, if you haven't figured it out yet, in Leon B, you fight Birkin.

////////////////////////////////////  
\*\*\*\*\*  
Boss: William Birkin 1  
Difficulty: Easy  
\*\*\*\*\*  
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

Take shots at him with the MAGNUM. After about six shots, the music stops and he makes his way over to the railing and jumps off. What a loser.

Put the plugs in their places on the panel beside the door, then proceed through.

=====  
Sewer Entrance  
=====

Run forward.

\_Cutscene\_

I bet she's sorry now. Leon gave her a big lecture.

Climb down and take the large garbage truck-like door.

=====  
Sewerway  
=====

Climb up onto the ledge, take the 2 BLUE HERBs, then enter.

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

Take the SEWER MANAGER FAX that's on the table, then take the INK RIBBON from in front of the typewriter. Now push the cabinet on the west side of the room away to reveal a door. It's a door to the warehouse. Open it and climb down the ladder.

=====  
Warehouse  
=====

Run to Leon's right and light the alcohol lamp. Then grab the sparkle on the shelf. It's M. BULLETS. Now light the alcohol lamp on the other side of the room and grab the SHOTGUN SHELLS between the two red barrels. Climb back up the ladder.

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

Check your inventory:

SHOTGUN  
SHOTGUN SHELLS  
VALVE HANDLE

Now save if you want and head down the red elevator.

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

\_Cutscene\_

Ada is such a caring person.

Follow that strange woman and take the SEWER MAP on the way. Enter the door.

=====  
Sewerway 2  
=====

Follow that woman. Climb the ladder she went into to get into the Ventilation Shaft.

=====  
Ventilation Shaft  
=====

Run quickly to the end and climb down the ladder.

=====  
Upper Bridge Platform  
=====

Run around the bend and forward.

\_Cutscene\_

Run across the bridge and down the ladder.

=====  
Garbage Collection Area  
=====

\_Cutscene\_

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

Let's get back to Ada. Run through the door she went through.

=====  
Sewerway 2  
=====

Hm. The fan is running and we can't get into the Ventilation Shaft.  
Climb up onto the ledge near it and take the WOLF MEDAL and SMALL KEY from the soldiers' bodies.

Now run down the other way. You'll encounter 2 Spiders, but they're pretty stupid. Just ignore them and use the door at the end.

=====  
Sewerway 3  
=====

Put the WOLF MEDAL in its place by the waterfall, then enter the double doors on the ledge.

=====  
Lower Bridge Platform  
=====

Use the BLUE HERBS here if you need to, then use the VALVE HANDLE on the red light.

\_Cutscene\_

Run across the bridge and use the VALVE HANDLE on the green light.

\_Cutscene\_

Take the GREEN HERB and SHOTGUN SHELLS, then enter the door.

=====  
Wide Corridor

=====  
Run down the hall and use the double doors at the end.

=====  
Garbage Collection Area  
=====

Run onto the ledge with Ada.

\_Cutscene\_

=====  
Upper Bridge Platform  
=====

Run across the bridge and go to the left. At the end, take the EAGLE MEDAL and the SEWER MANAGER DIARY. Then run over to the Ventilation Shaft. Use the VALVE HANDLE on the red light to stop the fan.

Climb the ladder.

=====  
Ventilation Shaft  
=====

Climb down the other ladder.

=====  
Sewerway 2  
=====

Take the door in the northwest corner of the room.

NOTE: If you can get Ada to attack the zombies here, do it. She kills them in 2-3 shots and uses her own ammo supply.

=====  
Sewerway 3  
=====

Put the EAGLE MEDAL in its place with the WOLF MEDAL then proceed through the door.

=====  
Mining Corridor  
=====

Run to the door at the end.

=====  
Tram Station  
=====

Hmm. Looks like Claire selfishly took the Tram herself.

Check the panel you use to activate the panel to call it back.

Now get in.

=====

Tram

=====

////////////////////////////////////

\*\*\*\*\*

Boss: William Birkin's Claws

Difficulty: Not the least bit challenging

\*\*\*\*\*

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

Don't shoot at the claws, Ada will waste her ammo on them. Just move every time the dirt falls on your head.

\_Cutscene\_

Leave.

=====

Tram Landing

=====

Light the flare gun here to reveal a sparkle. It's the W. BOX KEY. Take it.

=====

Tight Passage

=====

Go to the fork, and at it, go left. There's 3 zombies in your way. Again, let Ada take as many zombies as possible. At the end you'll find the amazing SHOTGUN PARTS! Combine them with the SHOTGUN for the C. SHOTGUN.

Now go the other way. You'll find a zombie and a door. Open the door.

=====

Tight Ladder Passage

=====

Here you want to get as many zombies in a row in front of you. I got three, but I'll bet it's possible to get 4.

Anyway, shoot them down, then go to the end of the hall to the right. You'll find a BLUE HERB and a GREEN HERB. Now climb the ladder ath the other end.

=====

Factory Entrance

=====

Here, you'll find a F. AID SPRAY, some SHOTGUN SHELLS, some M. BULLETS and an INK RIBBON. Right now, it doesn't really matter what your inventory is, as long as you have at least three open item slots and the MAGNUM with a fully-loaded clip.

Leave through the door.

=====

Turntable Area

=====

Grab the FACTORY MAP beside the column by the door.

Then take the H. GUN BULLETS from the table in the back and ride the elevator toward the camera.

Use the door down here.

=====  
Catwalks Area  
=====

Run to the end and take the C. PANEL KEY. Now check the monitors to turn one on.

AHH MOMMY! He's right there! Equip the MAGNUM and shoot him 'til he dies, grab his random item, then leave.

NOTE: The C. PANEL KEY is the UP KEY when examined.

=====  
Turntable Area  
=====

Ride the elevator back up and go through the door.

=====  
Factory Entrance  
=====

Now run over to where Ada is and use the UP KEY on the key hole.  
Now organize your inventory:

MAGNUM  
M. BULLETS  
Full-healing item  
Full-healing item

Now leave through the door.

=====  
Turntable Area  
=====

Check the panel in front of the Turntable Car and push the activation switch.

\_Cutscene\_

=====  
Turntable Car  
=====

Run to the front of the car and take the M. BULLETS. Now let's teach little Willy a lesson.

Leave.

=====  
Turntable  
=====

Run to the other side of the car.

\_Cutscene\_

```
//////////////////////////////////////////  
*****  
Boss: William Birkin 3  
Difficulty: Medium  
*****  
\\////////////////////////////////////
```

He's actually kind of easier than the William Birkin you fought as Claire, since he's slower.

Take shots at him, then run. It works pretty well.

When he raises all his arms, DON'T LET HIM GET NEAR YOU. He'll slap you silly with all his arms and have you on your knees for a while.

He takes about 9 shots.

After the battle, he jumps and grabs on to the side of the shaft. Enter the Turntable Car.

```
=====  
Turntable Car  
=====
```

\_Cutscene\_

How does Leon know they're in Umbrella's secret lab?

And yes, no one wants to listen you, Leon.

You have to leave to progress, so don't wait for the engine to cool down.

```
=====  
Turntable  
=====
```

Go to the west side of the turntable and climb up onto the ledge. Crawl through the vent here.

```
=====  
Lab B1 Corridor  
=====
```

\_Cutscene\_

Use the double doors at the west end of the corridor.

```
=====  
Boiler Room  
=====
```

Grab the GREEN HERB beside the item box in the south end of the room, then check your inventory:

```
C. SHOTGUN  
SHOTGUN SHELLS  
Full-healing item
```

-----Power Room Access Puzzle-----



Push the crate onto the lift. You want to push it as close to the side of the lift with the switch on it as possible. Now ride it down.

Now push the crate off the lift by pushing it south. Then push it against the rails to the east. Next push it north until it hits a rail and the switch to use the lift is to the left of it.

Get on the lift and push it to the right until it hits another rail. Finally push it down the corridor to the north until it hits a rail to complete the puzzle.

You could do this puzzle later, but I find it best to do it now.

Now ride the red elevator to the east.

=====  
Iron Smelting Room  
=====

There are two Super-Lickers here.

Run down the passage until you can see one. Kill him, then another one appears. Let him get kind of close to you, then aim low and shoot him in the head. It kills him in one shot.

There's a panel in the northeast corner of the room. Push the switch to turn on the elevator.

Now ride the elevator back up.

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

Ride the lift up, then use the double doors up here.

=====  
Lab B1 Corridor  
=====

Enter the elevator at the end of the hall.

=====  
Lab Elevator  
=====

Check the elevator control panel beside the door and push the button.

\_Cutscene\_

=====  
Turntable Landing  
=====

There's a bunch of naked zombies here. Ew.

You can't enter the save room here, so use the funky door at the south end of the area.

=====  
Central Power Area  
=====

Go down the blue corridor to the door at the end.

=====  
East Area  
=====

Run to the cold-looking double doors at the end.

=====  
Sub-Zero Storage  
=====

Take the F. AID SPRAY from the barrel and the FUSE CASE from the tray.  
Then use the FUSE CASE on the blue light.

\_Cutscene\_

Now you have the MAIN FUSE. Leave.

=====  
East Area  
=====

Go back to the Central Power Area.

=====  
Central Power Area  
=====

Put the MAIN FUSE in its place, then enter the door at the end of the red-  
lighted hallway.

=====  
West Area  
=====

Run to the door at the end of the hall. Open it.

=====  
Researchers' Bedroom  
=====

Wow. A bunch of naked zombies here.

Take the USER REGISTRATION file and the LAB CARD KEY. Then take the  
LABORATORY SECURITY MANUAL from the computer and the FLAMETHROWER from the  
locker.

Now climb through the vent here.

=====  
Researchers' Bedroom 2  
=====

There are 2 Super-Lickers here. Just shoot them before they get to you.

Take the 2 boxes of SHOTGUN SHELLS from the cabinet, and the INK RIBBON from the INK RIBBON from the machine beside the door. Now use the door.

Push the shutter switch here and use the FLAMETHROWER to make your Ivys extra crispy.

Use the door behind them.

=====  
Upper Plant Platform  
=====

One more Ivy here. Flame him.

Go down the ladder.

=====  
Lower Plant Platform  
=====

Proceed through the door.

=====  
B5 Hallway  
=====

Equip your C. SHOTGUN. There's 3 Super-Lickers here. One drops down from the ceiling in the hall where you can see one peeking out from around the corner. Try to shoot the one behind the corner before triggering the other one to drop down from the ceiling.

There's 3 GREEN HERBS here, but you'll probably have to pick them up next time you come through here.

Now use the only other unlocked door here.

=====  
Monitor Room  
=====

Run to the other side of the room and check your inventory:

SHOTGUN  
SHOTGUN SHELLS  
C. HAND GUN  
W. BOX KEY  
LAB CARD KEY  
Full-healing item

Now save if you want and take the door here.

=====  
Moth Corridor  
=====

Run down the nasty part of the hall and unlock the door at the end. Proceed through.

=====  
Moth Battle Room  
=====

```
////////////////////////////////////
*****
Boss: Super Moth
Difficulty: Easy
*****
\\
```

He takes two C. SHOTGUN shots. Whoopdeedoo.

Now check the computer. Ew! Those nasty things are sucking its mechanical blood. Use the C. HAND GUN to shoot them off.

Now operate the computer.

Enter "GUEST" as the user name because the USER REGISTRATION file said so.

Register your fingerprint and leave.

NOTE: BIRKIN, WILLIAMB, and BIRKINW don't work. :-\.

```
=====
Moth Corridor
=====
```

Use the double doors with "P-4 Labo ratory" above it.

```
=====
P-4 Lab
=====
```

Unlock the lighted locker for the MAGNUM PARTS. There's also a F. AID SPRAY on the table. Now go through the door.

Be careful in here; there's a buttload of zombies.

Take the P. ROOM KEY from the place where you found the LAB CARD KEY before.

Now leave.

```
=====
Moth Corridor
=====
```

Take the RED HERB directly in front of you, then retreat to the Monitor Room.

```
=====
Monitor Room
=====
```

Check your inventory:  
SHOTGUN  
SHOTGUN SHELLS  
LAB CARD KEY  
P. ROOM KEY  
Full-healing item

Now save if you want and use the other door here.

```
=====
```

B5 Hallway

=====

Use the door at the other end.

=====

West Area

=====

Go back to the Central Power Area.

Run past the Ivys.

=====

Central Power Area

=====

Take the door to the East Area.

=====

East Area

=====

Push the shutter switch to raise the shutter, then register your fingerprint into the machine. If you registered it as Claire before, then you can get in. If not, tough cookies.

=====

The Lab

=====

There are an amazing 3 Super-Lickers here. They can be fairly easily taken out with the C. SHOTGUN, however.

Basically the only item in here is the S. MACHINE GUN, and if you have it, the M.G. BULLETS. They're located on the guard's body beside the large broken case.

There's nothing else. Leave.

NOTE: What escaped from the large broken tank?

=====

East Area

=====

Now unlock and use the door beside the shutter.

=====

Vaccine Research Room

=====

Here there are two Ivys and one place to find M. BULLETS, but it gives you the amount 2 would give you. The bullets are located beside the operating table, but you have to hit the blinking light switch first.

Leave.

=====

East Area

=====

Enter the Central Power Area.

=====  
Central Power Area  
=====

Now run down the white-lighted hallway back to the Turntable Landing.

=====  
Turntable Landing  
=====

Use the elevator here. You'll have to dodge naked zombies if you didn't kill them before.

=====  
Lab Elevator  
=====

Push the button.

\_Cutscene\_

=====  
Lab B1 Corridor  
=====

Use the double doors at the other end.

\_Cutscene\_

Oh great. It's our good buddy Mr. X.

Kill him if you want, but get to the double doors behind him.

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

Get on the lift and push the switch.

Now climb the boxes you pushed earlier and unlock the double doors at the top. Now proceed through.

=====  
Power Room  
=====

Run to the other end of the room.

\_Cutscene\_

Pick up the sparkle. It's the MASTER KEY. How'd Ada get that? Oh well. At least Mr. X is finished. Leave.

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

\_Cutscene\_

Oh boy.

Climb down then ride the lift up.

Leave.

=====  
Lab B1 Corridor  
=====

Hop into the elevator.

=====  
Lab Elevator  
=====

Push the button, don't use the MASTER KEY on the computer just yet.

\_Cutscene\_

=====  
Turntable Landing  
=====

Unlock and proceed through the door here.

=====  
Security Room  
=====

\_Cutscene\_

=====  
Lab Elevator  
=====

Check the computer and use the MASTER KEY.

\_Cutscene\_

=====  
Front Car  
=====

\_Cutscene\_

Climb the stairs and check the controls. There's no power. Well, that's just peachy.

Run out the door toward the back of the car, then open the double doors.

=====  
Rear Car  
=====

Run to the end and pick up the PLATFORM KEY.

Now check your inventory:

S. MACHINE GUN

M.G. BULLETS (if you have them)

Full-healing item  
Full-healing item  
Full-healing item  
PLATFORM KEY  
[EMPTY]

I highly recommend you take the INK RIBBON in front of the typewriter and save.

I highly recommend you listen to that last high recommendation.

I strongly recommend...well...you get the picture.

Leave.

=====  
Front Car  
=====

Use the only other door here.

=====  
Subway Station  
=====

Unlock the gates in the back of the screen, discard, and proceed through.

=====  
Subway Station 2  
=====

Step forward.

\_Cutscene\_

Alright. We're gonna have to do this quick.

Run up the stairs, across, down the stairs, and straight ahead.

You'll come to a red light. Push the switch and take the JOINT N PLUG and the JOINT S PLUG.

Now turn around and run under the stairs. Use the door at the end.

=====  
Power Redirection Area  
=====

Run forward.

\_Cutscene\_

Run to the other end of the room and put the JOINT N PLUG and JOINT S PLUG in their places.

\_Cutscene\_

Holy Cow. This is gonna be a little challenging.

////////////////////////////////////  
\*\*\*\*\*





Oh great. That's just fine.

```
=====
Rear Car
=====
```

Run to the end.

\_Cutscene\_

```
////////////////////////////////////////
*****
Boss: William Birkin 5
Difficulty: Easy
*****
\\////////////////////////////////\\\\
```

Alright. That does NOT look good. Equip the R. LAUNCHER and fire your last rocket.

Looks like that didn't help much. Equip the S. MACHINE GUN and keep firing!

He's pretty damaged already, so it shouldn't take more than 20% of your ammo.

\_Cutscene\_

Now get back to the Front Car.

```
=====
Front Car
=====
```

Run forward.

\_The ACTUAL Ending Cutscene\_

Like I always say, no super-zombie/Tyrant is ever dead until you personally witness it explode into a million pieces.

```
~=~=~=~=~=
8. Walkthrough for Claire A
~=~=~=~=~=
```

Because of the fact that Easy mode will not only contain the items normal mode has but have more, I will be writing this Walkthrough in Easy mode. I'm going to try my best to locate all the files and items, but I may miss a few. If you find an item I didn't, just e-mail me. I'll put it on there.

I strongly recommend you go into your button config and change manual aim to auto aim. It makes the game much easier.

\_Opening Cutscene\_

```
=====
Market Street
=====
```

Ignore the zombies! Just run past all of them, around the turn, and down to the end. You'll see Kendo Gun Shop here. Enter through the front door.

=====  
Kendo Gun Shop  
=====

Step forward.

\_Cutscene\_

There are two boxes of H. GUN BULLETS here. One is behind the front counter in a broken display case, and the other is behind the other counter with the Shotgun Shooting Club poster.

Now leave via the back door.

\_Cutscene\_

AHHHHH! Zombies!

Run behind the front counter and take them out one by one. Then check the owner's body for the BOW GUN. I mean, see if he's dead, then take it.

Keep the HAND GUN equipped, and leave out the back door.

=====  
Gun Shop Alley & Court  
=====

Run down the alley until you see some zombies trying to get you from behind a fence. Kill one of them, but not the other. Now continue down the alley to a truck.

\_Mini-Cutscene\_

It has H. GUN BULLETS in it. Now run back to the basketball court.

Shoot the remaining zombie, then run past the zombie in the basketball court and take the door at the end.

=====  
Catwalk Alley  
=====

+-----+  
| This from StraydoG: |  
| Before climbing the dumpster, check the bin behind you. (HG Bullets) |  
+-----+

Run over to the stairs. Run up them, across the catwalks, then down the stairs. Then climb up on the blue dumpster here.

If you ARE playing in Easy mode, you have plenty of ammo. So shoot the girl zombie in front of you, then climb down from the dumpster and run to the end, whilst dodging the other zombies.

=====  
Liquor Merchant Street  
=====

There's some zombies here, but they're already busy with their tasty meal.

Cop. The other other other white meat.

Anyway, run past the zombies and enter the Bus.

=====  
Bus  
=====

Before you take the H. GUN BULLETS, go down the bus until the view changes. Now you can see a girl zombie about to chew on your leg. One shot should kill her. Now take the H. GUN BULLETS. Run to the front of the bus, kill the zombie, then exit.

=====  
RCPD Parking  
=====

Be careful here, because there's a whole bunch of zombies. Just run past them and take the gate.

=====  
RCPD Entrance  
=====

+-----+  
| This from StraydoG: |  
| After you come up the stairs check the bush. (Green Herb) |  
+-----+

Run straight ahead, then down the stairs, across, up the stairs, and then through the front doors.

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

Run down the small steps, then take the second door on the left.

=====  
Information Office  
=====

\_Cutscene\_

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

What a loser. And he locked the door.  
Oh well. You got the BLUE CARD KEY. Run around the counter. Grab the INK RIBBON and the H. GUN BULLETS. Then approach the computer and use the BLUE CARD KEY.

Save with the typewriter if you want, then take the double doors on the left/west side of the hall.

=====  
Info Inquiry Room  
=====

Go over to the item box and organize your inventory:

HAND GUN

H. GUN BULLETS

Pick up the POLICE MEMORANDUM on the bench.

Terrynt says:

There's an F. AID SPRAY here. Just as you go behind the divider, check the grey cabinet and use your LOCKPICK on it. You get an F. AID SPRAY.

Now go behind that brown divider and take the door behind it.

Yeah, you'll soon find out what that thing outside the window was.

=====  
Shutter Hallway  
=====

Run until you come to a puddle of blood.

\_Cutscene\_

+-----+  
| This from StraydoG: |  
| Check the dead guys body. (HG Bullets) |  
+-----+

Run past him. Without anything powerful, he'll kill you.

Grab the GREEN HERB by the other door, then proceed through it.

=====  
Green Corridor  
=====

Run down the hall until you get to double doors. Go through them.

=====  
Classroom  
=====

Take the OPERATION REPORT 1. It's at the end with the double doors.

+-----+  
| This from StraydoG: |  
| At the end of the room. (HG Bullets) |  
+-----+

Now leave via the double doors.

=====  
Green Corridor  
=====

Now take the door at the other end of the hallway.

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

There's about four zombies here. I recommend you take out the girl zombie on Claire's right first, then take out the others from where she was.

Run beside the stairs and grab the 2 GREEN HERBs. Then take the door there.

=====  
Dark Room  
=====

Grab the INK RIBBON on the tiny desk beside the table, then take the OPERATION REPORT 2 from the side of the table opposite the typewriter. Then go to the item box and organize your inventory:

HAND GUN  
H. GUN BULLETS  
SMALL KEY

Now save if you want and leave.

```
+-----+  
| This from StraydoG: |  
| Goto the cabinets. (HG Bullets) |  
+-----+
```

NOTE: This is the room where the secret costumes are located.

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

Now run up the stairs.

=====  
Upper West Stairway  
=====

Run to the end. Oh boy! The first puzzle.

-----God of Sun, God of Moon Puzzle-----

The statue with the red sparkle on top says,

"The god of sun and the god of moon. Their gaze upon me is the only thing that can release red soul."

Well, we want red soul.

So push the copper statue in front of the statue holding the red sparkle. Then push it east against the wall and onto the odd-colored floor tile. Then do the same with the silver statue to complete the puzzle and give you the RED JEWEL.

Take the RED JEWEL, then examine it. It's a VIRGIN HEART.

```
+-----+  
| This from StraydoG: |  
| Behind the statue with the red jewel. (HG Bullets) |  
+-----+
```

Continue through the door.

=====  
Gray Corridor  
=====

Take the door in the middle of the hall.

=====  
S.T.A.R.S. Office  
=====

\_Cutscene\_

You get CHRIS'S DIARY.

\_Cutscene\_

There are two desks in the middle. These are the desks of S.T.A.R.S. members Chris Redfield and Jill Valentine. The one on the left is Chris's. Pick up CHRIS'S DIARY off of the edge of the desk and take the H. GUN BULLETS from Barry's desk on the left.

There's a G. LAUNCHER in the locker in the southwest corner of the room.

Now leave.

\_Cutscene\_

Take the MAIL TO CHRIS then leave.

NOTE: If you want the secret FILM, you can get it by checking the desk in front of the S.T.A.R.S. logo 49 times.

=====  
Gray Corridor  
=====

Take the door you originally used to get in here.

=====  
Upper West Stairway  
=====

Run down the stairs.

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

Enter the save room.

=====  
Dark Room  
=====

If you got the secret FILM, you can develop it here.

Make your inventory look like this:

G. LAUNCHER

UNICORN MEDAL  
Full-healing item

Save if you want and leave.

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

Take the only other brown door here.

=====  
Green Corridor  
=====

You need to get to the door on the other side of the room. Zombies will reach through the boarded windows and try to grab you, but they only try once (for each window), so after they do it they won't do it again.

=====  
Shutter Hallway  
=====

Kill the Licker, then take the door at the other end.

=====  
Info Inquiry Room  
=====

Take the double doors here.

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

Place the UNICORN MEDAL in its place in front of the woman statue to get the PRECINCT KEY. Examine it, it's the SPADE KEY. Now go back into the Info Inquiry Room.

=====  
Info Inquiry Room  
=====

Take the other door here.

=====  
Shutter Hallway  
=====

Now unlock and proceed through the door in the middle of the hallway.

=====  
File Storage Room  
=====

Take the PATROL REPORT off the shelf in front of you.

Now run to the back of the room. Push the stepladder against the piece of furniture in the southeast corner of the room. Now climb up on it to get the CRANK. Examine it, it's the SQUARE CRANK.



Grab the INK RIBBON in the case in the northwest corner of the room, then leave.

```
+-----+
| This from StraydoG:                               |
| Selves below the crank. (HG Bullets)             |
+-----+
```

```
=====
Shutter Hallway
=====
```

Enter the door that leads to the Info Inquiry Room.

```
=====
Info Inquiry Room
=====
```

You need:  
HAND GUN  
H. GUN BULLETS  
Full-healing item

```
=====
Main Hall
=====
```

Run up the small set of stairs, then take the door on the east side of the hall.

```
=====
Vending Machine Hall
=====
```

There's a bunch of zombies here! Take them all out!

Then run over to where the vending machines are. Grab the GREEN HERB beside the plant.

Now go in the big blue doors.

```
=====
Cop Offices
=====
```

There's about 5 zombies here, and one is on the floor \*pretending\* to be dead. Kill them all, and don't let the one on the ground trick you. One is in the back office.

Now go into the back office. There's a GREEN HERB behind the desk.

-----Weapons Safe Combo Puzzle-----

Check the POLICE MEMORANDUM file we found in the Info Inquiry Room.

At the very back, it gives you a four-digit number. That is the combination to the safe. Put that number into the safe.

It gives you ACID SHELLS and the POLICE STATION MAP. Rock on. Here's a map

guide:

The red doors are unlocked by the HEART KEY.  
The pink doors are unlocked by the DIAMOND KEY.  
The green doors are unlocked by the CLUB KEY.  
The blue doors are unlocked by the SPADE KEY.

The yellow doors are already unlocked.

The blue rooms are rooms you have been in.  
The red room is the room you are in now.

I'm glad Capcom did that. It was a good idea.

Anyway...

```
+-----+
| This from StraydoG:                               |
| Behind the desk in the room with the safe. (Green Herb x2) |
| Dead guy by the door. (HG Bullets)                |
+-----+
```

Exit via the blue doors.

```
=====
Vending Machine Hall
=====
```

Take the door that leads to the Main Hall.

```
=====
Main Hall
=====
```

Run down the small stairs, then take the double doors to the left.

```
=====
Info Inquiry Room
=====
```

Ditch the ACID ROUNDS, then take the other door here.

```
=====
Shutter Hallway
=====
```

Enter the door at the other end.

```
=====
Green Corridor
=====
```

Proceed through the door at the other end of the hall.

```
=====
West Stairway
=====
```

Go up the stairs.

=====  
Upper West Stairway  
=====

Take the only door here.

=====  
Gray Corridor  
=====

\_Cutscene\_

You don't have to kill the zombie, but go ahead if you want to.

Go to the door past the S.T.A.R.S. office. Unlock, discard, and proceed through.

=====  
Lounge  
=====

\_Cutscene\_

Run down the hallway with the nailed-up door and check the hole in the wall beside it for some H. GUN BULLETS. Then run to the other side of the hall. There's an endtable with a vase on it. Use the LOCKPICK on it for some FLAME ROUNDS.

Now take the door here.

=====  
Library  
=====

Run to the table with the vase beside the double doors. Grab the RED HERB, then go up the stairs.

Run all the way to the end.

Whoops! Oh well.

-----Bookshelf Puzzle-----

Check the bronze plate with the picture on it.

It looks like this:

```
| | | |  
| | | |  
| | | |
```

Now let's make the bookshelves look like this.  
Push the red switch on the wall.

Now, to make the shelves look like the picture, we need to move the shelf on the left right, and the shelf beside it right, as well.

So push the switch on the shelf furthest to the left right, then push the switch right on the switch beside it.

This reveals the SERPENT STONE under the bronze plate and completes the puzzle.

Now leave out the double doors.

=====

Main Hall 2F

=====

There's a zombie on Claire's right. Kill him, then there's a zombie on her left. Kill him, too. Then run to the north part of the area where there's a ladder.

Push the switch. Now you can quickly reach the 2nd floor from the bottom.

Now run all the way to the other side and take the door. Kill the other zombie on the way.

=====

Secretary's Office

=====

Pick up the LIGHTER on the couch, then take the SECRETARY'S DIARY A from the desk. Now organize your inventory:

HAND GUN

H. GUN BULLETS

Full-healing item

Save if you want.

Leave via the door beside the desk.

=====

Helicopter Hallway

=====

Kill the zombie on your left, then take the door at the end of the hall to Claire's right.

=====

Crow Corridor

=====

Run all the way to the gray door at the end. Don't slow down or the crows will peck you.

=====

Roof

=====

Run toward the camera until you see some steps. Descend them.

=====

Paved Passageway

=====

There are 4 zombies here. Kill them, then take the door at the end.

=====

Cabin

=====

Run over to the typewriter. Here you can get the VALVE HANDLE, BOW GUN, and some INK RIBBONS. Now leave via the door you came in. Don't open the other door or you'll get attacked by zombies.

=====  
Paved Passageway  
=====

Run back up the stairs.

=====  
Roof  
=====

Run behind the fence to the left of the helicopter and use the VALVE HANDLE.

\_Cutscene\_

I think Capcom could have made that a little better. Oh well.

There's some H. GUN BULLETS at the point where the chopper hit the building.

Enter the door here.

=====  
Crow Corridor  
=====

Now run back through the door at the other side of the hallway with the green light (?) above it.

=====  
Helicopter Hallway  
=====

Run over to the helicopter. There's a zombie here. Kill him, then enter the door.

