

Resident Evil 3: Nemesis Complete FAQ/Walkthrough

by ChandooG

Updated to v0.0 on May 1, 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.

Welcome to my complete Guide for Resident Evil 3 Nemesis
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RESIDENT EVIL 3 NEMESIS / BIOHAZARD 3 LAST ESCAPE
FAQ / Walkthrough
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Original version 08/5/03

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www.rebiohazard.com *under repairs*

Resident Evil 3 : Nemesis

FAQ / Walkthrough

By Adnan Javed - AJ

Alias ChandooG

This walkthrough for Resident evil 3 has been written by Adnan javed, better known as ChandooG on the gamefaqs.com message boards and as AJ among is dearly beloved friends. Peace.

This walkthrough works for all different systems which have RE3, so use as you will, currently working for

PSX, GC, DC, PC

ENJOYY !!

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For any questions regarding this walkthrough email me at this address
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VERSION

1. HISTORY

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(re3nem1)

First draft

The first draft was complete, it had all the stuff that the walkthrough needed and a lot more. That was in 2003, i thought it wont get updated.

MAY 2, 2005

After Edd Myhill started sending me some speed walkthrough's he had done I asked his permission if I could add them to my walkthrough and thankfully he allowed it and therefore the walkthrough has to be updated again to make

room for Edd's speed walkthrough's. All credit for these go to him.

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GUIDE

2. INFORMATION

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(re3nem2)

GAME : Resident Evil 3 : Nemesis

SYSTEM : All formats

Guide size : 320 kb

Guide author : Adnan Javed

Author's Email : Returnofthemaniac@hotmail.com

Author's comments : Awesome game dude !!

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INTRODUCTION

3. TO RE 3: NEMESIS

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Well here it is, Resident Evil 3 in all its glory, this game was released for the sony playstation in 1999, but it has already been ported to other consoles like the DC and the new version on the GC. Resident evil 3 is the true final Resident evil for the pS 1, cause i dont count Survivor as one of the games. This is one helluva game i must say, even though it still contains the fixed backgrounds like the previous game it still rocks and is one of the best looking games for the 32 bit machine.

For those of you who dont know at first RE3 was supposed to be what Code : Veronica is right now, but at the time DC was newly released so Capcom scrapped that project, but since capcom had made a deal with sony , they had to make a game for them, and i must admit that they did quiet a job with the game, the graphics are alot better then any RE game on the PS1, but thats not all, capcom have made the game more challenging and the enemy counts have been increased greatly, this was something which gamers have been asking capcom to do for a long long time.

But the only flaw that nemesis has in my opinion is that it is a bit short, but if you count all the live decisions and alot of other factors then RE3 is the RE game with the most replay value then any other RE game. This is the only RE game which has a mini game which is useful for the main game. You can buy new weaponry from the game and use them in the main game.

Capcom have done something completely new and original in Nemesis and that is the inclusion of a boss which follows you throughout the whole game, this is an excellent thing and the nemesis factor really spices up the game, cause its always making you worry like where is he where will he come from ?!.

This Resident evil has improved in more then one way from the normal resi games, voice acting is one more of those factors, nemesis see's more serious and better one liners from characters , improved dialogues which really shine at the right moments, jill's voice actress is amazing at sometimes as she can do emotional as well as action packed dialogues. The best voice however is of nicholai in the game, his russian accent is excellent.

Thats enough for the introduction i guess, read on...

From Capcom

Join Jill Valentine, the heroine and amazing survivor of the notorious disaster at the mansion, as her nightmare continues. After resigning from S.T.A.R.S. Jill now prepares to head out of Raccoon City...but it's not going to be easy. Caught in a town crawling with flesh eating zombies, more than ever she must rely on brute force and cunning to find a way to escape alive. This unique adventure intricately reveals more of Umbrella Corporation's nightmarish plot and picks up just hours before the events from Resident Evil™ 2.

Game Features:

- * More zombies, more terror, and even more evil.
- * More challenging enemies that come back to life at any time.
- * Face off against the most terrifying mutations stalking the streets of Raccoon City.
- * More detailed character actions: Try the dodgemove to avoid an enemy's attack.
- * Interact withthe environment like never before: Use background objects defensively.
- * A unique new drama which reveals more details of Umbrella Corporation's devious activities from the ResidentEvilseries.

From The Survivor's Guide

After nearly 2 years of nothing. Capcom releases Resident Evil 3. The last RE title to grace the PS1 (except for Gun Survivor which will remain nameless). Featuring a ton of new features it made its place as one of the favorites.

Lots of new features graced this title including the dodging system, which allowed players to shove zombies out of the way and escape from attacks. The other feature was the ability for enemies to follow you from room to room, no more ducking through doors to avoid attack. This brings into the best feature, Nemesis. The star of the game is a huge terminator like monster that stalks you throughout the game, this adds a huge amount of tension to the gameplay. The final feature was unlike the other games you don't have the option of playing as another character from the beginning. Instead you take control of the second character later

in the game when the first is injured.

Starting just before the events of Resident Evil 2; Jill Valentine is planning her last escape. Raccoon City has been overrun, there was no one coming to get her. The surviving S.T.A.R.S have already evacuated. She had to get out of the city on her own.

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GAME

4. STORY

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"" 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... ""

With these words jill valentine starts her last escape, no one believed the STARS when they told everyone about the mansion incident, the media just made fun of them and even their own chief, mr Irons disallowed the STARS to do anything about the case further more, they decided that if they wanted to do something they would have to do it themselves, the members of the STARS travelled to europe to find out more information about the umbrella inc and to go to their main HQ in europe.

Jill volunteered to stay back in raccoon city to continue her investigation on the umbrella facilities here, but soon afterwards strange occurrences started and zombie like creatures were spotted outside of town, no one took serious note of that and it was termed off as the canibal disease.

and then it happened... suddenly out of nowhere a strange plague started to catch the towns people and they started to turn into mindless droans no control of their own and a hunger for flesh now filled their heads, these zombies were now everywhere and if anyone was left out of the plague then these zombies would eat him.

In her apartment jill watches as the city turns into a nightmare, somehow she has been safe from the plague and she thinks that now is the time for her to make her final escape, she loads her gun and heads out the building with a bang...

Nemesis is somewhat awkward when it comes to the story point because this

is more like a side story , rather than advancing the main plot further this takes us back 1 day to RE2 and tells us more about jill valentine's escape from raccoon city. Capcom have done a good job by showing most of the city in this game and we can see that the T virus caused alot of damage everywhere.

Nemesis is a completely new thing story wise, according to this game nemesis was sent out to kill only the STARS members, and we can see that it sticks to its plan through out the entire game. All in all this is a fun story and a fun game .

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5. CHARACTERS

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** Jill valentine

Age : 23

Blood : B

Weight : 111 lbs

Height : 5'5

Capcom says :

Jill is a member of S.T.A.R.S., a special task force in the Raccoon City Police Department. She is a specialist in disarming explosive traps. With her experience training in the U.S. Delta Force, she is one of the survivors of the original incident that occurred in the Arclay Mountains. Cheerful and independent, Jill has a strong sense of justice. Though she has a healthy emotional side, she is a talented woman with a strong will and excellent judgement

I says :

Now jill is a character who is loved by all and she should be because she is shown a good person by nature and she would do anything to save her friends, but some people may complain that jill is a little too young to be ex delta force, i mean she's only 23. Well what can we say, i guessthat is something capcom should have improvised on. After the mansion incidentjill along with chris and barry thought of heading towards europe but she stayedbehind to check on the umbrella labs in raccoon city.

** Carlos oliveira

Age : 21

Blood : O

Weight : 208 lbs

Height : 5'9

Capcom says :

Carlos is from South America. His exact nationality is unknown but he carries Indian blood. He is a U.B.C.S.

soldier, in charge of heavy firearms, security and mission back-up. He is also responsible for weapons maintenance. At first sight he may appear inexperienced and immature. He is actually warm-hearted, with a strong sense of right and wrong.

I says :

Carlos is your partner throughout this game, from the accent he sounds south american, he seems to like his accent alot and thinks that the ladies cant resist him, but jill shuts him up when they first meet in the hotel, carlos knows that to survive this horror they would need any ally they can find, and that is why he always sticks with jill and saves her when ever the occasion calls for it. A good side character i might add.

** Nicholai Givoneaf :

Age : 35
Blood : A
weight : 208 lbs
Height : 5' 11

Nicholai is the bad man of the game, he was one of the members of the umbrella team sent out to save their executives, but he is very clever and knows that the less members who return, the more money they would get, so nicholai is killing off his partners whenever he gets the chance, he is a russian fellow by accent, he uses jill to get to the exit in the end of the game and then and only then he kills her, he is the only one who seem's to know that there is a special reward on the death of jill, however he escapes according to the story line, his whereabouts now are unknown.

** Mikhail Victor :

Age : 45
Blood : A
Weigh : 216 lbs
Height : 5' 8

Mikhail is a good soldier and he was the leader of the team sent in by umbrlla, but after his team was killed and he was seriously injured mikhail got very frustrated and yelled at zombies, as shown the first time you meet him, mikhail would do anything to save his partners and even if it mean sacrificising his life, he killed himself for the sake of stopping the nemesis but failed to do so. All in all mikhail is a nice dude.

** Dario Russo :

The first person you meet in the game, dario is a wannabe novelest who just lost his daughter in the zombie onslaught of raccoon city, he now fearsthe zombies alot and thinks that its much better to die of hunger then it is todie from one of those things, jill tries to help him but he locks himself in the truck, later on he is killed by what he feared the most, zombies.

** Tyrell :

Tyrell is the black guy you meet in the hospital as carlos, he is one of the supervisors just like nicholai, but he knows that nich is looking

to kill off all others so he is being very very cautious, but eventually nicholai wins and he dies.

Murphy :

Seen in the sales office, this person has a very small role, he is either shot by nicholai or he forces carlos to shoot him because he was infected and about to become a zombie, when nicholai shoots him he says one of the coldest lines ever

" It wouldve taken more bullets to kill him if he had transformed "

** Brad vickers :

Age : 35

Blood : O

Height : 5'9

Weigh : 134 lbs

The infamous chicken heart makes his final appearance in Nemesis, jill finds him in the start of the game but he is too terrified to tell anything clearly and he warns jill taht someone is coming to get them, later on jill finds him badle beaten up and then he gets killed by what he told jill about,the nemesis, all in all brad was just a scared cop who didnt wanted to do anything with the STARS, all he wanted to do was go back to his home town as proved in his note in RE2, but the nemesis didnt even let him grant his final wish.

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6. CONTROLS

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These are the default controls for the version of Resident Evil 3. Change in control type only changes a few buttons, so nothing big.

A. PLAYSTATION

X: Action, opens doors, shoot,pick up items, dodge

SQUARE: Run, cancel decisions, head back in items menu

TRIANGLE: Open up the inventory screen

CIRCLE: Open up the inventory screen

R1: Raise weapon, it will be raised to closest enemy if auto aim on

L1: Change target, only if auto aim is enabled

D Pad: Move the character around in the given direction of the key

Start: Pauses the game

Select: Show options menu

B. DREAMCAST

X: Action, opens doors, shoot, pick up items, dodge

A: Run, cancel decisions, head back in items menu

B: Open up the inventory screen
Y: Open up the map
R: Raise weapon, if auto aim on it will target the closest enemy
L: Change target, only if auto aim is enabled
Analog Stick: Move the character around in the given direction
Control Pad: Move the character around in the given direction
C Stick: Quick 180
Start: Pause the game and open up the options menu

C. GAMECUBE

A: Action, opens doors, shoot , pick up items, dodge
B: Run, cancel decisions, head back in items menu
Y: Open up the inventory screen
Z: Open up the map screen
R: Raise weapon, if auto aim on it will target the closest enemy
L: Change target, only if auto aim is enabled
Control Stick: Move the character around in the given direction
Control Pad: Move the character around in the given direction
Start: Open up the options menu and pauses the game

D. PC VERSION

UP: Forward/Up
DOWN: Backward/Down
LEFT: Left
RIGHT: Right
X: Raise weapon, if auto aim on it will target the closest enemy
C: Action, opens doors, shoots with R1 held, pick up and check items
V: Run, cancel decisions, head back in items menu
Z: Open up the inventory screen
A: Open up the map screen
Ctrl: Open up the options menu

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ENEMIES

7. AND
BOSS BATTLES

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Basic Enemies

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Zombies

These are the regular enemies you find in any RE game, in this case these are the people of the Raccoon city who have turned into zombies due to the T virus, zombies basically bite you from front or behind, if a zombie falls down they sometimes grab you're legs and have a bite out of them. Pretty easy to kill but its just best to avoid zombies if they are less and the area is wide enough to escape. Along the game you will find various kinds of zombies, there are zombies later who can only spit acid at you and can't bite, and later you'll even find the famous naked zombies.

