Resident Evil 3: Nemesis Monster Guide

by Outbreak   Updated to v0.3 on Aug 3, 2005

> **This walkthrough was originally written for Resident Evil 3: Nemesis on the GC, but the walkthrough is still applicable to the PC version of the game.**

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                       RESIDENT EVIL 3: NEMESIS


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----------------------------------------------------- Monsters Research -
Version:  0.3
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Platform: Nintendo Gamecube
FAQ Type: Monsters Guide
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1. INTRODUCTION/FORE WORD |----------------------------RESIDENT EVIL 3: NEMESIS
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As a part of my "Monsters Guide" for the "Resident Evil" GC series, this guide
is done out of my pure interest and dedication. In this Monsters Guide for the
Resident Evil 3: Nemesis (by Capcom), you can find the details, strategies,
fighting tactics, behavior, background and characteristics for all the mosnters
that is in the game.
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2. BASICS/NOTES |----------------------------------------RESIDENT EVIL 3: NEMESIS
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In the wonderful world of Resident Evil, we are filled with hideous, gross
monsters of all varieties. Rotting humans, freaks, you name it, Capcom has it.
The monsters in the game has a certain amount of HP, and have weakness against
certain guns. Hence, a gun might inflict more damage when use on a zombie, but
lesser damage on a hunter.
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Most monsters can be avoided by running out of that area, but in some areas,
the zombies will break open the door and stalk you!
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3.ENEMIES NOTE  |---------------------------------------RESIDENT EVIL 3: NEMESIS
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3.1. Randomly Assigned Monsters Location

In certain areas, the monsters that appear in them are randomly assigned. All of
them have 2 type of monsters that will appear in the area.

There is no way to determine what monsters you will face in that area. If you
were to reload the game save, you might encounter another type of monsters in
that area.

3.2. Killing The Monsters

Each monsters have a range of HP, like your character. The HP is not display on
the screen at all. Also, each weapon have a set of attack power. Each time you
fire a shot from that weapon, the HP of the monster will decrease once by the
amount of the attack power of the weapon.

For example, a monster have a HP of 200.
A weapon's attack power is 60.

You will inflict 60 point of damage to the monster, giving it a HP of 140 after
your initial shot. To kill it, bring its HP to 0 or beyond.

It will take 4 shots (4X60=240, 240 > 200) to kill the monster.

3.3. Countermeasuring The B.O.W

The monsters attack you in various ways. Hence, different strategy is required
to be placed onto them.

<Slow Moving Monsters>
Mostly represented by the zombie monster. They are slow, so you can easily run
past them. They can also be killed from afar. Fire with a weak weapon, but when
they gets too close, do consider switching to a more powerful weapon, or run
away.

<Fast Moving Monsters>
When fighting against fast monster, like the Zombie Dog, it is vital to make use
of the emergency dodge moves. They have the tendency to surround you and take
turn to attack you. Hence, when combating fast monsters, you are recommended to
back your character against a corner and attack them. Use a Shotgun to attack.
When one is left, then switch to another weaker weapon to finish the monster
off.

<Flying/Ground>
Some monsters are too small to aim at body level. Furthermore, crows are aerial
monster. In these cases, you have to aim up or down to attack them. Generally,
you just have to run to dodge the crows, or use the Shotgun to kill them. For
ground monsters, usually you can walk over to step them. If not, then use a
Shotgun to kill them, or simply run away. Most of them are too weak for you to
spend your precious ammo on them.

<Special Attack Monsters>

Some monsters possesses instant-kill moves or moves that inflict poison status.
Hence, it is dangerous if you engage in the battle for too long. In this case,
you might want to use the Magnum to kill them. Mainly the Hunters fall into this
category.

<Nemesis>
The Nemesis will surface to attack you at several points in the game. He will
follow you through few rooms if you did not defeat him. You can shake him off
eventually, but if you are confident enough, you can choose to fight him to get
the item he will drop. He is very strong, so I will suggest you to stock up on
healing items and ammunition before you ever consider fighting him.
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4. CREATURE FILES |-----------------------------------RESIDENT EVIL 3: NEMESIS
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4.1. ZOMBIE
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 Profile
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The civilians of Raccoon City, who turned into zombies due to the leak of the
T-virus. They have rotten skin, and shuffle their legs to any other surviving
humans. One bite from the zombie will turn its victim into one of them. They
have lost all sense of consciousness, and they exist only for one purpose: to
devour human.