=====  
Virgin Heart Room  
=====

Run to the other side of the room and pick up the PRECINCT KEY. It's the DIAMOND KEY.

Leave.

=====  
Helicopter Hallway  
=====

Take the door midway through the hallway.

=====  
Secretary's Office  
=====

Take the INK RIBBON from in front of the typewriter.

Now set your inventory like this:

HAND GUN  
H. GUN BULLETS  
DIAMOND KEY  
Full-healing item

Save if you want and leave via the door you came in.

=====  
Helicopter Hallway  
=====

Take the door at the end of the hall to Leon's right.

=====  
Crow Corridor  
=====

Unlock and proceed through the door in front of you.

=====  
Outer Stairway  
=====

Take the GREEN HERB in front of you, then go down the stairs. Grab the 2 GREEN HERBS, then enter the door here.

=====  
Cop Offices  
=====

Run out from behind the divider and out the blue double doors.

=====  
Vending Machine Hall  
=====

Enter the door at the end of the hall past the vending machines.

=====  
Tiny Corridor  
=====

Unlock and proceed through the first door you see.

=====  
Questioning Room  
=====

This is the room the cops take you into and yell at you and call you a liar. Just like the movies.

Take the CORD and F. AID SPRAY from the table. Then take the EAGLE STONE from the bookshelf. Now leave. AHH! LEAVE QUICKER!

=====  
Tiny Corridor  
=====

Run straight ahead, down the hall, to the door at the end.

=====  
Vending Machine Hall  
=====

Take the door at the opposite end of the hall.

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

Use the double doors on the left side of this area.

=====  
Info Inquiry Room  
=====

You only really need this:

HAND GUN  
H. GUN BULLETS  
DIAMOND KEY  
LIGHTER  
CORD  
Full-healing item

Leave via the door behind the divider.

=====  
Shutter Hallway  
=====

Run over to the panel, then use the CORD. This lowers the shutter and protects you in case of a zombie attack.

Check the dead cop's body for some H. GUN BULLETS.

Now take the door at the end.

=====  
Green Corridor  
=====

Take the double doors in the middle of the hall.

=====  
Classroom  
=====

Run through the doorway in the back of the room and light the fireplace here.

It gives you a VIRGIN HEART. Now leave.

=====  
Green Corridor  
=====

Take the door leading to the West Stairway.

=====  
West Stairway

=====  
Unlock and proceed through the white door at the end of the hall. Discard.

=====  
Evidence Room  
=====

WHOA! There's 6 or 7 zombies in this tiny room! Maybe they could be clowns in a tiny car!

Anyway, take them all out.

There's FILM in one of the drawers on the side of the room without doors.

If you develop it, it's FILM A and depicts the "Code G Human Body Experiment".

Now use the LOCKPICK on the locker beside the door you haven't been through yet. You get the PLASTIC BOMB, but you still need a DETONATOR.

There's some BOW GUN BOLTS in a locker here, as well.

Now unlock and leave via the only other door here.

=====  
Information Office  
=====

Grab the GREEN HERB here and the H. GUN BULLETS on the desk. You can also get the MEMO TO LEON on the desk on the other side of the room. Now enter the room with the sparkle in it. Check out the cop.

\_Cutscene\_

Kill him quick, then take the DETONATOR from the desk.

Now unlock and leave through the door to the Main Hall.

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

Climb the ladder.

=====  
Main Hall 2F  
=====

Enter the door that leads to the Secretary's Office on the east side of the hall.

=====  
Secretary's Office  
=====

Get out this stuff:

HAND GUN  
H. GUN BULLETS  
VIRGIN HEART



VIRGIN HEART  
BOMB & DET.  
EAGLE STONE  
SERPENT STONE

Leave via the other door here.

=====  
Helicopter Hallway  
=====

Run over to the broken door and use the BOMB & DET.

Wow. I really expected that to be a little more exciting.

Run down the hall now revealed and take the door at the end.

=====  
Chief Irons's Office  
=====

Run over and check that girl.

\_Cutscene\_

Now take the only door in this room that you haven't been through yet.

NOTE: According to various files in this game, the mayor asked Chief Irons to protect his daughter, but he raped her and killed her. This is not completely confirmed but most likely true.

=====  
Stuffed Tiger Hall  
=====

Take the door at the end.

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

There's a few mini-cutscenes here, but I'm not writing them down.

Run forward and through the doorway with the red curtain.

Grab the SECRETARY'S DIARY B, then hit the light switch. Check the other side of the room.

\_Cutscene\_

Leave.

=====  
Stuffed Tiger Hall  
=====

The only other door.

=====  
Chief Irons's Office

=====  
\_Cutsцене\_

Grab the PRECINCT KEY on the desk, then push the switch on the painting behind his chair.

Put the SERPENT STONE and EAGLE STONE here, then pick up the CHIEF'S DIARY, which is in his chair.

Leave via the door to the Helicopter Hallway.

=====  
Helicopter Hallway  
=====

Now take the door behind the helicopter (where you found the DIAMOND KEY).

=====  
Virgin Heart Room  
=====

Put the VIRGIN HEARTs in their places on the back wall, then take the BLUE STONE.

Darn. We still need the other half. Leave.

=====  
Helicopter Hallway  
=====

Enter the door to the Secretary's Office.

=====  
Secretary's Office  
=====

You need:

HAND GUN  
H. GUN BULLETS  
HEART KEY

Now leave the way you came in.

=====  
Helicopter Hallway  
=====

Use the door at the end of the hall to Claire's right.

=====  
Crow Corridor  
=====

Take the blue door directly in front of you.

=====  
Outer Stairway  
=====

Go down the stairs and through the door.

=====  
Cop Offices  
=====

Run to the other door behind the divider, unlock, discard, and proceed through.

=====  
Yellow Shutter Corridor  
=====

Run to the end and go down the stairs.

=====  
B1 Hallway  
=====

Run to the T, and at it go to Claire's right, then take the first double doors you come to.

If you see some Cerberus, kill them.

=====  
Power Restoration Room  
=====

Go left. Pick up the GREEN HERB, then go toward the back and check an almost completely vacant shelf for the POLICE B1 MAP.

-----Power Control Puzzle-----

Now check out the -Reserve Power Control Panel- in the northwest corner of the room.

There are 5 switches. Switches switched up add 36 and switches switched down subtract 14. You need to get to 80. It's mostly just a simple math problem.

$$36 + 36 + 36 - 14 - 14 = 80$$

However, after you get to one hundred, it stops adding. So you need to push them in alternating order.

UP DOWN UP DOWN UP

This restores power to the card reader and completes the puzzle.

Now leave.

=====  
B1 Hallway  
=====

Now take the door at the northeast corner of the hall.

=====  
Lower Alley  
=====

Pick up the RED HERB here, then go down the ladder at the end.

=====  
Plumbing Corridor  
=====

Enter the first door you come to.

=====  
Storeroom  
=====

Take the INK RIBBON in front of the typewriter. Here's what you need:

HAND GUN  
H. GUN BULLETS  
LIGHTER  
Full-healing item

Now leave.

=====  
Plumbing Corridor  
=====

\_Cutscene\_

Now you're playing as Sherry.  
Woo hoo.

Take the red elevator.

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

Run out of the roofed area and follow the path right. When you have a choice to go left, don't, and take the door at the end.

=====  
Water Draining Room  
=====

Grab the SEWAGE DISPOSAL MAP, then go down the extremely large stairs.

-----Classic Box Bridge Puzzle-----

Here there are two boxes touching each other. Climb over into the space between them. Now push the box on the right to the right until you can push the other box against the wall. Then climb out, push the other box against the wall so it lines up with the other one, then push the final box into its place with the other boxes.

Run up the ~stairs~ then push the switch on the panel to drain water into this area, which causes the boxes to form a bridge.

Run across for the PRECINCT KEY, it's the last one. The CLUB KEY. Now leave through the way you came in.

=====

Cerberus Walkway

=====

Now go straight and turn right at the fork. Take the door you come to.

=====

Septic Hallway

=====

Take the G. ROUNDS. Leave.

=====

Cerberus Walkway

=====

Run. At the fork, turn right. Take the elevator at the end.

=====

Plumbing Corridor

=====

\_Cutscene\_

Now you're Claire again. Take the G. ROUNDS and CLUB KEY, then climb up the ladder at the other end of the hall.

=====

Lower Alley

=====

Take the door at the other end.

=====

B1 Hallway

=====

Now there's a Licker here. Dodge him and take the first double doors you come to.

=====

Autopsy Room

=====

Oh boy. This doesn't look good.

Run to the back of the room and take the RED CARD KEY.

NOW RUN!!! RUN I SAY! If you go quick enough, the zombies won't be able to get you.

QUICK! Out the double doors!

=====

B1 Hallway

=====

Keep running down the corridor, then use the RED CARD KEY on the card reader.

Enter.

=====  
Weapons Storage  
=====

Here you'll find 2 boxes of H. GUN BULLETS and some BOW GUN BOLTS. Now open the locker.

There's a S. MACHINE GUN and a SIDE PACK.

I highly recommend you take the SIDE PACK, as you can get the S. MACHINE GUN later.

Whichever item you leave will be available to you in the B scenario.

Leave.

=====  
B1 Hallway  
=====

Go up the stairs at the north end of the area.

=====  
Yellow Shutter Hallway  
=====

Take the door past the stairs.

=====  
Watchman's Bedroom  
=====

Run to the back of the room for some ACID ROUNDS and the WATCHMAN'S DIARY.

Leave.

=====  
Yellow Shutter Hallway  
=====

Enter the door at the other end of the hallway.

=====  
Cop Offices  
=====

The blue double doors.

=====  
Vending Machine Hall  
=====

Enter the door past the vending machines.

=====  
Tiny Corridor  
=====

Unlock, discard, and proceed through the blue door at the end of the hall.

=====  
News Room  
=====

There's a Licker here you should kill.

Take the FILM from the table directly in front of the door. It, when developed, shows a zombie and contains some info that you couldn't care less about.

-----Gold Cogwheel Puzzle-----

Check the picture with the gold gear on it. It says,

"Light the queen, the king and the jack.... then the carriage will start running."

Well, knowing that the loser that designed this police station really enjoyed playing cards, let's check the values on those cards.

| QUEEN | KING | JACK |
|-------|------|------|
| 12    | 13   | 11   |

Now run to the statues on the other side of the room. They each have numbers etched on them. 11, 12, and 13.

Light a fire in the place beside them against the wall, then turn on the faucets in the given order:

12, 13, 11.

This causes the gold gear to fall out of its place and completes the puzzle.

Take the G. COGWHEEL and leave.

NOTE: Chris (homer2570@planet-save.com) says there's a F. AID SPRAY behind the desk here.

=====  
Tiny Corridor  
=====

Use the door at the other end of the hall.

=====  
Vending Machine Hall  
=====

Take the door past the blue double doors.

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

Go down the steps and through the double doors on the west side of the hall.

=====  
Info Inquiry Room  
=====

You need:

- BOW GUN
- BOW GUN BOLTS
- SQUARE CRANK
- G. COGWHEEL
- Full-healing item

Leave the way you came in.

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

Climb the ladder.

=====  
Main Hall 2F  
=====

There's a Licker that got here magically. Kill him and use the double doors on the west side of the hall.

=====  
Library  
=====

Run forward.

\_Cutscene\_

Zombies come through the windows in the Yellow Shutter Hallway. They would've come through the windows in the Shutter Hallway, too, but you lowered the windows, so they didn't.

Go up the stairs and through the door up here.

=====  
Main Hall 3F  
=====

Kill the Licker here and take the other door here.

=====  
Clock Room  
=====

Use the SQUARE CRANK on the hole in the wall.

\_Cutscene\_

Ascend the stairs and put the G. COGWHEEL in its place. Push the switch.

\_Cutscene\_

Take the (invisible) BLUE STONE from the doorway, then descend the stairs and exit.

=====  
Main Hall 3F



=====  
Proceed through the only other door here.

=====  
Library  
=====

Descend the stairs and take the double doors.

=====  
Main Hall 2F  
=====

Use the door in the southeast corner of the room.

=====  
Secretary's Office  
=====

Organize your inventory:

BOW GUN  
BOW GUN BOLTS  
BLUE STONE  
BLUE STONE  
Full-healing item

Now combine the two BLUE STONES, save if you wish and leave through the only other door here.

=====  
Helicopter Hallway  
=====

Enter the door formerly blocked by the helicopter.

=====  
Chief Irons's Office  
=====

\_Cutscene\_

Put the JAGUAR STONE in its place by the Chief's chair.

\_Cutscene\_

Pick up the MAIL TO THE CHIEF, then use the elevator.

\_Cutscene\_

=====  
Spooky Corridor  
=====

Run forward.

\_Cutscene\_

That was disgusting. Run to the other door in this corridor.

=====  
Taxidermy Room  
=====

\_Cutscene\_

Ew. That's just nasty. Grab the ACID ROUNDS and descend the ladder.

=====  
Spooky Catwalks  
=====

Run forward.

\_Cutscene\_

////////////////////////////////////////  
\*\*\*\*\*  
Boss: G-Virus Mutation & Offspring  
Difficulty: Easy/Medium  
\*\*\*\*\*  
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

For Claire, the offspring are much easier to kill and shake off, but there are more of them. The big guy moves incredibly slow, and you should be able to take him out before he even gets close. Watch out for his offspring, though.

Don't waste ammo on his offspring after the battle. Take the ladder you used to get in. We have to get Sherry!

=====  
Taxidermy Room  
=====

Take the door here.

=====  
Spooky Corridor  
=====

Use the elevator at the end.

=====  
Chief Irons's Office  
=====

\_Cutscene\_

Use the elevator.

=====  
Spooky Corridor  
=====

Don't run too fast or you'll leave Sherry behind. Enter the other door here.

=====  
Taxidermy Room  
=====

Climb down the ladder.

=====  
Spooky Catwalks  
=====

Use the other ladder here.

=====  
Sewer Entrance  
=====

\_Cutscene\_

Oh boy. You're Sherry again. Run forward, climb up on the ledge, then proceed through the door at the end.

=====  
Warehouse  
=====

Crawl through the vent in the northwest corner of the room while evading the zombie that obviously has some stomach problems.

=====  
Long Ventilation Shaft  
=====

Run quickly! You don't want the Bugs to get you! Crawl through the vent at the end.

=====  
Garbage Collection Area  
=====

Grab the WOLF MEDAL.

\_Cutscene\_

=====  
Sewerway  
=====

Now you're playing as Claire again.

Run straight ahead, then climb up on the ledge to the right. Pick up the two BLUE HERBS then take the door.

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

Grab the SEWER MANAGER FAX that obviously fell from the sky as there is no fax machine anywhere. Then unlock the warehouse door by the red elevator and climb down.

=====  
Warehouse  
=====

Here you'll find that zombie Sherry found. Kill him, then search the shelves for some BOW GUN BOLTS and G. ROUNDS.

Now go back up the ladder.

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

Check the old lockers by the typewriter for some F. AID SPRAY and check the typewriter for some INK RIBBONS.

Now make sure  
you have this stuff:

BOW GUN  
BOW GUN BOLTS  
VALVE HANDLE  
LIGHTER

Save if you want and ride the red elevator.

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

Turn left at the fork and grab the SEWER MAP. Proceed through the door.

=====  
Sewerway 2  
=====

Go south and onto the ledge for some FLAME ROUNDS, then climb down and go north.

There are some spiders here, but only kill them if you're very confident in your ammo supply.

Enter the door here.

=====  
Sewerway 3  
=====

Climb up onto the ledge near the door behind the waterfall, then go through the door.

=====  
Upper Bridge Walkway  
=====

Use the BLUE HERBs growing here if you want to, then run the other way.

\_Cutscene\_

\_Really Cool Cutscene\_

\_Cutscene\_



Ventilation Shaft

=====

Run across and climb down. No Bugs here.

=====

Sewerway 2

=====

Take the door at the north end of the passage. Zombies get up to kill you, but ignore them. You'll never see them again.

NOTE: How cute. If you DO kill them, their bodies temporarily float.

=====

Sewerway 3

=====

Put the EAGLE MEDAL and WOLF MEDAL in their places, then take the door formerly behind the waterfall.

=====

Catwalk Tunnel

=====

Use the door at the end.

=====

Tram Station

=====

Run to the right of the tram and use the panel to turn the power on. Then enter the tram.

=====

Tram

=====

\_Cutscene\_

=====

Tram Landing

=====

Use the LIGHTER on the flare gun. This does nothing but reveal a sparkle to the right of the flare gun. It's the W. BOX KEY. Take it and enter the other door here.

=====

Tight Passage

=====

Go to the fork, turn left. Take out the zombies, then pick up the SPARK SHOT at the end on the ground. Now go the other way, take out the zombie, and go through the door.

=====

Tight Ladder Passage

=====

At the fork go to Claire's left. Kill the zombies and climb the ladder at the end.

NOTE: If you go right at the fork, you'll find more zombies and 2 GREEN HERBS, but it's most likely not worth your ammo.

=====  
Factory Entrance  
=====

Here you can find a F. AID SPRAY in the case by the door, some G. ROUNDS and some FLAME ROUNDS on top of the computers. You'll probably have to empty your inventory before you take some of them, though.

Here's what you need:

G. LAUNCHER (loaded with whatever)

G. ROUNDS (or flame or acid)

Full-healing item

Full-healing item

Full-healing item

Grab the INK RIBBON in front of the typewriter and SAVE.  
Leave via the door.

=====  
Turntable Area  
=====

There's some H. GUN BULLETS on the table toward the back of the room.  
Now run to the Turntable Car and go inside.

=====  
Turntable Car  
=====

Take the CONTROL PANEL KEY (DOWN KEY) and leave.

=====  
Turntable Area  
=====

Use the DOWN KEY on the panel and push the activation switch.

\_Cutscene\_

=====  
Turntable Car  
=====

\_Cutscene\_

Grab the FLAME ROUNDS from the area where you found the DOWN KEY, then exit.

=====  
Turntable Area  
=====

Climb down and go to the other side of the tram.

\_Cutscene\_

Uh oh.

```
//////////////////////////////////////////
*****
Boss: William Birkin 2
Difficulty: Medium
*****
\\////////////////////////////////////////
```

He moves more quickly than you would like, so you can't get too many shots at him without having to run past him and dodge his attacks. Just shoot, run around, shoot, run around, etc.

After enough shots, he appears injured. Shoot him a little more to kill him.

Re-enter the Turntable Car.

```
=====
Security Room
=====
```

\_Cutscene\_

How touching. Grab the ACID ROUNDS on the desk, the GREEN HERB on the file cabinet, the FLAME ROUNDS from the locker, and the INK RIBBON from the typewriter.

Now get out this stuff:

BOW GUN  
BOW GUN BOLTS  
LIGHTER

Save if you want and leave.

```
=====
Turntable Landing
=====
```

Enter the door at the south end of the room.

```
=====
Central Power Area
=====
```

Go down the hall illuminated in blue lighting and take the door at the end.

```
=====
East Area
=====
```

Run down the hall and proceed through the double doors.

```
=====
Sub-Zero Storage
=====
```

Grab the F. AID SPRAY on the barrel and the FUSE CASE on the tray. Then use the FUSE CASE on that blue light.

\_Cutscene\_



Now you get the MAIN FUSE, which can power the Lab. Leave

=====  
Central Power Area  
=====

Use the MAIN FUSE on the breaker system in the middle. Then go down the red lighted area to the West Area.

=====  
West Area  
=====

At the fork, go right and enter the door at the end.

=====  
Researchers' Bedroom  
=====

Take the BOW GUN BOLTS in the locker, the USER REGISTRATION file from the bench, and the LABORATORY SECURITY MANUAL from the computer desk.

Now run over to the plant coming out of the wall and use the LIGHTER on the oil.

\_Cutscene\_

Use the computer to turn on the Anti-B.O.W. gas.

Crawl through the vent.

=====  
Researchers' Bedroom 2  
=====

There are two Super-Lickers here, but because of the Anti-B.O.W. gas, they have the power of only a regular Licker. Kill them both, then take the 2 doses of G. ROUNDS, take the INK RIBBON from the machine by the door. Now leave.

=====  
West Area  
=====

Now run to the shutter and push the switch.  
Whoa! Ivys! Back away then kill them both.

Take the door behind them.

=====  
Upper Plant Platform  
=====

Shoot the Ivy here, then descend the ladder.

=====  
Lower Plant Platform  
=====

Use the door.

=====  
B5 Hallway  
=====

There are 3 Super-Lickers here. One jumps down from the ceiling. Kill them all.  
Take the 3 GREEN HERBs here, then take the door at the north end of the hall.

=====  
Monitor Room  
=====

Run to the other side of the room. It's a save room! Here's the recommended  
inventory:

- BOW GUN
- BOW GUN BOLTS
- W. BOX KEY
- Full-healing item

Enter the door beside you.

=====  
Moth Corridor  
=====

Run forward and use the double doors that say "LABO-RATORY" above them.

=====  
P-4 Lab  
=====

Those are lockers on the right side of the screen. Use the W. BOX KEY on the  
one with the light on to get two servings of G. ROUNDS. Now go through the  
funky swooshy door to find another zombie. Dodge him and enter the next room.

If you have a nice amount of ammo, kill the zombies here. You need the  
LAB CARD KEY on the desk at the other end of the room. Take it and leave.

=====  
Moth Corridor  
=====

\_Cutscene\_

Hmph. What a loser. Go check her body.

\_Cutscene\_

Now you got the VACCINE SYNTHESIS.

\_Cutscene\_

Oh great. Run through the nasty part of the hall, unlock and proceed through.

=====  
Moth Battle Room  
=====

////////////////////////////////////  
\*\*\*\*\*



=====  
Central Power Area  
=====

Go to the East Area.

=====  
East Area  
=====

Run straight ahead. Unlock and proceed through the door.

=====  
Vaccine Research Room  
=====

There are four zombies here. Kill them all then hit the blinking light switch.

Grab the VACCINE CART. on the tray, then take the MO DISK from the operating table.

Run over to the extremely large machine and use the VACCINE CART. Then run to the ATMish thing on the wall to start the VAM. This gives you the BASE VACCINE.

Now leave.

=====  
East Area  
=====

Press the switch to open the shutter. Register your fingerprint in the machine.

Now go to the Central Power Area.

=====  
Central Power Area  
=====

Run to the West Area.

=====  
West Area  
=====

Enter the door formerly behind the shutter.

=====  
Upper Plant Platform  
=====

Go down the ladder.

=====  
Lower Plant Platform  
=====

Exit via the door.

=====  
B5 Hallway

=====  
There's 5, count 'em, 5 naked zombies here. Kill the ones you have to and  
insert the MO DISK into the computer. Now ignore the door just opened and take  
the door at the end of the hall.

=====  
Monitor Room  
=====

Use the door on the other side of the room.

=====  
Moth Corridor  
=====

Take the double doors here.

=====  
P-4 Lab  
=====

Run through the two funky doors and check out the machine in the southeast  
corner of the room. Put the BASE VACCINE inside and push the switch. Now you  
have the VACCINE. Leave.

=====  
Moth Corridor  
=====

Grab the RED HERB here and use the door past Annette's body.

=====  
Monitor Room  
=====

Prepare for battle!

BOW GUN  
BOW GUN BOLTS  
G. LAUNCHER  
G. ROUNDS (any type)  
Full-healing item  
Full-healing item  
Full-healing item  
Full-healing item

and 2 more if you got the SIDE PACK.

SAVE SAVE SAVE  
Take the other door here.

=====  
B5 Hallway  
=====

Now run down the hall revealed by the MO DISK's insertion. Take the double  
doors at the end.

=====



=====  
Go to Claire's right and through the doorway at the end. Take the CABIN KEY.  
Now go to the opposite side of the area, unlock and proceed through the door.

=====  
Cabin  
=====

There's some H. GUN BULLETS and an INK RIBBON here. Save if you want, then  
exit through the other door.

=====  
Paved Passageway  
=====

There's 3 really easy to avoid zombies here. Take the stairs here.

=====  
Roof  
=====

\_Cutscene\_

That was pretty cool. Use the door up here.

=====  
Crow Corridor  
=====

Take the GREEN HERB here, then use the next door you come to. It looks blue,  
but it's actually white.

=====  
Outer Stairway  
=====

There's 1 GREEN HERB up here and 2 down there. Get them both, then take the  
lower door.

=====  
Cop Offices  
=====

Take the H. GUN BULLETS from the cop's body, then run out from behind the  
divider. There are 5 zombies here. 3 are standing up, 1 is in the office and  
the other is on the ground. Kill them, as you will be passing through here a  
lot.

Now run into the office and take the H. GUN BULLETS from the desk. There's  
also a GREEN HERB behind the desk.

+-----+  
| This from StraydoG: |  
| Behind the desk in the room with the safe. (Green Herb x2) |  
+-----+

Now take the VALVE HANDLE from the shelf just in front of the divider and exit  
the same way you came in.





Helicopter Hallway

=====

If you killed Mr. X in the last room, you'll see a

\_Cutscene\_

and you'll discover that he's practically invincible.

Run past the helicopter to the only door back here.

\_Cutscene\_

Keep going.

=====

Virgin Heart Room

=====

Take the BLUE CARD KEY from beside the woman relief statue. Leave.

\_Cutscene\_

This is just getting scarier and scarier. Leave.

=====

Helicopter Hallway

=====

Proceed through the door between you and the door to Crow Corridor.

=====

Secretary's Office

=====

Here you can find some INK RIBBONS, some H. GUN BULLETS and the SECRETARY'S DIARY A. Here's what you need:

HAND GUN

H. GUN BULLETS

BLUE CARD KEY

Save if you wish and leave through the only other door here.

=====

Main Hall 2F

=====

Run all the way to the other side of the room and take the UNICORN MEDAL from the wall. There are about 3 zombies between the emergency ladder and the UNICORN MEDAL.

Then run to the ladder, push the switch, and climb down.

=====

Main Hall

=====

Well that's pretty cool. Take the G. LAUNCHER from the desk as well as the INK RIBBON. Now use the computer and the BLUE CARD KEY.

\_Cutscene\_

Alright. Now put the UNICORN MEDAL in its place in front of the statue for the  
PRECINCT KEY. It's the SPADE KEY.

Now use the double doors on the left side of the hall.

=====  
Info Inquiry Room  
=====

There's a zombie right in front of you and another behind the divider. Take  
the POLICE MEMORANDUM file, then use the door behind the divider.

=====  
Shutter Hallway  
=====

Run forward. Check the dead cop's body for some H. GUN BULLETS. Then use the  
SPADE KEY, discard it, and enter the door here.

=====  
File Storage Room  
=====

Take the PATROL REPORT from the shelf in front of you.  
Push the stepladder against the case again, except this time you get a LIGHTER.  
Take the INK RIBBON from the northwest corner of the room. Now leave.

```
+-----+  
| This from StraydoG: |  
| Selves below the crank. (HG Bullets) |  
+-----+
```

=====  
Shutter Hallway  
=====

Continue down the hall. Take the GREEN HERB and proceed through the door here.

=====  
Green Corridor  
=====

Run past the double doors here. Shoot the zombies from a distance, then enter  
the double doors.

=====  
Classroom  
=====

Take the H. GUN BULLETS from the table to Claire's left. Then take the  
OPERATION REPORT 1 from the table near the front of the room.

Run to the back of the room and light the fireplace using the LIGHTER. Take  
the RED JEWEL. Examine it, it's the VIRGIN HEART.

```
+-----+  
| This from StraydoG: |
```

| At the end of the room. (HG Bullets) |

+-----+

Exit.

=====

Green Corridor

=====

Continue down the hall and use the door at the end.

=====

West Stairway

=====

Take the 2 GREEN HERBs from beside the steps, then enter the door here.

=====

Dark Room

=====

Take the OPERATION REPORT 2 from the table, and the INK RIBBON there as well.

Now organize your inventory:

HAND GUN

H. GUN BULLETS

+-----+

| This from StraydoG: |

| Goto the cabinets. (HG Bullets) |

+-----+

Save if you want and leave.

=====

West Stairway

=====

Ascend the stairs.

=====

Upper West Stairway

=====

Run to the statue at the other end of the hall.

-----God of Sun, God of Moon Puzzle-----

The statue with the red sparkle on top says,

"The god of sun and the god of moon. Their gaze upon me is the only thing that can release red soul."

Well, we want red soul.

So push the copper statue in front of the statue holding the red sparkle. Then push it east against the wall and onto the odd-colored floor tile. Then do the same with the silver statue to complete the puzzle and give you the RED JEWEL, or VIRGIN HEART.

```
+-----+
| This from StraydoG:                                     |
| Behind the statue with the red jewel. (HG Bullets)    |
+-----+
```

Now take the door here.

```
=====
Gray Corridor
=====
```

Enter the door in the middle of the hall.

```
=====
S.T.A.R.S. Office
=====
```

\_Cutscene\_

Take the PRECINCT KEY from Chris's desk. It's the DIAMOND KEY. Now take the BOW GUN from the weapons locker.

Leave.

\_Cutscene\_

Take the MAIL TO CHRIS and leave.

```
=====
Gray Corridor
=====
```

\_Cutscene\_

Kill the zombie if you want, but use the door that Sherry used.

```
=====
Lounge
=====
```

There's a few zombies here eating a good meal.  
100% beef.

Kill them all, then run down beside the black couch.

Use the LOCKPICK on the endtable here for some H. GUN BULLETS. Now use the double doors here.

```
=====
Library
=====
```

Walk forward.

\_Cutscene\_

Hm. That's not good.

Oh well. We'll just avoid the area. Go up the stairs and run to the end of the hall.