Cerberus

This is proof that the T virus also affects animals, these are the dogs which have turned vicious due to the virus, their flesh is hanging over their bodies, they move pretty quick but their attacks wont do a lot of damage, easily killable by the knife if there are only 1 or 2 around, otherwise use you're gun.

Crows

These are the once beloved crows of raccoon, they have also turned into more vicious things due to the virus, they fly around and hit you on the head whenever they have the chance, its really hard to shoot at them because they are too fast, but they wont take more then 1 handgun shot to kill.

Drain deimos

These are the replacements for the lickens from RE2, much like them these things cant see jill, they only react to sound, so its good to stay hush hush when ever these things are around, combat wise they are no where as agile as the lickens, they are slower actually and there hits cant cause much damage, to fight them off usually the best gun is the shotgun, 2 shells and there history, most of the time i would prefer to run away from them because they arent just too big of a threat.

Brain suckers

Another variation for the drain deimos, these are almost exactly like there counterparts, the only thing which separated them is that they have a unique attack and they can also throw poison at you so its best to stay away from them when in combat, otherwise they are just the same as the drain deimos so use the same skills here.

Worms

Just like the crows these are small nuisances, they always attack in a large group and are only found in 2 places in the game at the max, its no use even fighting them because they are so hopeless, there attacks dont even do the slightest of damages and its quiet easy to run away from them even though they seem to slide so fast, my opinion avoid.

Spiders :

Once the small spiders now turned into the large spit throwing spiders due to the T virus, these can attack you normally as well as throw poison causing spit at you, its just best to shoot them from a distance.

Hunter Beta's :

Hunters are back in this game, not those one's from RE1, but there smaller black counter parts, well whatever they are... But in this game they are back.... a little reduced of their power though but still they take more then 1 shotgun shell to kill and they can give you that instant death attack here too. The best method against dealing with hunters is to take a powerful weapon and keep them in your sight, and shoot them, if they jump towards you just move back a little and it will land in front of you avoiding you, Or if your not one of those radical types then its highly adviced that you keep a high distance whenever fighting them and shoot with something fast.

Hunter Gama's :

These are the new strand of hunters in this game, looking more like frog men then anything else, these are found later on in the game, they retain all the skills of the beta's but look far more scarier and they have an instant death attack in which they can swallow your character whole. Combat wise they are the same as the beta's and the same method should be used when dealing with them.

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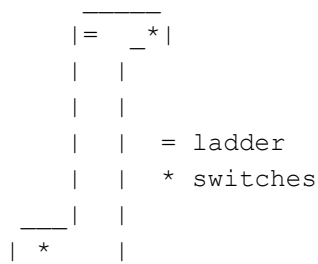
BOSS BATTLES

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Grave digger First :

This is the basic layout of the area your in right now.



Now what you have to do here is to avoid the grave digger as best as you can and press the 2 switches , it sounds easy but its ass hard and the digger can cause alot of damage sometimes, so its best to be as quick as you can in this place, quickly press the 2 switches and the one besides the ladder and it shall come down, quickly climb the ladder

**

Grave digger Second :

When your finally in control of jill head 2 steps forward so the screen

displays more area and wait there, the gravedigger will come out at a distance from you, start shooting at it with the magnum, you should be able to get quiet a few rounds at it. Now he'll come close to you and raise to hit you, that is the time to run, you'll still get hit though, i can guarantee you that. Once he is going down shoot some more and you'll hit more. Now its a simple task, run and wait for it to show itself, sometimes the gravedigger makes quick lunges comes out for a quick bite then goes back down quickly. Dont shoot when he does taht, instead run. When he finally comes out for a long time again this is the time to shoot its ass off. If you manage to get some rounds off with the magnum then this battle will end now and the grave digger will wither in pain and fall down and DIE.

ALTERNATE method..

There is an alternate method of killing mr digger if your less on ammo, all you need to do now is run away from it, no need to shoot at it, not a single shot, run away from it for about 3 or 4 minutes and you'll see a small cutscene in which one of the electrical light posts will get weak and bend in the small puddle of water at the corner.

Now head near the water, donot enter it yourself or you'll also feel the pain, wait for the digger to come out in the water, and when he does it quickly aim at the 2 light posts and fire away, they will electrocute mr digger for a quick and painless kill, and your as good as go.

**

Nemesis normal form :

ya see the trick is that nemesis is right handed, so i think you can figure out what i mean, take out your handgun, yes handgun, now fire 2 shots at nemesis, he should be running by now, quickly turn to his right and run 2 steps, he'll miss you with his left hand, fire 2 more shots and when he turns to face you run 2 steps to his right again, keep on doing this and eventually nemesis will fall.

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Nemesis Clock tower fight :

The fight begins, the simplest method to get through this fight is that as soon as the fight begins shoot off 1 or 2 shots from the magnum towards the nemesis, if he has the launcher then he'll ready it. Otherwise just come charging. Dodge him or the rocket quickly and run a little away then shoot some more rounds, now force him to fire off all the rounds of his rocket launcher and when its empty nemesis will break it in half.

Now when he's hand to hand with you, run away from him if he's charging at you, shoot whenever your clear for a shot, after 5 or 6 shots he'll fall down, but its not over, as soon as he falls down start shooting at it again, get a few shots off when he gets up and roars. Shoot some more, dont worry about getting minor hits, just shoot at his ass now and soon its gonna be over and the nemesis will walk in the fire and fall down IN it.

**

Nemesis Treatment plant fight :

If you have plenty of ammo to waste then just aim at nemesis with the magnum and start off , you should get a few rounds off before he gets close to you, as soon as he gets a little close, run like hell to the other corner of the room, wait for nemesis to show himself and start shooting again, if your quick then the nemesis will go down to his knees, now is the time to shoot some more, get 3 shots to the max at him while he is on his knees, when he gets up continue shooting now, he will probably use his remaining tenticle and beat the hell outta jill now, as soon as you get up quickly run back to the other end, dont wait for him to damage jill and run quick, shoot more nonstop and keep on shooting even if he gets close, soon enough nemesis's head will fall clean off his shoulders, TAKE THAT SUCKAA !!!..

Now this is the method if you dont have much ammo to waste here, remember how the acid caused nemesis so much damage ? well that is how were gong to get even with him, as soon as the battle starts wait till he is exactly besides the valve and shoot, if you shoot even a bit early or late then he'll just step back and avoid the acid. If you did it right then the acid will hit him hard and one of his hands should fall off. AWESOME.

Dont let that stop you, run to the other end of the trash room, and use your smashy dodge moves and lure him near any other valve, there are alot of them so choice shouldnt be a problem. Once he's near them and about to attack you, quickly dodge, auto aim and fire again. If you hit him he'll get even more weaker then before, do this same thing just one more time and the fight is over, this just took 3 bullets from any gun of your choice.

PS... keep this in mind that the acid can also hurt jill so you better be careful where and when your shooting.

**

Final mutation :

Run towards the battery marked 1 and push it inside the hole, sometimes people may get a bit confused here what to do, push it inside the machine like you are pushing any stool or desk, ok when your done with the first battery a cutscene starts in which you'll see your final enemy for the game, its NEMESIS !! but what the hell happened to him, well i can tell you for sure that the chemicals mutated him outta his ass.

Nemesis will start chewing on the mr X, and after a little more mutation he will turn towards you, ok now is the tricky part, if you had the rocket launcher with you then this would end right here for you. Quickly take out the rocket launcher from where your standing , and shoot all 4 rounds into nemesis, if done correctly nemesis will shreak and then he will slowly turn back and head for the tyrant again, if he doesnt shreak with the 4 rounds, then its time to take out the magnum.

Run towards the second battery and push it in, now quickly to the third one and push it in too. Now nemesis should be very close to you if it isnt already eating the tyrant, start shooting at it with the magnum, if he gets a little close run

to the the opposite end of the room and get some space, he can mess you up pretty bad if your too close, check your health after every hit you take, and keep on shooting from a distance. Soon enough the nemesis will make a loud shreak then head back to the tyrant's corpse in the corner and start eating it.

DUring all this time the rail cannon should be charging if you placed in all the three batteries, after a while the cannon will shoot its first round which will clear the path to the nemesis, now head to nemesis while its reloading again and shoot at it just for fun. When the rail cannon is ready again it will fire, this time straight through nemesis ripping him in half.

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8. WEAPONS

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(re3nem8)

Combat knife :

The knife is probably the most useless weapon in the game, both Jill and Carlos start off with it, only and only use it when you're completely out of ammo or you have a death wish or you just want to kill a lone zombie, put this thing in the item box as soon as you can and make it stay there, using the knife means certain death.

STARS Handgun :

Jill starts off with this handgun in her inventory, this is a standard issued gun for all stars members, its awesome compared to the handguns in other Rese games, its accuracy is amazing and it can fire off rounds at a quick pace, there is a little secret with which you can make jill shoot faster.

Merc Handgun:

This is the handgun which carlos starts off with, this is a lightweight handgun with accuracy as good as the STARS custom made, it can carry the same amount of rounds and has the same power. The same as the handgun jill has

Shotgun :

This is just like any other shotgun is RE games, shotguns are best suited for unfriendly close encounters, they can multiple zombies at the same time which is really awesome, the shotgun is a good weapon and can be used on every kind of enemy, even the bosses, i mostly use this to shoot at nemesis in his normal form, the shotgun is one of the few guns which can make headshots, taking their heads clean off their bodies, there have also been rare cases in which 1 shot from the shotgun are able to take down hunters, probably when your too close, this is a overall good weapon.

Grenade launcher :

As in most of the Resi games, the launcher makes its return in this game

too, jill can use it very nicely and the launcher has been turned into one of the best weapons for this game, compared to RE2 this time its got a much bigger pay roll, this time it comes with 4 different rounds the regular grenade rounds which can be used to kill of alot of zombies at a same time, the flame rounds which are alot more powerful and can burn its enemy, the acid rounds which are too strong and they can kill any hunters and deimos in 1 shots, and the new and improved freeze rounds you heard it, freeze rounds, killing off any normal enemies in 1 shot it is useful for fighting against nemesis, the best alternate if your short on magnum bulets , the freeze rounds offer the same power with a different twist.

Magnum :

As with all the other games magnum is the power house gun in the game this gun should be only saved for bosses and such because its power is unmatched and it can kill nemesis in less then 2 clips which is awesome. For this game they didnt use the magnum like RE2, but they used the revolver model like the one in the original RE, this gun looks cool and the reloading stance for it is also awesome, an overall winner which should be saved for the bosses.

Mine launcher :

This is a completly new weapon to the RE series, and a cool one i might add, it shoots off mines at the enemy which stick to the enemy for a while then explode taking the enemy down for good, this is an awesome weapon and gets even better if you get the mine launcher E. Then it fires homing mines, amazing.

Assault Rifle :

This is much like the sub machine gun from RE2, the only difference is that it looks cooler, carlos starts off with this and if your playing the game in easy then you also start off with it, it can also be bought from the mercenaries game with infinite ammo, a cool gun which can stop anything in its tracks but the nemesis, hunters and deimos even fall back if you keep shooting at them. Zombies are no match for it, the only flaw is that its ammo flies rather quickly.

Gattling Gun :

First seen in RE2 as a secret gun it returns here again, this time again as a secret gun, but a little compact then the one in RE2, this one fits in one hand and jill looks really cool when she's runnin with this gun in her hand, just like before it takes about 3 seconds for it to start firing but once it starts nothing can stand in its path, the only thing which can actually walk throug its fire is nemesis itself, but even he cant do it for more then 7 seconds. This is a true gem of a weapon and should be used if you want a fun game. It can only be unlocked in the mercenaries game.

Rocket launcher

Found near the very end of the game this is the bomb of em all, the rocket launcher, the powerful thing, but this time it wont kill the final boss in one shot, this can still finish the boss from attacking you, but wont kill him with one shot, you can also buy this to use it in the whole game from the mercenaries game. The normal nemesis will take no more then 2 rockets to die, same goes for the bosses, but

the final mutation doesnt die like that.

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9. FULL
WALKTHROUGH

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(re3nem9)

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Jill's Last escape

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The game starts, you see the inevitable demise of the once loved by all raccon city, the zombies were everywhere, and not even the police were able to do anything, but one question remains, who were those other guys oh well, you'll find out later, but they still got their asses kicked too.

After the action packed FMV jill's final escape begins with a bang, literally. When your finally in control of jill check out what capcom did with her, move her around a bit to check every inch and then head forward quickly cause there are zombies coming from the burning hotel. Head forward and you'll see a zombie in front of you, shoot it down or just run into it and push it down, head forward and up the crate, when you drop on the other side a small cutscene in which jill barely escapes from a horde of angry zombies.