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 ------------
 Attack Moves
 ------------
```
Neck Bite
Vomit Spit
Ankle Bite

```
 --------------------
 Attack Characteristic
 --------------------
```
Zombie usually attacks by biting on the neck. However, in some situation where
you are on the different level (eg ledge), they will spit vomit instead. Also,
some zombies will be found on the ground, either they will be idle faking dead,
crawling, or knocked to the ground by your attack. Eitherway, they will chew
at your ankle if you are too close.

```
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 Strategy
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```
Zombies move at various speed, but generally they are quite slow compare to the
rest of the monsters.

Therefore, you can safely use the Hand Gun to attack the zombie. It usually
take no more than 10 rounds to kill one of them. When they appear in more than
2, consider using a Shotgun. If you aim upward with a Shotgun at their heads
and fire, you can decapitate them. Using any other more powerful weapons can
kill them instantly too, but they will be a waste. Assault Rifle is ideal too,
but Knife is only advisable for professional player. A shot from Magnum is able
to decapitate zombie too.

When you knock down a zombie, and have a knife in your inventory, you can
switch to it and hack at the fallen zombie. When it tries to stand up, stop

hacking, switch back to a gun, and continue firing at it when it stands. This
way, you can save some precious ammunition.

4.2. ZOMBIE DOG

 Profile

The trained Doberman pinscher that were reared in the R.P.D has been infected by
the T-virus. What was used to capture criminals are now a ferocious monster that
attack and eat innocent humans. Like zombie, they have been turned into a living
dead version of themselves.

 Attack Moves

Bite

 Attack Characteristic

The zombie dog attacks by running at you, then attempt to bite you. They have
high agility, and they usually run around to confuse you before attacking.
Zombie dogs never appear alone. As such, they are more dangerous when appear in
group.

 Strategy

Zombie dog can be easily knocked down by any weapon. That said, if you have a
knife or a Hand Gun, you can attack to knock it down. Then, run up to it, and
continue attack it so it does not have a chance to recover.

When they are more than one of them, you are recommended to use a Shotgun. Have
your back against a wall so they can't surround you. They have slightly lesser
vitality than the zombie.

4.3. CROW

 Profile

The crows in the Raccoon City has been infected by the T-virus, when they feast
on the flesh of the T-virus corpses on the street. Although their skin does not
rot as much as a zombie or the zombie dog, they have grown much more aggressive.

 Attack Moves

Peck

 Attack Characteristic

Birds usually appear in large amount. Usually, they stays idle, but in alert
mode, they will starts to fly around. They are fast, and due to that, they are
harder to hit. They reacts greatly to footstep, they loves to take turns
pecking you.

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 Strategy
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Although their damage is small, but when added up, they can be very deadly. A
hit from any weapon is enough to kill them, but I will suggest you to use the
Shotgun if needed, so that multiple crows can be eliminated at once. Of cause,
aim up when they are close so you can hit them.

Have yor back against a wall so they cannot surround you. The best strategy on
crows are to ignore them and just continue on your journey.
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4.4. DRAIN DEIMO
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 Profile
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One of the type of tick parasites on animal skins, they become a mutants when
they drain the blood of the T-virus monster host. Rapid growth has been observed
and they have great digestive system. Currently, they feed on humans to survive.

 ------------
 Attack Moves
 ------------
Hook Claw
Grabbing Bite

 --------------------
 Attack Characteristic
 --------------------
Drain Deimos can be found moving on walls and ceiling. When the Drain Deimos
detect a prey, they can become excited, and stand to 'walk' on two feets to
chase its victim. When that happens, rapidly struggle to shake this monster off.

 --------
 Strategy
 --------
Due to their high vitality, they requires more than 10 bullets from the Hand Gun
to defeat. Hence, it is advised to use other more powerful weapons to defeat it
instead. Weapons like the Grenade Launcher loaded with the Flame Rounds is
recommended. When there is only 1 Drain Deimo left, you can easily defeat it
even with a EAGLE 6.0.
--------------------------------------------------------------------------------
4.5. BRAIN SUCKER
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 -------
 Profile
 -------
A close cousin to the Drain Deimo, they are ticks that mutates under the
influence of the T-virus. The main difference is that Brain Sucker has the
ability to inflict the poison status attack.