AHH! I bet you didn't even see that one coming.

-----Bookshelf Puzzle-----

Check the bronze plate with the picture on it.

It looks like this:

```
| | | |  
| | | |  
| | | |
```

Now let's make the bookshelves look like this.  
Push the red switch on the wall.

Now, to make the shelves look like the picture, we need to move the shelf on the left right, and the shelf beside it right, as well.

So push the switch on the shelf furthest to the left right, then push the switch right on the switch beside it.

This reveals the SERPENT STONE under the bronze plate and completes the puzzle.

Take the RED HERB on the table with the vase, then leave through the double doors.

```
=====  
Main Hall 2F  
=====
```

Climb down the ladder.

```
=====  
Main Hall  
=====
```

Take the double doors on the west side of the hall.

```
=====  
Info Inquiry Room  
=====
```

Here's what you need:

HAND GUN  
H. GUN BULLETS  
DIAMOND KEY

Now use the double doors.

```
=====  
Main Hall  
=====
```

Run toward the entrance, up the steps, and take the single door on the platform here.

```
=====  
Vending Machine Hall
```

=====  
There's about 6 zombies here.

Kill the one on Claire's right first. Then run in his place and kill the other one right here. Now take out the other three from this position. Go as quick as possible, zombies in large groups are not good.

=====  
Cop Offices  
=====

Head into the back office.

-----Weapons Safe Combo Puzzle-----

Check the POLICE MEMORANDUM file we found in the Info Inquiry Room.

At the very back, it gives you a four-digit number. That is the combination to the safe. Put that number into the safe.

The safe contains some ACID ROUNDS and a POLICE STATION MAP.

Now use the blue double doors again.

=====  
Vending Machine Hall  
=====

Take the GREEN HERB beside the plant beside the vending machines, then use the door at the end of the hall.

=====  
Tiny Corridor  
=====

No zombies here. Unlock and proceed through the first door you come to.

=====  
Questioning Room  
=====

Take the F. AID SPRAY. AHH! Take the EAGLE STONE on the shelf, then run your butt outta there!

=====  
Tiny Corridor  
=====

Run further down the hall and grab the RED HERB. There's a door here, but there's nothing inside but two Lickers. :-\

Use the door on the other end of the hall.

=====  
Vending Machine Hall  
=====

Enter the door past the blue double doors.

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

Climb the ladder on the other side of the room.

=====  
Main Hall 2F  
=====

Use the double doors to the Library.

=====  
Library  
=====

Use the single door here.

=====  
Lounge  
=====

Take the only other door here.

=====  
Gray Corridor  
=====

Enter the door on the other side of the hall.

=====  
Upper West Stairway  
=====

Descend the stairs.

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

There's a BUNCH of zombies here! I recommend letting the first one grab you, then push him into the zombies behind him. Then shoot them while they're on the ground.

Now enter the Dark Room.

=====  
Dark Room  
=====

You need:

HAND GUN

H. GUN BULLETS

DIAMOND KEY

Full-healing item

Save if you want and leave.

=====  
West Stairway

=====  
Unlock, discard, and proceed through the white door at the end of the hall.

NOTE: I took you the long way here because there's a \*butt-load\* of zombies the other way.

NOTE: Exactly how much is a \*butt\* load?

=====  
Evidence Room  
=====

Take the BOW GUN BOLTS from the drawer here. There's also FILM on the other side.

Use the LOCKPICK on the lock beside the other door, then take the PLASTIC BOMB.

Now unlock and go through the other door here.

=====  
Information Office  
=====

There's 5 zombies here. All you really need is the DETONATOR. It's on the desk in the small office area. However, there's also the MEMO TO LEON on the desk in front of the locker and some H. GUN BULLETS just outside the office.

Unlock and proceed through the only other door here.

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

Climb the ladder.

=====  
Main Hall 2F  
=====

Use the door in the southeast corner of the room.

=====  
Secretary's Office  
=====

You need:

HAND GUN

H. GUN BULLETS

PLASTIC BOMB

DETONATOR

EAGLE STONE

SERPENT STONE

VIRGIN HEART/RED JEWEL

VIRGIN HEART/RED JEWEL

Now combine the PLASTIC BOMB and DETONATOR for the...

BOMB & DET.!!

And I was expecting the STONE & METAL OBJECT.



Use the other door here.

=====  
Helicopter Hallway  
=====

Use the door past the helicopter.

=====  
Virgin Heart Room  
=====

There's a Licker here, but he'll kill you if you try to kill him. So put the VIRGIN HEARTs in their places, take the BLUE STONE, and run out of there.

=====  
Helicopter Hallway  
=====

Use the BOMB & DET. on the broken door here.

Now run down the newly revealed hall and use the door at the end.

=====  
Chief Irons's Office  
=====

Run over to the desk and check the girl's body.

\_Cutscene\_

Sorry, Chief, but there's no zombies here to kill her. And even if there was, they wouldn't bite her there.

Anyway, take the other door here.

=====  
Stuffed Tiger Hall  
=====

Run to the door at the other end of the hall.

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

Run to the north part of the room.

Here, you'll find the SECRETARY'S DIARY B. Push the light switch, then run toward the camera.

\_Cutscene\_

Take the H. GUN BULLETS from the pink chest beside where Sherry was hiding.

Now leave.

=====  
Stuffed Tiger Hall  
=====

Use the other door here.

=====  
Chief Irons's Office  
=====

\_Cutscene\_

Run over to his desk and take the PRECINCT KEY. It's the HEART KEY. Now take the CHIEF'S DIARY from his chair. Now push the button below the picture behind the chair.

Put the EAGLE STONE and SERPENT STONE in place here. You have the BLUE STONE, but it's only half of the JAGUAR STONE. We need the other half. Oh well.

Leave.

=====  
Helicopter Hallway  
=====

Retreat to the Secretary's Office.

=====  
Secretary's Office  
=====

Dump the BLUE STONE in the item box, then use the door you used to come in.

=====  
Helicopter Hallway  
=====

Take the door to Claire's right.

=====  
Crow Corridor  
=====

Use the door directly in front of you.

=====  
Outer Stairway  
=====

Go down the stairs and out the door here.

=====  
Cop Offices  
=====

Unlock, discard, and proceed through the other door behind the divider.

=====  
Yellow Shutter Hallway  
=====

Run down the stairs at the end of the hall.

=====  
B1 Hallway  
=====

Run to the fork, and turn right at it. Enter the first double doors you come to.

=====  
Power Restoration Room  
=====

Take the GREEN HERB here, then check out the machine in the northwest corner of the room.

-----Power Control Puzzle-----

Now check out the -Reserve Power Control Panel- in the northwest corner of the room.

There are 5 switches. Switches switched up add 36 and switches switched down subtract 14. You need to get to 80. It's mostly just a simple math problem.

$$36 + 36 + 36 - 14 - 14 = 80$$

However, after you get to one hundred, it stops adding. So you need to push them in alternating order.

UP DOWN UP DOWN UP

This restores power to the card reader and completes the puzzle.

Take the FLAME ROUNDS and POLICE B1 MAP here, then leave.

=====  
B1 Hallway  
=====

Use the double doors at the east end of the hall.

=====  
Lower Alley  
=====

There's a RED HERB here, but it's kinda hard to see.

Take it, then climb down the ladder at the end.

=====  
Plumbing Corridor  
=====

Use the first door you come to.

=====  
Storerroom  
=====

Take the INK RIBBON in front of the typewriter. Now check your inventory:

HAND GUN

H. GUN BULLETS

Full-healing item

Save if you want and leave.

=====

Plumbing Corridor

=====

\_Cutscene\_

Now you're playing as Sherry. Ride the elevator.

=====

Cerberus Walkway

=====

Well, in Claire B, it's actually the Nauseous Zombie Walkway.

Run out of the roofed area, then turn left at the fork. Use the door at the end.

=====

Septic Hallway

=====

Take the G. ROUNDS and leave.

=====

Cerberus Walkway

=====

Now go back, and at the fork, turn left. Proceed through the door at the end.

=====

Water Draining Room

=====

Take the SEWAGE DISPOSAL MAP. Then climb down into the area with the crates.

-----Classic Box Bridge Puzzle-----

Here there are two boxes touching each other. Climb over into the space between them. Now push the box on the right to the right until you can push the other box against the wall. Then climb out, push the other box against the wall so it lines up with the other one, then push the final box into its place with the other boxes.

Run up the ~stairs~ then push the switch on the panel to drain water into this area, which causes the boxes to form a bridge.

Run across, grab the PRECINCT KEY, and examine it. It's the CLUB KEY. Now leave.

=====

Cerberus Walkway

=====

Now turn right at the fork and ride the elevator at the end.

=====

Plumbing Corridor

=====

\_Cutscene\_

Take the CLUB KEY and G. ROUNDS. Now climb the ladder.

=====

Lower Alley

=====

Run past the three Cerberus and use the double doors at the end.

=====

B1 Hallway

=====

Unlock and proceed through the first double doors you come to.

=====

Autopsy Room

=====

There are two Lickers here, but they're not worth killing. Just run past them, take the RED CARD KEY on the shelf in the back, and leave. Be sure to use your Full-healing item if you need to.

NOTE: What genius decided to put an Autopsy Room in a police station?

=====

B1 Hallway

=====

Now use the RED CARD KEY on the door with the card reader and proceed through.

=====

Weapons Storage

=====

Take whatever you left yourself as Leon in Leon A from the locker, then take the 2 boxes of H. GUN BULLETS and ACID ROUNDS. Now leave.

=====

B1 Hallway

=====

Continue down the hall and use the door at the end with the "Parking" sign beside it.

=====

Parking Garage

=====

There's a GREEN HERB in the northwest corner of the room, but if you're going to get it, be sure you're good at dodging the Cerberus here.

Use the only other door here. If you don't pick up the GREEN HERB, the Cerberus won't even notice you're there until you reach the door.

=====

Basement Corridor

=====

There are some Cerberus here feasting on some zombie flesh.  
America spells zombie: K-R-A-F-T.

Kill them both, then grab the FILM at the very end of the hall. Use the double doors here.

=====

Holding Cells

=====

That guy looks like a bird that ate some Pepcid AC. Teehee.

Take the BOW GUN BOLTS from behind him.

In the first cell, you can find a GREEN HERB and a BLUE HERB. However, you're gonna have to mix most of your herbs to hold all the necessary items, especially if you took the SIDE PACK as Leon.

Leave.

=====

Basement Corridor

=====

Use the next door you come to.

=====

Kennel

=====

Great job, Leon. You already released the dogs.

All you need here is the CRANK, which is on the floor in front of the shelf which is near the manhole. There's a RED HERB and BLUE HERB here, but you'll probly be mauled to death if you try to get them.

Leave.

=====

Basement Corridor

=====

Examine the CRANK. It's the SQUARE CRANK.  
Now run back to the door leading to the Parking Garage.

=====

Parking Garage

=====

Use the door directly in front of you.

=====

B1 Hallway

=====

Ascend the stairs in the northeast area of the hall.

=====  
Yellow Shutter Hallway  
=====

Take the ACID ROUNDS behind the stairs, then enter the door here.

=====  
Watchman's Room  
=====

Run to the back of the room for some ACID ROUNDS and the WATCHMAN'S DIARY. Now leave.

=====  
Yellow Shutter Hallway  
=====

Use the door at the other end of the hallway.

=====  
Cop Offices  
=====

Proceed through the blue double doors.

=====  
Vending Machine Hall  
=====

Enter the door to Claire's left.

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

Take the double doors on the left side.

=====  
Info Inquiry Room  
=====

Take:

BOW GUN  
BOW GUN BOLTS  
LIGHTER  
SQUARE CRANK  
CLUB KEY

Now leave.

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

Use the single door up the stairs and to the east.

=====  
Vending Machine Hall  
=====

Use the door at the opposite end of the hall.

=====  
Tiny Corridor  
=====

Unlock, discard, and proceed through the blue door at the end.

=====  
News Room  
=====

-----Gold Cogwheel Puzzle-----

Check the picture with the gold gear on it. It says,

"Light the queen, the king and the jack.... then the carriage will start running."

Well, knowing that the loser that designed this police station really enjoyed playing cards, let's check the values on those cards.

| QUEEN | KING | JACK |
|-------|------|------|
| 12    | 13   | 11   |

Now run to the statues on the other side of the room. They each have numbers etched on them. 11, 12, and 13.

Light a fire in the place beside them against the wall, then turn on the faucets in the given order:

12, 13, 11.

This causes the gold gear to fall out of its place and completes the puzzle.

Go get it.

Well shave my feet and call me Bob! Mr. X is back!

Grab the G. COGWHEEL and get outta there!

NOTE: Chris (homer2570@planet-save.com) says there's a F. AID SPRAY behind the desk here.

=====  
Tiny Corridor  
=====

Phew.

Take the door at the other end.

!!! He's BAAAAAAAACK!

Kill him if you want, but he can be avoided. Use the door at the end.

=====  
Vending Machine Hall  
=====



Enter the door at the other end.

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

Climb the ladder.

=====  
Main Hall 2F  
=====

Kill the Licker that cleverly sneaked under your nose, then take the double doors up here.

=====  
Library  
=====

Run up the stairs and take the door up here.

=====  
Main Hall 3F  
=====

Proceed through the only other door up here.

=====  
Clock Room  
=====

Use the SQUARE CRANK on the hole here, then climb the stairs and put the G. COGWHEEL in its place. Push the switch.

\_Cutscene\_

Take the (invisible) BLUE STONE from the hole in the wall, then exit.

=====  
Main Hall 3F  
=====

Yawn. How boring. We need some excitement!

Take the other door up here.

WHOA! MR. X!

It looks like you're going to have to shoot him down.

He'll take 18 bolts, or 6 shots. Either way, he's dead. Check his body for some random ammo.

Continue through the door.

=====  
Library  
=====

Run down the stairs and out the double doors.

NOTE: If you plan on developing film, which is rather boring, you should do it now, or forever hold your peace.

=====  
Main Hall 2F  
=====

Go through the only other door here.

=====  
Secretary's Office  
=====

Dump the LIGHTER and [random ammo] in the item box and pull out the BLUE STONE. Combine it with the BLUE STONE for the JAGUAR STONE. Woo hoo!

Pull out a Full-healing item or two as well. ;-)

Save if you want and proceed through the other door here.

=====  
Helicopter Hallway  
=====

Go back to Chief Irons's Office.

=====  
Chief Irons's Office  
=====

\_Cutscene\_

Put the JAGUAR STONE in its place behind the chair to reveal a hidden passage. Go through and take the MAIL TO THE CHIEF.

Now go down the elevator. You have to push the button twice.

\_Cutscene\_

=====  
Spooky Corridor  
=====

Run to the medieval door at the end.

=====  
Taxidermy Room  
=====

\_Cutscene\_

Why does Claire demand that the chief tell her things when the chief could take her life at any second?

Hm. That sounded nasty. Go check to see what it was.

\_Cutscene\_

That's definitely disturbing. Climb down to see what it was.



Push the button at the end and climb the ladder.

=====  
Sewer Entrance  
=====

Run to the end.

\_Cutscene\_

=====  
Sewerway  
=====

Run to the end and climb the ledge. Grab the 2 BLUE HERBS and take the door.

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

Take the SEWER MANAGER FAX from the table. Take the INK RIBBON from in front of the typewriter, then basically be sure you have a weapon and 2 open item slots.

Use the LOCKPICK on the door beside the elevator, then open it. Climb down.

=====  
Warehouse  
=====

There's some BOW GUN BOLTS on the shelf in front of you and some G. ROUNDS in the southwest corner of the room. Take them both then climb up the ladder.

There's also a zombie here, but he's a loser.

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

Take the F. AID SPRAY from the locker by the typewriter.

Check your inventory:

BOW GUN  
BOW GUN BOLTS  
Full-healing item  
VALVE HANDLE  
LIGHTER

Now save if you want and ride the elevator.

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

\_Cutscene\_

The things we do for love...sigh.

Oh well. Run to the west end of the hall. Take the SEWER MAP, then proceed through the door.

=====  
Sewerway 2  
=====

Climb off the ledge and run away from the camera. Climb up the ledge back here and take the WOLF MEDAL. Take the FLAME ROUNDS, too.

Now climb down and run toward the camera. At the end you'll find a door. Proceed through.

=====  
Sewerway 3  
=====

Put the WOLF MEDAL in its place by the waterfall, then climb up onto the ledge and use the doors up here.

=====  
Lower Bridge Platform  
=====

\_Cutscene\_

Please. Don't check Annette's body. It will only show how good Capcom is at spelling their own character's names.

Run to the red light and use the VALVE HANDLE. This lowers the bridge.

\_Cutscene\_

Run across and use the VALVE HANDLE again on the green light.

\_Cutscene\_

Take the GREEN HERB and FLAME ROUNDS, then use the door here.

=====  
Wide Corridor  
=====

Run to the double doors at the end.

=====  
Garbage Collection Area  
=====

Why is there garbage in a sewer?

Grab the INK RIBBON from the trash on the right, then climb the ladder here.

=====  
Upper Bridge Platform  
=====

Run across the bridge and go left. At the end, take the EAGLE MEDAL and the SEWER MANAGER DIARY. Then run to the other end.

Use the VALVE HANDLE on the blinking red light to stop the fan. Climb the ladder.

=====  
Ventilation Shaft  
=====

Ewww...nasty bugs. Just run past them and climb down the ladder at the end.

=====  
Sewerway 2  
=====

Run past the zombies here that will rise to the door at the end.

=====  
Sewerway 3  
=====

Run to the place where you put the WOLF MEDAL and put the EAGLE MEDAL there.  
Now climb onto the ledge and go through the door up here.

=====  
Mining Catwalks  
=====

Use the door at the end.

=====  
Tram Station  
=====

Wow. That Leon must be pretty good to pass us when we just stopped that waterfall to get here.

Anyway, use the panel to call the tram back and board it.

\_Cutscene\_

You were going to leave without Sherry, weren't you?

Board it.

\_Cutscene\_

=====  
Tram Landing  
=====

Use the LIGHTER to light the flare gun here, then watch for a sparkle.  
Take it, it's the W. BOX KEY. Now proceed through the only other door here.

=====  
Tight Passage  
=====

Go forward. At the fork, go left. There's three zombies here guarding a SPARK SHOT. It has 100 shots, and is powerful. There are no extra clips, though.

Now run down the other way and go through the door there.

=====  
Tight Ladder Passage  
=====

Run until you can see some light. You should also see about three zombies.  
You're going to need to either kill them or knock them down.

The exit ladder is left, but there's a GREEN HERB and BLUE HERB at the end of  
the corridor to the right.

Do what you want and climb the ladder.

=====  
Factory Entrance  
=====

\_Cutscene\_

Here there's a F. AID SPRAY, some ACID ROUNDS and some FLAME ROUNDS. Pick them  
up, then check your inventory:

G. LAUNCHER  
ACID ROUNDS  
Full-healing item  
Full-healing item

If you have less than 10 ACID ROUNDS:  
FLAME ROUNDS

If you have plenty of ACID ROUNDS:  
Full-healing item

Either way, be sure you have two open item slots.

Go through the door.

=====  
Turntable Area  
=====

Take the H. GUN BULLETS in the back of the room, then ride the elevator located  
toward the camera down.

Proceed through the door here.

=====  
Catwalks Area  
=====

Run to the end and take the C. PANEL KEY. Examine it, it's the UP KEY.  
Now check the monitors and turn it on.

UH-OH! Mr. X!  
Kill him or run past him, but leave!

=====  
Turntable Area  
=====

Ride the elevator back up, then take the FACTORY MAP beside the door. Go  
through the door.

=====  
Factory Entrance  
=====

Use the UP KEY on the machine in the northeast corner of the room.

\_Cutscene\_

At this point I recommend that you take the INK RIBBON in front of the typewriter and save.

I also recommend that you save here (YES).

Now go out the door here.

=====  
Turntable Area  
=====

Push the activation switch on the panel in front of the Turntable Car.

\_Cutscene\_

=====  
Turntable Car  
=====

Run to the front of the car and take the FLAME ROUNDS. Now leave.

=====  
Turntable  
=====

Run to the other side of the turntable.

\_Cutscene\_

```
////////////////////////////////////////
*****
Boss: William Birkin 3
Difficulty: Medium
*****
\\////////////////////////////////\\
```

The main advantage you have against him is your speed. He is very slow. Fire at him from a distance, but don't get too far away or he'll jump really high and land right in front of you.

Be extremely careful when he has his two smaller arms above his head. He has a very strong attack he can use from this position.

Once you shoot him and he starts bleeding continuously, stop firing. He's finished.

Enter the Turntable Car.

=====  
Turntable Car  
=====



\_Cutscene\_

Leave.

=====  
Turntable  
=====

Go to the west side of the area and crawl through the vent at the end.

=====  
Lab B1 Corridor  
=====

\_Cutscene\_

Go toward the camera and to the double doors at the end.

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

Run past the steel crate to the item box and GREEN HERB. You won't need any more than 2 Full-healing items, so drop off any extras.

Now check out that crate we just passed.

-----Power Room Access Puzzle-----

Push the crate onto the lift. You want to push it as close to the side of the lift with the switch on it as possible. Now ride it down.

Now push the crate off the lift by pushing it south. Then push it against the rails to the east. Next push it north until it hits a rail and the switch to use the lift is to the left of it.

Get on the lift and push it to the right until it hits another rail. Finally push it down the corridor to the north until it hits a rail to complete the puzzle.

We can't get into the Power Room just yet, but we'll need to later.

Go to the southeast corner of the room for an INK RIBBON and some FLAME ROUNDS. Also, take the P-EPSILON REPORT from the researcher's body.

Now ride the elevator in the east side of the room.

=====  
Iron Smelting Room  
=====

Run forward. You'll eventually get a camera view with you on the right side of the screen and a Super-Licker on a bridge. Try to shoot him from here. If you can't, just make a mad dash and shoot at anything that moves.

There's a second Super-Licker here as well.

After you dispose of these interferences, push the switch to turn on the elevator in the northeast corner of the room.

Now ride the elevator back up.

NOTE: If you check the iron smelting pool, it says "employees only". Hopefully, not even employees would dive into a pool of smelting iron.

They should have put a "No diving" sign as well as "Don't pee in the pool".

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

Take the lift back up and go through the double doors.

=====  
Lab B1 Corridor  
=====

Proceed into the elevator at the other end of the corridor.

=====  
Lab Elevator  
=====

Push the button.

\_Cutscene\_

=====  
Turntable Landing  
=====

Oh great. Naked zombies. You'll be passing through here at least a few times, so I recommend you take them out.

Go through the door with the "Shaft Type-M" label.

=====  
Security Room  
=====

Take the FLAME ROUNDS from the desk, then the GREEN HERB from the filing cabinet. There's also an INK RIBBON in front of the typewriter.

Here's what you need:

G. LAUNCHER  
FLAME ROUNDS (If you have 10 or more)

Now leave.

=====  
Turntable Landing  
=====

Take the swooshy door in the south end of the room.

=====  
Central Power Area  
=====

Run down the blue-lighted hallway.

=====  
East Area  
=====

Enter the frozen double doors.

=====  
Sub-Zero Storage  
=====

Take the F. AID SPRAY from the barrel, then grab the FUSE CASE. Use it on the blinking blue light.

\_Cutscene\_

Take the MAIN FUSE and leave.

=====  
East Area  
=====

Go back to the Central Power Area.

=====  
Central Power Area  
=====

Put the MAIN FUSE in its place, then run down the red-lighted hallway to the door at the end.

=====  
West Area  
=====

Run to the door at the end.

=====  
Researchers' Bedroom  
=====

Kill the three naked zombies here. Then take the LAB CARD KEY and the USER REGISTRATION file. Be sure to grab the LAB SECURITY MANUAL from the computer. Use the computer to turn on the Anti-B.O.W. gas, then check the locker for some BOW GUN BOLTS. Climb through the vent.

=====  
Researchers' Bedroom 2  
=====

There are 2 Super-Lickers here that were weakened by the anti-B.O.W. gas. Kill them both, then take the 2 boxes of G. ROUNDS from the locker.

Take the INK RIBBON on the machine by the door, then unlock and leave.

=====  
West Area  
=====

If you have FLAME ROUNDS, load them into your G. LAUNCHER and push the switch to open the shutter.

Two Ivys that really don't enjoy being burned.

...

So BURN THEM!

Take the door behind them.

=====  
Upper Plant Platform  
=====

Another Ivy here. Climb down the ladder.

=====  
Lower Plant Platform  
=====

Proceed through the door here.

=====  
B5 Hallway  
=====

Run down the hallway until a Super-Licker jumps down to attack you. Take him out. Now two MORE Super-Lickers attack you. They are easily downed with ACID ROUNDS.

Take the 3 GREEN HERBs here and proceed through the door past the computer screen.

=====  
Monitor Room  
=====

Run to the other side of the room with the item box and typewriter.

You'll need this stuff:

- BOW GUN
- BOW GUN BOLTS
- HAND GUN
- LAB CARD KEY
- W. BOX KEY

That's it. Go through the door to Claire's right.

=====  
Moth Corridor  
=====

Run to the end and go left. You can see a RED HERB on the right side of the screen. Take it and proceed into the P-4 Lab.

=====  
P-4 Lab  
=====

Unlock the lighted locker here for two boxes (?) of G. ROUNDS. Now take the F. AID SPRAY on the table and go through the door.

Go through the next door.

5 naked zombies here. You won't be returning here again, and all you need is the P. ROOM KEY on the table at the other side of the room. Kill what you want, take the P. ROOM KEY and leave.

=====

Moth Corridor

=====

Run down the nasty part of the corridor and enter the room at the end.

=====

Moth Battle Room

=====

////////////////////////////////////

\*\*\*\*\*

Boss: Super Moth

Difficulty: Easy

\*\*\*\*\*

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

Take four shots straight ahead. He's finished.

That was a hard one.

Run over to the computer and shoot the larvae off the keyboard with your HAND GUN. Now operate it.

Type in "GUEST" just as mentioned in the USER REGISTRATION file.

Do whatever the computer tells you to, then leave.

=====

Moth Corridor

=====

Retreat to the Monitor Room.

=====

Monitor Room

=====

Make sure you have this stuff:

G. LAUNCHER

Some type of G. LAUNCHER ammo.

LAB CARD KEY

P. ROOM KEY

Full-healing item

Full-healing item

Save if you want and leave out the other door.

\_Cutscene\_

Keep going. We have to save Sherry!

=====  
B5 Hallway  
=====

Shoot the Super-Licker that drops in on you, then take the door at the end.

=====  
Lower Plant Platform  
=====

Climb the ladder.

=====  
Upper Plant Platform  
=====

Go out the door.

=====  
West Area  
=====

Run past the Ivys here to the Central Power Area.

=====  
Central Power Area  
=====

Go to the East Area.

=====  
East Area  
=====

Push the shutter switch and go down the hall. If you already did this as Leon, you can go through. If not, you can't. Put your fingerprint into the checker and proceed through.

=====  
The Lab  
=====

There's 3 Super-Lickers here! Whoa mamma!

The only thing here is the S. MACHINE GUN with one of the soldier's body. Take it and leave.

=====  
East Area  
=====

NOTE: If you think fighting 2 Ivys is worth 6 shots for your G. LAUNCHER, go into the Vaccine Research Room.

Now unlock, discard, and proceed through the door beside the shutter.

=====  
Vaccine Research Room  
=====

Kill the Ivys here, turn on the lightswitch, and take the G. ROUNDS from beside the operating table. Leave.

=====  
East Area  
=====

Retreat to the Central Power Room.

=====  
Central Power Room  
=====

Run back to the Turntable Landing.

=====  
Turntable Landing  
=====

Hop into the elevator here.

=====  
Lab Elevator  
=====

Push the button again.

\_Cutscene\_

=====  
Lab B1 Corridor  
=====

Run to the double doors at the other end of the hallway.

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

Ride the lift down, then climb the boxes and unlock the doors to the Power Room. Proceed through.

=====  
Power Room  
=====

Run to the other side.

\_Cutscene\_

Quick! We have to get out of here! Use the doors you used to get in.

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

\_Cutscene\_

Why can't he DIE?!

Climb down the boxes, then ride the lift. Take the doors up here.

=====  
Lab B1 Corridor  
=====

Jump into the elevator.

=====  
Lab Elevator  
=====

Push the button once again. We don't have a way out yet!

\_Cutscene\_

=====  
Turntable Landing  
=====

Use the funky swooshy door to the Central Power Area! Quick!

=====  
Central Power Area  
=====

Run to the other side.

\_Cutscene\_

How touching. Retreat to the Turntable Landing.

=====  
Turntable Landing  
=====

Quick! To the elevator.

=====  
Lab Elevator  
=====

Use the MASTER KEY on the computer here to reveal an emergency passage. Go down.

\_Cutscene\_

=====  
Subway Station  
=====

\_Cutscene\_

=====  
Front Car  
=====

\_Cutscene\_



Run to the Rear Car.

=====  
Rear Car  
=====

Run to the back and take the PLATFORM KEY and INK RIBBON. Now check your inventory for the last time:

S. MACHINE GUN  
PLATFORM KEY  
Full-healing item  
Full-healing item  
Full-healing item  
[EMPTY]  
[EMPTY]

If you have 10 item slots, take along two more Full-healing items.

If you are low on S. MACHINE GUN ammo (under 50%), take along the G. LAUNCHER and some extra ammo instead.

SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE

Now exit.

=====  
Front Car  
=====

Exit the train.