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UPTOWN AREA

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Another one of jill's mini speech's and after that you'll see another cutscene in which you'll be introduced to mr Dario russo. He is the first NPC you'll see in the game, after some emotional dialogue in which dario tells us about his daughters death, Dario runs off and locks himself, jill tried but failed. Once your in control of her head to the back part of this large warehouse, take the first aid spray lying there and check the red light in the back for a handgun ammo box. Take it and head up the small stairs and head to jill's right and to the end of the walkway, enter the door.

Once inside take the shining key besides jill, its the warehouse key, then take the 2 gun powder A's from the locker and use your handy reloading tool to make handgun ammo out of them. Once done use the item box and put the reloading tool in it. Save your game if you wish and exit the room. Once out head back to the small stairs but head forward and open the door at the end with the warehouse key.

Outside again head to the door at the end of this straight hall, in the next

alley head to jill's left and enter the door at the top, ignore the shuffling sounds for now. Now you'll be in a reddish room. Head forward and open the first door you see, someone will run out screaming and then few zombies will come after him. But dont worry about that person he's far off. Kill the zombies if your confident enough or knock them down and head to the open door now and head down the stairs, kill the zombie down here, take the lighter and the shotgun from the dead body in the same place, now head back out, ignore any standing zombies cause you wont be coming to this place anymore. Head to the same alley where the running man went, take the two green herbs you see along the way and head down the small stairs and to the door at the end of the alley.

Your in the streets of raccoon again. Run forward and you'll see zombies, its really easy to avoid all the zombies in this alley so ignore them. Run forward in the street and you'll come across two locked doors, one for the bar jack and the other for the botique. Ignore them both and head forwad to head an innocent civilians scream, ignore it and climb up the crate. Take the map off the wall and climb up the small stairs, up there take the 2 green herbs and then head down and down the crate again, head to jill's left now, avoid the 2 zombies eating the poor civilian and enter the door at the very end of the street.

Here run forward and you'll start hearing some one fire off rounds, now who could that be ? run forward and down the street and you'll see that man for about a second before he runs off into the small alley, avoid both the zombies here and head to the small alley after him, enter the door at the end.

Once inside a small cutscene will start in which you'll see the man, its good old chicken heart but he's under attack by a zombie right now, its your choice now either help him take down the zombie or just stand their save your ammo and watch brad kill the zombie, anywho when he's finally killed it another scene starts in which jill and brad have a nice friendly chat, at the end brad warns jill that "HE" is coming then he runs out the other door of bar jack. Once your in control of jill again take the lighter oil near the other door, and take the picture file near the door you entered from, now head to the counter and check it for some handgun ammo. Once your done in here exit through the same door you entered from.

You'll notice that the music has turned all spooky all of a sudden, head back up the small stairs and head through the hall in jill's front, ignore the alley to the right side, just to jill's front. Dodge any zombies here and run to the end of the hall and enter the door here.

You will start hearing sounds of zombies charging at a fence as soon as you enter the door. Now either one of the two things will happen, either the zombies will break through all of a sudden, if that doesnt happen then run forward and combine the lighter with the lighter oil, then use the lighter on the door with the rope around it, ok now the zombies will definetly break through. See the red barrel time to use it. Run back and get some distance, wait until most of the zombies are near it , then shoot at the barrel. A massive explosion should take care of most of the zombies, kill any remaining and head to the place where they were. Take the red herb and the hidden picture file from the dead corpse and enter the door you used the lighter oil on.

In this room run forward and you'll see fire, run more and you'll see a err dog on fire... hmm.. ignore it and the other dog too and run forward, enter the gray door at the left side you see. Once in use the item box and take out your ammo making thingy, use it on the 2 gun powders in this room to make handgun and shotgun ammo respectively. Equip your shotgun full with shells, save your game if you wish and exit this room . Ignore the two dogs again and this time enter the door at the top side. Once here run forward and head left, run down the wide street and you'll come across large doors.

An FMV starts and you'll see who was the he brad mentioned, and dont worry this he will haunt you through out the game, its NEMESIS. Killing off brad was no sinch for nemesis, but is jill gonna be an easy target too ?. That is up to the players, now you'll come across the first live selection of the game. To fight or not to fight. That is the

Fight the monster
Enter the Police station.

If you choose to run then jill will automatically avoid the monster and enter the police station, but i highly advice against it, chose the option to fight the monster, .. DONT LOOK AT ME LIKE THAT !!!... YOU'LL THANK ME !.

Once your in control of jill , nemesis will charge in for a strike immediately if you are hunting for the items nemesis drops in hard mode, then run to his right side and shoot with the shotgun. Wait and when he's near you run to his right side again, nemesis is left handed and he cant punch or grab you with his right hand so take full advantage, out of shotgun shells, then use handgun ammo and when nemesis is finally down take the item he drops and then check the body of brad and take his wallet. Check his wallet and you'll get brad's STARS card. Enter the RPD.

If you dont feel like wasting ammo on Brad then just ignore the nemesis and quickly head to brad's body, take the wallet quicly, check it even quicker and enter the RPD.

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RACCOON POLICE DEPARTMENT

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Once your in here and if you have played RE2 then you will immediately recognize the place where you are right now. Head forward and if you didnt kill nemesis then you'll get a small scare, dont worry cause he wont be able to enter the RPD through this door. To your right are some herbs but you dont need em right now so ignore em and head forward. Head to the central computer where you used the blue card key in RE2 and use the card of brad on the same computer. You will get a code now, remember it well then enter the door where you found marvin.

For those of you who havent played RE2 its the only door unlocked, enter it. In here you'll see a few zombies, dodge them if you are able to or shoot them and enter the small office with marvin in it. He seems to be dead but he wont be dead until RE2 so just take the shotgun shells from the table and take the file in marvin's hand. Then head for the evidence room.

In here check the lockers to the left of jill, rememer the one's where claire found the plastic explosice, that one, check it and you'll find a blue gem now check the lockers right in front of jill and you'll find one which is locked, now head to the back lockers, and use the code you found with the computer on the locker with the red light. When you use it you'll find the emblem key, check it and its the STARS key.

If you didnt remember the code or if you didnt take the card from brad's body then one of these will be the code to use.

0131
4011

0513

4312

Once your done here and you have the key with you exit through the other door in the evidence room. Just ignore the zombies here and head straight to the dark room. For those of you who arent familiar with the term dark room head to the door which is right besides the stairs. Enter this door, take the gun powder A from the locker which holds the secret things in RE2, take the ink ribbon too, save your game if you want to and put anything you wish in the item box. Exit this room and head straight up the stairs.

Once up the stairs you'll see zombies, or a single fat zombie, this can sometimes randomize and the zombies can be in 2 diff formations. Anyway whatever you do ignore the zombies, no need to waste ammo on them so head forward, you'll see that the 2 small statues are missing, hmm.. who took them ? Enter the door at the end.

Once here head forward and use the emblem key or the STARS key on the door to the STARS office and enter it. This brings back memories, there are alot of things which can be done here actually so do take your time if you want to bring back ol' memories. Check each of the individual desks if you want and jill will tell you the name of the desks owner. Take the ammo from barry's desk and the lockpick from jill's own desk. Her barret from RE1 is here too but you cant take it. Check the first aid back near becky's desk and you'll get a first aid kit. Now search the locker and you'll find a weapon, either a magnum or a grenade launcher, they are both awesome. Whatever you find here take it and take the file on the fax machine, then exit the room and you'll see another cutscene in which someone desperate will try to contcat via radio. But you wont be able to respond. Exit the STARS office.

Head back to the statues room and head to the stairs, you'll hear a window crash and after that the music will change all of a sudden and you should also start getting scared. Head down the stairs. Head past the window and.. NEMESIS !!! ARGH !! RUN !!. HE'S GOT A ROCKET LAUNCHER !!! No.. wait. If your hunting for the nemesis items then wait here and equip the weapon you found in the STARS room, hope to god that you found the magnum, equip it and take down nemesis with quick shots, dont worry he wont fire the launcher unless your too far away from him to stay a little close. Once he's down take the item he drops, its the handgun parts B. Combine them with the A parts and you just got yourself an awesome handgun.

Head back through the evidence room, Here use the lockpick on one of the lockers and you will get a gunpowder B. Take it and head back to marvin's room. If you killed nemesis back there then its fine, otherwise quickly head to the door to the main hall of the RPD. If nemesis isnt dead then he's gonna come after you in this room and it will be waay close. Once your back in the main hall of the RPD head to the main exit. Remember the green herbs, take them and use them if you want to then exit the main door. Head to the metal door and your back in the streets of RPD. Now if your a noticer then you'll notice that the sky just went pitch black, meaning that its night already. Did we take THAT long in the police station.

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DOWNTOWN

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Back in the streets head down the only way, head down to the burning fire truck and pick the lock of the door to jill's left and enter it. This is a nice and quiet hallway so head forward in it. You'll see a dead body, run close to it and you'll see a small glimpse of a creature going through a window, the creature somewhat resembles the lickens from RE2 but not quiet. Search the dead mercenaries body now and take the handgun ammo. Check him again and you'll find his file. Take it and head down the hall and enter the door at the end .

Now head to jill's right and you'll see a firehose but your gonna need more then jill's hands to open it, ignore it for now and head to the other end of the straight hall, take the herbs if they are present and enter the metallic door. You'll hear someone firing but its already too late for that person, run forward and run past the dogs, you'll see a city bus but its crashed, run forward and head to the left side of the bus, check the body and take the gunpowder B from it and enter the only other door in this area. Now your in the garage area, head forward and again dodge the dogs, no need to shoo them at al, head forward and take the cable sparking from the car. Take it and head forward in the garage and enter the door at the end. This is the save room, take the gunpowder A and save your game if you wish. Dispose of all the useless items in the item box and exit through the door at the other end. Here you'll see some dogs, again. Ignore them again, run zigzag around them and enter the door at the end of the street.

Head a little forward and take the map of the downtown from the wall, once taken head forward and you'll reach a fork with a small cutscene in which you'll be introduced to the drain deimos, much like the lickens from RE2 i see. Kill the one which lands in front of you. Dont worry they aint as agile as the lickens, kill this one and head to the left side of the fork and enter the door at the end. Your in another open street now. You will hear some gunshots now,head to jill's right and you'll see a mercenarie shooting at a zombie, and he quickly runs off.

His name is carlos in advance and you'll be with him for a duration of the game, now its your choice wether you want to meet carlos inside the hotel or inside the press office.

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CARLOS IN HOTEL

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If you want to meet carlos in the hotel then simply head to the direction where he was shooting the zombie, take the 2 green herbs if you wish and head down the street and enter the hotel door at the end. Some of you may think that this is the diner from claire's opening FMV but its not. Head to the right side and if your lucky you'll find some gunpowder. Head to the left side of the tables and take the file off one of the table. head to the kitchen area and run to the very end of the kitchen. You'll see a locker , use the lockpick on it and you'll see a lid opener, head back a little and you'll see the lid . Use the opener on the lid and you'll see a small cutscene in which you'll be introduced to mr carlos. He brags a bit about himself, but to jill's shock the nemesis enters the kitchen and you'll have another live decision.

Run to the Basement
Hide in the Kitchen

If you choose the first one then jill and carlos will head to the basement once down here some pipes will explode and you'll be forced to find an alternate exit, either head back up and fight the nemesis or just go forward and exit through the vents.

If you chose the other option then carlos and jill will hide behind the kitchen counter and jill will act smart and use a light and literally blow the nemesis away. After your back in control head to nemesis and if you are item hunting take the item he drops. Its the first aid kit . Take them and quickly head to the exit near the locker you saw. If you stay here for a long while then the nemesis will get up eventually.

No matter which of the two choices you chose back there you'll end up back in the same alley. You'll have a cutscene in which carlos tells her about why umbrella sent the mercenaries here, jill doesnt trust her ofcourse but the roar of the nemesis makes her think otherwise, carlos runs off and jill's alone again, when your back in control of jill again head down the street and turn right at the fork. Nemesis will come in this room now, dont stop for anything, he can run twice as fast as jill can so quickly head forward and enter the first door you see to jill's right.

This is a save room so take your time, take the shotgun shells here, and the crank you see, oh no not the crank again. ! Use the itembox if you wish and Save your game if your feeling like it, then exit the room. Nemesis will be here randomly, sometimes he's right in front of you, and sometimes he's not there atall. Whatever the case just head to jill's right and enter the door at the end of the hall. If nemesis wasnt in the last hall then he'll be here waiting to kick jill's hiney. Quickly ignore it and run forward and to the right of jill through the wide street. You cant outrun nemesis so try to zigzag your way around him. You will probably eat a punch or two, ignore the pain and enter the double wooden doors you see. These are the doors to the press office.