 ------------
 Attack Moves
 ------------
Claw
Spawn Mini Brain Sucker
Acid Spit (+ Poison)
Brain Suck

 --------------------
 Attack Characteristic
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                    --------------------
The Brain Sucker attacks very similar to the Drain Deimo. They attacks from
sides, and tries to close in. You have to look out for their poison saliva
attack, as they have a chance of inflicting the poisonous status. This is
only executed in far range.


  --------
  Strategy
  --------
To counter this monster, you are recommended to use the Grenade Launcher, loaded
with Flame Rounds or Freeze Rounds. Both works well, and should be able to knock
out this monster within 1 ammo.
-------------------------------------------------------------------------------
4.6. GIANT SPIDER
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  Profile
  -------
The spiders has mutated under the T-virus influence. They have grown larger, and
now attacks any human survivor it come across. The virus have also enhance the
mobility and resistance against attack.


  ------------
  Attack Moves
  ------------
Vomit Spit
Head Butt
Tentacle Rush


  --------------------
  Attack Characteristic
  --------------------
The hairy spider has great mobility. It can moves on walls and ceiling like
the Drain Deimo. The main key point in its attack is its poisonous spit move,
which it can uses from everywhere. Sometime, it will tries to get onto the
spot above you, then drop a poison spit onto you. Hence, it is vital to
eliminate them as soon as possible. When they dies, they may release their
youngs from their wombs.


  --------
  Strategy
  --------
An singular Acid Round is what it takes to eliminate a Web-Spinner. Flame
Round works as well too, but the Acid Round has the element of preventing
the corpse from spawning the baby spiders. Although the baby spiders can be
stepped easily and they are not very dangerous, it is not recommended to take
the risk.
-------------------------------------------------------------------------------
4.7. SLIDING WORMS
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  -------
  Profile
  -------
Sliding Worms are the youngs of the grave digger. The T-virus have promoted the
growth of the worms. Hundreds and thousands of the worm eggs have been laid and
hatched in the sewer of the city. After draining blood, they will shed their
skin and turns into the Grave Digger within 1 week.


  ------------
  Attack Moves
```

```
 ------------
Leech


 --------------------
 Attack Characteristic
 --------------------
The sliding worms appear in groups. Most of the time, they can be found in the
sewer area. They appears in a group, and they slides their way towards your
character and attempt to leech onto your character to leech your blood away.
As they leech, their body will turns redder.


 --------
 Strategy
 --------
Sliding Worms die from any attack, even a knife. However, you are not advised to
bother with them. Sliding Worms are a nuisance, and you should ignore them and
run to your destination. However, if there is a need, take out a Shotgun and
fire to kill multiple of them at one go.
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4.8. GRAVE DIGGER
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 Profile
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The fully grown, adult version of Sliding Worm is the Grave Digger, a non-bio
organic mutant mutated under the influence of the T-virus. The Grave Digger is a
fierce creature, with its huge mandibles, it is able to chew offs a human with
just one bite. Grave Digger tracks it victim by burrowing underground.


 ------------
 Attack Moves
 ------------
Head Butt
Grab & Throw
Gore
Bite


 --------------------
 Attack Characteristic
 --------------------
The Grave Digger attacks mainly by biting. In the initial fight, it will only
tries to burrow out to bite you with its mandibles.

In the second, it will stalk you by burrowing underground. At intervals, it
will surface and attack you. In this fight, it will be able to execute several
more attacks. It is not advised to attack near it.


 --------
 Strategy
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You will encounter this boss-level monster twice in the game. In the first, you
will see it when you drops into a sewer. You will have to press the switches
around and then lower the ladder to get out of the sewer. As the switches are
located near the holes where the Grave Digger will dig out, it will obviously
be not an easy task. You have to dodge the monster while pressing the switches,
or attack it until it goes away before pressng the switches.

In the second, you will have to combat it in a narrow path way. Eventually, you
should be able to fire at the lamp posts around to electrify the water, so that
it will fries the monster when it gets near the water. You can identify the
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spot where it burrows out by the soil that kicks up from the ground.