=====  
Subway Station  
=====

Unlock the door toward the back of the screen and proceed through.

=====  
Subway Station 2  
=====

Step forward.

\_Cutscene\_

Run up the stairs, across, down the stairs, but not under the stairs. Run the other way, and push the blinking red light.

\_Cutscene\_

Now take the JOINT N PLUG and the JOINT S PLUG, then run under the steps and through the door.

=====  
Power Redirection Area  
=====

\_Cutscene\_





\_Opening Cutscene\_

Yes. You're one of those soldiers sent by Umbrella. You need to bring the G-VIRUS to the helipad for pickup.

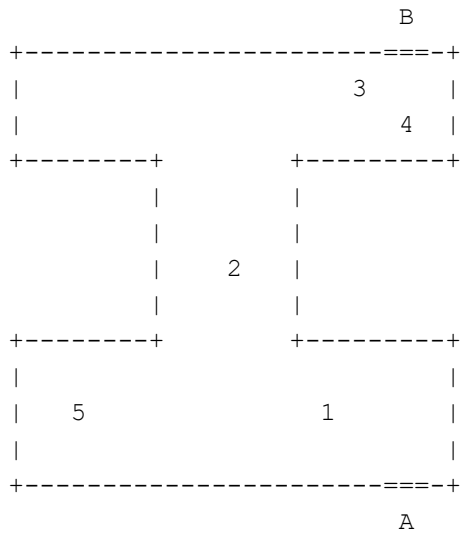
Turn on your auto-aim and go out the door at the top of the stairs.

=====  
Mutation Battle Room  
=====

-----  
Enemies:  
Zombie x 5

Inventory:  
HAND GUN - 18  
H. GUN BULLETS - 149  
SHOTGUN - 5  
SHOTGUN SHELLS - 15  
MAGNUM - 8  
M. BULLETS - 8  
MIXED HERB  
MIXED HERB  
-----

Room Diagram:



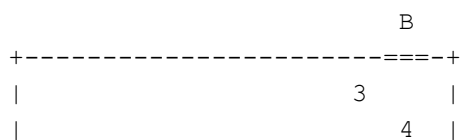
A = Entrance  
B = Exit  
\* = You/Your Path

1-5: Zombies

STEP 1:

You can see a female zombie (1). Using your HAND GUN, pound just one bullet into her. She'll turn around to her right, allowing you to run along the wall past her.

Step 1 Diagram:





Septic Hallway

=====

-----

Enemies:

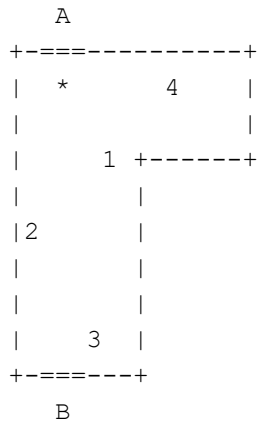
Zombie x 4

Inventory:

HAND GUN - 18  
H. GUN BULLETS - 149  
SHOTGUN - 5  
SHOTGUN SHELLS - 14  
MAGNUM - 8  
M. BULLETS - 8  
MIXED HERB  
MIXED HERB

-----

Room Diagram:



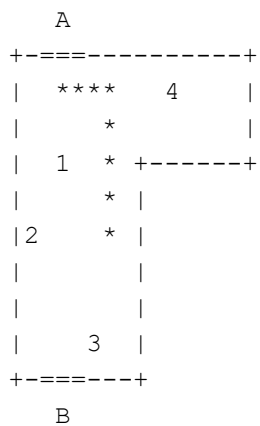
A = Entrance  
B = Exit  
\* = You/Your Path

1-4 = Zombies

STEP 1:

Zombie 2 isn't moving, but Zombie 1 is. Let him go close to the left of the screen, then maneuver around him toward the exit.

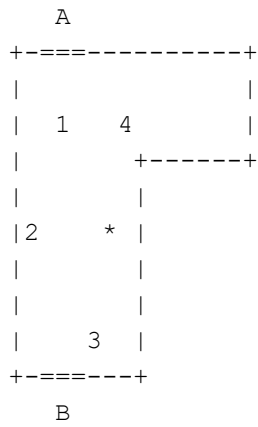
Step 1 Diagram:



STEP 2:

Zombie #3 is guarding those stairs pretty well. Ready your weapon, then aim at #3 (HUNK will want to aim at #2). Shoot just one round into him and he'll turn slowly to his right.

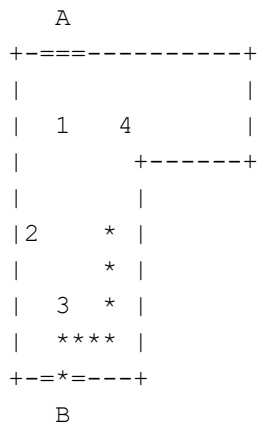
Step 2 Diagram:



STEP 3:

As soon as he's facing Zombie #2, run behind him and down the stairs.

Step 3 Diagram:



```

=====
Spider Corridor
=====

```

```

-----
Enemies:
Spider x 2

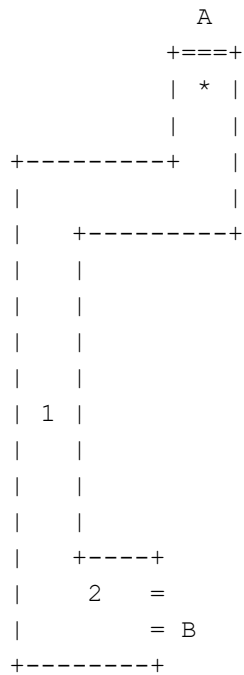
```

```

Inventory:
HAND GUN - 18
H. GUN BULLETS - 148
SHOTGUN - 5
SHOTGUN SHELLS - 14
MAGNUM - 8
M. BULLETS - 8
MIXED HERB
MIXED HERB
-----

```

Room Diagram:



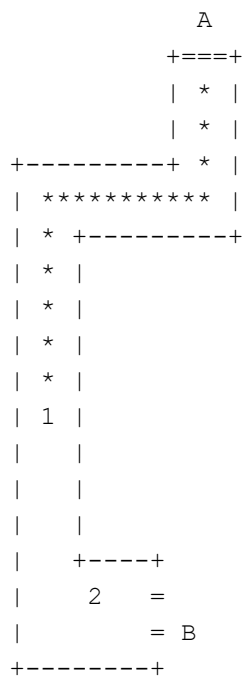
A = Entrance  
B = Exit  
\* = You/Your Path

1&2 = Spiders

STEP 1:

The first Spider is a bit harder to get around than the second one, but you need to save your SHOTGUN SHELLS and MAGNUM BULLETS, so do your best to dodge it without getting hit or poisoned.

Step 1 Diagram:

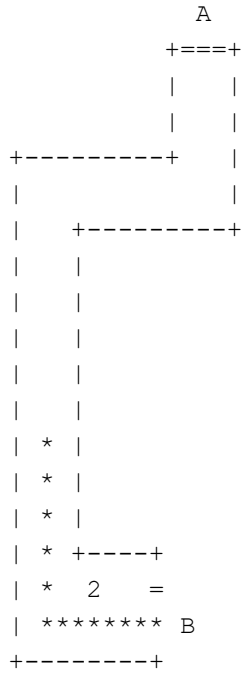


STEP 2:



Spider #2 should be easier to get around. Just run past him and up the ladder at the end.

Step 2 Diagram:



```

=====
Kennel
=====

```

```

-----
Enemies:
Cerberus x 3

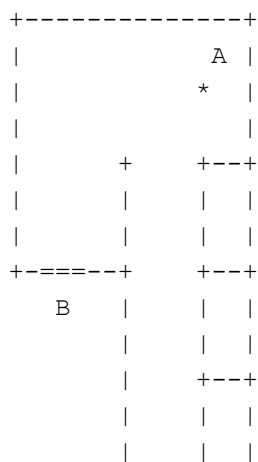
```

```

Inventory:
HAND GUN - 18
H. GUN BULLETS - 148
SHOTGUN - 5
SHOTGUN SHELLS - 14
MAGNUM - 8
M. BULLETS - 8
MIXED HERB
MIXED HERB
-----

```

Room Diagram:



+-----+

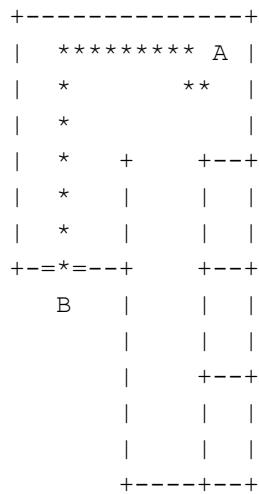
A = Entrance  
B = Exit  
\* = You/Your Path

1-3 = Cerberus

STEP 1:

Grr. I hate Cerberus. They're low, hard to hit, and very fast.  
This room may take a little practice to master, but after you get good I'm sure  
you'll be fine. Just follow this next route:

Step 1 Diagram:



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

-----

Enemies:

Zombie x 4  
Grounded Zombie x 2

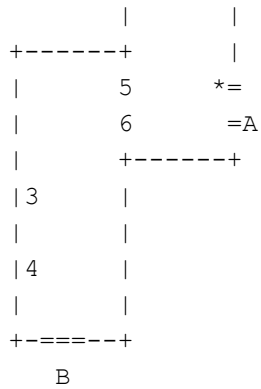
Inventory:

HAND GUN - 18  
H. GUN BULLETS - 148  
SHOTGUN - 5  
SHOTGUN SHELLS - 14  
MAGNUM - 8  
M. BULLETS - 8  
MIXED HERB  
MIXED HERB

-----

Room Diagram:





A = Entrance

B = Exit

\* = You/Your Path

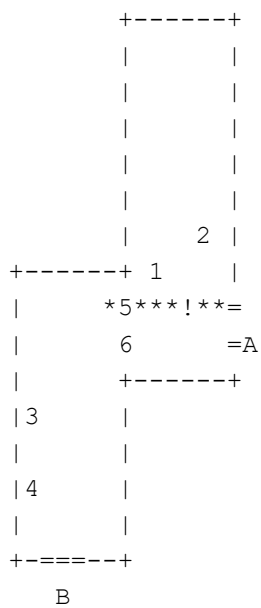
1-4 = Zombies

5-6 = Grounded Zombies

STEP 1:

Alright. Make sure your HAND GUN is equipped and that Auto-Aim is off. Now quickly take two steps forward, aim down, and pound 2 or 3 shots into zombie 5, the one that's moving. That'll kill him in just enough time to avoid the burning Zombie #1. Jump over the now dead zombie to see zombies 3 & 4.

Step 1 Diagram:

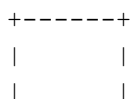


! = Shooting Point

STEP 2:

This one isn't too hard. Just hug the wall that the zombies AREN'T on and exit. If Zombie #3 is in your way, weave around him.

Step 2 Diagram:



```

      |      |
      |      |
      |      |
      |      |
+-----+    |
|      *5 12  =
|      *6      =A
|      *+-----+
|    3 *|
|      *|
| 4    *|
|   ****|
+--*---+
      B

```

```

=====
Parking Garage
=====

```

```

-----
Enemies:
Cerberus x 3

```

```

Inventory:
HAND GUN - 18
H. GUN BULLETS - 144
SHOTGUN - 5
SHOTGUN SHELLS - 14
MAGNUM - 8
M. BULLETS - 8
MIXED HERB
MIXED HERB
-----

```

Room Diagram:

```

          A
+-----+-----+
|      | *      |
| V A N |      3  |
|      |      |
|      |      |
+-----+-----+
          |      1  |
          |      |
          +----+    |
          |      2  |
          |      |
          |      |
          +-----+
          B

```

```

A = Entrance
B = Exit
* = You/Your Path

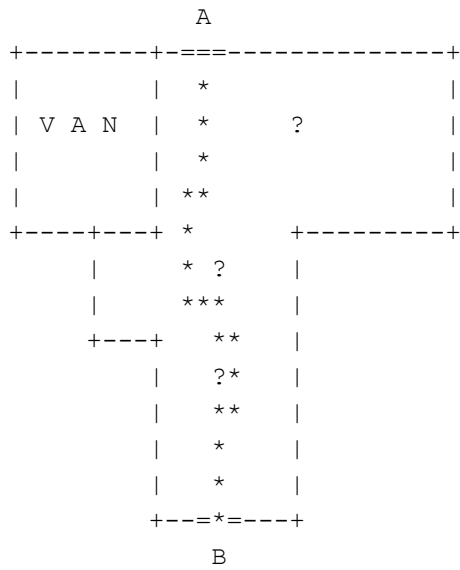
```

1-3 = Cerberus

STEP 1:

This may be slightly hard to read/hear, but it'd be best if you didn't shoot down any of them. Since there's a lot of room, it's a good decision to just weave in and out, dodging the dogs' attacks. Just get to the door at the other end.

Step 1 Diagram:



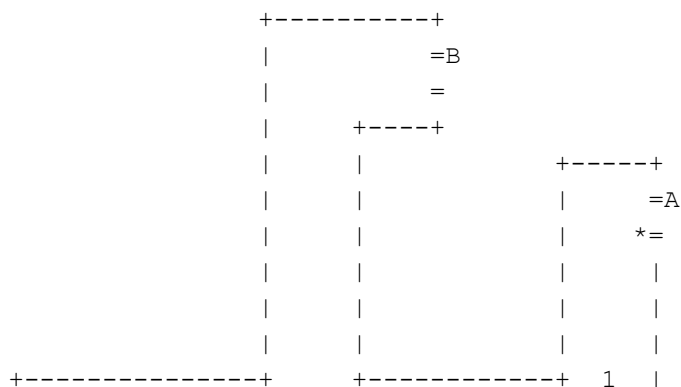
? = How could I possibly tell you where each dog will be?

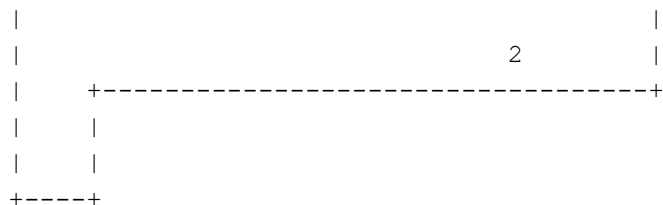
=====  
 B1 Hallway  
 =====

-----  
 Enemies:  
 Crow x ?

Inventory:  
 HAND GUN - 18  
 H. GUN BULLETS - 147  
 SHOTGUN - 5  
 SHOTGUN SHELLS - 14  
 MAGNUM - 8  
 M. BULLETS - 8  
 MIXED HERB  
 MIXED HERB  
 -----

Room Diagram:





A = Entrance

B = Exit

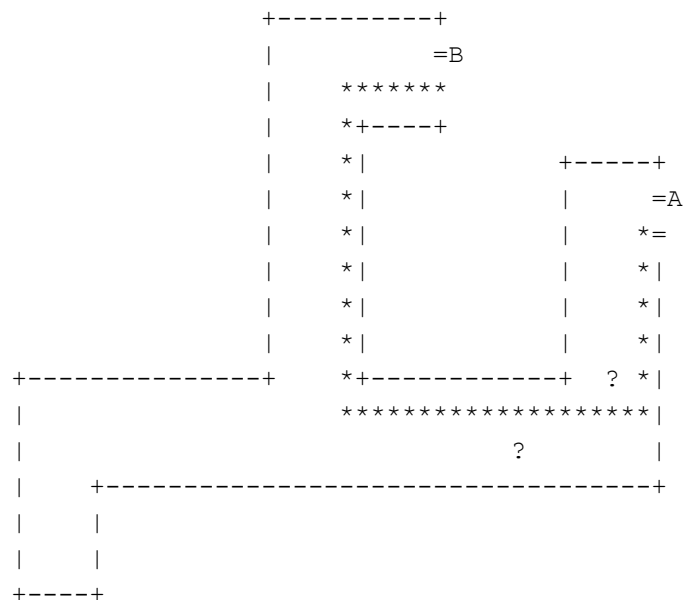
\* = You/Your Path

1&2 = Crow Family Reunion

STEP 1:

Well. They're Crows. You definitely shouldn't waste ammo on them, so just run to the exit.

Step 1 Diagram:



? = Actually, they're constantly pecking you on the head.

=====

Yellow Shutter Hallway

=====

-----

Enemies:

Cerberus x 3

Inventory:

HAND GUN - 18

H. GUN BULLETS - 147

SHOTGUN - 5

SHOTGUN SHELLS - 14

MAGNUM - 8

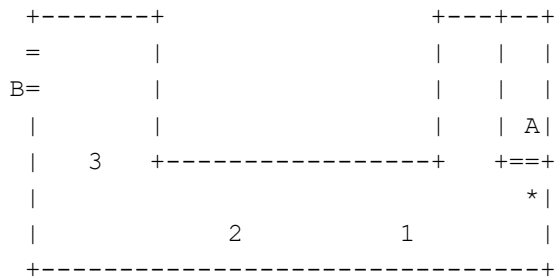
M. BULLETS - 8

MIXED HERB

MIXED HERB

-----

Room Diagram:



A = Entrance

B = Exit

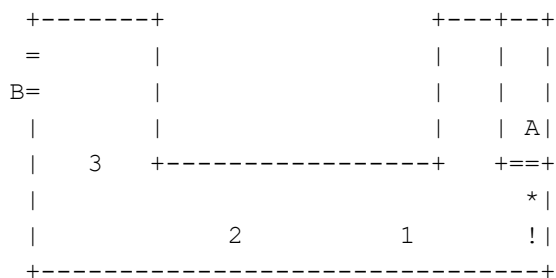
\* = You/Your Path

1-3 = Cerberus

STEP 1:

Yes...3 Doggies...but this time I'm going to let you take them out, since it's your birthday (and there's no room to weave). Just move in front of that broken window to get to the camera view where if you shoot down the hallway it seems like you're shooting at the camera. Then keep shooting until you stop hearing dog yelps or use up more than 21 shots.

Step 1 Diagram:

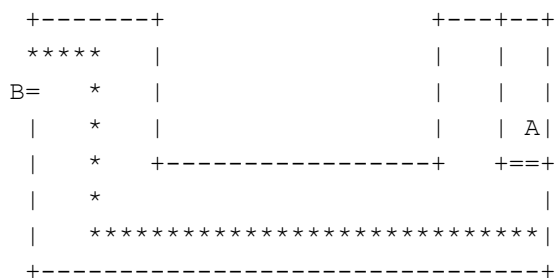


! = Shooting Point

STEP 2:

Simply run to the exit.

Step 2 Diagram:



=====  
Cop Offices  
=====

-----

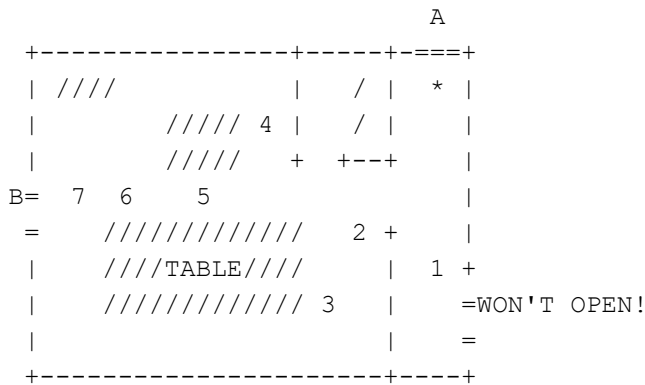
Enemies:

Zombie x 7

Inventory:

HAND GUN - 18  
H. GUN BULLETS - 126+  
SHOTGUN - 5  
SHOTGUN SHELLS - 14  
MAGNUM - 8  
M. BULLETS - 8  
MIXED HERB  
MIXED HERB  
-----

Room Diagram:



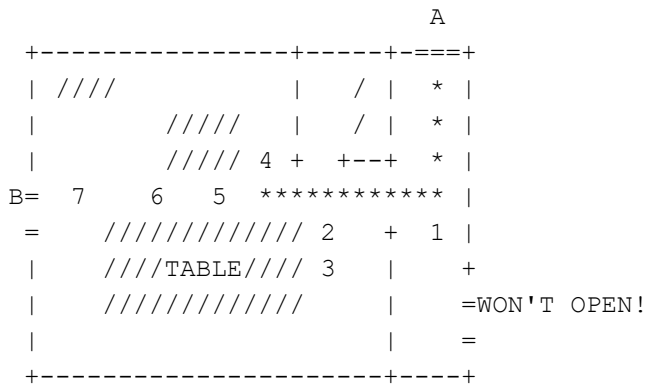
A = Entrance  
B = Exit  
\* = You/Your Path

1-7 = Zombies

STEP 1:

Crap! That door you wanted to take won't open. Darn.  
We'll have to go the long way. Run quickly forward and through the doorway.  
You'll find Zombie #2 breathing down your back, so run along the table to find yourself cornered by zombies 2, 4, and 5.

Step 1 Diagram:



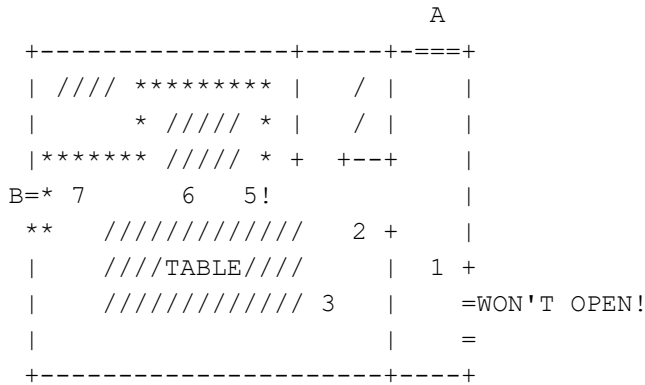
STEP 2:

Well, pull out your SHOTGUN and blow the head off Zombie #4 and run around that



desk. Dodge #7 and exit.

Step 2 Diagram:



```

=====
Vending Machine Hall
=====

```

```

-----
Enemies:
Zombie x 7

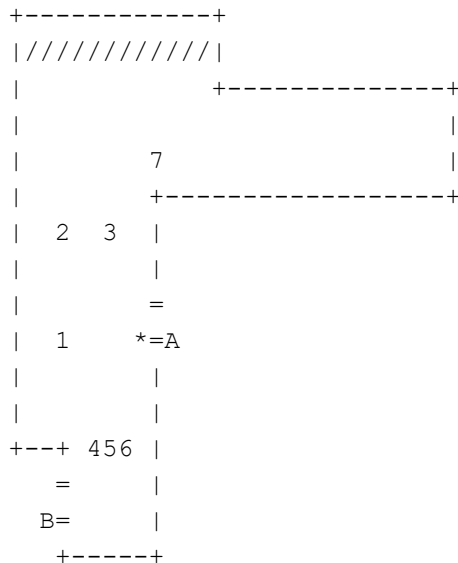
```

```

Inventory:
HAND GUN - 18
H. GUN BULLETS - 126+
SHOTGUN - 5
SHOTGUN SHELLS - 13
MAGNUM - 8
M. BULLETS - 8
MIXED HERB
MIXED HERB
-----

```

Room Diagram:



A = Entrance  
 B = Exit  
 \* = You/Your Path

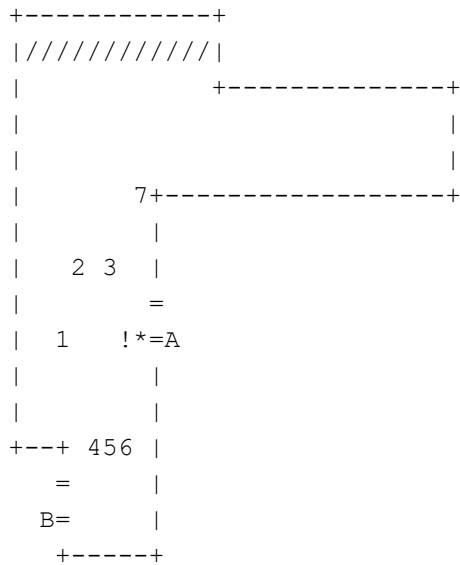
1-7 = Zombies

STEP 1:

Hoo boy. This doesn't look good.

Pull out the MAGNUM and pound one good round into Zombie #1.

Step 1 Diagram:

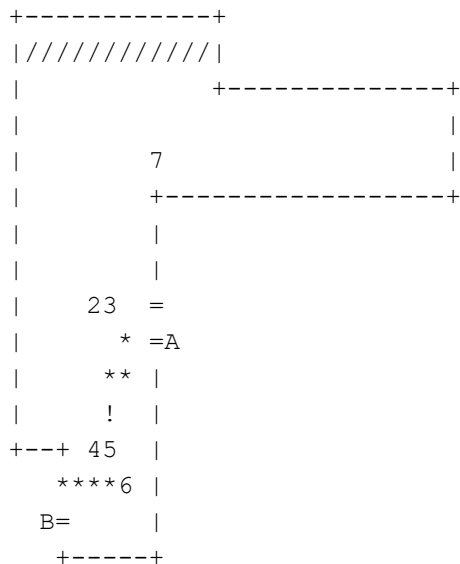


! = Shooting Point

STEP 2:

Now pull out your SHOTGUN, approach Zombies 4-6, and land a head shot on all 3. If you miss #6, you should still be able to exit without getting hit.

Step 2 Diagram:



```

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

```

```

-----
Enemies:
None

```

```

Inventory:
HAND GUN - 18

```

H. GUN BULLETS - 126+  
SHOTGUN - 5  
SHOTGUN SHELLS - 12  
MAGNUM - 8  
M. BULLETS - 7  
MIXED HERB  
MIXED HERB  
-----

Room Diagram:

None needed.

Step 1:

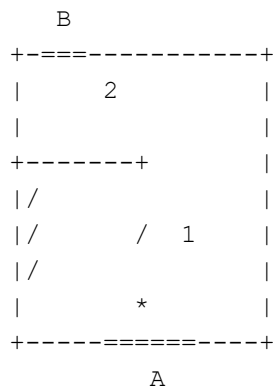
The ladder isn't down (just our luck), so head through the double doors to the Info Inquiry Room.

=====  
Info Inquiry Room  
=====

-----  
Enemies:  
Spider x 2

Inventory:  
HAND GUN - 18  
H. GUN BULLETS - 126+  
SHOTGUN - 5  
SHOTGUN SHELLS - 12  
MAGNUM - 8  
M. BULLETS - 7  
MIXED HERB  
MIXED HERB  
-----

Room Diagram:



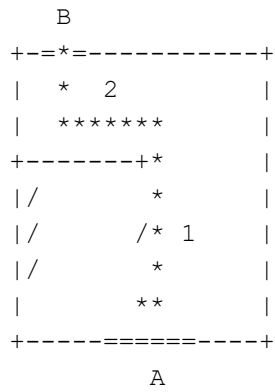
A = Entrance  
B = Exit  
\* = You/Your Path

1&2 = Spiders

STEP 1:

Well. They're Spiders. Just ignore them and head to the exit.

Step 1 Diagram:

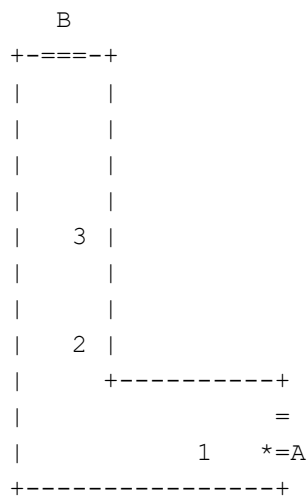


```
=====
Shutter Hallway
=====
```

```
-----
Enemies:
Licker x 3
```

```
Inventory:
HAND GUN - 18
H. GUN BULLETS - 126+
SHOTGUN - 5
SHOTGUN SHELLS - 12
MAGNUM - 8
M. BULLETS - 7
MIXED HERB
MIXED HERB
-----
```

Room Diagram:



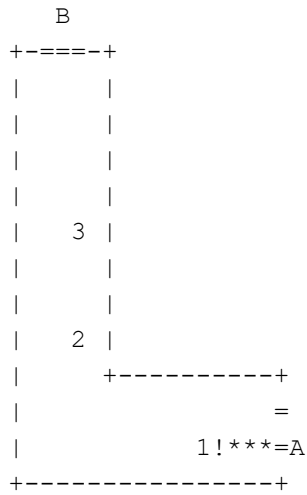
A = Entrance  
B = Exit  
\* = You/Your Path

1-3 = Licker

STEP 1:

I don't like Lickers, and neither should you. Ready the MAGNUM. You have 1 shot per Licker. After the first one jumps down, wait a for just a second and shoot him.

Step 1 Diagram:

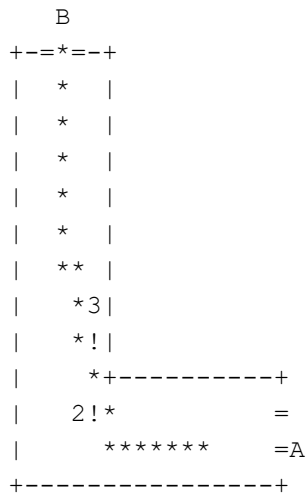


! = Shooting Point

STEP 2:

Run up to the corner and wait for the Licker #2 to show up, then blow his and his buddy's (#3) overexposed brains out. Then exit.