Once in here take the first aid spray off the table, now take the picture file off the vending machine, then push the ladder right under the red switch board and climb it. Use the switch board and the power shall restore. Now head to the shutters and use the switch by it to open em. A gust of fire later you'll be able to enter the forthcoming area. Head forward and climb the stairs. Half way through them you'll face a burning door which will explode, nothing big so just head up the stairs and enter the door at the end. This place hasnt cought fire yet. Once in here run forward and enter the small joint office. There is a lone zombie here, kill it quickly and take the green jewel from the table. Then take the 2 files in this room. If your lucky then there should also be gunpowders in this room. Take all of this stuff and head back to the door but you'll see NEMESIS . !!! DAMN he wont leave jill alone.

Run past him quickly through his right hand side and enter the door to the burning staircase again. Head down it again and exit the press office all together. Once down here nemesis will either jump down from the heavens and chase your ass again or nothing at all will happen. Head to the previously unknown large metal bar blocked doors and use the 2 gems you have with you on the big sundial besides it. The door shall open.

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ALTERNATELY IF YOU WANT TO MEET CARLOS IN THE PRESS OFFICE

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Or if you want to meet carlos in the press office altogether then its almost pretty much the same as before, only this time what you should do is that do nothing in the hotel and head to the press office altogether ignore the hotel like it was never there. Once you reach the press office its the same old thing, head up to the upper floor and this time you'll find carlos here, after some chit chat nemesis will enter this room and you'll have a live decision.

Jump out the Window
Hide in the Back

If you choose the first one then jill and carlos will chicken out and jump through the windows and you'll end up in a back alley, enter the only door in it and your back in the street with the main entrance to the press office.

If you choose the other option then you'll see a cutscene in which jill and carlos will hide in the office and one of the gas pipes will blow up causing the nemesis to knock out. Once he's down take any items he drops, the first aid kit, i guess and exit quickly, then head back outside the press office through the main entrance.

No matter which one you chose you'll be back in the street with carlos and after a cutscene he will leave jill alone again. Now head to the hotel and use the lockpick on the locker in the back part of the kitchen. Take the lid opener and use it on the locked lid. Head down the basement and check the corpse for a gem, then quickly head out the same path you came in and head to the main street with the door to the press office again. This time head to the previously unknown metal bar locked door with the big sun dial in front of it and use the 2 gems you have on it. Now you'll unlock the doors to the city hall.

No matter where you met carlos your gonna end up in the city hall, the previous part wont make a impact on the progress of the story so dont get confused already.

CITY HALL

Once your in the city hall take note of the destruction around you and look at the statue in the background and run forward and ignore the first door you see to the right, head forward more and at the fork turn to jill's left and continue down the hall, enter the door at the end. You will come in a zombie infested room now, usually the zombies will be in either of the 2 formations either they will be all down making it easy for you to run to the door at the other end of the alley, or sometimes they are up and walking towards you making it a little harder, but whatever the case its still simple and just enter the door at the end.

Now your in a grassy room, run forward and you'll see 2 herbs, but dont take em for now. Enter the door at the end. You'll see either zombies or dogs, whatever the case just wait for a second then aim at the red barrel and shoot away, zombies or dogs, they'll die immediately. Run forwad and climb the crate and drop down the other side and you'll be attacked by some more enemies, use the other crate

if you wish of just enter the second door of the trolley. Ignore the first door cause its locked.

When you enter the trolley take the file off the machine and if you still have the cable with you then use it right now on the machine, now head forward and a cutscene will start in which jill will be introduced to the remaining mercenaries, the wacky russian and the other one who's injured, his name is mikhail. When your done with the scene in this room head to the other door in the trolley. You'll come to the second car now and another cutscene in which you'll see carlos was there before you, after some chitchat in which carlos and nickolai dont agree with each other at start, but nick agrees and carlos gives you a sidepack in return. If you were playing in hard mode then your inventory will get bigger, now take the wrench off the trolley seat and exit through the other door and your back out again.

Now head back to the previous room and use any of the herbs here if you were injured in any way, ok when your done here just head back to the room with the fork, when your passing through the zombie infested alley a zombie will break through a car, search the car he came from for a gunpowder B. When your at the fork again head to the other direction and enter the metallic door at the end. You'll see some car wrecks, head forward and you'll see a gas station, head to its door and its locked. You have the crank with you right ?

First use the crank on the hole but it breaks in mid way forcing jill to find something else, well what do we do ? Use the wrench on it and you'll see. Jill will slowly open the shutter with the help of the wrench, when the door is open enter the gas station.

Inside if your lucky enough there will be three gunpowders lying there. From now on start collection gunpowder A's cause we'll need em to make the C kind. Take and gunpowders present and then head around the counter and either nicholai or carlos will run in, it depends on your luck actually. for a first aid spray. The other joined room has nothing but a car and some oil spilled in it. Check the cabinet and you'll come across a small puzzle.

If carlos came here then he should already be out of the gas staion by now cause there will be zombies coming in, if nicholai came in then he'll just go in the garage and check the wrecks. The puzzle looks kinda like this ...

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  _   _   _   _  
|_| |_| |_| |_|
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and it will be marked with A B C and D, now what you have to do in this small puzzle is that the button which are red need to be pressed, now is your smart enough then you'll figure out how to do it, but if your not so smart then there is also another solution, just start pressing buttons in random and sooner or later the right one will be on, do this three times and you'll open the cabinet. What kinda puzzle was that ! ?

When your done with the puzzle check the cabinet for your reward and you'll see that its some machine oil. Try to exit the gas station now and you'll see another cutscene in which the oil in the garage explodes and if nicholai was in tehre he'll go to bits, quickly head out the station cause it can blow at any second. Once your out if carlos came in then you'll see a small cutscene in which carlos plays dead for a while but gets up, when your in control run forwrad and you'll hear an explosion, head more forward and an FMV starts in which you'll see some good shots of jill and how she jumps..... oh yeah the station explodes too.

When that is over another cutscene starts in which jill and carlos have a little chat and carlos says taht his ears are ringing, but he still runs off leaving poor

old jill alone. When your finally in control of jill again run back to the previous door and head to the fork.

Now at the fork again this time head to the direction where you originally came from along the way when your passing through the door it will break open and some zombies will charge at you. Kill them all quickly and enter the area where they came from, if your lucky and there is no randomness then you'll find some herbs on the top, now head to the down side of this new area and you'll find a statue of the mayor of raccoon city. Press the switch besides it and take the book of wisdom from his hand. Now head out the city hall entirely through the main doors.

Head through the small hotel backalley and head through the hotel again. There should be zombies here but no problem, now exit the hotel through the main doors and your in the road where you saw carlos for the first time shooting a zombie, head to the place where there were 2 herbs and in that same area you'll see 2 slots, one of them is empty so go and use the book of wisdom on it. Once done head to the other one and take the time pendent, if you try to take it before putting the book of wisdom then you'll get trapped by electrocuted water so its best not to do try anything silly. Just use the book in the right hole and get the other medal from the other hole.

Once you have the item head back to the city hall through the same paths, now head back to the mayor's statue again and use the item on it and the statue will turn around revealing a battery.

Damn we have to do this much to get a battery in raccoon city. Oh well. Once you have the battery in your possession head back out the city hall and back through the hotel alley ways, now head to the room where you fought the first drain deimos. The room where you got the downtown map from remember ? Once there head forward ignore the 2 drain deimos and run straight forward. Climb the stairs and see the lift ? use the battery you just found on it and the life will be operational now.

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SUBSTATION

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Use the lift and take it down, your in the substation area's now. This part can randomize, sometimes the zombies will start close off to you and sometimes they will be far off making it easier to shoot. There is a red bomb on the wall, it works in the same way as a barrl so use it if you can and enter the far side door to enter the substation, cause the other door is locked.

If your lucky then there will be some herbs here, take em and enter the other door to enter the real substaion area. This is a not so large room, walk forward and use the big machine to turn the power to manual controls, now head to the other machine in the corner and you will be asked to press either blue or green buttons in the right order and make the right voltage to open the right door respectively.

If your lucky enough then there will be some gunpowder B's here , take em, dont worry if they arent here then they will surely be in the sales

office. Your collecting them aren't you? no cause if your not then your really gonna pay later on in the game, tis for your own good.

One of the two shutters will contain a weapon and the other one will contain a fuse, now it is up to you which one you want to open first but i would rather go for the weapon first then for the fuse . Here are the correct combinations.

WEAPON ROOM : Blue Red Blue Red
FUSE ROOM : Red blue blue blue.

First open the weapon room and head inside, search the locker for a weapon, this one depends on the one you found in the police station locker room, if you got the magnum there then there should be a grenade launcher here, or vice versa. Whatever you get take it and exit this room for a small cutscene in which you'll see that the zombies are getting restless and almost about to break in. You will be presented with another live decision. Make it quick cause if you dont then the zombies will break in and you'll have to fight them.

Head to the emergency exit.
Increase enegy output.

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FOR THOSE OF YOU WHO ARE IN HARD MODE SEARCHING FOR NEMESIS ITEMS

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If you are hunting for the nemesis items then chose the second option and you'll have a cutscene in which jill will run out the emergency door but nemesis will be waiting outside the substation, kill it with the technique's you used in the RPD courtyard, run through its right side when ever its about to attack and shoot with the best things you got. Soon it should be dead, take the thing it dropped if its the shotgun parts A then take them immediately.

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FOR THOSE OF YOU WHO DONT WANT THE NEMESIS ITEMS

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Just select the second choice at the live decision and you'll see another cutscene in which jill messes up with the power switch and the door will electrify blowing the zombies heads off .

Whatever you chose up there head back to the substation and head to the power terminal again and its time to get the fuse. Enter the fuse combination and open the other shutter with it. Head inside and take the fuse from the shelf and head back out the substation again. Head back to the lift and take it up to be in downtown again.

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DOWNTOWN

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Now your back in the same place, ignore the drain deimos if you left them here, but if you chose the escape from emergency exit back there and didnt kill nemesis then there is a high chance that he will follow you in here so its time to get really really quick. Head back to the door which you originally came to take here, the one besides the downtown map. Were going back to downtown.

Enter the door and you'll see some zombies in place of the doggies and you'll also hear a familiar voice sayinh " Get away from me " Run forward avoiding all the zombies and enter the door to the parking lot save room. Save your game if you want to right now and make sure you have the wrench in your inventory. Once your done here exit through the other door back to the parking lot. Exit to the crashed bus room agian, if there are no dogs here then you'll see some crows crashing through the bus windows and they'll give chase to you.

Quickly take the door to the alley with the fire hose, now head to the fire hose and use the wrench on it. Once done you'll see a small cutscene at the end of which jill will get the fire hose, now that you have it time to head a long long way back. Head back to the alley where you saw a little glimpse of the drain deimos for the first time.

Enter it and you'll face 2 drain deimos, kill them quickly and enter the door at the end of the hall leading back to the road with the RPD main gates and ...

#

UPTOWN

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We dont have to go to the RPD now, just ignore any enemies you may find here, like dogs and zombies and enter the door leading to the burning alley. Once in here save your game at the small save room and this time use the fire hose on the hydrant near the fire and a cutscene will start in which fire girl jill will wash out the fire. Slow down jilly..

Now if you feel like reading a new file or getting some gunpowders then head back all the way to where the game started, in the warehouse and check dario's trailer, you'll see that the fat bastard eventually had to come out but what he feared happend to him. Zombies ate him. Check inside the trailer for a file and some gunpowders. Head all the way back to the fire alley now.

Once the fire is out head through the still dripping alley and enter the new door beyong the burning fire area. Enter the door at the end. You'll come to a sngle alley now , there's a zombie staring jill through the window but he wont be able to do anything so just ignore

his existence and enter the door at the end of the straight hall. Once in here if you feel like it take the square crank quickly and run forward cause there will be either 2 drain deimo's or 2 brain suckers waiting here to kill you. Use the bomb on the wall wisely and when you've dealt with the 2 enemies enter the double doors to enter the..

#

SALES OFFICE

#

Once you enter the sales office you'll see another cutscene with either carlos or nicholai. The scene with carlos may seem a little emotional and the one with nicholai seems a little evil. Whatever, when your done with the talking part check the locker right in front of jill for a file .Take it, now head back to the computer terminal and take the file besides it. You have to enter a password in the computer terminal . To find out what the password is simply pick up the remote and you'll see another cutscene in which jill turns on the TV and you'll see a umbrella commercial. Note the name of the product and use that name on the PC and the door locks to the storage room will open.

For those of you who are too damn lazy to go and check the commercial the correct password is any one of these

AQUACURE

SAFSPRIN

ADRAVIL

Once your done with all the password crap head to the door you just opened and enter it. Once inside head forward and you'll see alot of umbrella products lined up, but the one we want is the oil additive and its in the end of the shelves, if you didnt find the gunpowder B's in the substation then they should be here, take em if they are here and head to the exit of the storage room. Half way and a FMV will start in which you'll see alot of zombies heading towards the sales office and they will come in breaking through the windows. Cool.