The Grave Digger is generally weak against Acid Rounds.

4.9. HUNTER BETA

 Profile

The Bio-Organic Weapon was send in as an acceptance test for the monster. They
are also one of the reason why the UBCS were send in: to make the UBCS battle
the BOW and then obtain their actual combat data. BOW is the modified version of
the Hunter Alpha, which was created in the Spencer Mansion. Apparently, all data
of the Hunter Alpha were lost, forcing Umbrella to create this all-new version
of the Hunter. Though weaker, the Beta is more intelligent, and relies more on
teamwork on killing its victim.

 Attack Moves

Claw
Jumping Claw
Decapitation

 Attack Characteristic

The Hunter is a tricky fellow, relying on its fast speed and claws to kill
its victim. Its infamous move, the neck swipe decapitation, is able to kill
your character in an instance. As this move is executed at close range, you
are recommended to combat it from afar. Sometime, the Hunter will execute a
jump at you. Given the distance, he might or might not end the jump with a
claw. If the distance is just right, he might also run up to you and then
make a claw attack.

 Strategy

As Hunter is a dangerous foe, you might want to kill it as soon as possible. A
fast weapon fired from afar is the recommended tactic. The Grenade Launcher is
not effective, and unless you are good in the game, do not try the Shotgun. The
Magnum weapons are suited to kill them. Fire a round from the Mangum and you
will be able to kill them in 1 bullet. Rocket Launcher is too slow, so it is
not recommended too.

4.10. HUNTER GAMMA

 Profile

The Hunter Gamma is slightly similar to the Hunter Beta. It is said that they
were created when Umbrella modified the DNA of the frog using the T-virus.
Hunter Gamma appears in the hospital and the park area.

 Attack Moves

Claw Slash
Jumping Claw
Decapitation

Swallow

```
 --------------------
  Attack Characteristic
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```
Like the Hunter Alpha, they can straight-kill your character easily. They
are quicker, but they have lesser vitality than the Hunter Alpha. They
have the same characteristic as the Hunter Alpha.

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  Strategy
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```
Again, a blast from the Magnum should take care of these monsters well.

4.11. NEMESIS

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  Profile
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The ultimate bio-organic weapon created by Umbrella, this Tyrant was send in to
eliminate the surviving S.T.A.R.S members of Raccoon City. He is injected with
the Nemesis parasite, and attack his victims mainly by whipping the tentacles
from his body. As the tentacles are filled with the T virus, those whoever got
infected will turns into a zombie. Nemesis can run, and you can identify his
presence by his trademark "S.T.A.R.S" roar.

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 ------------
  Attack Moves
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```
Left-Arm Throw
Punch
Right-Arm Clothesline
Rushing Punch
Face Spike
Rocket Missile (with Rocket Launcher)
Rocket Launcher Bash (with Rocket Launcher)

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 --------------------
  Attack Characteristic
 --------------------
```
Nemesis is a very fast and powerful foe. He will run at your character, then
push you. Depending on your reaction, he will most of the time, ignore your
attack and execute one of his attacks. If you were to run away, he will run at
you too and tries to punch you. At near range, he might grab you by the neck and
toss you. While on the ground, rapidly tap any button to get up and run away or
he will goes to pick you up again. If he were to pick you up, struggle to break
free, or else, if your health is low enough, he will spike your face with the
tentacle, killing you instantly.

Sometime, he is armed with a Rocket Launcher. If that is the case, he can and
will use the Rocket Launcher to fire at you. There are 5 shots he can make,
before he toss it aside. With the weapon, he can bash you with it at close
range.

You will face him until the Clock Tower boss battle. You can identify his
presence by the tense music.

Unlike other monster, Nemesis will also appear in areas where other monsters
are currently roaming. If a monster is so unlucky that he stands between you
and Nemesis, the Nemesis will goes to bash the monster away.

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 Strategy
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```

Fortunately, he can be avoided by running through a door. He will stalk you for
several rooms. Confrontation is not recommended, unless you have the Rocket
Launcher. However, if you wish to battle the creature, you are recommended to
use a fast firing weapon. He will fall twice. The first time he falls, he will
be unconscious for a while. At this time, tries to attack him more, or run away.
When he falls the second time, he will bleed purple blood.