Step 2 Diagram:



```

=====
Green Corridor
=====

```

```

-----
Enemies:
Ivy x 2

```

```

Inventory:
HAND GUN - 18
H. GUN BULLETS - 126+
SHOTGUN - 5

```

SHOTGUN SHELLS - 12

MAGNUM - 8

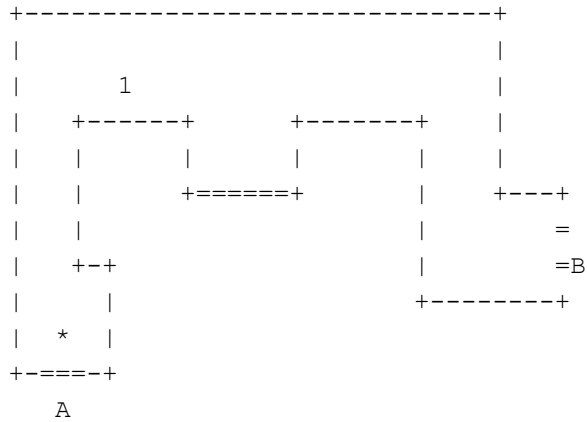
M. BULLETS - 7

MIXED HERB

MIXED HERB

-----

Room Diagram:



A = Entrance

B = Exit

\* = You/Your Path

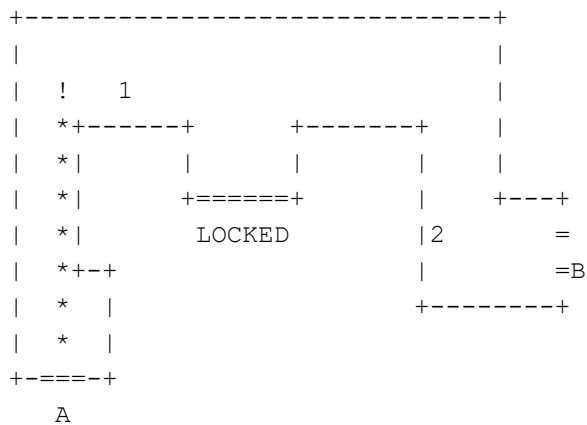
1&2 = Ivys

STEP 1:

Make sure Auto-Aim is now enabled.

Run just around the corner, aim and fire 3x with the MAGNUM to kill Ivy #1. You will probably take a little damage here, but these guys are tough!

Step 1 Diagram:

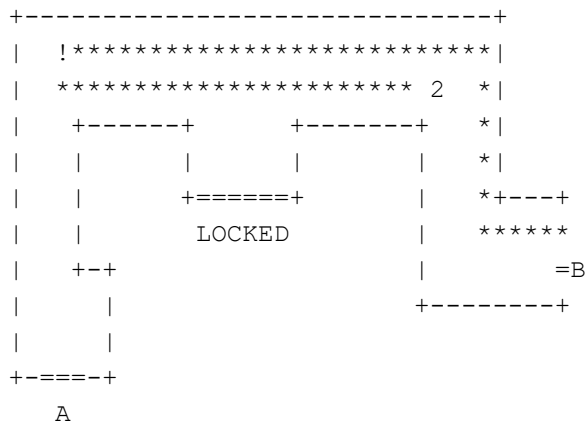


! = Shooting Point

STEP 2:

Now run to the camera view just after the last one that lets you see the double doors. You'll see what's around the next corner. Wait until you can see Ivy #2 about to round the corner, then run back to the corner of which you killed Ivy 1. Pull out your HAND GUN and fire out 20-21 HAND GUN shots. You'll hear a (and I quote) "KWAAAAAAAAAAAAA...". That means it's dead. Leave.

Step 2 Diagram:

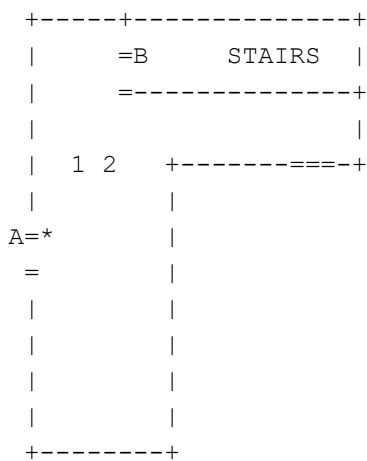


=====  
West Stairway  
=====

-----  
Enemies:  
Ivy x 2

Inventory:  
HAND GUN - 18  
H. GUN BULLETS - 105+  
SHOTGUN - 5  
SHOTGUN SHELLS - 12  
MAGNUM - 8  
M. BULLETS - 4  
MIXED HERB  
MIXED HERB  
-----

Room Diagram:



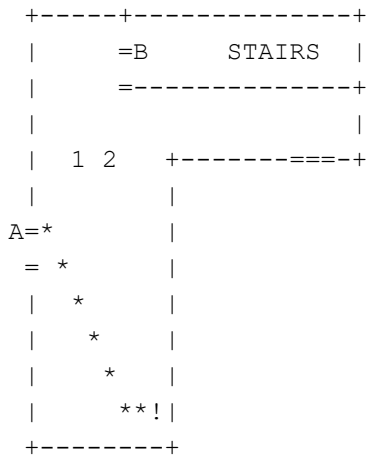
A = Entrance  
B = Exit  
\* = You/Your Path

1&2 = Ivys

STEP 1:

Hold UP and RIGHT along with the button you use to run as the door opens. That should send you down the hall away from the Ivys. Run all the way to the end and from the corner, shoot at them with your HAND GUN. Use the same strategy as last time. Dodge any poison thrown at you as well.

Step 1 Diagram:



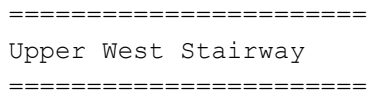
! = Shooting Point

STEP 2:

Run up the stairs.

Step 2 Diagram:

I think you can handle this one without a diagram.



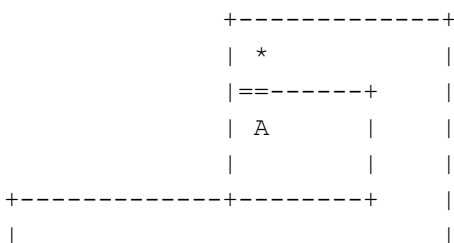
-----  
Enemies:

Mr. X x 1

Inventory:

- HAND GUN - 18
  - H. GUN BULLETS - 65+
  - SHOTGUN - 5
  - SHOTGUN SHELLS - 12
  - MAGNUM - 8
  - M. BULLETS - 4
  - MIXED HERB
  - MIXED HERB
- 

Room Diagram:





```

=          X          |
B=        /          +-----+
|          |
+-----+

```

A = Entrance  
B = Exit  
\* = You/Your Path  
  
X = Mr. X

STEP 1:  
Just for fun, we're going to use a hole in Mr. X's AI to help us out. Stay right where you are and wait for Mr. X. He'll eventually walk into the top of the stairs, but won't walk down them because he's not THAT smart. Once he gets there, climb the stairs and charge to the exit. Mr. X is too slow to catch you.

Step 1 Diagram:

```

                +-----+
                | ***** |
                |==-----+ * |
                | A       | * |
                |         | * |
+-----+-----+-----+ * |
|                                     X * |
| ***** |
B=    /    +-----+
|          |
+-----+

```

=====  
Gray Corridor  
=====

-----  
Enemies:  
Grounded Zombie x 7

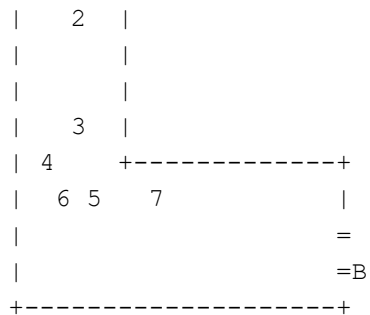
Inventory:  
HAND GUN - 18  
H. GUN BULLETS - 65+  
SHOTGUN - 5  
SHOTGUN SHELLS - 12  
MAGNUM - 8  
M. BULLETS - 4  
MIXED HERB  
MIXED HERB  
-----

Room Diagram:

```

+-----+
|      =
|     *=A
|      +
|      |
| 1    |

```



A = Entrance

B = Exit

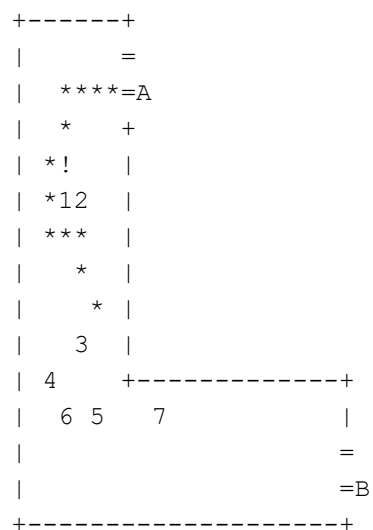
\* = You/Your Path

1-7 = Grounded Zombie

### STEP 1:

Run forward and shoot Zombie 1 with your HAND GUN until he dies. Then run in front of Zombie 3 and make sure Auto-Aim is off.

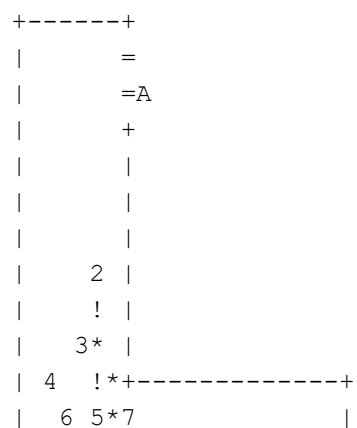
Step 1 Diagram:



### STEP 2:

Kill zombie 3, then step forward and kill zombie 5. If zombie 7 approaches, kill him, too. Then you have a straight run to the exit.

Step 2 Diagram:



```
| *****  
|                                     =B  
+-----+
```

```
=====  
Lounge  
=====
```

```
-----  
Enemies:  
Super Licker x 3
```

```
Inventory:  
HAND GUN - 18  
H. GUN BULLETS - 57+  
SHOTGUN - 5  
SHOTGUN SHELLS - 12  
MAGNUM - 8  
M. BULLETS - 4  
MIXED HERB  
MIXED HERB  
-----
```

Room Diagram:

```
+----+  
|  |  
|  |  
|  |  
|  |  
|  |      B  
| 3 +-----+  
|          |  
|      2    //|  
|          +-----+  
|          |  
|      1 |  
=*          |  
A= /////|  
+-----+
```

A = Entrance  
B = Exit  
\* = You/Your Path

1-3 = Super Lickers

STEP 1:

Alright. This is tricky, but with you listening to me, what could go wrong? Wait for Super Licker 1 to take maybe 2 steps forward. Then aim down and shoot him in the head with the MAGNUM. It wont kill him, but it'll knock him down. Super Licker 2 will lunge at you and Super Licker 3 will walk toward you. So just after shooting #1, run to the exit. Number 2 should miss and the others should be left in the dust.

Step 1 Diagram:

```
+----+
```

```
| |
| |
| |
| |
| |      B
| 3 +-----*=-+
|      *      |
|      *2     //|
|      * +-----+
|      *      |
|      *      |
=|      1      |
A= /////|
+-----+
```

```
=====
Library
=====
```

```
-----
Enemies:
None
```

```
Inventory:
HAND GUN - 18
H. GUN BULLETS - 57+
SHOTGUN - 5
SHOTGUN SHELLS - 12
MAGNUM - 8
M. BULLETS - 3
MIXED HERB
MIXED HERB
-----
```

```
Room Diagram:

None needed.
```

```
Step 1:
Just exit out the double doors to the Main Hall 2F.
```

No diagram necessary.

```
=====
Main Hall 2F
=====
```

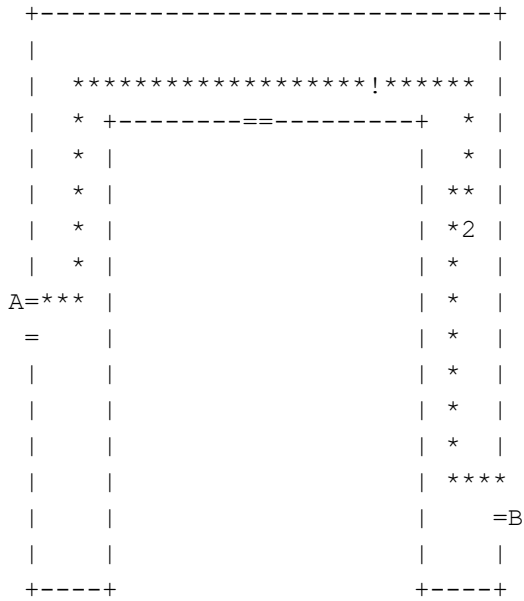
```
-----
Enemies:
Ivy x 2
```

```
Inventory:
HAND GUN - 18
H. GUN BULLETS - 57+
SHOTGUN - 5
SHOTGUN SHELLS - 12
MAGNUM - 8
M. BULLETS - 3
MIXED HERB
MIXED HERB
```



Use your MAGNUM to fire 3 shots into Ivy 2 to kill it and exit. Equip your SHOTGUN

Step 2 Diagram:



! = Shooting Point

```

=====
Secretary's Office
=====

```

-----

Enemies:

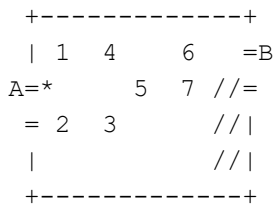
Zombie x 7

Inventory:

HAND GUN - 18  
H. GUN BULLETS - 51+  
SHOTGUN - 5  
SHOTGUN SHELLS - 12  
MAGNUM - 6  
M. BULLETS - 0  
MIXED HERB  
MIXED HERB

-----

Room Diagram:



A = Entrance

B = Exit

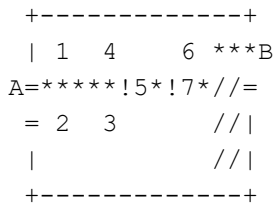
\* = You/Your Path

1-7 = Zombies

STEP 1:

Run immediately forward and fire a shot straight into Zombie 5. He should fall into 6 and 7. However, he probably won't, so give them a shot too. Then exit QUICKLY.

Step 1 Diagram: (Heh)



! = Shooting Point

Sorry if it's a bit hard to understand...but I put directions!

```

=====
Secretary's Office
=====

```

```

-----
Enemies:
Zombie x 6

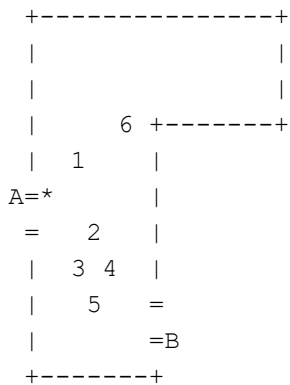
```

```

Inventory:
HAND GUN - 18
H. GUN BULLETS - 51+
SHOTGUN - 5
SHOTGUN SHELLS - 10
MAGNUM - 6
M. BULLETS - 0
MIXED HERB
MIXED HERB
-----

```

Room Diagram:



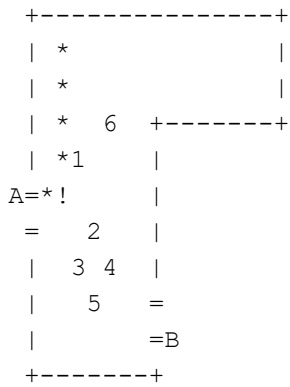
A = Entrance  
B = Exit  
\* = You/Your Path

1-6 = Zombies

STEP 1:

Use your SHOTGUN to blow off Zombie #1's head, then run to the wall.

Step 1 Diagram:

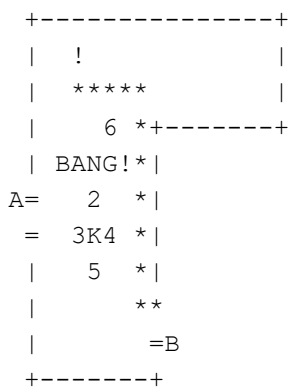


! = Shooting Point

STEP 2:

Turn around, face the zombie group, and throw as many SHOTGUN SHELLS as it takes to get them down. It should take less than 6. Heh. Exit.

Step 2 Diagram:



! = Shooting Point

K = KaPlooie (Zombie Pain)

```

=====
Crow Corridor
=====

```

```

-----
Enemies:
Mr. X

```

```

Inventory:
HAND GUN - 18
H. GUN BULLETS - 51+
SHOTGUN - 5
SHOTGUN SHELLS - 5
MAGNUM - 6
M. BULLETS - 0
MIXED HERB
MIXED HERB
-----

```





=====

Zombie

=====

The most basic T-virus creation. This is a human infected with the T-virus. They take 1-5 shots in easy mode.

=====

Naked Zombie

=====

The same as a zombie, except naked. Eww.

=====

Nauseous Zombie

=====

The same as a zombie, except with some serious stomach problems.

=====

Cerberus

=====

A canine infected with the T-Virus. They usually take 3-7 shots in easy mode. They are fast and are very deadly in groups.

=====

Licker

=====

A zombie directly injected with the T-virus (according to RE: Survivor). They have razor-like claws and can climb on the ceiling. Their tongues are long and powerful (thus, the name) and they have the ability to perform a very powerful jumping attack.

=====

Super-Licker

=====

Much like a Licker, except slightly more powerful and gray. How they are created is unknown.

=====

Bug

=====

Found only in ventilation shafts, these bugs are extremely annoying. They're not very powerful, but are found only in groups of 20 or more.

=====

Crow

=====

Crow infected with the T-virus. They can fly around and make it very hard to kill them. They only take 1-2 shots with the HAND GUN, but can seriously injure anyone who tries to kill them. They are larger than the average crow and have the ability to perform a pecking attack.

=====



Run back until you come to that light we saw earlier. Press the Action Button at it to release a tank full of probably explosive, compressed gas.

Now wait for the pansy to come near it, when he will accidentally mistake the tank for some beef and stick it in his mouth.

After it's in his mouth, shoot it and he's done.

=====  
William Birkin's Claws  
Difficulty: Easy  
=====

\\\\\\Leon A & Leon B Only/////

Don't shoot at the claws, Ada will waste her ammo on them. Just move every time the dirt falls on your head.

=====  
Super Moth  
Difficulty: Easy  
=====

He's pretty fast, so you need to take shots while watching for him to attack. When he attacks, run to the other side of the room and continue firing. Eventually, he'll die.

=====  
Smelted Mr. X  
Difficulty: Medium/Hard  
=====

\\\\\\Claire B & Leon B Only/////

Keep shooting at him. He has a fast charging move somewhat similar to the Tyrant from RE1 and a slashing move. They both don't hurt very much, but when he hits you over and over, you start to feel the burn.

Don't run too far away when you shoot at him or he'll just charge at you. Aim up when he gets close to cause more damage. After a while, you'll see a

\_Cutscene\_

Rock on! Grab the R. LAUNCHER. Equip it.

Now let's show Mr. X who's boss. FIRE!!!

\_Cutscene\_

Game over, punk.

=====  
William Birkin 1  
Difficulty: Easy/Medium  
=====

\\\\\\Claire B & Leon B Only/////

Back up immediately and fire away.  
Watch out when he holds the pipe above his head. He could hit you really hard.

He's not too hard, but it is definitely possible to die.  
After the battle, he jumps off the edge.

=====  
William Birkin 2  
Difficulty: Medium  
=====

\\\\\\Claire A & Leon A Only/////

He moves more quickly than you would like, so you can't get too many shots at him without having to run past him and dodge his attacks. Just shoot, run around, shoot, run around, etc.

After enough shots, he appears injured. Shoot him a little more to kill him.

=====  
William Birkin 3  
Difficulty: Medium  
=====

\\\\\\Claire B & Leon B Only/////

The main advantage you have against him is your speed. He is very slow. Fire at him from a distance, but don't get too far away or he'll jump really high and land right in front of you.

Be extremely careful when he has his two smaller arms above his head. He has a very strong attack he can use from this position.

Once you shoot him and he starts bleeding continuously, stop firing. He's finished.

=====  
William Birkin 4  
Difficulty: Hard  
=====

\\\\\\Claire A & Leon A Only/////

Run to the other side of the room, then shoot him until you see a

\_Cutscene\_

He acts more like a Cerberus than anything else. He jumps on top of the tubes, then tries to jump on top of you. Whatever you do, don't let him walk into you face-to-face. He uses this mauling move that is an easy kill for him. Run, take shots from a distance. When he gets on top of the tubes, aim up and shoot him. Then dodge his jumping attack.

Running around the whole room helps out as well. He has trouble jumping on top of you when you're on the other side of the room.

Eventually, he starts spittin up everywhere and he's finished.

=====  
William Birkin 5  
Difficulty: Easy  
=====

\\\\\\Claire B & Leon B Only/////

Alright. That does NOT look good. Equip the R. LAUNCHER and fire your last rocket.

Looks like that didn't help much. Equip the next strongest thing you have and fire until he dies. Don't hesitate to use everything you have, he's the boss of the game.

=====  
12. Items  
=====

ACID ROUNDS - Grenade Acid Rounds. For the M79 Grenade Launcher.

BASE VACCINE - Vaccine cartridge processed with the activator.

BISHOP PLUG - A plug of some sort in the shape of a bishop.

BLUE CARD KEY - A plastic card. It reads: Hall electronic lock.

BLUE HERB - Special herbs that grow in the Raccoon City region.

BOMB & DET. - I can clear the wreckage away with this.

BOW GUN - A powerful bow gun primarily used to hunt large game.

BOW GUN BOLTS - Compact iron bolts that can be used with a bow gun.

C. HAND GUN - H&K VP70 burst. VP70 with a stock holster. Capable of firing 3 round auto bursts.

C. MAGNUM - D.E.50A.E. 10 inch 10 inch barrel is put on to D.E.50A.E. It can fire DOT50A.E. (Way to go Capcom) It's the MAGNUM with a 10in barrel and more power.

C. PANEL KEY - It's the DOWN KEY.

C. SHOTGUN - Remington M1100. M1100 full size semi-automatic. The longer barrel results in more concentrated blasts.

CABIN KEY - I can access the cabin in the rear with this.

CLUB KEY - It's in the shape of a club. It unlocks all doors with a Club Emblem.

COLT S.A.A. - Colt S.A.A. Artillery Model. Used by cowboys in the Wild West. Designed for a quick draw. [It is found inside Claire's clothes locker]

CORD - A cord to connect wires on small electric devices.

CRANK - Examine it. It's the SQUARE CRANK.

DETONATOR - It's a charge detonator. It's useless by itself.

DIAMOND KEY - It's in the shape of a diamond. It unlocks all doors with a Diamond Emblem.

DOWN KEY - A key to activate the control panel. The letter "D" is engraved.

EAGLE MEDAL - There's a picture that depicts an eagle.

F. AID SPRAY - This will completely restore my vitality.

FILM - I can't tell what's on the film until I develop it.

FLAME ROUNDS - Grenade Flame Rounds. For the M79 Grenade Launcher.

FLAMETHROWER - Chemical fuel flamethrower made by Umbrella Inc. The fuel is fed from a small cartridge.

FUSE CASE - A case for industrial fuses. It's been designed for superconductor fuses.

G. COGWHEEL - It's gold-plated. It looks like a large clock cog.

G. LAUNCHER - M79 Grenade Launcher. Various rounds can be used. The cut stock causes a greater recoil. Made in the U.S.A.

G. ROUNDS - Grenade Bearing Rounds. For the M79 Grenade Launcher.

GREEN HERB - Special herbs that grow in the Raccoon City region.

G-VIRUS - A purple object in a gel-like state.

H. GUN BULLETS - 9x19 parabellum rounds that can be used for either the H&K VP70 or Browning HP.

H. GUN PARTS - They look like parts for a gun.

HAND GUN - Browning HP. Manufactured by FN, Belgium. It uses 9mm parabellum rounds.

HAND GUN - H&K VP70. Manufactured by H&K, Germany. It uses 9mm parabellum rounds.

HEART KEY - It's in the shape of a heart. It unlocks the door with a Heart Emblem.

INK RIBBON - I can type in my progress with this.

JOINT N PLUG - High power plug. Used to activate large generators.

JOINT S PLUG - High power plug. Used to activate large generators.

KING PLUG - A plug of some sort in the shape of a king.

KNIFE - A combat knife. It could come in handy.

LAB CARD KEY - It looks like a card key for lab access.

LIGHTER - An oil lighter.

LOCKER KEY - There must be an unopened locker somewhere.

LOCKPICK - A lockpick. I can unlock simple locks with this.

M.G. BULLETS - DOT380 rounds. A magazine for the Ingram M11.

MAGNUM ROUNDS - DOT50 A.E. rounds. Magnum rounds for the Desert Eagle.

MAIN FUSE - I can restore the power to the lab with this.

MANHOLE OPENER - A tool to open the manhole lid.

MO DISK - The label says "For Cargo Room Verification".

P. ROOM KEY - It looks unique. Now I can access the power room.

PLASTIC BOMB - Enough C4 to clear the wall, but it needs a detonator.

PLATFORM KEY - I have to hurry and get that train operational!

PRECINCT KEY - It's either the SPADE, DIAMOND, HEART, or CLUB KEY.

R. LAUNCHER - A rocker launcher. One shot from this should kill any enemy.

RED CARD KEY - A plastic card. It reads: Weapon Storage.

RED HERB - Special herbs that grow in the Raccoon City region.

RED JEWEL - It's the VIRGIN HEART.

ROOK PLUG - A plug of some sort in the shape of a rook.

S. MACHINE GUN - MAC11. Manufactured by Military Armament CORP. It uses DOT380 rounds.

SHOTGUN - Remington M1100-P. It uses 12 guage shells. It is a smaller version of the M1100 with a cut.

SPADE KEY - It's in the shape of a spade. It unlocks all doors with a Spade Emblem.

SPARK SHOT - High voltage gun to repel experimental animals. It uses Spark Shot rounds and has a range of 10 feet.

SPECIAL KEY - It's the LOCKER KEY.

SQUARE CRANK - The end is square-shaped.

UNICORN MEDAL - Something is engraved on the back. "Please guide me to the beautiful maiden who turned into stone as she waited for me."

UP KEY - A key to activate the control panel. The letter "U" is engraved.

VACCINE - I can save Sherry with this.

VACCINE CART. - Used to create the vaccine. I need the base vaccine first.

VIRGIN HEART - A blood-red jewel about the size of a fist.

WOLF MEDAL - There's a picture that depicts a wolf.

=====  
13. Files  
=====

[NOTE: Anything in brackets was either edited or added by the writer,





We talked it over, and have decided to fly to the main Umbrella HQ in Europe. I won't tell my sister about this trip because doing so could put her in danger.

Please forgive me Claire.

=====  
Lab Security Manual  
=====

Laboratory Security Manual  
-Security measures in case of an emergency-

In the instance of an uncontrollable biohazardous breakout, all security measures will be directed toward the underground transport facility. In the instance that any abnormalities are detected among cargo in transit, all materials will automatically be transported from the loading zone to the designated high-speed train. At which point, all materials will be isolated and disposed of immediately.

In the instance of a Class 1 emergency, the entire train will be purged and disposed of without delay.

In the instance that the lab itself becomes contaminated, the northern most route currently used to transport materials to and from the facility will be designated as an emergency escape route. This route will secure passage to the relay point outside the city limits.

Disclosure about any information regarding research conducted here, or the existence of this facility, is strictly prohibited. Since it is top priority to keep all research classified, escape access may be denied under certain extenuating circumstances.

=====  
Mail to Chris  
=====

FEDERAL POLICE DEPT.  
- INTERNAL INVESTIGATION REPORT

Mr. Chris Redfield  
Raccoon City Police Dept.  
S.T.A.R.S. division

As per your request, we have conducted our internal investigation and discovered the following information:

1) Regarding the G-virus currently under development by Umbrella, Inc.

So far it is unconfirmed that the G-virus even exists. We're continuing with our investigation.

2) Regarding Mr. Brian Irons, Chief of the Raccoon City Police Dept.

Mr. Irons has allegedly received a large sum of funds in bribes from Umbrella Inc. over the last five years. He was apparently involved in the cover up of the mansion lab case along with several other incidents in which Umbrella appears to have direct involvement.

Mr. Irons had been arrested under suspicion of rape on two separate counts during his years as a university student. He underwent psychiatric evaluation

as a result of the charges but was released due to circumstantial evidence as well as his phenomenal academic standing.

As such, extreme caution is advised when dealing with him.

Jack Hamilton,  
Section Chief  
Internal Investigations  
United States Federal  
Police Department

=====  
Mail to the Chief  
=====

To: Mr. Brian Irons, Chief of the Raccoon City Police Dept.

We have lost the mansion lab facility due to the renegade operative, Albert Wesker. Fortunately, his interference will no lasting effect upon our continued virus research. Our only present concern is the presence of the remaining S.T.A.R.S. members: Redfield, Valentine, Burton, Chambers and Vickers. If it comes to light that S.T.A.R.S. have any evidence to the activities of our research, dispose of them in a way that would appear to be purely accidental. Continue to monitor their progress and make certain their knowledge does not go public. Annette will continue to be your contact throughout this affair.

William Birkin

To: Mr. Brian Irons, Chief of the Raccoon City Police Dept.

I have deposited the amount of US \$10000 to the account for your services this term as per agreement. The development of the G-virus scheduled to replace the T-virus, is near completion. Once completed, I am certain that I will be appointed to be a member of the executive board for Umbrella Inc. It is imperative that we proceed with caution. Redfield and the remaining S.T.A.R.S. members are still attempting to uncover information on the project. Continue to monitor their activities and block all attempts to investigate the underground research facilities.

William Birkin

To: Mr. Brian Irons, Chief of the Raccoon City Police Dept.