Once the FMV is over you'll hear nicholai's scream and the door will burst open and alot of zombies will run in towards you. See those steam pipe valves, wait til the zombies get near em and shoot at the valve. It will break off and the steam should get rid of some of the zombies. Kill or dodge any remaining zombies and exit through the door to the sales office.

Once your back in here you'll see that this place has also been infested by zombies, head directly towards the exitk, only shoot at those zombies who are directly in your path, we dont have time to waste ammo here so quickly exit the sales office. Now head back out to the alley where you used the fire hose .

#

UPTOWN

#

Nemesis will come out now, randomly, not allways, and try to kick jill's butt with the rocket launcher in his hand but he blows the hydrant. Run forward and quickly avoid it and head back towards the door with the police station.

#

DOWNTOWN

#

Now what we have to do is head all the way back to the trolley where the others will be waiting for jill. When your heading through the room with the 2 drain deimos nemesis will open the door and come charging behind, dont stop for anything and enter the door at the end. Back at the fire hose alley, run towards the bus crash area and nemesis will again come charging behind you, quickly as quick as jill can enter the door. Now nemesis wont bother you for a little while. Enter the parking lot again.

Walk forward and take the power cable if you didnt before and head forward, you'll see a cutscene in which the earth breaks and jill's trapped. Now you have a very quick live decision to make

Climb up.

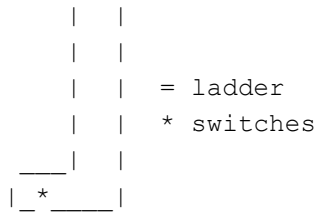
Jump down.

Just choose climb up, i wont even explain the other decision, jill will quickly climb up before the inevitable happens, now your back in control of jill so head as normal, continue your path to the trolley.

Once you have reached the city hall, head forwar and at the fork you'll see a cutscene in which nemesis will again charge towards jill, now if your hunting for the nemesis items then lure him to the little opening room and use the same old trick on him, the right hand rule i presume. Use it again and shoot nemesis, be sure to save some ammo for your big guns for later on, shoot the nemesis and when its down take the item it drops, it should be the shotgun parts B. Combine them with the A parts and you'll get an awesome shotgun, quickly get rid of the old one and equip the new one, it is stronger and it can fire off rounds much quicker. It also looks cool too.

Now if your not hunting for the nemesis items and just wanna get out then the best thing to do here is to run towards him and quikly dodge him from his right side then enter the door at the end. Once here just run forwrad cause he wont come back for a whie now. When your in the room with the 2 green herbs remember ? TAKE EM NOW.

Walk forward and a cutscene will start in which *again* the earth will fall under jill and this time there is no live decision and jill falls underground. Jill wakes up and after a cutscene you'll be attacked by a giant worm and its time to quickly press some switches. This is the basic layout of the area your in right now.



Now what you have to do here is to avoid the grave digger as best as you can and press the 2 switches , it sounds easy but its ass hard and the digger can cause alot of damage sometimes, so its best to be as quick as you can in this place, quickly press the 2 switches and the one besides the ladder and it shall come down, quickly climb the ladder and you'll be very near the trolley. Use the 2 green herbs if your hurt and enter the trolley. Combine the oil with the oil additive and use the fuse the oil and the power cable on the machine. A cutscene will start in which jill will tell carlos that nicholai wont be coming back, but carlos in return gives jill some flame rounds for the grenade launcher, accept his generous offer and take em. Now head for the front car of the trolley.

Another cutscene starts in which first carlos will start the cable car and it runs fine, but then something breaks in and you hear mikhail screaming, the nemesis music starts playing. Carlos is too busy controlling the cable car to its up to jill to go and check out what was back there.

Once back here you'll see a cutscene in which mikhail will be down but not dead and the nemesis has entered the cable car, if you wish you can shoot the nemesis, but it wont do anything so its just best to head back to the car in whih carlos is. When you open the door another cutscene in which mikhail gains some unknown energy and he asks jill to run away and starts firing with his assault rifle towards the nemesis.

One of the best FMV's in the game starts now and you will see mikhail waste his life on stopping the nemesis, the explosion knocks nemesis out of the tram but doesnt kill him. A cutscene starts and the train's breaks are gone, a quick live decision time.

Use emergency breaks
 Jump outta the window

#####

CLOCK TOWER

#####

IF YOU CHOOSE TO USE THE EMERGENCY BREAKS

If you chose the first choice then jill will press the emergency breaks and a FMV will start in which the trolley will crash in front of the clock tower. When jill wakes up run forward for a sinister cutscene showing

off the clock tower, ignore the crows now, and head for the only open door in the courtyard, the main entrance is locked. Once you enter the small door quickly head to the door on jill's left and enter it. This is some sort of a chappel. Take the key from the chappel and sometimes there should be gunpowders A and B here. Take em all and put em in the itembox. Save your game if you wish and exit the room. Head towards the third door and some zombies will break through the windows, quickly ignore them and run forward into the door. A cutscene will start here in which jill will meet up with carlos. After some controversial chat jill will slap carlos and he will regain his senses. He will leave jill alone and when your back in control of her run forwad and enter the double doors.

In the main hall of the clock tower now, if your in hard mode take the mine thrower off the dead body and take the first aid spray from the table, take the map of the clock tower too and listen to the 2 mucis boxes on either side of the stairs, remember each mucis, one will be creepy and the other will be nicer.

Now head to the only other door in this place, not up the stairs yet. When you enter the other door you'll be either attacked by zombies or small spiders, whatever you have here ignore and head to jill's right and enter the door at the end of the hall. Its another save game room. Save your game if you wish and enter the other door. In here you'll see the picture move a bit, search it and you'll find a key . Take it and exit back to the previous room, back one more room and take the picture file and the grenade rounds this time. Now head back up to the main hall of the clock tower....

IF YOU CHOSE TO JUMP OUT OF THE WINDOW

If you chose the other option at the live decision at the trolley then jill will jump out of the trolley and you'll see a FMV in whcih the trolley will crash into the grounds of the clock tower. Jill wake up inside some bedrooms, your in the clock tower now, run forward and you'll see some zombies coming behind you, run to the picture and check it to get a key, take it and enter the door, its a save game room, use the item box or save your game if you wish and enter the other door. Run forward and you'll have a cutscene in which carlos will come out of suddena and he and jill will have some nice chat compared to the chat in the other choice.

One the chat is over carlos will hand you some freeze rounds, these babies are awesome, take em immediately and thank carlos, when he's gone take the grenade ammo and the picture file too and exit through the same door carlos used, your in the main hall of the clock tower now, take the mine thrower if your playing the game in hard mode. Once taken take the first aid spray off the table and also the map from the table, then listen to the 2 music boxes on either side of the staircase, make sure that you remember the musics, one will be creepy and the other will be nicer.

Once your done here enter the only other doors in the main hall, some double doors, once inside you'll see some zombies or drain deimos, but ignore them and quickly enter the other door in the room. Run forward quickly and enter the door right straight from the one you came from. Once in here you'll see that its another save game rooom, head forward and take the key from the cabinet, then save your game if you wish and exit the room again. Head back to the main hall of the clock tower....

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CONTINUED

No matter which choice you took earlier you'll gonna end up here at the main hall of the clock tower and you have to go up now, taking the previous choices wont affect the game from now on so dont worry and just play.

When your in the main hall again head up the stairs, when your about to go up the stairs you'll hear nemesis growl and jill looks up worried. When your up the stairs there are a few spiders here, just ignore them there is a bomb on the wall you can blow, but its just better to run and ignore the spiders and enter the door at the end. You will come to the balcony of the clock tower, here take the herbs in the back part of the balcony and then check the panel in the middle of it, jill will use the key automatically and a staircase will come down allowing you to climb up. Take the ladder and go up.

In the machinery room all you need to do right now is turn to jill's left and you'll see a music box, check it and you'll be at another puzzle and in this one you have to arrange the music notes in the right order and make the music, you've probably heard the music before, remember the boxes besides the staircase in the first floor, this is a very very easy puzzle and i wont even explain it. So do it yourself.

Once your done with the ultra simple puzzle you will be in posession of the cronos chain, combine this chain with the winder key and you'll get one time key complete. Once this is done take note of the shining silver item on the shelf and head back down to the clock tower balcony.

Run towards the 2F clock tower door and nemesis will pop up again, he growls and its time for another live decision, quite easy one actually.

Use the cord
Use the light.

Now here if you are hunting for the nemesis items then i would rather advice you to use the cord, once used a cutscene will start in which you'll see jill elektrocuting nemesis and he falls unconscious and drops another item. This time its another first aid kit. Take it and exit to the 2F clock tower.

If you choose the other choice in the live decision and use the light then you'll see a cutscene in which jill outsmarts nemesis and pushed him down and out. You wont get any items with this choice so do be careful what your choosing.

CONTINUED

Once your done here and back in the 2F clock tower run to the staircase and take em down, if you choosed the cord thing then nemesis will chase you in that room, once your down at the first floor head to the door on jill's

left, the single door not the double doors. Enter it and use the key to open the only locked door here. Once done discard the key and enter the room.

This looks like a creepy hallway, here you will either find some drain deimos or 2 spiders, if its the spiders run quickly and enter the door at the other end of the hall cause they can poison you, or if its the deimos then wait and kill the first one you see cause it can cause some problems, run away from the other one's and enter the door at the end of the hall.

Now your in a spooky room, turn to jill's left and search the dead mercenary for a file, read it and see how the poor man lived, then walk forward and you'll see three portraits lined together, check them from left to right and you'll see that they are the portraits of a goddess in its past, present and future respectively, and each one has a small tray in front of it. Now check in the middle area of the room and you'll see 3 statues and they shall have 3 shining balls on them, take em all, these balls are :

Crystal
Obsidian
Amber

Now the basic idea of this puzzle is that you have to put the balls on the paintings and they will shift the clock in the middle painting your aim here is to make the clock go at 12 in the central portrait these are the times altered by the balls when used on the respective painting.

	Past	Present	Future
Crystal	-1	+1	+2
Obsidian	-2	+2	+4
Amber	-3	+3	+6

If you are too dumb to find the right timings even still then here is the easy answer chart. Use the chart below, check the time on the clock then use the balls as given in right order.

Time	past	present	future
V o-clock	crystal	obsidian	amber
VI 0-clock	crystal	amber	obsidian
VII 0-clock	obsidian	crystal	amber
IX o-clock	obsidian	amber	crystal
X o-clock	amber	crystal	obsidian
XI o-clock	amber	obsidian	crystal

Note : The roman numbers refer to the time on the clock, check what is the time on the clock before attempting the puzzle, then use the right time given here for the right combination, these are the fixed times and nothing outside of them should come.

When your finally done with this godforsaken puzzle the middle clock will open revealing the gold wheel, take it quickly and head back to the main hall of the clock tower, head back up the stairs and to the balcony again, now again head up to the machinery room and this time pick up the silver shining thing, its the silver wheel, combine both the wheels and you will get a complete wheel. Now head to the back part of the machine room and use the wheel on the machine besides the item box. The machine will start moving and you'll start hearing the clock tower bells.

Dont be so happy yet, remember i asked you to collect all those gunpowder A's and B's, now is the time to use em. Combine 1 A with 1 B to get C. Do so with three different sets if you have 3 sets and you'll get 3 gunpowder C's . Combine all 3 and use the reloading tool on them to get alot of magnum bullets. If you can manage up to 2 C's then its ok too, cause 2 will combine with the reloading tool to make a few freeze rounds which are equally good as magnum rounds.

Now take the magnum or grenade launcher (depends on the ammo you just made) from the item box and equip it. SAVE YOUR GAME NOW !!! and head down the ladder. Now enter the door and you'll see a beautiful FMV. Jill runs in slow mo (((drooooools))) OHhhhhhhHHHHhhHhhHhh.

Jill's running is quickly interrupted by a rocket fired at the oncoming choper, jill gets almost crazy and when she looks back its the nemesis who shot the chopper down. Now a cutscene begins and he jumps down and shoots a vine at jill. It hits jill and immediately she gets weak. Jill is infected with the T virus now.

The next scene depends on the choice you made on the train. The first thing that can happen is that carlos will jump out now and start shooting at the nemesis causing its rocket launcher to break but carlos will also go unconscious after this scene, the other thing that could happen here is nothing. Nemesis will keep his rocket launcher in his hand.

The fight begins, the simplest method to get through this fight is that as soon as the fight begins shoot off 1 or 2 shots from the magnum towards the nemesis, if he has the launcher then he'll ready it. Otherwise just come charging. Dodge him or the rocket quickly and run a little away then shoot some more rounds, now force him to fire off all the rounds of his rocket launcher and when its empty nemesis will break it in half.