If he is armed with a Launcher, it is best that you tries to lure the Nemesis
to waste all his rocket missiles before attempting to fight him. 2 missiles can
kill your character from full health. Stand idle at far. When you heard a
'ka-chin', it is the 'warning' sound of the Nemesis firing the missile. As soon
as you heard that, run to the side to dodge the missile.

Every time he falls, you can take an item from his body. You can take the item
from his body for up to 8 times.

When you fight this monster, you should use powerful weapons. Grenade Launcher
is slow, but Eagle 6.0 is fast yet weak. Freeze Rounds is exceptionally good for
defeating monster, and the same goes to the Mine Thrower.

4.12. NEMESIS II

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 Profile
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```
The Nemesis will mutate after the Clock Tower battle. At then, he will shed his
thick black coat away, and the tentacles on his body flows more freely. With
that, he is more enraged and determined on killing Jill.

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 ------------
 Attack Moves
 ------------
```
Tentacle Whip
Running Punch
Left-Arm Throw

```
 --------------------
 Attack Characteristic
 --------------------
```
With the tentacles, the Nemesis can now whip and wrap his tentacle around your
character, then proceed to whip your character onto the ground. He have lose the
face spike attack though, fortunately.

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 Strategy
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The same strategy applies to the Nemesis.

When you finally needs to fight this monster, you will be in the dead factory,
and valves with acidic liquid will be around. Lure it to one of those acidic
liquid valve, and fire at the valve with a Shotgun to release the acid. The
acid poured onto the monster should inflict a considerable amount of damage, but
if you were to fire too early, the Nemesis will dodge the acid.

4.13. NEMESIS III

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 Profile
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The Nemesis will mutate for the 2nd and last time. He is now larger, but slower.
He will be on four, and now, without his head, he have gone berserk. Still, his
order remains clear in killing you.

 ------------
 Attack Moves
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 Attack Characteristic
 --------------------
The monster moves slow, but he can climb onto the structure to attack you. He
will spit acidic spits at you, but they do not inflict any poisonous status.


 --------
 Strategy
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The only way to defeat this monster is by pushing in all the batteries to use
the cannon on him. Dodge him and shove the batteries until the final weapon is
working, then lure the Nemesis into the range of the firing target to end his
life once and for all.
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5. VERSION UPDATE |-------------------------------------RESIDENT EVIL 3: NEMESIS
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Version 0.1 - Mar 25 2005
FAQ Starts.

Version 0.2 - Apr 2 2005
FAQ ended

Version 0.3 - Aug 3 2005
FAQ Revamped
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6. CONTACT |------------------------------------------RESIDENT EVIL 3: NEMESIS
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===============================================================================
To contact the author of this FAQ, please send email to this address:
Bioutbreak@hotmail.com


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will be credited when due.

However, before you press the 'Send' button, please make sure that you have
done the following:

1)Search through the FAQ thoroughly and make sure that I have not answered
your question yet. I don't like to repeat myself when you can find the answer
in the FAQ.

2)Please only send email in English, Japanese or Chinese. These are the only
languages that I understand. I doubt so, but if you are having difficulty in
English, please at least use a babelfish or any other online translator.
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3)Though I believe most of my audiences are of good readers, I've noticed some exceptions, who were probably jealous of my FAQ. Please, idiots. Just because you can't write a better FAQ doesn't give you a reason to send hate mails.

4)Please write the word "Resident Evil Outbreak FAQ" or anything similar on your email, so I won't delete them without reading them. I've been getting virus mails. If you don't want your mail to be mistaken as one, then write the heading of your mail.

5)Speaking of virus mails, please, use a virus scanner to scan through your computer/laptop.
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7. LEGAL & COPYRIGHT ISSUES |-------------------------RESIDENT EVIL 3: NEMESIS
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7.1 FAQ POLICY
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Update: 25 Feb

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- http://www.gamespot.com
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7.3 CREDITS
-------------------------------------------------------------------------------
<http://www.gamefaqs.com>
- CJayC, who is in charge of the web site and for hosting this FAQ.


<http://www.capcom.com>
- The guys who created this game. Mainly the producers & directors


<http://www.urban.ne.jp/home/norichi/>
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