We have a problem. I have received information informing me that Umbrella HQ has sent spies to recover my research on the G-virus. There are an unknown number of agents involved. They must not be allowed to take this project away from me as it represents my entire life work. Search the city thoroughly for any suspicious persons. Detain any such individuals by whatever means possible and contact me immediately through Annette. With these precautions, any possible threat should be eliminated. I will not allow anyone to steal my work on the G-virus. Not even Umbrella...

William Birkin

=====  
Memo to Leon  
=====

To Leon S. Kennedy,

Congratulations on your assignment to the Raccoon City police department.  
We all look forward to having you as a part of our team and promise to take good care of you.

Welcome aboard!

From all the guys  
at the R.P.D.

=====  
Operation Report 1  
=====

-- Operation Report --

September 26th

The Raccoon Police Dept. was unexpectedly attacked by zombies. Many have been injured. Even more were killed. During the attack, our communications equipment was destroyed and we longer have contact with the outside.

We have decided to carry out an operation with the intent of rescuing any possible survivors as well as to prevent this disaster from spreading beyond Raccoon City. The details of the operation are as follows:

Security of armaments and ammunition.

Chief Irons has voiced concern regarding the issue of terrorism due to a series of recent unresolved incidents. On the very day before the zombies' attack, he made the decision to relocate all weapons to scattered intervals throughout the building as a temporary measure to prevent their possible seizure. Unfortunately, this decision made it extremely difficult for us to locate all ammunition caches. It has become our top priority to recover these scattered munitions.

To unlock the weapon storage.

As stated earlier, it will be extremely difficult to secure all the ammunition. However, a considerable supply still remains in the underground weapon storage. Unfortunately, the person in charge of the card key used to access the weapon storage is missing and we have been unable to located the key. One of the breakers went down during the battle and the electronic locks are not functioning in certain areas. It has become a top priority to restore the power room and secure those locks.

Recorder: David Ford

-- Operation Report --

September 27th

1:00 PM. The west barricade has been broken through and another exchange ensued. We sheltered the injured in the confiscation room on the first floor temporarily. Twelve more people were injured in the battle.

Recorder: David Ford

-- Additional Report --

Three additional people were killed following the sudden appearance of an as of yet unknown creature. This creature is identified by missing patches of skin and razor-like claws. However, its most distinguishing characteristic is its

lance-like tongue, capable of piercing a human torso in an instant. Their numbers as well as their locations remains unknown. we have tentatively named this creature the "licker" and are currently in the process of developing countermeasures to deal with this new threat.

=====  
Operation Report 2  
=====

-- Operation Report --

September 28th

Early morning 2:30 AM. Zombies overran the operation room and another battle broke out. We lost four more people, including David. We're down to four people, including myself. We failed to secure the weapons cache and hope for our survival continues to diminish. We won't last much longer... We agreed upon a plan to escape through the sewer. There's a path leading from the precinct underground to the sewage disposal plant. We should be able to access the sewers through there. The only drawback is that there is now guarantee the sewage disposal plant is free of any possible dangers. We know our chances in the sewers are slim, but anything would be btter than simply waiting here to die.

In order to buy more time, we locked the only door leading to the underground, which is located in the eastern office. We left the key behind in the western office since it's unlikely that any of those creatures have the intelligence to find it and unlock the door.

I pray that this operation report will be helpful to whoever may find it.

Recorder: Elliot Edward

=====  
Patrol Report  
=====

-Patrol Report-

September 20th 9:30 PM

Reporter: Sgt. Neil Carlsen

We received a report of a suspicious individual skulking around the sewers in the outskirts of Raccoon City. I searched the area and located the individual, but he ran away before I was able to question him.

I recovered the following items:

- \* A small amount of C4 plastic explosive.
- \* An electronic detonator.
- \* 9x19 parabellum rounds.
- \* Infrared scope (broken).

End of report.

=====  
Police Memorandum  
=====

8/23/1998

This letter is just to inform everyone about the recent movement of equipment that has happened during the precinct's rearrangement.

The safe with [the] four digit lock has been moved from the S.T.A.R.S. office on the second floor, to the eastern office on the first floor.

"2236"

Raccoon Police Liaison Dept.

=====  
P-epsilon Report  
=====

INVESTIGATIVE REPORT ON P-EPSILON GAS

-This report demands immediately attention-

The P-Epsilon gas has been proven capable of incapacitating all know B.O.W.s (Bio-Organic Weapon). As such, it has been designated for emergency usage in the event of a B.O.W. escape. Reports based on data collected during the prior incidents indicate the potential for negative side effects.

The P-Epsilon has proven to weaken the B.O.W.s' cellular functions. However, prolonged exposures will result in the creation of adaptive antibodies to the agent. Furthermore, some species have been observed to absorb the P-Epsilon gas as a source of nutrition and use the toxins extracted against anything that is a threat. Use of P-Epsilon gas should be severely limited to extreme cases only. We strongly request the authority to re-evaluate the P-Epsilon gas development system. We would like this re-evaluation to take place immediately.

2nd R&D Room/Security Team

=====  
Secretary's Diary A  
=====

April 6th

I accidentally moved one of the stone statues on the second floor when I leaned against it. When the chief found out about it, he was furious. I swear the guy nearly bit my head off, screaming at me never to touch the statue again. If it's so important, then maybe he shouldn't have put it out in the open like that...

April 7th

I heard that all the art pieces from the chief's collection are rare items, literally worth hundreds of thousand of dollars. I don't know which is the bigger mystery: where he finds these tacky things, or where he's getting the money to pay for them.

May 10th

I wasn't surprised to see the chief come in today with yet another large picture frame in his hands. This time it was a really disturbing painting depicting a nude person being hanged. I was appalled by the expression on the chief's face as he leered at that painting. Why anyone would consider something like that to be a work of art is beyond my comprehension.

=====  
Secretary's Diary B  
=====

June 8th

As I was straightening up the chief's room, he burst through the door with a furious look on his face. It's only been 2 months since I've started working here, but that was the second time I've seen him like this. The last time was when I bumped into that statue, only this time he looked even more agitated than ever. I seriously thought for a moment that he was going to hurt me.

June 15th

I finally discovered what the chief has been hiding all along...If he finds out that I know, my life will be in serious danger. It's getting late already. I'm just going to have to take this a day at a time...

=====  
Sewer Manager Diary  
=====

June 28th

It's been a while, but I saw Don today and we talked after completing our work. He told me he had been sick in bed until yesterday. It really doesn't come as much of a surprise given how long he's been working here. He was sweating like a horse and kept scratching his body while we were talking. I asked if he was hot, but he just looked at me funny. What's wrong with him anyway?

July 7th

Chief Irons has been visiting the lab quite often lately. I don't know what he's doing over there but he always looks grim. The expression on his face has been even more unsettling than usual... My guess is that it's because of Dr. Birkin's impossible requests. The chief has my sympathies though. After all he's done for the town, he doesn't deserve this.

July 21st

I rarely drink because I'm on the graveyard shift, but I don't suppose I have much to complain about it since this is how I make my living.

August 16th

Chief Irons came in late today, looking grimmer than his usual self. I tried to joke with him to cheer him up but he wasn't amused. He pulled his gun and threatened to shoot me! I was able to calm him down, but that guy must have some serious problems. He knows he can't enter the lab without my help and my medal. This is what it means for the chief "to serve and protect"!?

August 21st

William informed me that the police and media have begun their investigation on Umbrella's affair. He said that the investigation will be citywide and that there is a possibility they'll even search through the sewer. He asked me to suspend all Umbrella sewer facility operations until the investigation has concluded. The sewer will still be used for passage, but he stressed that I have to be extremely cautious and that I'd lose my job if anyone finds out about this operation.

=====  
Sewer Manager Fax  
=====

-User List of the Connecting Facility-

On the first and third Wednesdays of the month, Angelica Margaret, chief of maintenance, will make use of the facilities. Be sure to reduce the moisture levels in the facility by activating the fan, as the equipment she will be using is susceptible to the effects of water vapors.

On the 28th of every month, the chemical transporter Don Weller will use the facility. The chemicals he will be transporting are extremely volatile. Extreme caution should be observed throughout their transport.

On the 6th and 16th of every month, police chief Brian Irons will visit the facility to attend the regular meeting that take place in the lab.

On the 4th Friday of every other month, William Birkin will use the facility to conduct a training seminar for the Chicago branch of Umbrella Inc. As the probability of an attack upon William Birkin will be high, take every measure conceivable to guard his life. You will be informed of all other potential visitors and times they will arrive as needed. Guide these individuals to their destination safely. We expect nothing but the best from you.

Charles Coleman Secretary Chief Umbrella Headquarters

=====  
User Registration  
=====

Temporary User Registration for the Culture Experiment Room.

User Name: "GUEST"  
Password: None

Valid for 24 hours.

=====  
Vaccine Synthesis (Claire A Only)  
=====

Any beings infected by the G-virus will reproduce through the impregnation of an embryo within another living being. Unless rejected by the host, the embryo will undertake a process of gradual cellular invasion, infecting the host's cells on a molecular level as it rewrites their DNA. Once the metamorphosis is complete, the host will be capable of continuing this cycle of self-replication. The duration of time for the process to run its course will vary from subject to subject. In the early stages of cellular invasion, it is possible to halt progression of the metamorphosis through the administration of the G-vaccine antigen.

The following procedure details its synthesis. The vaccine creation requires the base vaccine.

This can be arranged by the activator VAM. First set the empty cartridge to the VAM and activate it. After several moments the process will be complete and the white-color base vaccine will be set in the cartridge automatically. Then confirm the green light is on, remove the cartridge and proceed to the next step. Once the base vaccine has been prepared, set it in the vaccine synthesis machine located in the P-4 level experiment room. The machine is fully automated and only requires the user to push the sequence start switch. At this point, the program will run automatically and synthesis will be complete within approximately 10 seconds. As the synthesis of DEVIL is an extremely delicate process, the quality will vary with slight shocks or changes in temperature. Careful handling is required for the proper results.

=====  
Watchman's Diary  
=====



August 11th

I finally had the chance to see blue skies for the first time in ages, but it did little to lift my spirits. I was reprimanded by the chief for neglecting my duties while I was up on the clock tower. There's only one thing I still don't understand: the chief seemed to be more concerned about the fact that I was up on the tower rather than that I was neglecting my duties. Why was access to the tower prohibited in the first place anyway?

September 5th

I recently talked to the old man who works in the scrap yard out back. His name is Thomas. He's a quiet man and really seems to enjoy chess. He even went so far as to design a special key and lock engraved with chess pieces on them for one of the doors in the disposal yard. We made plans to play chess tomorrow night. I can't help but wonder how good he is. One thing that's been bothering me about him is the way that he's always scratching himself...Does he have some sort of skin disease or [is he] just rude?

September 9th

Thomas was a much better player than I has imagined. I used to think of myself as a fairly decent player, but he did a pretty good job of humbling me. About the only thing I imagine that could match his skills in chess is his appetite. All the guy did was talk about food throughout the entire game. He sounded fairly healthy, but he didn't look quite right...I wonder if he's okay.

September 12th

I was supposed to play another game of chess with Thomas, but we had to cancel because he hasn't been feeling too well. He stopped by to see me, but I told him to go back and rest since he literally looked like the walking dead. He insisted he was just fine, but I could tell he was really having problems. Come to think of it, I haven't been feeling too good myself lately...

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////////////////////////////////////////
*****
-----EX FILES-----
*****
\\
```

\\\\\\Nintendo 64 Only////

In alphabetical order.

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=====
Brad's Note
=====
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No!! It's that monster in the black suit again! Why does that thing keep chasing me?! What did I do? This must be someone's sick idea of a joke. If I knew things were going to end up like this, I would have left the S.T.A.R.S. team a long time ago. But whining won't help me now. I know I'm finished...

Oh... In my hometown Delucia, I bet the flowers are in bloom. If I could only see them once more before I die...

Brad Vickers