Now when he's hand to hand with you, run away from him if he's charging at you, shoot whenever your clear for a shot, after 5 or 6 shots he'll fall down, but its not over, as soon as he falls down start shooting at it again, get a few shots off when he gets up and roars. Shoot some more, dont worry about getting minor hits, just shoot at his ass now and soon its gonna be over and the nemesis will walk in the fire and fall down IN it.

Jill also goes down, carlos comes now and see's that jill is down, he gets very emotional and yells out jill's name. The screen goes black. After that another one of jill's short speeches in which she claims that she cant believe she's still alive. Then a cutscene starts in which jill wakes up at the chappel 2 days later and see's that carlos was guarding her all this time. Now jill gets really worried because she can feel the T virus inside her. Carlos promises her that he will do something and your now in control of carlos.

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CARLOS UNDER CONTROL

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Carlos has a assault rifle with him, it is a truely amazing weapon and it can fire off a lot of rounds quickly and can stop most of the enemies in their tracks. When your done looking at carlos's movement then head to the itembox, put the knife in and keep the ink ribbon with you. When your done here make sure that carlos's assault rifle is equipped and exit the chappel. Run straight forward and enter the door right in front. Now your in the table room, here you get a little test, if you are able to enter the double doors without getting bitten any once then your are a good master of movement. Enter the double doors and your in the main hall of the Clock tower.

Now head towards the single door and once in here enter the door where you used the cronos key. If you killed the spiders or drain deimos with jill here they will be here again. Just avoid them and enter the door at the end of the hall. Your in the painting room now. Head forward and to the other end of this room, there is a bell here, if you tried to push it with jill then she wouldve said that its too heavy for her, but carlos can push it, push it to the end and now enter the door which was unaccessable due to the bell. Enter it and your outside the clock tower again.

Its raining here, run forward and you'll see more then 1 door here, and a few zombies, ignore the other doors for now and head up the screen to the north side, there are zombies here but you can easily zigzag around them, do this and head towards the hospital. Enter the glass doors of the hospital .

#

HOSPITAL

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Once your in the hospital run forward and a cutscene will start in which carlos will hear a zombie walking, but its so slow that carlos shakes his hand. But when it comes in sight something else jumps behind it and slashes its head clean off the shoulder, its a HUNTER !! NOooooooooooooo. They're back. Those damned hunters, but they look different from those in Resident evil 1. They are still the same bad ass things and they can slash you quicker then before and again they have the head removing death blow so its always a worry while fighting them.

After the cutscene when you finally come back in control of carlos quickly forget the damn hunter and enter the door to your right. Its a small office or some sort, there is a type writer and a itembox here, also there is a first aid spray on the shelf, take the item and save your game if you wish and exit through the other door.

This is a doctor's lounge of some sort, walk forward and take the file of the table, then head to the locker behind the file area and take the handgun ammo from it, then head to the central desk and take the tape recorder from the desk, now take the map off the wall then head to the lift in the corner

of the room. Once here press the button and you will be asked to enter your voice. Use the tape recorder right now and you'll hear a doctor's autopsy the computer will recognize this voice and the lift will open up and now you can use it.

Now inside you have a choice to either go to the 4th floor or to the B1. The next cutscene will depend on the choice you make, but since it wont make any lasting effects on the story so i would really like you to take the path i tell you..

ok ?

Now head in the lift and take the 4th floor, you'll come to the 4th floor now either you will be attacked by alot of zombies or there will be nothing here. If you are attacked then just use the automatic rifle and kick their asses. Once they are all dead or if they didnt show up at all, head out the lift and head down the hall, dont turn at the fork and head straight and enter the door at the end. Once in here you'll see a cutscene in which carlos will see the true side of nicholai. Nick will kill a member of his team and after that he will raise his gun at carlos. But the not so dead member pulls out a grenade and nick is forced to jump down the hospitals window.

Once you get back in control of carlos after the scene just head to the left side of the room to the back part, where you see unknown things in jars, take the file and the key off the desk and exit this room again. Now head to the fork and turn in it. You will see 2 doors here, enter the first door and your in a patients room. Notice 2 things here.

First take note of the cabinet and remember its position in the room, then take a look at the doctors body and remember the number you see, you'll usually find some worms of zombies in this room, head out. Now head to the far door and use the sickroom key you just found on the door and enter it. Its an identical room to the other room, remember the position of the cabinet in the last room, move the cabinet in this room to its alternate position.

example if the cabinet is in the top right of the previous room then push it to the top left of this room. Once you figure it and push it to the right place the painting on the wall falls down revealing a safe. Remember the combo you found on the doc's body and use it on the safe. Once you used it the safe will open up and reveal the vaccine base.

Once your done here exit and head back to the lift, now take it to B1. If you didnt found the zombies up there then they will either be here or either 2 hunters will be here, whatever it is take them down and head forward. Hunters are easy target if you use the assault rifle. Once your done here run forward and enter the only door at the end of the hall.

In this room you'll find 2 hunters, kill the one near you quickly, and wait for the other hunter to show itself, then just shoot the bomb on the wall and its gone. Enter the only other door here. Once here you'll see some weird looking hunters in some status tubes. These are the gamma hunters. Run forward and take the medium base. Take the file which will somewhat explain what you are about to do now, then go and press the switch besides the tanks and the water will drain. Now you can access the panel. Use the base medium on it and its time for a small puzzle.

Here you have to press levers marked with I II III A B. You have to press them and make the 2 bars allign togather. The answer to this puzzle is to press them in this order.

I, III, A

Now you shall get the vaccine medium, combine it with the base vaccine and you got a full vaccine for jill. Time to head back to her. Once you get half way through this room the two gamma's will break through their tubes and try to kick your ass. Run quickly and enter the door. No need to shoot at them. Now head back to the elevator and enter it Take it back to the first floor.

If you fought the zombies down there then there will be 2 hunters here, or vice versa. Whatever you fight here kill it and head back to the main entrance of the hospital. A cutscene will start in which carlos will see some time based bombs all over the main hall of the hospital. The time will vary according to the difficulty mode. Once your back in control of carlos head quickly to the main entrance of the hospital cause there is no time to waste. As soon as you open the door another FMV starts in which you will see mr foxy-accent running and trying to get away from the hospital. He is able to do so and the hospital blows behind him in a large explosion. When its over and your back in control of carlos head to the clock tower door.

#

CLOCK TOWER

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Once you enter the clock tower again carlos will look up and some dust will start falling, with the nemesis music. No it cant be !! Run forward and enter the door to the spooky hall, the dust will continue to fall. head to the main hall of the clock tower, when you are abou to enter the double doors which lead to the chapel a cutscene starts in which the wall on the second floor begins to buckle. and suddenly it breaks and out jumps nemesis . HORRIBALLY INJURED, and he has alot of veins hanging out of his hand now.

Turn around and run, dont even think of fighting him, run straight to the chappel. Nemesis will come 1 more time but dont even stop for it quickly enter the chapel. Head towards jill and press action on her and a cutscene stats in which carlos administers her with the vaccine. Jill will be up and running now, she just got cured from the T virus thanks to carlos. Now you'll have some chitchat and carlos warns her about nicholai aswell as the fact that the nemmesis is still alive.

Carlos will run off leaving jill alone, when your in control of jill again you would notice that her health is full agian, equip the shotgun now and take the shells with you, save your game if you wish and make SURE that you have the lockpick with you no matter what. When your done here exit this room and head for the main hall of the clock tower, along the way nemesis will bust in through a door with his veins and he's after jill again. Now its your choice if you want to kill him for the final rare item.

If you want to kill him make sure this time you STILL go for his right side even though he has all those veins with him all you need to do is be quick so he cant hit . Go to his right, shoot once or twice then to his right agian, shoot more, do like this and he will fall down soon and give you the final rare item. An assault rifle, similar to the one carlos has.

If you DO get the assault rifle then equip it immediately and keep it with you for the duration of the game now, but if you didnt then just run to the door which leads to the main hall of the clock tower.

If you killed nemsis back there then he wont chase you through the clock tower anymore, otherwise when you get out and run a bit he'll come after you in every room now. Head to the room where you used the cronos key. Enter that door and quickly run to the clock puzzle room. Nemesis will follow you in this tight hall too so be very fast and careful.

Once your back in the clock puzzle room head to the back area, the same door carlos took to get out, you'll see some mine launcher ammo here, or shotgun shells if your in easy mode. Take it and exit the clock tower.

((((A short note for those of you who are concerned with the RE story line, during the time that jill was knocked out cold that was the time when the events of RE2 happened))))

Once your outside of the clock tower head forward and you'll see the remains of the hospital in the background and some burning zombies coming from it, ignore them all and head straight for the first door. You couldnt open it if you came as carlos. Now open it with the help of the lockpick and if you have used the lockpick in all the places then you will be asked to discard it. Do so and enter the door. Your in the park security office now. In here take the file off the table and check the key rack for the key to the park entrance. Make sure that you have the lighter in your inventory now. Save your game if you wish and exit the office.

Now head down the screen, kill the 2 zombies in your path cause they wont allow you to pass through, now head up the small stairs and use the park key to open the rather large park doors and enter them.

#

RACCON PARK

#

Your in the park now, this place is completely random as sometimes you will face zombies here, sometimes you will get some worms and sometimes you even get the hunter beta's. Whatever you have, you can use the light lamp to your advantage to make the task easier . Once your done here head to the right side of the left side of the SCREEN not jill and climb down the stairs.

You will be in a walkway with the pond beyond it now. This room is completely awesome if you look at it. The rain drops will bounce off the water, oh well. Run forward, this area is also completele random you will either face some zombies here or 2 hunter gama's whatever you face KILL IT and head to the door at the other end of the walkway.

When your in this room quickly aim for the oncomming enemy, again some randomness here as you will face either some dogs or some hunters, again kill whatever you find here, no choice to leave them here, once you

have cleared the area head forward and check the first body on the ground you see, its a mercenarie, shot , probably by nicholai. Take the file off it and you'll also get a key. Now head forward in this area and you'll see a door but its locked with chains, check the other body here and you'll find a magnum ammo clip. This is very rare. Take it and head back to the main room of the park.

Once your back at the main entrace head to the other end this time enter the other door. Once you enter this door take the park map off the wall besides you and run forward and take the herbs you see, dont leave em for now, cause you'll be needing them in a little while. Once done with this head to the other end of the open area and you'll see a fountain and a panel, now what you need to do is arrange the panel in such a way that the panel actually drains itself.

Besides the panel there will be a board which will show you some combo's but these will only make more water come out of the fountain in different arrangements. Really cool i might add. If you have time to waste then do try this.

If you want to find out the real solution then just drop down in the water and head to the sewer gate. Check it and jill will see the small board with the right answer herself, this is quiet simple, it should look something like this.

```

  _____
 \  *  B B  /
 \   W W   /   B= black
  \_____/     W= white

```

Once you check the panel it will look something like this :

```

  _____
 \  *  W W  /
 \   B B   /   B= black
  \_____/     W= white

```

Now do these moves in the right order. To make a move just press action with the box lever you want to move and it will move itself to the empty area.

```

  _____
 \  B  W W  /
 \   * B   /   B= black           Press the first black lever
  \_____/     W= white
1.

```

```

  _____
 \  B   * W /
 \   W B   /   B= black           Press the first white lever
  \_____/     W= white
2.

```

```

  _____
 \  B  B W  /
 \   W *   /   B= black           Press the second black lever
  \_____/     W= white
3.

```

$$\begin{array}{c} \hline \backslash \text{ B B } * / \\ \backslash \text{ W W } / \\ \hline \end{array}$$
 B= black Press the second white lever
 W= white
 4.

$$\begin{array}{c} \hline \backslash * \text{ B B } / \\ \backslash \text{ W W } / \\ \hline \end{array}$$
 B= black Press the 2 black levers to
 W= white get them in the right place.
 5.

and your done. Once your done you'll see a small cutscene in which the water will drain out and the sewer entrance will now be clear for you to enter it. Head down again whilst admiring the rain drops and head down the ladder. You'll come to a sewer now, argh and jill had to wear a mini skirt today. Run forward and you'll see something moving in the water, but surprsingly it will give off dust rather then water, you dont get to see it so climb up the ledge you see avoiding the worms here and climb up the ladder to the other side.

Your in a graveyard now, head forward and turn at the forks, this is a little maze of graves, and zombies also start coming out of the grounds, take action if you must and head for the door. Its the only door in the graveyard, enter it.

You will be in a shack of some sort, if your lucky enough then there are gunpowder A's and B's here for you to take, if they are there take em and combine for 3 C's combine the 3 C's now and use the reloading tool to get loadsa magnum ammo. Go to the small door first, it has an itembox, take the magnum with you and equip it. Now take the first aid spray and head back to the previous rooom again. This time check the sheds and you'll find a large metallic pipe jill can use. Do you have the lighter with you ?