```
=====
Chris's Report
=====
```

Dear Chief,

Below is my account of what led up to the explosion of the mansion:

On July 23rd, S.T.A.R.S. Bravo team, led by Captain Marini, went to investigate the bizarre homicides that occurred in the Arklay Mountains. After contact with team's chopper was lost, S.T.A.R.S. Alpha team, lead by Captain Wesker went in.

We found the remains of Bravo team's helicopter on the ground. After landing we were immediately attacked by bloodthirsty dogs. We later discovered that these dogs were actually zombie dogs as they did not even feel our gunfire. After Joseph Frost was killed, we were forced to retreat to a nearby mansion. After further investigating the mansion, we learned that it was actually a secret laboratory of Umbrella Inc.. All researchers were turned into zombies by some type of unknown virus. We also discovered that Umbrella was using that lab as a testing area for new Bio Organic Weapons.

We found the dead bodies of some of the Bravo team members including Enrico Marini, Kenneth Sullivan, Forest Speyer, and Richard Aiken. We believe that those Bio Organic Weapons caused their deaths. After that we discovered that Captain Wesker was actually working with Umbrella and that both Alpha and Bravo teams were being used as live test subjects for the Bio Organic Weapons. Wesker had betrayed us! We barely managed to survive that nightmare. However, since the mansion exploded, there is no evidence to support our claims of Umbrella's secret lab or the Bio Organic Weapons.

The zombie phenomenon that has been occurring in the city is extremely similar to the zombies we saw at the mansion. We suspect that Umbrella is somehow linked to all this. In order to solve this mystery and put an end to the zombies that are roaming the city, I propose we launch a formal investigation into Umbrella. Thank you for your attention to this extremely important matter.

Chris Redfield  
S.T.A.R.S. Alpha Team

[The chief probably didn't read this, and even if he did, he refused Chris's request.]

=====  
Dario's Memo  
=====

I can't help but wonder if anyone will read these words, but writing them will help me maintain my sanity if nothing else. After I've become a meal for those undead monsters, will the G.I.s responsible for sealing off the town laugh upon discovering my corpse? So is this how it's supposed to end? I don't want to die. I'm just not ready... My wife, daughter, mother... My entire family has been killed.

But none of that matters anymore. Right now, my life is the only important thing. That's all that matters. I never would have pictured my end to be like this.

I had so much left to do. Rather than becoming a salesman, I should have tried my hand at being a novelist. It's what I've always wanted, but my mother would only tell me you have a long way to go. Why did I ever listen to her?

But this looks like the end for the great Dario Rosso, novelist extraordinaire. Cut down before his prime...

=====  
David's Letter  
=====

My sanity is at its end... I still can't believe this is happening. We lost another man yesterday. Meyer; one of our better marksmen. He saw me panic once we were overrun by the zombies but he came back to save me. But when the time came to return the debt, I ran. I can still hear him calling out my name. I can still hear the screams coming from behind. The sound of his flesh being stripped from its bones. I was afraid... terrified...

It's the 27th. The fight to stay alive continues. I took out several zombies who managed to break through the barricades. Now I'm cutting through the chill with whisky, unloading my Mossberg on anything undead. That shotgun's become a close friend of mine. I've blasted many a zombie into fertilizer with it. We've lost 12 men as of yesterday. In 3 hours, we'll bicker about trivial things in the meeting room. It's a total waste of time. When I finish this bottle, my old friend Mossberg will be turning one last body into fertilizer.

Peace at last. I can hardly wait...

[David is the guy that wrote Operation Report 1.]

=====  
Jill's Note  
=====

It all began as an ordinary day in September. An ordinary day in Raccoon City. A city controlled by Umbrella. No one dared to oppose them. That and the lack of strength would ultimately lead to their destruction. I suppose they had to suffer the consequences of their actions, but there would be no forgiveness. If only they had had the courage to fight...

But it's true that once the wheels of justice began to turn, nothing could stop them. Nothing! It was Raccoon City's last chance...

And my last chance, my last escape...

=====  
Jill's Report  
=====

July 24th, 1998

Raccoon Forest: The following documents were obtained at a sanitarium owned by Umbrella Corp.:

"Umbrella Bio Organic Weapon Publicity Material" Div.

Code: MA-39 Cerberus Dev.

Code: MA-121 Hunter Dev.

Code: FI-3 Neptune Dev.

Code: T-002 Tyrant

[These codes and names were taken from a slideshow in the mansion of Resident Evil.]

In addition to the above, it is believed that several other B.O.W. were created by means of accidental infection. During the course of the tests. It was discovered that the contagion is not limited to human beings, and may pose a

hazardous risk to plant and animal life forms. Effective means of controlling this contagion have yet to be found.

Raccoon City Police Department  
S.T.A.R.S. Alpha Team  
Jill Valentine

=====  
MA121 Progress Report  
=====

As a result of the scheduled product improvement plans for the MA120, productions of the latest multi Purpose B.O.W. MA121-Hunter has been completed. Although the Hunter has demonstrated high performance exceeding expectations as a B.O.W., in the interest of producing improved products with higher levels of usability and enhanced power, Hunter-R and additional enhanced B.O.W.s are currently under development. There should be no shortage of practical applications for current products under development.

William Birkin

[MA-121 Hunters do not appear in RE2, but made a large appearance in RE.]

=====  
Mercenary Log  
=====

September 1st

Following six months of intensive training, my body's edge had returned. I was a good soldier, but they ordered my execution with no reason given. I was tortured and forced to give a false confession. But on the morning of my execution, a miracle happened. The company had helped me out, giving me a second lease on life.

September 15th

I ended my vacation shortly and returned to the HQ office. It looks like my UBSC unit's been called into action. Umbrella maintains its own paramilitary unit to counter corporate terrorism and VIP abduction. In addition, they have night men who specialize in handling problems caused by illegal products. I'm currently a member of the latter.

September 28th

Dawn's here, but we're still slogging through this nightmare. There are no provisions of any kind here. The undead walk the streets feeding upon the flesh of the living. Given the choice again, I would rather have been executed. Death row was a heavenly asylum compared to this place. I've chosen to pull the trigger myself, in the hope that my dead body won't come back to life.

=====  
Mother Virus Report  
=====

The Mother Virus was first discovered by Ozwell E. Spencer. And it was him, who founded Umbrella Inc. As time passed, Spencer's research was succeeded to Dr. J. Marcus. However, Dr. Marcus abused his power and had to be fired. Following Dr. Marcus came Dr. William Birkin. Dr. Birkin's experiments delivered many outstanding results including the T-virus. It is presumed that that he will be finishing work on the more powerful G-virus in the near future. Currently, research on the Mother Virus takes place at our laboratories all over the

world. In the near future, we hope to discover many new viruses.

=====  
Operation Instructions  
=====

Orders for Special Agent Hunk are as follows:

Penetrate Umbrella research facility located outside of Raccoon City.

Recover G-virus sample from Mr. William Birkin. You are authorized to use any means necessary to secure this sample.

Upon recovery, sample is to be delivered to Loire Village. Failure on this mission is not an option.

French Division  
R&D Facility Head Manager  
Christine Henri

=====  
Raccoon Pamphlet  
=====

Hello and welcome to Raccoon City! As you will notice, our city is a clean and private town dedicated to families. Raccoon City has partnered with our friends at Umbrella Inc., in order to generate unprecedented growth and stability. Umbrella Inc. is a highly regarded and well funded corporation that cares about its employees. They have helped to create many public facilities to make this city a better place for everyone. As we look to the future, I will continue to support Umbrella Inc. in terms of new business developments. Please enjoy your stay in my lovely city.

Thank you.

Michael Warren  
Raccoon City Mayor

=====  
Rebecca's Report  
=====

On July 23rd, an MP vehicle was found inside the Arklay Mountains. Corpses of MP members and an unidentified body were found near the vehicle. According to the information from military authorities, the unidentified body was identified as former ensign Billy [Coen], who was sentenced the death penalty following a court-martial on July 22nd.

While [Coen] was on transfer via Navy MP escort, they must have experienced some kind of accident. The corpses were severely mauled, apparently torn apart by unidentified wild animals. The following day we returned to the location to recover the bodies but they were nowhere to be found. Military authorities have requested that we turn over [Coen]'s body as proof of his death, but due to the circumstances described above, it will be a difficult task to recover the corpse. I am requesting that this case be temporarily closed until further notice.

Raccoon City Police Department  
S.T.A.R.S. [Alpha] Team  
Rebecca Chambers

[This is information about Rebecca lying about Billy. Play Resident Evil 0 to find out the real story.]

=====

Reporter's Memo

=====

As I write this, my hands shake with anger and fear. The civilians of this town have been blockaded by the military. And though I sigh for the survivors of the town, I still feel that it's the best decision. They cannot take the chance of the disease spreading any further. I am going to make it my top priority to discover what has caused this incredibly dangerous incident. So far, I have only found out that the disease is not airborne.

=====

Robert's Note

=====

How could this have happened, Barry? The town's been overrun by zombies and has literally become a nightmare on Earth. As you know, my concern for the town is as great as your own. I have waited for your arrival on the assumption you were still in the area, but the threat of my shop being overwhelmed by zombies has become too great. I've already distributed the majority of weapons and ammo to the town's survivors including the Raging Bull you specially ordered. I hope you understand, given the circumstances. At any rate, I have no intention of pointlessly sacrificing my life and will be retreating to Stoneville. If you get this message, meet me there. We'll go fishing...

Robert Kendo [The man who owns the Gun Shop]

=====

Umbrella Memo

=====

Dear Dr. Birkin,

It has come to my attention that we are currently experiencing a shortage of APL-14. To counteract this problem I am asking you and several other labs to donate five cases of APL-14 to our facility immediately. For your information, we have discovered, that our base in the South Pole is primarily responsible for this shortage. We are currently taking steps to prevent this from happening in the future. And don't worry, the Ashford's reputation is now irreparably tarnished. Your quick response is greatly appreciated.

Regards,

Joel Allman  
Vice President  
USA Branch  
September 15

[The South Pole base is explored in Resident Evil: Code Veronica.]

=====

Wanted Ad

=====

NEW POSITIONS AVAILABLE!!  
Umbrella Inc. Raccoon Branch FULL TIME (Includes benefits).

WHO ARE WE?

As the number one pharmaceutical corporation in the world, we are constantly reaching for new ways to expand and grow.

WHAT ARE WE LOOKING FOR?

We're looking for healthy, dedicated, and single individuals of any race, religion, or sex.

POSITIONS AVAILABLE:

Sales, Service, Production, etc. Requirements: No Experience needed, but you must have a clean bill of health.

Overseas positions are also available! (Please note this on your application.)

=====  
14. Puzzles  
=====

=====  
Upper West Stairway  
=====

-----God of Sun, God of Moon Puzzle-----

The statue with the red sparkle on top says,

"The god of sun and the god of moon. Their gaze upon me is the only thing that can release red soul."

Well, we want red soul.

So push the copper statue in front of the statue holding the red sparkle. Then push it east against the wall and onto the odd-colored floor tile. Then do the same with the silver statue to complete the puzzle and give you the RED JEWEL.

=====  
Cop Offices  
=====

-----Weapons Safe Combo Puzzle-----

Check the POLICE MEMORANDUM file we found in the Info Inquiry Room.

At the very back, it gives you a four-digit number. That is the combination to the safe. Put that number into the safe.

=====  
Library  
=====

-----Bookshelf Puzzle-----

Check the bronze plate with the picture on it.

It looks like this:

| | | |

| | | |  
| | | |

Now let's make the bookshelves look like this.  
Push the red switch on the wall.

Now, to make the shelves look like the picture, we need to move the shelf on the left right, and the shelf beside it right, as well.

So push the switch on the shelf furthest to the left right, then push the switch right on the switch beside it.

This reveals the BISHOP PLUG/SERPENT STONE under the bronze plate and completes the puzzle.

=====  
Power Restoration Room  
=====

-----Power Control Puzzle-----

Now check out the -Reserve Power Control Panel- in the northwest corner of the room.

There are 5 switches. Switches switched up add 36 and switches switched down subtract 14. You need to get to 80. It's mostly just a simple math problem.

$$36 + 36 + 36 - 14 - 14 = 80$$

However, after you get to one hundred, it stops adding. So you need to push them in alternating order.

UP DOWN UP DOWN UP

This restores power to the card reader and completes the puzzle.

=====  
Water Draining Room  
=====

-----Classic Box Bridge Puzzle-----

Here there are two boxes touching each other. Climb over into the space between them. Now push the box on the right to the right until you can push the other box against the wall. Then climb out, push the other box against the wall so it lines up with the other one, then push the final box into its place with the other boxes.

Run up the ~stairs~ then push the switch on the panel to drain water into this area, which causes the boxes to form a bridge.

=====  
News Room  
=====

-----Gold Cogwheel Puzzle-----

Check the picture with the gold gear on it. It says,

"Light the queen, the king and the jack.... then the carriage will start





I aspire to become a leading researcher at Umbrella, Inc., a pharmaceutical enterprise who covertly conducted bio-organic weapons. Better known as B.O.W. for development. But at the leader development training ground situated in Raccoon City I met a brilliant and talented researcher who made me decide to take a different path--William Birkin.

In time, I shifted my position to S.T.A.R.S. [Special Tactics and Rescue Service], a special forces unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal bio-organic weapons development, had many of its people working in the police department. I became the leader of S.T.A.R.S. and conducted all sorts of intelligence activities for Umbrella.

As I continued to serve, I devised my own plans and waited for the right moment to execute them. Then at last, opportunity knocked.

7.24

The freak murder incident that occurred in a forest near the mansion started it all. The mansion was Umbrella's secret B.O.W. laboratory and it was clear that the indevelopment, T-Virus, was the cause of the murder. Initially Umbrella instructed me secretly to keep S.T.A.R.S. out of the case. But, with the heightened emotions of the citizens, S.T.A.R.S. had no choice but to move in.

That's when my next order was given. Dispatch S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so that their combat with the B.O.W. could be used for data analysis, allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

From the 2 S.T.A.R.S. teams, I first pitched in the BRAVO team. As expected, the top elite of S.T.A.R.S. gave all they had and became useful sample data. Then following, I geared up the ALPHA team to 'search and rescue' the lost BRAVO team. The members of the ALPHA team also proved their worth and as expected, many died.

There were 5 survivors from the initial 11 S.T.A.R.S. members. From the ALPHA team were Chris Redfield, Jill Valentine, and Barry Burton. And from the BRAVO team were Rebecca Chambers and Enrico Marini.

It was time to begin executing my plans. In the midst of the whole affair I could take Umbrella's ultimate bio-organic weapon, The Tyrant, and join forces with an opposing corporation of Umbrella. To buy into that opposing corporation, I would need the actual combat data of the Tyrant.

The surviving privileged members of S.T.A.R.S. were just the perfect bait. I decided to have one of them play the Judas and draw them to the Tyrant. That Judas was Barry. Barry was the 'strong truth and justice' kind and cherished his family more than anything. His type is easy to manipulate. I simply took that most important thing away from him.

My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas, the scene went as planned. Then the winds turned unexpectedly. I had to eliminate Enrico, who had found out what was behind it all. I used Barry to get to him. After I had successfully gotten rid of that nuisance, I awaited the sample specimen that Barry would bring to me in the Tyrant's room.

[The dialogue from the cutscene here is below.

Jill: Wesker!

Wesker: You did a fine job, Barry.

Jill: Just as I thought. Why do you have to destroy S.T.A.R.S.?  
Wesker: That's Umbrella's intention. This laboratory has been engaging in dangerous experiments and recently an accident has occurred. Anyway, this disaster cannot be made public.  
Jill: That's why having S.T.A.R.S. know anything is so inconvenient. So, you're a slave of Umbrella now, along with these virus monsters.  
Wesker: Barry, go up on the ground and wait there.  
Jill: Barry!  
Wesker: I just used him for my...personal purposes. Though both you and Barry seem to think I was just following orders from Umbrella.  
Jill: So you're planning something else?!  
Wesker: If you succeeded in producing the world's most powerful biological weapon, what would you do? What if you were in charge?  
Jill: So, you're going to steal all the research?  
Wesker: Better yet, I'm going to show you the Tyrant.]

I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation.

According to Birkin, the virus had profound effects. It would put my body in a state of temporary 'death'. It would then bring me back to life with super human powers. Therefore, I unleashed an awesome Tyrant from its slumber and let it attack me.

As my consciousness faded away I was certain that the whole scheme would end in success.

Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and that plan that I devised which had cost me my humanity ended in failure. Now anyone or anything that stood in my way would be terminated.

It has been that way for a long time and it always will be. At all costs, I had to make S.T.A.R.S. pay.

SEPTEMBER

Two months have passed since the mansion incident. To regain all that I had lost in my new organization, I joined hands with Ada Wong, a female agent who's also sent to spy on Umbrella.

I knew in my bones that the key developer was William Birkin, but what he didn't know was that Umbrella did not play games with anyone. Eventually, Birkin would be assassinated and the G-Virus would be in the hands of Umbrella.

But the salvage team led by Hunk was ahead of us. By the time they got to Birkin, he had already injected himself with the G-Virus. He became his own creation and decimated them.

Soon after, the T-Virus carried by rats spread throughout Raccoon City and Umbrella faced its worst scenario.

9.28

The good citizens became zombies and the city had headed for its devastating fate. Humans were no match against zombies.

In the chaos, Umbrella Europe applied a new type B.O.W. called Nemesis. The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S.,

Jill.

It became imperative that our organization also obtain the Nemesis data.

9.29

To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets.

Then, a new revelation. Birkin used to hide the findings in his daughter Sherry's pendant. It was very possible the G-Virus was there, while Umbrella was busy with their cover up, we had to capture Sherry before they did. I sent Ada undercover to seek the location of Sherry. I, the 'dead man' on the other hand, had to work in the shadows.

A spy's obligation and priorities in the mission: to carry out the mission like a machine without any emotional interference. But through her interaction and involvement with Leon S. Kennedy, There had been an affection growing inside her. My instincts sensed danger. Something had to be done quickly.

My instincts did not disappoint me. Even though Ada almost had her hands on the G-Virus, which Leon had acquired from Sherry, that affection of hers drove her to her death. But she was still of some use, I had to save her life.

My people hurried to retrieve the G-Virus that Leon threw away. But Hunk, the only survivor of Umbrella's salvage team, was there before us.

9.30

Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish off Leon and Claire in order to obtain his combat data. Although Birkin lost the battle with Leon and Claire, we succeeded in gathering samples of the G-Virus from his dead body.

10.1

In the morning, the government bombed Raccoon City in an attempt to stop viral outbreak. This was of course their famed reason.

Later Claire left to Europe to find her lost brother. Chris and Leon joined forces with an underground anti-Umbrella organization. Sherry is safe in our hands; I would never underestimate Birkin.

There's something about this little girl...

=====  
16. Wesker's Report 2 + Notes  
=====

[NOTE: Anything in brackets was either edited or added by the writer, DjSiXpAcK14.]

[NOTE: The following record contains spoilers about Resident Evil, part 2, 3, 0, and Code: Veronica.]

[NOTE: I will be spelling Birkin's name Birkin, as opposed to Burkin, due to the fact that in the game, it is spelled Birkin.]

Wesker's Report II - Update on March 22 (Friday)

Wesker's Report II

Update on March 22 (Friday) (5) G Virus

Before the "Resident Evil incident" occurred, Wesker left a record of the past 20 years and all of the events that occurred between himself and "the incident."

He sent it to a "Eda Won" but we have no details on her. [Ada Wong]

We have posted that record here.

1. The Experiment
2. Alexia 1
3. Alexia 2
4. Nemesis
5. G-Virus

The Experiment

July 31, 1978

The first time I visited that place, it was the summer of my 18th year. That makes it about 20 years ago. As I got off the helicopter, I remember the sight of the swirling wind that the helicopter blades whipped into the air. When I viewed from above the old mansion seemed quite normal, but when seen from the ground there was something foreboding and unapproachable about it. Birkin (my junior by 2 years) seemed, as usual, to only be concerned with the document he was holding.

We were assigned to the mansion days earlier, on the day that the "executive training center", we had belonged to, was closed. It all seemed like it was planned and too much of a coincidence. But probably the only person who knew the real truth was Spencer.

Spencer was one of the main guys in charge of America's "T-Virus" research at the Arklay Research Facility.

As soon as we got off the helicopter the head of the facility was standing in front of the elevator ready to greet us.

I can't even remember the guy's name. Who really cares about formalities and figureheads like him; from that day on, the Arklay Research Center was ours. As Chief Researchers, we were put completely in charge of all aspects of the facility. Of course that is just how Spencer had planned it all out. He chose us.

We ignored the facility head and got on the elevator. I had already memorized the building layout the day before, and Birkin, although he has no bad intentions, never really pays much attention to other people.

Most people probably get irked from the first 5 seconds that they meet us.

However, the facility head had no reaction at all.

Back then I was a young-buck completely full of himself, so I didn't really pay the facility head any mind.

But in the end, I was really only Spencer's puppet, and the facility head, whose boss was Spencer, at least actually knew what Spencer was up to, and what he was thinking.

The whole time we were riding in the elevator, Birkin never took his eye off the documents he was holding.

The document that Birkin was scrutinizing so closely was a report about a new virus that has shown up in Africa. It was called "Ebola".

At this moment there were many people, all throughout the world, who were studying the Ebola Virus. However, I think there are two major reasons why they were studying it. To help people and... to kill them.

As you probably know, the death rate of someone affected by Ebola is 90 percent. In 10 days it quickly destroys the person's organs. Even now, there are no known ways to prevent it or cure it. It could, quite possibly, destroy a large part of the human race.

Of course even before this, due to the "Biological Weapons Prohibition Pact", it was illegal for us to study the virus as a weapon. However, even if we weren't the ones to research it, there was no proof that someone else wouldn't be doing that same thing and so it was considered legal for us to research it--just in case. There is a thin line in "international law" between what is acceptable and what is prohibited.

And so, it became necessary to research how the virus study information would be used as a method of prevention, not as a weapon. There really is no difference in the way in which you research a virus as a cure, from how you research it as a weapon.

But since the two are very similar, it is possible to pretend you are researching a cure, while in fact, be researching the virus as a weapon.

Even though, at that time, for whatever reason, Birkin may have been looking at the Ebola report, he wasn't really researching the Ebola virus. The Ebola virus had too many "weak spots".

First of all, the virus could only survive for a few days if not inside a human body. It would soon "die" if under sunlight (ultra-violet light) for too long.

Secondly, since it kills the host too quickly there isn't enough time to transfer/infect other hosts.

Finally, the virus is only transferable through direct touch and so it can be easily prevented.

Try to imagine the following: If a person who was heavily infected (the disease had spread all throughout their body) could actually stand and walk around? And, without knowing it, was in direct contact with other people, of their own accord...

What if the RNA of the Ebola Virus could actually alter a person's genetic code? And if, through that, a person was able to carry the virus without dying? What if this person had the resilience of a monster?

That is, wouldn't this person be a "living dead" whose body carried the virus? Something that could infect others, sort of like a "living biological weapon".

I guess we are lucky that the Ebola Virus doesn't have the potential to do such things.

I wonder if we will be successful in holding on to such a virus without it getting into the wrong person's hands?

The Arklay Lab headed up by Spencer was built for that purpose, it seemed. To create a disease capable of the characteristics I listed before. Officially it was just pharmaceutical company researching cures to viruses, but the truth is, it was really a factory for manufacturing biological weapons.

The origin of the company was to create new "starter" viruses by recombining genes.

In order to produce "biological weapons" out of these new "starter" viruses, they began studying "virus mutations" in order to "strengthen" the basic viruses they had created.

This was known as the "T-Virus" experiment.

RNA based starter viruses can easily be mutated. Through those mutations, it is possible to "strengthen" their traits.

The reason Birkin was so interested in the Ebola Virus was that he was thinking of recombining the Ebola genes into a starter virus to strengthen its attributes. By the time we had arrived at the research center there was already a sample of the Ebola Virus waiting for us.

We changed elevators several times and finally reached the upper level of the complex. When we arrived even Birkin looked up.

It was the first time we had met "her".

We hadn't heard a single word about "her" before. She was a secret of the utmost confidentiality at the research center. And they didn't let any information about her out of the compound.

According to the records, she was at the research center from the very moment it was first built.

She was 25.

But we didn't know her name, nor why she was here.

She was used as the experimental subject host for the T-Virus. The day we began the experiment was November 10th, 1967.

We did T-Virus experiments on her for all of 11 years.

Birkin mumbled something.

Maybe they were words cursing our situation. Maybe they were words of praise.

In any case, we had come to the point of no return now.

We had two choices: to succeed in our research.... or to lay here rotting like she was. Of course that meant we really only had one choice.

She was bound to a "pipe bed" and something about her made me think....

Had this been a part of Spencer's plan all along?  
(The report continues 3 years later)

July 27, 1981

Today, a 10 year-old girl was sent here, as a chief researcher, from Umbrella's Antarctica Research Facility.

Her name was Alexia Ashford.

I was 21 and Birkin was 19.

As annoying as it was, the whole Arklay complex was rampant with rumors of "Antarctica Alexia". Nobody talked about anything else.

She had been at Umbrella for a long time. The older guys at Umbrella knew the legendary Ashford name.

Before, if we ever reached a dead end in our research, one of the old timers would say "if only Professor Edward were still alive"...

If I remember correctly, "Edward Ashford" was one of the people who first discovered the "Starter Virus" and who originally planned creating the T-Virus.

However, he died soon after Umbrella was founded. It's been 13 years since his death. So is there really anything to gain by having high expectations of the "Ashford" lineage?

And, in fact, the Antarctic Research Center founded by his son hadn't yielded a single result.

Don't people know the limits of Alexia's smarts? She is only Edward's grandchild after all.

But from the day she came, our worthless, good for nothing subordinates began to say "It's a good thing Alexia is here". She may be from a famous family, carry great "genes" within her, but nonetheless, I knew it was gonna be a real hassle having subordinates with such a lack of good judgement.

It's idiots like that, who, if they accidentally stuck their foot in a bucket, wouldn't be able to move or figure out what to do unless someone told them.

At least I could still tell the difference.

However, if, at that time, I would have gotten upset about the whole thing, it would have just slowed down our progress on the T-Virus research.

Unless you can keep cool and still be decisive no matter what the circumstances, then success will always evade you.

At that time I was thinking this:

By making good use of the "past", then we could definitely yield good results. And iff some of those "old timers", who feasibly could die at any second, then they would make great test subjects.

After all, do you think it is possible to stand above the people, if you can't rationally use their "human resources" well?

However, the problem was Birkin.

The way he reacted to the Alexia rumors was terrible.



He never really said it, but for Birkin, the fact that he was the youngest person to ever be a chief researcher was always something he was proud of.

That "pride" was severely injured by having a mere 10 year-old become a chief researcher. It was probably the first time someone so talented as he had ever tasted defeat.

He just couldn't accept the "younger, girl of good lineage".

To be made a fool of by someone who hadn't gotten any results. Someone who had worked so far away.

The face that he couldn't get over it, showed his immaturity.

However, even though he was still immature, no matter what, I had to bring him back to his senses.

It was during these three years that our research moved up to the 2nd level.

It was at this point that we fixed upon the idea of making a "living biological weapon". We started to call the "T-Virus" by a new name--"Zombie".

However, it was impossible to get a 100% infection ratio. Within people there is a subtle difference that the virus couldn't totally overtake. It seems "capability" was also a major factor.

About 10 percent of the people who were injected with the "Zombie Virus" didn't get infected. And this was something that, no matter how hard we researched, we just couldn't overcome.

A disease that would affect 90 percent of all humans seemed to me to be quite a powerful weapon. But Spencer didn't see it that way. Spencer said that he was hoping for a specialty virus that could "easily" wipe out EVERYONE.

But, why in the world would he want something like that?

One important characteristic of biological weapons was that they could be developed cheaply. However, the "biological weapon" that we were researching started to become very costly.

If Spencer was in it just for the money, then he probably wouldn't have chosen to spend the extra money on researching a specialty virus that infected and wiped out 100% of its victims. It just wasn't financially "worth it".

Why would he want to ignore all financial concerns just to continue research?

If by changing the idea of war (through biological warfare), he was attempting to monopolize all military industries then I would have understood that but...

Even to this day, I have no idea what his true intentions were.

But whatever Spencer's real reason was, Birkin was planning on making a biological weapon that would increase a country's military capacity.

Not to just manipulate the genes of the "T-Virus", but also by adding other genetic code he was planning on creating "him".

A military biological weapon that could annihilate those who went unaffected by the virus, as well as, people who were wearing anti-viral gear and

equipment. This weapon was later named "Hunter".

However, that experiment was temporarily put on hold.

In order to protect the test subjects from Birkin.

Birkin's pace was quickened by Alexia's existence. He began to act "out of the ordinary".

He would stay in the lab for 24 hours straight. Attempt experiments that he hadn't really thought out.

I tried to use other researchers to get as many samples from the subjects before they died, but I just couldn't keep up with his pace.

The head facilitator brought in a new subject, as if nothing had ever happened. But she, too, soon died.

It was [heck].

And within that [heck] there was but one person living--The female test subject's body that continued to live on. [Lisa Trevor]

She was already 28 years old. Having lived 14 of her years in this research facility.

Someone whose "consciousness" had been taken away by the "Starter Virus" that had been injected into her 14 years ago. Someone who, if their "heart" did happen to actually be alive, would only hope for "death".

But she continued to "survive".

Why was only she able to survive this long? Her basic experiment data and that of other subjects seemed to be the same.

It would still take a long time for us to solve this riddle.  
(The report continues 2 years later)

Alexia 2

December 31st, 1983

The winter of my sixth year at the Arklay Research Center.

For the past 2 years, there were no significant results and time seemed to just stagnantly flow along, but before long we had a breakthrough.

The thing that started it all was a report we got that morning.

Antarctica Alexia had died.

The cause of her death was that she accidentally got infected by a virus that she, herself, was researching. It was called the "T-Veronica Virus".

Alexia was 12 years old. It seems she was just a little too young to be undertaking such dangerous experiments.

There were many rumors to be heard. One particular rumor actually suggested that she injected the "T-Veronica" into her own body. But no matter what the

circumstances I find that particular "theory" to be implausible.

Probably she was just so shaken up over her father's disappearance one year earlier that she just made a mistake in the experiment.

After that Alexia's last remaining blood relative, her twin brother [Alfred] who had worked in the Antarctica Research Center came and picked up where she left off. But no one had any expectations of him.

In the end, the "Ashford" family was basically "dead"... without even yielding a single advance for the experiment.

It was just as I thought. A legend is, after all, merely that....a legend.

After the news of Alexia's death, Birkin changed. Or I guess I should say, he returned back to his normal self.

But I guess the biggest thing was that all of his subordinates now had no choice but to think of him as the main researcher. Since, now, there was no one who could surpass his talents.

However, with that, it became "taboo" for anyone to talk about Alexia in front of him.

He fiercely opposed me when I planned on getting a sample of the T-Veronica Virus.

I had no choice but to put finding the truth about Alexia's research on the back burner.

In the end, even though the situation was at its best, Birkin, himself, failed to grow up and advance his research.

However, at that time I was concerned more about a different question at hand.

The Arklay Research Center was surrounded by a dense forest.

I often hiked through the forest but since the center was located in a mountain region there was never anyone to be found nearby.

The only method of transportation was by helicopter. And the center wasn't exactly the type of place people came to visit.

One important reason for the fact that the center was located in such an isolated location was to prevent the virus from getting out in the instance of a "leak".

However, "biological weapons" aren't that simple.

"Viruses" don't only infect humans. They can infect "other" things as well.

Any virus is usually capable of infecting more than one host.

For example, the number of species that the ordinary "influenza virus" (the common flu) is recognized as infecting birds, pigs, horses, seals, and humans.

The difficult part is that not all types of animals/people within a species are affected. Even though, within the bird species, ducks and chickens are affected, all other birds are not.

And, if a virus mutates, then the kinds and number of hosts it affects changes.

So it is impossible to create a virus that is capable of affecting everything.

And that was the main problem--trying to adapt the T-Virus so that it would affect "everything" that it came into contact with.

After Birkin became "useless", I started investigating the T-Virus's communicative infection rate.

It was then that I found out that, it was a fact that the T-Virus could infect almost any kind of living thing.

Not just animals, but plants, insects, fish--almost any species. The virus had the power to expand and disperse all over the earth.

Whenever I would leave the center for a walk in the woods I would always think to myself...

Why did Spencer choose this place?

Because there were lots of different types of species concentrated in the woods.

If the virus ever did get out here, then what would happen to a place where there were this many types of living things present?

In the case of insects, they are small so you might not think of them as "dangerous" even if they are secondary carriers of the virus.

However, insects usually exist in "swarms" and that huge number makes them a very dangerous "carrier", indeed.

If they were carriers then how far would the virus spread?

If a plant was a carrier then, since they can't move, you wouldn't expect them to be able to infect many people.

However, what about the "pollen" that comes from plants?

Considering those factors, the center was an extremely dangerous place to run "virus research".

And if you really think about it, the location of the Ashford's Antarctica Research Center was really a much safer and obvious choice.

It would almost seem as if this place was specifically chosen, as a location, for the purpose of "spreading" the virus.

But, I just can't imagine that would really be so.

What is Spencer trying to get us to do?

This was a major issue. So big that I couldn't tell the other researchers.

At this time the only person that I felt I could have talked with about this was Birkin, but it was evident that telling him would be meaningless.

I needed more information.

It was at that time that I first began to feel the limitations of my position as researcher.

I needed to get myself to a position that had more access to information that would reveal Spencer's true objective.

I felt no love lost for throwing away my position as researcher in order to find out.

But I couldn't rush things. Because if Spencer ever got wind to what I was doing then it would be all over.

I jumped back into my research and it was "business as usual" so as not to call attention to my plans.

During those times, the female test subject that continued to survive was left in some corner and forgotten.

A living "could've been".

We began to call her that, sometime after she stopped yielding useful data for us.

At least, until 5 years later that is...  
(This report continues 5 years later)

Nemesis

July 1st, 1988 [My birthday! Woo hoo!]  
The summer of our 11th year at Arklay was just starting.

I was already 28.

Birkin had become a father and already had a 2 year-old daughter.  
[Sherry Birkin]  
His wife was one of the researchers that worked at Arklay.

You would normally think it [would be] hard to understand someone wanting to get married and raise a child, all while doing their research.

But, it is said that only "non-ordinary" people ever continued to do research at Arklay.

Only the crazy ones ever succeeded there.

And so, after 10 long years, our research finally reached the 3rd stage.

To create a living biological weapon that was a soldier that would follow strict orders, obey its program, and have intelligence.

It was the so-called "Tyrant", basically a monster, that we set out to create.

However, there was a major obstruction to our research back then. Finding a basic body for "Tyrant".

The biggest problem was that suitable bodies for Tyrant were, at that time, genetically very limited.

The source of the problem lay in the nature of the T-Virus.

The T-Virus mutation used to create "zombies" and "hunters" could be used on just about any human but it would also cause a decline in the subject's brain capacity.

If the subject didn't have a certain amount of "intelligence" then it couldn't function as a Tyrant.

Birkin tried to solving the problem by picking out new mutagens that would keep down the "wear and tear on the subject's brain" so long as the subject fit the "Tyrant Profile".

However the number of people that had "suitable" genetics to accept the tyrant cells were very limited.

In a genetic analysis simulation it was found that only 1 in a million had the genetic make-up to become a "Tyrant", any other person would merely become a regular zombie.

If we would have continued with our research then I'm sure we would have found a way to make a different type of T-Virus that could change more people into "Tyrants".

However, in order to do that research, we first needed people that were perfectly suitable for the new mutation.

However, the odds of us being able to bring one of those few people, living in America, that fit the profile was extremely low.

In the end, the only thing they were able to do was to, by force, bring a few "close contenders" in from other labs[.]

Even before we had the chance to start our research, it seemed we had already hit an obstacle.

At that time I heard a rumor about another location in Europe where they had already reached the "third level" of producing a biological weapon using a method that no one had thought of.

It was known as the "Nemesis Plan".

In order to change the stagnant working pace and conditions, I took it upon myself to get a sample of one of the subjects from that "plan".

Of course Birkin first disagreed with me, but in the end I was able to get him to reconsider.

Everyone had no choice but to recognize the fact that, until we found a suitable "Tyrant" subject, our research wasn't going anywhere.

The "package" from Europe came at midnight, several days later, after a series of broadcasts, proposals, and counter-proposals.

The box that contained "it" landed on the helicopter pad.

It reads "Nemesis Prototype".

I had to use some very strong tactics to get the incomplete "thing" where it was being researched in France, but all the while, Spencer was backing me up,

pulling all of his strings and using his influence.

Only Birkin showed no interest in "it" until the end. But he, at least, recognized it as an important part of the experiment.

The sample was developed to create a never before seen, totally new "form".

By manipulating genes, they had artificially created a "living parasite".

That was what "Nemesis" really was.

It could latch onto another organism's brain and then take control of the host's brain[,] bringing it a high-level of destructive power.

By combining intelligence with a destructive body suitable for battle, they were able to form the ultimate biological weapon.

And if they could complete the project then they would be capable of creating "warlike bodies" without having to worry about the intelligence issue.

However, the problem was that the parasite containing "it" was not stable.

The only thing written within the document that was attached to the sample was "Failure--sample died" over and over again.

Anything that had been affected and whose intelligence was being controlled would die within 5 minutes.

We all understood that messing around with the "incomplete" prototype was very dangerous.

If we could only somehow manage to extend the amount of time that the hosts would live then we could take control over the project. That was what I was aiming for.

Of course we would use "her" as our test subject. [Lisa Trevor]

Surely her unusually high endurance would be perfect for sustaining the Nemesis Prototype parasite for a long time.

Even if she didn't last long, it's not as if we would be losing anything special anyways.

However the experiment yielded a result that was opposite from what I was predicting.

The Nemesis parasite that tried to enter her brain disappeared.

At first, I didn't even know what was going on.

I couldn't believe that "she" would be the one to mix with the parasite genes without dying.

That was the beginning.

Somewhere within that "undying" body of hers, there had been a change...

We had to re-examine her from head to toe one more time.

During our 10 years of research she had been totally and thoroughly examined

but this time we ignored that previous data.

For the 21 years that she had been here, for the first time, something was actually happening.

After she had already survived longer than other subjects who had received the Nemesis Virus, it was only Birkin that started to realize what was happening.

There was something within "her".

That "something" was a deviation from the T-Virus plan.

Something new that gave way to a new form.

Something that changed our destiny.  
It was the beginning of the "G-Virus plan".

(This report continues 7 years later)

G-Virus

July 31, 1995

It had been 17 years since I'd been back "there".

When I come, I remember the wind. The scenery and buildings from the surrounding area hadn't changed a bit.

I saw Birkin standing on the Heli-pad. He arrived before I did.

Meeting with him somehow already seemed "nostalgic".

It had been 4 years since I had left the Arklay Research Center.

4 years ago, when Birkin's proposed "G-Virus" plan was approved, I put in a transfer request for the "data/information" section and my request was immediately approved.

The fact that I had given up on being a researcher and need a change probably seemed like a natural change that most people go through.

Actually, the truth of the matter was that "G" had already reached a level that was beyond my ability.

And even if I wasn't really here to discover Spencer's "true intentions", I think that, at that time, I would have definitely realized the limitations of my ability.

As the wind danced around the helicopter, Birkin was, as usual, fixated on some document.

Apparently, he was coming to Arklay on a routine basis, but he was no longer assigned there.

A while ago, he had been transferred to a huge underground research facility in Raccoon City. That was the main facility for his "G-Virus" research.

But to tell the truth, 4 years ago, I really didn't think Spencer would approve "G".



Because "it" deviated from the idea of "weapon" and it was created with too many unknowns left unsolved.

The big difference between "G" and the "T-Virus" was that a body infected with "G" would spontaneously continue to mutate.

Of course a virus's genes are unprotected so it quickly mutates.

But the cells within a living organism are different.

Even if the subject's make-up has been altered by the virus, the cells within the organism's body rarely can be mutated.

Of course, by using other "stimuli", such as radiation, you can make mutations occur within a living body.

However, a body that is infected with "G" continues to mutate, without any outer stimuli, until the host dies.

Even that "T-Virus" has lots of attributes that are quite similar to "G".

It has already been observed that the genetic make-up of one of the "living biological weapons" (a person infected with the T-Virus), who has been placed in a special setting, has continuously "changed".

But in order for this change to occur it is necessary to use outer stimuli as a catalyst. And one can mildly predict which changes are likely to occur.

However, there are no such "laws" concerning a body infected with "G".

No one can predict just how someone infected with "G" will change. No matter what kind of method you use to try to cope with "G", it continually changes, making that "method" ineffective.

7 years ago Birkin noticed a little bit of this effect in the female test subject.

There wasn't the slightest change in her appearance, but deep within her something was constantly changing and she continued to co-exist with the virus used in the experiments.

And so after 21 years of inner mutations, even the "parasite Nemesis" just became one more mutation within her body.

The "G-Virus Plan" was a plan to push those "characteristics" to the utmost limit.

However, the thing that lay ahead could be an evolution to the "final form" for mankind... or it could be a "finale" in which the organism merely dies...

Could we really call that a weapon?

What was Spencer thinking when he approved this plan?

Even though I had been working in the information section for these 4 long years, I had still been unable to figure out what Spencer was planning.

And now Spencer has stopped coming to Arklay.

Almost as if something that he has been eagerly awaiting and expecting has begun to start.

Spencer, like some mirage floating in the desert, had begun to grow farther and farther away from me.

But I was sure that a chance would present itself to me eventually.

That was, of course, if I lived long enough to see that day.

Birkin and I got on the elevator and rode to the top floor.

To the place where we had first met "her".

A man named John, Birkin's successor and new chief researcher, was waiting there for us.

He came from a research center in Chicago and was supposedly a very talented scientist but he was a little too "straight" to be working at a place like this.

He began to question the "inhumanity" of what was going on in the labs and made his opinions known to the upper-level executives.

I had heard rumors about him at the information section.

Everyone seemed to agree that if any information ever leaked out, he probably would have been the culprit.

We ignored John and kept on walking, and then began the final "disposal" procedures on her.

"You must kill her".

Due to her being infected with "Nemesis", although only a minor amount, she started to "think" and become conscious. She started to act in "grotesque" ways.

Her behavior has continued to escalate and now she wears the face of another woman that she "peeled off" just like a mask.

According to reports, she acted the same way after they gave her the first "Starter Virus".

I don't know why she began to act in such a way, but because she recently killed 3 researchers, "they" have decided to "dispose" of her.

Now that the "G" research is on the right track, there is no real use for a "test subject" like her.

After constantly checking and re-confirming for 3 days the fact that she was dead, her corpse was, as per Facility Head's order, taken away somewhere.

In the end, I never did find out who she was and why she was brought here?

Of course, she was merely a test subject.

But still though, if she hadn't been here then there wouldn't have been any "G Plan". And Birkin and I would probably be leading different lives now.

I left the Arklay Research Center, thinking that very thing.

I wonder how much of this was according to Spencer's "plan".  
(3 years later the "incident" began)

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17. Resident Evil Games  
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As of now, here are the Resident Evil games and their platforms.

Resident Evil / Director's Cut / Dual Shock

- Gamecube
- PC
- Playstation
- Saturn

Resident Evil 0

- Gamecube

Resident Evil 2 / Dual Shock Edition

- Dreamcast
- game.com
- Gamecube
- Nintendo 64
- PC
- Playstation

Resident Evil 3

- Dreamcast
- Gamecube
- PC
- Playstation

Resident Evil 4 (Announced)

- Gamecube

Resident Evil: Survivor

- PC
- Playstation

Resident Evil: Survivor 2

- Arcade
- Playstation 2

Resident Evil Code: Veronica / Complete / X

- Dreamcast
- Gamecube
- Playstation

Resident Evil Gaiden

- GameBoy Color

Resident Evil: Gun Survivor 4 (Announced)

- Playstation 2

Resident Evil Online (Announced)

- Playstation 2

Resident Evil Movie

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18. Resident Evil Timeline (By WeskerFanGirl)  
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[NOTE: This entire section of the FAQ was written completely by WeskerFanGirl.]

July 23, 1998

After several murders in the Raccoon City area, S.T.A.R.S. are sent to investigate the area. The Bravo team is sent in first. Their helicopter has to make an emergency landing. Rebecca Chambers, who is on her first mission, gets on a train sitting in the middle of the woods. There, she meets Billy Coen. Billy Coen was supposed to be executed for killing 23 people, but the transport vehicle was attacked by leeches.

They are stuck on the train with several zombies and leeches, so after the train starts moving, they team up. They eventually have to use the emergency brakes, and end up at the old Umbrella Training Facility. Wesker and Birkin watch Rebecca and Billy through some monitors. Marcus interrupts them as he tells them he was responsible for the virus leak in the lab, mansion, and train. He says it's revenge for the death of James Marcus, although they don't know it's him, because he looks younger.

Billy saves Rebecca's life a few times at the training facility, and he tells her about an incident in Africa that explains the 23 people. They find Marcus' Diary, which says he created the t-virus. They also visit Marcus' lab under a church outside the training facility. Billy and Rebecca get separated for a short time, after Billy is attacked by an eliminator. Rebecca gets in a cable car and ends up at a factory. She uses the turn table and meets up with Enrico, the Bravo team leader. He tries to get her to come with him, but she says she has to find Billy. After fighting a Tyrant and getting in an elevator she arrives at the sewer treatment plant. She finds Billy, and they try to look for a way out of the treatment plant.

James Marcus confronts them, and he tells them who he is. He tells them he was resurrected by the Queen Leech. The queen takes over and he morphs into the boss. They defeat him, and get onto a lift, but the Queen Leech follows them and the self destruct sequence starts. They end up getting knocked off the lift, and fighting the leech queen in a large room with several large boxes and shutters. They open the windows when they find out that the queen is weakened by sunlight. Billy kills the leech queen with a Magnum that Rebecca finds lying on the floor. They make it out in time. They end up in a field overlooking the Spencer mansion. Rebecca tells Billy he is now officially dead, and they go their separate ways. Rebecca heads to the mansion and Billy goes off on his own.

July 24, 1998 (Note: I wrote a combination of Chris' and Jill's senerio)

S.T.A.R.S Alpha team is sent in to search for the missing Bravo team. Joseph is attacked by zombie dogs, and the rest of the team runs, while the helicopter pilot, Brad Vickers, leaves them stranded. Wesker, Barry, Chris, and Jill all run to the mansion. The characters all get separated. Wesker disappears and forces Barry to help him destroy S.T.A.R.S. by threatening his family. Wesker's goal is to get combat data and then destroy the lab and the mansion. Chris meets Rebecca Chambers, who is with Richard Aiken from Bravo team. Richard Aiken eventually dies. Enrico is also killed, along with all the other Bravo team members, besides Rebecca.

In the labs, Wesker tries to shoot Jill, but Barry saves her just in time. Wesker releases the Tyrant, who turns on him. After Jill defeats the Tyrant, Wesker escapes. Wesker sets the self destruct system, and all four go to the heliport to signal Brad. Before he can land, the Tyrant breaks through the concrete and attacks again. Brad drops a rocket launcher, and the Tyrant is

destroyed. Chris, Rebecca, Jill, and Barry fly away as the mansion blows up.

September 28, 1998

After there was a major outbreak in Raccoon city, Jill Valentine tries to escape the city. Brad warns her that something is coming for them, and he is killed outside of the RPD, by a B.O.W. called Nemesis. Nemesis chases Jill out of the RPD, and she eventually loses him. She meets a mercenary who was hired by Umbrella named Carlos. She doesn't trust him at first, but later learns to work together with him. She meets the rest of the remaining Umbrella Biohazard Countermeasure Services (U.B.C.S.) team, Nicholai and Mikail. Nicholai tells them the plan for getting out of the city involving ringing the bell at the city Clock Tower. Nicholai later fakes his death, and Jill tells Carlos. After getting all the needed materials, they start the cable car. Mikail sacrifices his life to save Jill and Carlos, when Nemesis attacks. Then Jill and Carlos have to use the emergency brakes, and the cable car crashes.

Jill wakes up outside of the Clock Tower. Inside she finds Carlos, and Nemesis is also still stalking her. She rings the bells and exits the Clock Tower. She sees a helicopter coming, but Nemesis blows it up with his rocket launcher. This destroys some of the Clock Tower. Nemesis infects Jill with his tentacles. Carlos tries to help, but he faints after Nemesis fights back with his rocket launcher. Jill fights Nemesis until he walks off into the flames. She then blacks out, and Carlos wakes up and carries her into the Clock Tower.

September 29, 1998 (Note: This follows Leon A, Claire B)

Claire Redfield and Leon S. Kennedy are both driving into Raccoon city. Claire is looking for her brother, Chris. Leon was going to the RPD for his first day as a cop. Leon and Claire meet up after seeing some zombies. They get into a police car, but it crashes after a zombie in the back seat wakes up. They are then separated by a large truck running into the back of the cop car. Leon tells Claire to go to the police station.

At the police department, Leon meets a woman named Ada Wong and Claire meets a girl named Sherry Birkin. After searching the RPD, the four all go into the sewers with the people they met up with.

Leon gets injured when he is shot by Annette Birkin. Ada then meets Annette and finds out she is Sherry's mother. Her husband, William Birkin, was shot by a group of men in biohazard suits, who were sent to get the G-virus. They took the sample and headed toward their rendezvous point. Before he died, William injected the G-virus into his own body. He killed the men while several samples of the t-virus were broken. The rats then spread the virus.

Leon and Ada get onto the turn table. Ada is wounded by Birkin when his claws go through the side of the car on the turn table.

Later, Claire and Sherry also get on the turn table, but it stops halfway down. Claire gets out and climbs through a vent. When she gets to the lab, the turn table lowers.

Leon and Claire make their separate ways through the labs. Annette tells Leon that Ada is a spy sent for the G-virus. Leon doesn't believe it. Annette gets knocked out by a falling pipe, and Leon takes the virus. Ada then tries to get the G-virus from Leon. He is shocked to find out that she is a spy after all. Ada threatens to shoot Leon, but she can't do it. Annette, who is barely alive, shoots Ada, causing her to fall off the platform. Leon can't hold on, and she falls. He throws the virus after her.

Claire and Sherry make their way to the bottom platform, after hearing the self destruct system. Leon goes an alternate way. Claire fights Mr. X for the final time. During the fight, a woman figure believed, but not confirmed to be, Ada, throws Claire the rocket launcher. Leon fights Birkin. Leon defeats him and gets onto a lift to the train, where Claire is.

Claire starts the train, and Leon makes it on just as it starts moving. They think they have made it until there is another emergency. Birkin followed them onto the train. Leon once again fights Birkin, but that still doesn't stop him. Sherry then crawls into the control room and stops the train. They get out and run out of the train tunnel just as the train explodes.

At this point, Sherry stays with Leon as Claire leaves to look for Chris. The date of this is not confirmed, but at some point, Leon surrenders Sherry to a man who claims to be an agent of the U.S. government.

October 1, 1998

Jill wakes up in the Clock Tower. She tells Carlos that she knows she has the virus. He goes to look for a way to help. There is a hospital nearby that has the vaccine. He sees Nicholai there, and finds out that Nicholai is not on their side. Nicholai goes flying out the window when another member of the U.B.C.S. commits suicide with a grenade in an attempt to kill Nicholai. After Carlos gets the virus vaccine, he sees that Nicholai has set a bomb to go off. He hurries out of the hospital and back to the Clock Tower.

He gives Jill the vaccine. Carlos says he has something important he has to check and to watch out for Nicholai and Nemesis, because they are both still alive.

Jill then goes to the park. She finds a hide out for the U.B.C.S. supervisors, and Nicholai confronts her. They are interrupted by an earthquake. When Jill follows Nicholai outside of the hut, she falls into a ditch made by a huge worm-like creature. So she fights the monster and climbs out of the ditch.

She finally makes her way to an old treatment plant. She meets up with Carlos once again and he tells her there is a missile heading to Raccoon city at dawn. She eventually opens a door leading to a large room filled with trash. Nemesis comes, and she is locked in. She defeats Nemesis, and finds a key card to unlock the door. Nemesis then falls to where all the wastes and chemicals are dumped.

A missile launch is then detected. Jill hurries to open the last door she hasn't opened yet. In the Control Room, Nicholai starts shooting at her from a helicopter. She tries to negotiate with Nicholai, but he leaves in the only helicopter. Carlos enters and she tells him that Nicholai left with the only helicopter. Carlos is still determined to escape though. Jill leaves the room through a ladder and finds herself in some kind of junk yard. She once again has to fight Nemesis, this time with a huge rail-gun called Paracelsus' Sword. Carlos is there and says someone is coming in another helicopter to rescue Jill. The pilot turns out to be Barry Burton. They leave in the helicopter just in time before the city is nuked.

November, 1998

Ark Thompson is sent by Leon to Sheena Island. The island is owned by Umbrella. Vincent Goldman is the commander of the Island. Ark pretends to be Vincent, and he meets a sewer manager named Andy. Ark confronts Vincent, and Ark tries to escape with a helicopter, but Vincent hangs on and shoots the helicopter, causing it to crash. Ark wakes up with a headache, and he doesn't remember who he is.

Ark gets up and starts walking around. He sees Vincent lying on the ground, but doesn't know it's him, because of his memory loss. The Island has had a t-virus outbreak, so monsters and zombies are wondering around. After exploring a while, Ark gets a phone call from Andy from a pay phone. Andy still thinks Ark is Vincent. He enters the nearby library where Andy is. Andy runs away and locks the door behind him.

Ark walks up the stairs and through another door. Andy locks him in a room with a Hunter. Ark survives and exits, and follows Andy. He eventually gets into the sewer, where he reads Andy's diary. Andy has a hobby of taking

pictures as seen all around the room. Ark finds a picture of himself, but again thinks it's Vincent because of what the diary said. A young boy named Lott enters and when he sees Ark, he gets scared and runs away.

After further exploration, Ark comes to an Umbrella facility. He goes to Vincent's office, where he reads Vincent's diary. He also finds Lott's sister, Lily, who is listening to some recordings. Lott tries to attack Ark with a baseball bat, and he tells Lily to run. Both children run off.

Ark follows them, and sees them jumping over the rail and into knee high water. Ark eventually finds their house. Inside he finds Lily, who tells him that Lott has gone to the labs, and she is worried because of all the monsters there. Ark goes to save Lott.

When Ark finally gets to Lott, Lott tells him the truth. Lott tells him he isn't Vincent. The self destruct system begins. Ark tells Lott to go home and get Lily. Ark has to fight more monsters, including a Tyrant. He finally makes it to the train. Ark, Lott, and Lily all board, and arrive at a helipad. The Tyrant is there too, and attacks. Ark defeats it and boards the plane. The Tyrant hangs onto the plane, Ark finishes it with a missile equipped to the plane. All three fly to safely.

December, 1998

Claire Redfield breaks into Umbrella's paris lab. She is caught by Rodrigo, and sent to Rockfort Island.

December 27, 1998

Claire wakes up in her small jail cell. Rodrigo staggers in and lets her go. He tells her a special forces team attacked the island. Rodrigo also needs some medicine to stop some internal bleeding. Claire cautiously exits the prison, and into a graveyard, where several zombies attack her. She runs through a door into a courtyard. A light shines in her eyes, and someone starts shooting at her. She picks up a gun and shoots back. The sniper turns out to be a teenage boy named Steve, who was a prisoner on the island. He is now looking for a way out. Steve walks away quickly. Claire follows him.

After exploring the prison area, which is infested with zombies from an outbreak, Claire finds Steve at a computer. Umbrella is monitoring Chris, so Claire sends Leon and E-mail so he can tell Chris he's being monitored and to come and save Claire. Steve doesn't think he will come, and he gets mad and walks away again.

Claire finds her way to a palace. Claire meets Steve again there. He tries to take some Gold Lugers and is caught in a trap. Claire says she needs them, but Steve wants something fully automatic. He runs off once again. Claire goes back to the main foyer, where she meets Alfred Ashford, who is aiming a sniper rifle at her. He misses, and she hides behind a pillar. Alfred thinks the t-virus outbreak was her fault, but Claire denies it. He still doesn't believe her. He eventually leaves, and Claire leaves the palace, and goes to the island's airport. she needs three proofs to get to the plane. She begins to explore the rest of the island.

There is also a military training facility for Umbrella employees. While walking through a stone courtyard, Alfred tries to shoot Claire again. He misses, and she chases him up the stairs, through the door, and down the hall. He is nowhere to be seen, but he traps her using the shutters. He uses the P.A. system to warn her about whats in the next room. First, however, she checks out a different room and finds some Hemostatic medicine, which is used to stop internal bleeding. She enters the room, and finds the sub-machine guns, but the ammo is on some crates below. A monster then attacks her. It is a rubbery monster that uses a long rubbery arm to slap her around. She defeats it, but when she goes down the stairs she is attacked by another. It grabs her by the head and picks her up. Steve jumps through the window and saves her.

After Steve defeats the monster, he gives Claire a lift to get the ammo for the sub-machine gun. The platform begins to move to a lower level. Steve runs around the area shooting zombies, and testing the new guns he has. He meets up with Claire, and he says guns are more dependable than people. Claire is shocked by this. They continue walking around until a wooden walkway falls from underneath of them. Claire's leg is trapped under some rubble and she can't move. A zombie starts to walk toward them. Claire tells Steve to shoot it, but Steve just stares. The zombie gets closer. Just before the zombie bites Claire, Steve screams "Father!!!" and shoots the zombie until it doesn't move any more.

Steve begins to cry. He explains to Claire that his father worked for Umbrella. They were captured and sent to the island. Due to the recent t-virus outbreak, his father became a zombie. Claire continues to look through the facility.

She takes the lugers and uses them in the palace. After putting in a password in a computer, she finds the Ashford's private mansion. On the second floor, she hears a two people talking, Alfred and Alexia. Judging by the conversation, they appear to be siblings. Claire waits for them to leave, and then walks into the room. Inside is a music box playing a song. Claire needs to find the missing piece of the jewel shaped like an ant that opens the music box in the opposite room. Claire leaves and goes back to look through the prison with a new key she found at the Ashford mansion.

She goes back to check on Rodrigo and gives him the medicine that he needed. She also gives him her lighter that her brother gave her. Back at the prison she finds the music roll for the piano in the palace. When she goes back to the palace, Wesker is there. He threatens her, and tells her how much he hates Chris. Wesker leaves eventually after getting a call. When she uses the music roll, a slot machine opens with the missing jewel shaped like an ant. She takes it back to the other mansion. This opens a secret door. After climbing the ladder, she finds herself in a room, where the Ashfords keep all their stuff from childhood. She solves a puzzle there and climbs another ladder leading to a loft. There she finds an article about Alexia and the last proof for the plane.

When she tries to leave, Alexia catches her. She aims a rifle at her, but misses. Before she can shoot again, Steve comes in and shoots Alexia. Alexia goes to the opposite room through a secret door. Claire and Steve follow her, but when they get there, all they find his a wig and a dress. Claire goes to look at the wig, when Alfred jumps off the top of the canopy bed, and attacks. Alfred happens to catch a glimpse of himself in the mirror, screams, and runs away. Steve and Claire come to the conclusion that there wasn't and Alexia, and Alfred was a cross-dresser. The self destruct system starts, and they go to the planes using the submarine.

They use the proofs and get on the plane, but can't leave because of a bridge blocking the way. Claire goes to move it. On her way back to the plane, she is attacked by a Tyrant. She defeats him, and gets back to the plane. Claire and Steve fly away, when suddenly there is a loud noise from the back of the plane. Claire goes to check, and it's the Tyrant again. She fights him and uses large crates to push him off the plane.

Claire and Steve think they are safe until Alfred tells them he won't let them escape using a video screen in the plane. Later, Steve notices that the plane is headed toward Antarctica. Then the plane crashes. They get off the plane after being knocked out for awhile. The t-virus has also spread in the Antarctic Facility. It turns out that this facility was once owned by Alfred's father, Alexander. There is also a horrible monster in the facility called "Nosferatu".

When Steve tries to move the digger, he accidentally causes poisonous gas to leak. Claire finds a valve and shuts off the gas. Alfred tries to shoot Claire again, and Steve shoots Alfred, causing him to fall off a ledge.

Steve and Claire get into the digger and use it to escape the facility.



They get out and climb to a helipad. They are just about to go down the stairs when Nosferatu walks up and knocks Steve off the helipad. He hangs on to a piece of metal hanging off the side of the helipad. Claire fights the monster and saves Steve. They then make it to a snow-mobile and try to drive to the Australian base.

Alfred is barely alive, but manages to get to a lab where his sister has been frozen for the last 15 years so she can get the best possible results from the T-Veronica virus. Alfred dies, and Alexia somehow manages to trap Steve and Claire and bring them back. She controls these tentacles all around the facility.

Chris goes to Rockfort Island to rescue Claire. He meets Rodrigo. Rodrigo tells him that Claire has left. Then a large worm swallows him whole. Chris fights the monster and saves Rodrigo. Rodrigo gives Chris his lighter before he dies.

Chris explores the remains of the military facility. He sees Wesker again. Wesker tries to strangle him. It turns out that Wesker now has super powers, and a new employer. Alexia appears on a screen. This gets Wesker to let Chris go, since Wesker is looking for Alexia.

Chris gets into one of Alfred's jets and flies to Antarctica. At the facility in Antarctica, he reads a diary by Alfred. Nosferatu was actually his father that Alexia tested the virus on, and Alfred and Alexia were created from the genes of their ancestor, Veronica. Chris finds a mansion that looks very similar to the Spencer mansion. He finds Claire there. She is safe, but she is concerned about Steve. They run up the stairs, and the tentacles destroy some of the staircase. Chris falls to the main floor. Claire goes to find and save Steve. After walking through the mansion's hallway, she ends up in the prison area. Steve is being held captive there. Steve says Alexia injected him with a virus. He begins to feel pain, and turns into a T-Veronica monster, much like Nosferatu! He grabs the axe that was once holding him back, and chases Claire. Claire runs under a gate just in time. Steve hits the bars with the axe. One of the tentacles grabs Claire, and Steve breaks the gates. He is just about to hit her with the axe, when he regains some human memory, and instead hits the tentacle. The tentacle recoils and injures Steve. He turns back to normal, and tells Claire he loves her just before he dies.

Back in the mansion's main hall, Wesker is trying to make Alexia come with him, because she has the T-Veronica virus. Alexia changes and attacks Wesker. He escapes and Chris is forced to fight Alexia. After winning, Chris hears Claire crying behind the door, but he can't open it because it's locked. Claire shoves a folder with a key card in it from under the door. He activates the self destruct system so the lock will be released. Claire meets Chris at the top platform outside the control room. Alexia regenerates and tries to kill Claire, but Chris intervenes in time. Chris fights Alexia, and destroys her for good. Chris runs and sees that Wesker is kidnapping Claire. Chris follows them. He makes Wesker let her go. Wesker says he has taken Steve's body because it has T-Veronica virus in it. Claire then runs to the jet to wait for Chris. Chris and Wesker fight until Wesker gets badly burned. Chris makes it back to the jet, then Chris and Claire fly away as the facility explodes. They are now on a mission to stop Umbrella.

September 18, 2002

Morpheus D. Duvall and his followers steal three t-virus samples from the Paris lab. Morpheus tells his followers he is going to auction the items on a ship called the Spencer Rain. He instead spreads the virus.

September 22, 2002

Bruce McGivern is sent to the Spencer Rain after it was contaminated by the t-virus. He works as a spy for the U.S. government. Morpheus holds a gun to

Bruce's head and makes Bruce drop his gun. Morpheus is just about to shoot Bruce, when Fong Ling, who was sent by the Chinese government, throws a grenade. Bruce notices it before Morpheus, and jumps out of the way in time. Morpheus is wounded, but escapes.

Bruce climbs into the cruiser and explores. He eventually gets a call from his boss. Morpheus is black-mailing the government or he will send missiles to the U.S. and China. Fong Ling sneaks up on Bruce and kicks the radio out of his hand. After kicking him around a bit, Fong Ling decides that she doesn't want Bruce around. She runs off, and Bruce continues to search the cruiser.

Bruce eventually finds a valve he needs to open the door to the cargo room. As he is leaving a huge hand breaks through the window and knocks him down. Fong Ling then takes the valve and runs off. She makes her way past dozens of zombies to the pool deck. Bruce follows her there. Morpheus is watching them through a monitor. He releases some Hunters, and Bruce kills them. Morpheus then gives up and injects himself with a new virus called the tG virus.

Bruce and Fong Ling go down the ladder. Fong Ling runs ahead of Bruce. Bruce walks around until he comes to a large room that has theatre seats, and a room with a sliding door. He finds a crowbar there and takes it. When he tries to leave, Morpheus (in tG virus form) comes through the sliding door and picks up Bruce by the neck. Bruce tries to shoot him, but with the effects of the virus, it doesn't do anything. Morpheus now has electrical powers, claws, and high heels. He chases Bruce down the hall. Bruce uses the crowbar to get a key card he uses to open a door. He runs down the hall until he sees Fong Ling. He then shuts the door behind him. Fong Ling crawls through a vent at the top of the door and electronically opens it. Bruce closes the newly locked door behind him, and locks it. They wait until Morpheus leaves.

They leave the room, and go their separate ways once again. Bruce finds the room where Morpheus injected himself. There is a file there saying that Morpheus was fired from Umbrella because he was blamed for the incident in the Spencer Mansion on May 11th (RE0/RE1).

Bruce walks up a few flights of stairs, and hears an alarm start to go off. Fong Ling is looking out the window. The cruiser is close to hitting a cliff. Fong Ling runs for the exit first, and Bruce follows her. The monster that hit Bruce earlier is out there. Bruce tells Fong Ling to go after Morpheus while he fights the monster. After defeating the monster, Bruce jumps off the cruiser and into the ocean. He swims to a nearby island. It's another island with an Umbrella facility. Bruce happens to see a fence destroyed with an electrical current coming from it. He knows Morpheus has been there.

He jumps down the hole and into the Umbrella waste disposal facility. There are several sewer-like places in the facility, as well as zombies and other monsters. Bruce finds a radio he uses to call headquarters. He tells his boss that he knows about Fong Ling. The man on the other end tells Bruce that the Chinese government has given in to Morpheus' deal, so Fong Ling's presence is no longer needed.

Fong Ling is also at the facility. When she steps into an outside area, a large aircraft is seen in the sky. A laser is pointing towards her. She just stands there in shock. Bruce pushes her out of the way. They look back to see a huge hole in the concrete where Fong Ling was just standing. They run towards a nearby office. Bruce notices that a symbol on the aircraft is the same symbol she has on her arm. He cuts the tattoo on her arm. There was a computer chip under it. Bruce steps on it, and the aircraft's laser fades.

Fong Ling thanks Bruce, and he goes on his way. Fong Ling stays behind for the moment to take care of the wound. Bruce then finds an elevator leading to Morpheus' underwater facility, where the missiles are going to be launched from.

A large Tyrant attacks Bruce. After he defeats it, Fong Ling catches up with him. They get into the elevator. Morpheus is standing on the top of the elevator and cuts the cords holding it with his claws. Bruce uses the emergency brakes to stop the elevator. He helps Fong Ling out of the elevator.

When he tries to get out, however, the elevator falls.

Fong Ling explores the facility. She uses an elevator to get to Morpheus' office. Morpheus sneaks up behind her and knocks her out.

Bruce wakes up on a different level of the facility. He also uses another elevator to explore the 2nd and 3rd floor. Along the way he finds a new weapon that is used to destroy tG virus creatures called the Charged Particle Rifle. He gets to Morpheus' office, and reads his diary. It talks about building a kingdom in Africa. Morpheus uses the flat TV screens in the room to show Bruce that he has Fong Ling. Bruce goes to rescue her. He takes the secret elevator down. He comes to a large room filled with several pillars.

He uses the new weapon to defeat Morpheus. Bruce wakes up Fong Ling. Their goal now is to disarm the missiles. Fong Ling guides Bruce, while he goes through a maze-like missile silo.

Fong Ling tells Bruce that Morpheus is coming, as Bruce is heading to the missile silo. Bruce looks back, and sees a very large monster coming his way. Bruce hurries through the maze, but there is a locked door. Fong Ling tries to open it, while Bruce shoots at Morpheus. He goes through another maze. The door to the last room is locked. Morpheus is still following Bruce. Bruce fights Morpheus and defeats him for good. Fong Ling tries to catch up to Bruce after giving him directions, and she sees Morpheus mutating and becoming even larger. Bruce is trapped on the other side of Morpheus. Morpheus explodes, destroying the entire facility. Bruce and Fong Ling manage to escape by submarine, as a helicopter comes to rescue them.

Credits:

I do not own Resident evil. I would like to thank Capcom and all those involved in making all the games.

I would also like to thank everyone in the RE community. I've learned so much about the games from you and the games themselves.

WeskerFanGirl

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19. Cheats and Codes  
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Extra Costumes & Weapon

All Platforms

Play Leon or Claire's A scenario on "Normal" difficulty. Now on the way to the Police Station, do not pick up any items. When just outside the Police Station, run down the stairs to find Brad Vickers. He's a zombie. So kill him and check his body for the SPECIAL KEY, and when examined, the LOCKER KEY. Now get to the Dark Room. Unlock the locker in the corner with it for a different costume and weapon unable to be found anywhere else in the game.

Film D

All Platforms

While in the S.T.A.R.S. office, check the front desk in front of the S.T.A.R.S. logo 49 times. This gives you the FILM. When developed, it is a picture of S.T.A.R.S. Bravo Team member Rebecca in gym clothes.

Unlimited Ammo

Dreamcast

Press Up, Up, Down, Down, Left, Right, Left, Right, R at the Load Game Screen.

#### GameCube

Enter the Options Menu, then enter Button Config. Press Down to highlight Aim, then hold the R button and press Z ten times. Correct code entry confirmed when the borders around Aim and Config turn red.

#### Nintendo 64

Press Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C-Right, C-Left at the Load Game Screen.

#### PC

Press Up, Up, Down, Down, Left, Right, Left, Right, Aim at the Status Screen.

#### Playstation (Dual-Shock)

Press Select while in play, then switch your control to Type C. Now hold R1 and press Square ten times. Correct Code entry is confirmed when the border around Type C turns red.

#### Extreme Battle Mode

##### Dreamcast, PC, PSXDS Only

Play as either character in scenario A, then play through scenario B. Get an A ranking on one of them to unlock Extreme Battle Mode.

##### PC (Cheater way)

Open your start menu and click run. Type in "regedit" to bring up the Registry Editing program. Navigate through the folders to "HKEY\_LOCAL\_MACHINE\Software\CAPCOM\RESIDENT EVIL2". Now change the values of all the Gallery strings to "FFFFFFFF". Finally, change the value of the "Special" string to "A".

#### Unlock "HUNK" Minigame

##### All Platforms

Play as either character in the A scenario, and finish with an A rank. Now, Play through the other character's B scenario and finish with a B rank.

##### PC (Cheater way)

Open your start menu and click run. Type in "regedit" to bring up the Registry Editing program. Navigate through the folders to "HKEY\_LOCAL\_MACHINE\Software\CAPCOM\RESIDENT EVIL2". Now change the values of all the Gallery strings to "FFFFFFFF". Finally, change the value of the "Special" string to "A".

##### Nintendo 64 Only

Press Up, Down, Left, Right, Left, Left, Right, Right, L, R, C-Up, C-Right, C-Down, C-Left at the load game screen.

#### Unlock "TOFU" Minigame

##### All Platforms

Play through one character's A scenario, then through the other's B scenario. Do this three times, getting an A rank every time to unlock TOFU.

##### PC (Cheater way)

Open your start menu and click run. Type in "regedit" to bring up the Registry Editing program. Navigate through the folders to "HKEY\_LOCAL\_MACHINE\Software\CAPCOM\RESIDENT EVIL2". Now change the values

of all the Gallery strings to "FFFFFFF". Finally, change the value of the "Special" string to "A".

#### Nintendo 64 Only

Press Up, Down, Left, Right, Left, Left, Right, Right, L, R, C-Up, C-Left, C-Down, C-Right at the load game screen.

#### Character Art

##### PC

Use Windows Explorer to navigate onto the disk drive that you have the CD in. The art is there.

##### DCX

Put the disc in a PC and use Windows Explorer to navigate onto the disk drive that the disc is in.

#### Shoot the Camera

##### Nintendo 64 Only

There's certain places in the game where you can aim at the camera and hit it. A bullet hole appears on the screen.

#### Control Screen Mesh & Shade

##### PC Only

Press F3 during play.

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20. Links  
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Here are some Resident Evil Sites I found very interesting.

#### BIOHAZARD EXTREME

-<http://www.biohazardextreme.com/>

#### Resident Evil Fan

-<http://www.residentevilfan.com/>

#### Resident Evil Horror

-<http://www.rehorror.com/>

#### The Horror is Alive

-<http://www.resident-evil.com/>

#### Resident Evil .IT

-<http://www.residentevil.it/>

#### Resident Evil Survival Horror

-<http://residentevil.metropoli2000.com/>

#### Umbrella - Inc.com

-<http://www.umbrella-inc.com/>

#### Resident Evil X

-<http://www.residentevil-x.com/>

#### Evil Factory

-<http://www.evilfactory.tk/>

Resident Evil Sitez  
-http://www.resitez.com/

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21. Frequently Asked Questions  
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Question 1:  
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I'm trying to use the bomb on the broken door but it says that it cant be used there. (its the door that is all boarded up).

Could you please tell me what I may be doing wrong? I put the Bomb and det. together. Thanks for your help.

=====  
Answer:  
=====

Alright. You should be sure you're trying to blow up the door that appears crushed and (if you were piloting the Chopper) it's to your right. Go up and check the door. The game should tell you something like "blah blah I can't pass through here blah blah I guess I'll have to take out the wall." something like that.

Now, if you have the PLASTIC BOMB and DETONATOR combined as the BOMB & DET. (like you said) then it should work.

=====  
Question 2:  
=====

Hello. I know you probably get lots of stupid questions but heres another one. My son and I love the Resident Evil series but could never figure out the fingerprint room in R E 2. Whats the deal with that room? Your walkthru was cool THANK

=====  
Answer:  
=====

NOTE: At first, I didn't know what room the writer referred to, but after a few replies, she meant the fingerprint verification area in the East Area.

That room requires you to play through one character's A scenario and the other's B scenario.

You'll need to fight the moth at the end of the nasty hallway past the monitor room.

The hallway should have nasty green stuff everywhere. Go to the end and open the door.

Kill the moth and shoot the larvae off the computer. Check the computer and enter "GUEST" as your username.

Now run back to that hallway that you mentioned earlier in the East Area. Put

in your fingerprint.

Now play the B scenario of the other character. Do the same thing mentioned above, except you will now be considered the 2nd staff member.

You may not want to do this, because the room contains only 3 Super-Lickers and a S. MACHINE GUN. If you have the S. MACHINE GUN already, it will be an extra clip for it.

Hope that helps you out.

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Question 3:

=====

you put in that you fight a giant moth on Leon A But I didn't have to fight it what so ever. I think I could of If I wanted to but I didn't and I beat the game fine.

=====

Answer:

=====

The fight with the Giant Moth is not required to completing the game, but if you want access to a different room in Claire B, it is required.

The room contains only a SUB MACHINE GUN or a clip for it if you already have one.

I found it necessary to include in the walkthrough, but it is not required.

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Question 4:

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Are there any Crimson Heads in RE2?

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Answer:

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Nope. They're only in RE1.

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22. Credits, Contact Info, and Everything Else

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This FAQ/Walkthrough was written by DjSiXpAcK14.

My Updated E-mail:  
Benn[at]Linger.com  
Just put in @ for [at].

If you sent me mail to my old address, I'll still get it.

Things that I REALLY REALLY need badly:  
A speed walkthrough for each character  
Story & Plot Analysis  
One of the above.

NOTE: If you write me a story and plot analysis or a speed walkthrough I will:

Kiss you (women only) and marry your daughter.\*

\* = Applicable only to residents living on the planet Uranus.

Things that I REALLY REALLY DO NOT need:

Dancing Hamster (but would be rather enjoyable)

Chimp

Thanks to Sockfreak177178 for the sock with blue stripes, even though I clearly stated I don't need one.

-----  
Thanks to:

EastAce

ABF

BusyBeeBandGeek

JessicaLynn

Steve Rico  
-----

Please don't copy any of this stuff, it would make me rather unhappy.

If you have any questions, see my e-mail above.

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