Check the fire place, first use the ligher on it and watch the fire take out the woods quickly. Now use the metallic pipe on the same place and you'll have a small cutscene in which jill will take out the wall with the metallic pipe, now you can head back there. Once your in the area you'll find out that this is actually a small meeting room, and there's a mercenaries corpse here too.

Take the 2 files present in the room and take the park key too, take note of the radio besides the dead body and try to exit the area, you will have a cutscene in which someone will radio in and tell you taht the mission is over !! WHAT mission ? Now head back to the previous room. Another cutscene starts in which nicholai and jill have a nice friendly chat. Jill will discover nick's evil plans and nick will run out of fear when the whole shack shakes...

Nicholai says " Another mutant " before running so you can guess what's coming up. Head out the shack, AFTER SAVING YOUR GAME. Head forward and you'll start an FMV in which something shakes the whole graveyard out of its bases and jill drops down to a small canyon like place. Actually this is the graveyard, turned upside down. You'll see the large worm in full motion for the first time now. The same worm which tried to kill you at the city hall, remember ?

When you're finally in control of Jill, head 2 steps forward so the screen displays more area and wait there, the gravedigger will come out at a distance from you, start shooting at it with the magnum, you should be able to get quiet a few rounds at it. Now he'll come close to you and raise to hit you, that is the time to run, you'll still get hit though, I can guarantee you that. Once he is going down shoot some more and you'll hit more. Now it's a simple task, run and wait for it to show itself, sometimes the gravedigger makes quick lunges comes out for a quick bite then goes back down quickly. Don't shoot when he does that, instead run. When he finally comes out for a long time again this is the time to shoot its ass off. If you manage to get some rounds off with the magnum then this battle will end now and the grave digger will wither in pain and fall down and DIE.

ALTERNATE method..

There is an alternate method of killing Mr Digger if you're low on ammo, all you need to do now is run away from it, no need to shoot at it, not a single shot, run away from it for about 3 or 4 minutes and you'll see a small cutscene in which one of the electrical light posts will get weak and bend in the small puddle of water at the corner.

Now head near the water, don't enter it yourself or you'll also feel the pain, wait for the digger to come out in the water, and when he does it quickly aim at the 2 light posts and fire away, they will electrocute Mr Digger for a quick and painless kill, and you're as good as go.

CONTINUED

When the fight is finally over you'll see a small scene in which a metal fence will fall down, head over to the fence and Jill will tell you that she can climb it to escape. Do so and you'll end up back in the sewer area. Run back to the fountain again, once you're back at the fountain head to the main park room again. No matter what kind of enemy you had here before this time there will be loads of zombies here, the easy thing to do here is to kill the one's on the central bridge and run over it and quickly head over to the stairs and climb down them.

You might have noticed that the rain has stopped and the atmosphere just got a whole lot creepier. Run to the other end of the pond walkway and enter the door at the end. Run forward past the 2 corpses and use the new park key on the chain fence and Jill will unlock it, now you can enter the door. Enter it. You're in the base of a small staircase now, climb them and a rickety rickety bridge appears, head on it and a cutscene will start in which to Jill's shock and horror the nemesis will come up and threaten to kill Jill.

Now is the time for the final live decision and this one will choose the ending you get. Make your choice wisely..

I will choose one path at a time and lead them to the ending.

Push him off
Jump off

Push him off

If you choose this choice then you'll have a cutscene in which jill will dodge nemesis's wild blows and push it into the water below and enter the doors to the Factory.

#

FACTORY

#

In here just run forward, take note of the bomb of the wall, and know that there is only 1 open door at this time, head to the third and last door and enter it. A cutscene will start now in which a tired carlos will tell jill that a nuclear bomb is heading towards the city and if they dont find a method of escaping before dawn they're toasty with the city.

Once carlos is gone after his yapping, take the several items in this room, like the first aid spray and the key on the shelf in the back part of the room, this is the facility key, take it save your game if you wish and enter the other door in this room. You will come to a room with alot of steam pipes. This puzzle is quiet simple as you have to press the switches besides each jet of steam to make it on or off.

If you are a person with common sense you would have already started doing this puzzle yourself, it is really hard to put it in words but i shall try for all the people's sake , here goes.

From where you enter the room go to jill's right and press the first switch, now go forward around the turn and press the furthest steam switch, then press the steam switch right besides it, now head to the entirelyly other part of the room, to the left of the place where you started in this room, only 2 switches here, press them in the alternate of the order they come in, means press the farther one first then the right side one, and now head back to the previous part of the room with the 3 switches, press the switches in the correct way as before and the machine behind it will be revealed.

Use it and the power will be restored, you'll see a cutscene of the power coming to a door yet unseen. Now head back to the previous room and back to the main hallway of the factory, take the first door you see and use the facility key to open it. The door will now open but the key remains.

Once your inside this room take the map off the wall quickly and start runnin to the left of the screen, take the SYSTEM disk and head to the other corner of the room, kill the zombies if you wish and take the 2 green herbs in the corner, then head downwards in this large room and take the elevator quickly. Take it down.

When you get off your at another completely random area, this area can have ANY enemy in the game, zombies, drain deimos

brain suckers, hunter alpha's hunter gamma's, worms. This is the most random room in the game, whatever you have run away if its the hunters kill them and head forward and take the shotgun shells, now head down the small stairs and enter the door at the end.

This room also has some randomness as there can be either worms here or 2 hunter beta's, kill the hunters from where your standing and drop down in the water, run to the other side and climb the ledge, now enter the door you see, another save game room now, save the game if you wish and use the itembox at your will, head forward and take the file off the table and check the blue thingy on the wall, you'll get the water sample, take it and enter the door at the other end.

You will start in front of stairs heading down, go down and take any items you see here, there shall be a first aid spray on the table and if your damned lucky there will be 3 gunpowder A's and B's here, do the usual thing and make some magnum ammo out of them. Once your done here walk forward to the larg machine, before you do anything use the facility key on the slot to your right. You will get the improved key now and you'll know what good it does later on.

Now use the water sample on the machine in the center and your at the start of the BADDEST puzzle in the entire RE series. This one is easily the hardest puzzle in ANY resident evil game, but you dont need to worry me fellows cause i got the answer for you people right here.

When the puzzle starts you'll see some rows and columns, you'll understand how to move them in a short time, and when you know that you have to match the uppger columns with the result the computer gives you at the bottom lines, not as easy as it sounds.

Use any of the threee combo's one by one and one of them should be right, oh and make one thing sure, if you use a combo and if fails then exit the puzzle and restart it, dont start entering codes immediately after one and other or you'll mess it up badly.

The central screen should look something like this..

```
_____  
| **|   |   | * |   |   |  
|***| ***|   | **| **| * |  
|__|__|__|__|__|__|
```

Ok i said it should look something like this, im not good at ascii so dont get up my face. Use any of these combos. This really is a hard puzzle, but just use one of these combo one at a time and your hard shall be turned into simple as a pie

Combo 1

A - right once
B - right once
C - left twice

Combo 2

- A - right once
- B - right three times
- C - left three times

Combo 3

- A - left four times
- B - right twice
- C - left twice

Combo 4

- A - left once
- B - left twice
- C - right twice

Now if any of these combo's does not work then i give you full permission to do whatever you want to do with me, once your done you'll see a cutscene in which you'll see the same mystery door again and this time its completely unlocked.

Now head back to the previous room and make a save right now, equip yourself with the magnum and all of its ammo, your about to get down and dirst in a little while, head back to the elevator room and take it back up again. When you get out head to jill's left and enter the door, so this is the mystery door. Enter it and run forward and a cutscene starts in which jill and nicholai have a little showdown, jill tries to talk some sense into him but he's so blind for the money, but nick is soon silenced when something grabs him from the vents, and jill hears his final gunshots.

When you come back in control of jill listen to the dripping and head round the corner where nick was, you'll see a cutscene in which jill spots the dead mauled body of nick, quiet an awful sight i must add. Use the SYSTEM disk on the machine and jill will enter the door automatically.

A cutscene will start in which jill will get stuck in the trash room but guess what ?! she's not alone, nemesis is in there with her , you shall get a timer which indicated that this is the time you must kill him under, nemesis will swing his veins but miss jill and accidentally burn off his tentacles with the acid from the valve, when jill is finally in control again the judgement battle starts, its now or never.

If you have plenty of ammo to waste then just aim at nemesis with the magnum and start off , you should get a few rounds off before he gets close to you, as soon as he gets a little close, run like hell to the other corner of the room, wait for nemesis to show himself and start shooting again, if your quick then the nemesis will go down to his knees, now is the time to shoot some more, get 3 shots to the max at him while he is on his knees, when he gets up continue shooting now, he will probably use his remaining tenticle and beat the hell outta jill now, as soon as you get up quickly run back to the other end, dont wait for him to damage jill and run quick, shoot more nonstop and keep on shooting even if he gets close, soon enough nemesis's head will fall clean off his shoulders, TAKE THAT SUCKAA !!!. .

Now this is the method if you dont have much ammo to waste here, remember how the acid caused nemesis so much damage ? well that is how were gong to get even with him, as soon as the battle starts wait till he is exactly besides the valve and shoot, if you shoot even a bit early or late then he'll just step back and avoid the acid. If you did it right then the acid will hit him hard and one of his hands should fall off. AWESOME.

Dont let that stop you, run to the other end of the trash room, and use your smashy dodge moves and lure him near any other valve, there are alot of them so choice shouldnt be a problem. Once he's near them and about to attack you, quickly dodge, auto aim and fire again. If you hit him he'll get even more weaker then before, do this same thing just one more time and the fight is over, this just took 3 bullets from any gun of your choice.

PS... keep this in mind that the acid can also hurt jill so you better be careful where and when your shooting.

CONTINUED

No matter which method you used to kill him, make sure you were quick at that cause there is a time going on remember ? anyway when the battle ends the whole room shakes and a key card falls out of one of the bodies in the corner, take it quickly and use it on the machine near the door and exit.

An FMV will start now in which you'll see the headless body of the nemesis fall down in the chemicals, but still there are bubbles, hmmm...

When you get out of the room another cutscene will start in which you'll find out that the missile launch is confirmed, and the computer so generously asks you to evacuate the place at once. Once your back in control of jill its time to make sure of what the computer said and head back to the previous room. Your in the elevator room now, take the further doo, kill the zombies along the way or just push them down and enter the door to the main hall of the facility.

Now head to the door of the save room, quickly head to the other door, your back in the steam puzzle room remember ? use the brand new key card on the elevator and it shall work now, use it to go down, ocne down run forward and use the improved facility key on the locker and it shall open, if you forgot to upgrade it then its already too late, forget it. But if you DID get it upgradeed then you shall open the locker. Inside it you will find THE ROCKET LAUNCHer !!!!. Take it and quicly head back to the save room.

Save your game immediately and head back to the main halls, now head to the shutteres and use the card key on the reader besides them and the shutters rise revealing 3 zombies, kill them with any weapon, take the herbs here and enter the door up the stairs. Now a cutscene will start in which carlos will inform you over the radio that he's found a ride, and he needs jill to bring the radar, jill will pick it up automatically and a small radar now comes on top of your screen.

Now before you do anything else check the dustbin near the entrance of this room and you'll find some magnum bullets. Now head to the ladder in the centre of the room and try to use it. A cutscene will start in which the computer

confirms that the missile has been launched and all the doors close and the ladder is revealed for you . Head down it, alot of downed zombies, take the file off the wall and use the item box if you wish, make sure you have the rocket launcher with you and kill the standing zombies, there is also a zombie on the floor but ignore it and head to the door at the end and enter it.

((continued down))

JUMP OFF

OK NOW i'll continue with the other choice if you took it at the bridge live decision, if you choose jump off then jill will dodge one of nemesis's wild blows and jump down in the water, nemesis will walk towards the factory and jill will get out of the wter and climb a ledge. When your in control of jill after this scene run forward and climb the ladder, you'll find yourself inside the factory, walk forward and climb the nearest ledge and enter the door you see in here, its a save game room, save your game if you wish and use the itembox to set up your inventory, make sure you have the magnum and alot of ammo for it. Now take the water sample and the file and exit to the other room.

You will start in front of stairs heading down, go down and take any items you see here, there shall be a first aid spray on the table and if your damned lucky there will be 3 gunpowder A's and B's here, do the usual thing and make some magnum ammo out of them. Once your done here walk forward to the larg machine, .

Now use the water sample on the machine in the center and your at the start of the BADDEST puzzle in the entire RE series. This one is easily the hardest puzzle in ANY resident evil game, but you dont need to worry me fellows cause i got the answer for you people right here.

When the puzzle starts you'll see some rows and columns, you'll understand how to move them in a short time, and when you know that you have to match the uppper columns with the result the computer gives you at the bottom lines, not as easy as it sounds.

Use any of the threee combo's one by one and one of them should be right, oh and make one thing sure, if you use a combo and if fails then exit the puzzle and restart it, dont start entering codes immediatly after one and other or you'll mess it up badly.

The central screen should look something like this..

```
_____
| **|   |   | * |   |   |
|***| ***|   | **| **| * |
|___|___|___|___|___|___|
```

Ok i said it should look something like this, im not good at ascii so dont get up my face. Use any of these combos.

Combo 1

A - right once
B - right once
C - left twice

Combo 2

A - right once
B - right three times
C - left three times

Combo 3

A - left four times
B - right twice
C - left twice

Combo 4

A - left once
B - left twice
C - right twice

Now if any of these combo's does not work then i give you full permission to do whatever you want to do with me. Once your done here you'll see a scene of a door partially opening, now head back to the previous room and to the room you started in. Head forward and you'll see another scene.

You'll see poor old jill being ambushed by alot of zombies, she gets worried and almost gets eaten until carlos comes to the rescue, carlos kill em for jill and tells jill that a misile is heading towards the city and that they need to get out as soon as they can, and he also warns her about nick. That nicholai is getting to be a pain in the ass.

once your back in control of jill run forward and enter the other door, here you'll face any kind of enemies inthe game, this is the most random room, you can face from zombies to hunters, but whatever you get here ignore it and quickly make your way to the elevator, once your in the elevator take it to the upper floor. Get out of the elevator and head to jill's left, taht is the door which partially opened, you need power to open that door and that's what we shall get.

Head to the other direction in this rather large room and kill any zombies you wish, take the green herbs on the floor and take the SYSTEM disk off the desk, now head to the other wall and take the map off the wall then enter the door. You will have another cutscene in which nick will walk and close the shutters behind him after shooting off a few rounds at jill.

Once your back in control head to the door to jill's right and enter it, take the facility key from the shelf and take the first aid spray too, save your game if you wish and make sure you have a magnum with alot of ammo now. Head to the other door in this room. Once inside you'll come across another puzzle.

This puzzle is quiet simple as you have to press the switches besides each jet of steam to make it on or off. This is quiet simple actually if you look at it like i do.

If you are a person with common sense you would have already started doing this puzzle yourself, it is really hard to put it in words but i shall try for all the people's sake , here goes.

From where you enter the room go to jill's right and press the first switch, now go forward around the turn and press the furthest steam switch, then press the steam switch right besides it, now head to the entirelyly other part of the room, to the left of the place where you started in this room, only 2 switches here, press them in the alternate of the order they come in, means press the farther one first then the right side one, and now head back to the previous part of the room with the 3 switches, press the switches in the correct way as before and the machine behind it will be revealed.

Use it and you'll see that the power has been restored to that door and you can enter it now, so that is what were about to do, head back to the previous room, save your game now, and head back to the elevator room, But we have to do something important first, ride the elevator down again.

Head back all the way to the room with the water puzzle and use the facility key on the small panel to the right of the puzzle machine, once you used it you'll get the new improved facility key, head back up the elevator now.

Enter the door at the end, run forward and use the SYSTEM disk on the machine on the wall, jill will automatically enter the trash room door herself.

A cutscene will start in which jill will get stuck in the trash room but guess what ?! she's not alone, nemesis is in there with her , you shall get a timer which indicated that this is the time you must kill him under, nemesis will swing his veins but miss jill and accidentally burn off his tentacles with the acid from the valve, when jill is finally in control again the judgement battle starts, its now or never.

If you have plenty of ammo to waste then just aim at nemesis with the magnum and start off , you should get a few rounds off before he gets close to you, as soon as he gets a little close, run like hell to the other corner of the room, wait for nemesis to show himself and start shooting again, if your quick then the nemesis will go down to his knees, now is the time to shoot some more, get 3 shots to the max at him while he is on his knees, when he gets up continue shooting now, he will probably use his remaining tenticle and beat the hell outta jill now, as soon as you get up quickly run back to the other end, dont wait for him to damage jill and run quick, shoot more nonstop and keep on shooting even if he gets close, soon enough nemesis's head will fall clean off his shoulders, TAKE THAT SUCKAA !!!!.

Now this is the method if you dont have much ammo to waste here, remember how the acid caused nemesis so much damage ? well that is how were gong to get even with him, as soon as the battle starts wait till he is exactly besides the valve and shoot, if you shoot even a bit

early or late then he'll just step back and avoid the acid. If you did it right then the acid will hit him hard and one of his hands should fall off. AWESOME.

Dont let that stop you, run to the other end of the trash room, and use your smashy dodge moves and lure him near any other valve, there are alot of them so choice shouldnt be a problem. Once he's near them and about to attack you, quickly dodge, auto aim and fire again. If you hit him he'll get even more weaker then before, do this same thing just one more time and the fight is over, this just took 3 bullets from any gun of your choice.

PS... keep this in mind that the acid can also hurt jill so you better be careful where and when your shooting.

CONTINUED

OK no matter which method you used to kill the boss, once your done with it you'll see a cutscene in which one of the bodies will move revealing a red key card, once your back in control of jill head over and pick it up, then use it on the machine besides the trash room door and your out of it. Once your out a FMV starts in which you'll see what wouldve hapened to jill if you didnt escape in time, the bodies and nemesis fall down in the chemicals, but still there are bubbles.. hmm..

Immediately after that a cutscene will start in which a computer will tell you that the missile launch has been confirmed and they anyone should evacuate immediately. WHen your back in control its time to do what the computer said, so step on it back to the elevator room. Now back to the main hall of the factory and enter the save room which led to the steam room, head to the steam room and use your key card on the elevator to activate it, now take it down .

Down here, take the 2 grenade launcher ammo and head forward, use the facility key on the big locker, if you got your key improved at the terminal then it should open the locker, inside is A ROCKET LAUNCHER !! BLIMEY !.

Take it and quickly head back to the save room, save your game for the final time and reset your inventory, make sure you have the launcher and magnum with you with alot of ammo. Head back to the main halls, and head to the door where nicholai went. Use the key card on the reader besides the door and the shutters will rise revealing 3 zombies, kill them and take the 2 herbs, then enter the door at the end. First off take the magnum ammo from the dust bin right by the door.

Now head forward and take the small radar from the machinery, once done another cutscene will start in which you'll see that nick found a chopper. He will give a long speech and you'll come to a live decision now.

Negociate with nicholai
Return fire to the chopper.

This one is purely your choice, if you want to negotiate then you'll have another cutscene in which nick and jil have a chat, then nick

will leave in the chopper because he thinks jill is just about to die anyway.

If you chose to return fire to the chopper then the fight starts, use the rocket launcher and just one fire and the chopper will go down. Just like nemesis took down the chopper, you can take it down with 1 shot too. Once you do this you'll see another cutscene of the chopper going down. Laugh maniacly .

CONTINUED

Once your done with this part carlos will run in and you'll have another cutscene in which he will frantically try to find any other chopper, leave him with his tries and just try to head down the ladder in the centre of the room. After the scene you know that the missile is coming so its time to step up on it. HEad down the ladder quickly.

Once down here, take the file off the wall, and use the item box if you wish and kill the standing zombie and enter the large door at the end.

((continued down))

NO MATTER WHAT CHOICE YOU MADE AT THE BRIDGE, THIS IS WHERE IT ENDS UP #
#####

Your in the open finally, its a strange place as there are car wrecks everywher. Once your done looking at the scraps, run forward and the whole place shakes take the picture file off the floor, look at it and enter the large door at the end. Once in here a small scene later you'll find out that there is no escape cause the door crushed behind you , there is a large machine here in the center of this room, look at jill's left and you'll see something large crashed in the wall, its a similar model to the mutated MR X from RE2.

*** Some people may think that its a tyrant like the one in RE1, BUT OPEN YOUR EYES PEOPLE, ITS THE MUTATED MR X, ITS GOT 2 CLAWS AND LOOK AT ITS HEART *****

*** There are also a few MR x's with their trench coats on as well in the room if you look, one is right under the rail cannon, and another is blown into the wall next to where you start, the coated one. ****

Once your done looking quickly head to the other end of the room and check the blue screened computer, it will turn on and inform you that you need to put the batteries back in place and 3 batteries will light up for you to use. Keep in mind that the radar is heading for you all this time so you better be quick while doing this stuff.

Run towards the battery marked 1 and push it inside the hole, sometimes people may get a bit confused here what to do, push it inside the machine like you are pushing any stool or desk, ok when your done with the first battery a cutscene starts in which you'll see your final enemy for the game, its NEMESIS !! but

what the hell happened to him, well i can tell you for sure that the chemicals mutated him outta his ass.

Nemesis will start chewing on the mr X, and after a little more mutation he will turn towards you, ok now is the tricky part, if you had the rocket launcher with you then this would end right here for you. Quickly take out the rocket launcher from where your standing , and shoot all 4 rounds into nemesis, if done correctly nemesis will shreak and then he will slowly turn back and head for the tyrant again, if he doesnt shreak with the 4 rounds, then its time to take out the magnum.

Run towards the second battery and push it in, now quickly to the third one and push it in too. Now nemesis should be very close to you if it isnt already eating the tyrant, start shooting at it with the magnum, if he gets a little close run to the the opposite end of the room and get some space, he can mess you up pretty bad if your too close, check your health after every hit you take, and keep on shooting from a distance. Soon enough the nemesis will make a loud shreak then head back to the tyrant's corpse in the corner and start eating it.

DUring all this time the rail cannon should be charging if you placed in all the three batteries, after a while the cannon will shoot its first round which will clear the path to the nemesis, now head to nemesis while its reloading again and shoot at it just for fun. When the rail cannon is ready again it will fire, this time straight through nemesis ripping him in half.

A cutscene later you'll find out that the door is open and you should escape at this time, but when you reach the door another scene starts in which the upper half part of the final form comes crawling and its time to make the final live decision of the game.

Exterminate the monster
Ignore it and evacuate

If you choose the first option then you'll see a good scene in which jill will avoid one of his acid spits and crawl over to one of the dead soldiers, jill will then take the magnum from his hands and start shooting whilst walking towards nemesis. REALLY awesome.

Then a cheesy one liner " you weant STARS... i'll give you STARS" and the final shot to the head finishes the job. Nemesis is done for now, so head for the door.This is the coolest cutscene in the game so i would rather advice you to take this choice, damn its good.

If you choose the other choice in the live decision then jill will simply evacuate, if you dont choose anything then the nemesis will throw acid at jill and kill her instantly, so you should choose quickly.

CONTINUED

Anyway, whatever you choes back there you'll end up in front of a small elevator, take it down and run forward, now depending on the choice you made you'll get a cutscene.

If you jumped off the bridge then carlos will come behind you and he'll get all sad cause there about to die, but at the same time another chopper comes flying in and rescues carlos and jill in the nick of time. The ending FMV will see the return of barry burton , after the nice nuclear explosion jill will swear that she would take umbrella down.

If you chose to push nemesis off at the bridge then when you run forward carlos will be waiting with a chopper for you, the ending FMV will show carlos flying the chopper and they'll just make it out of the blast zone Jill will exclaim that this time umbrella has gone too far.

After one of the 2 FMV's you'll get a small epilogue and the top news will be narrated. Check your time in the end and save your game. If you were playing hard then read the epilogue and exit the game.



Save your game if you want to play the mad jackal game. You should get the botique key now, so its better to start off a new game from the save you make after the end of the game. The botique shall have some sassy clothes for jill to have, if you want all the clothes then play the game in hard and get an A rank.

#####

OPERATION : MAD JACKAL

#####

Mercenaries Minigame Walkthrough

Introduction :

The mercenaries is a small minigame which can be unlocked by finishing the main RE game in hard mode with any rank . This is the only minigame in the RE series which can actually do you some benifit as you can buy weapons from this game and use them in the main game, this is a really cool minigame, and there are more then one characters for you to choose from the easy one mikhaail to the tough as nail hard one nicholai. This game has nothing to do with the story line of the main game so dont go and talk about how you did something or anything else. This game is alot like the Ex battle from the RE2 dual shock version, so if

you have played that game you should have some idea of what the mercenaries looks like, the gameplay is same as any normal RE games, but the only difference is taht you have a timer running over your head and if it runs out then the game is over.

To increase the timer you can kill zombies and other enemies, the bigger the size of the enemy youm killed the more time it increases, killing the enemies also increases the money you get in the end of the game, same as before, kill larger enemies to get more points, keep in mind that nemesiis is also present in this game and if you kill hiim you will get some major points.

There are bonus civilians in this game too, save them at the right time and they will give you some more time and a personal reward which ranges from ammo to first aid sprays. If you fail to save a civilian in a certain period of time then they would be already dead if you reach them, saving them also results in a big boost in your end game bonus.

If you happen to die during the game then you'll get the money you've earned up to the poin of your death. There are weapons to be bought with the money you earn in the main game so it is a good idea to play it through few times.

Characters

Mikhail Victor :

Difficulty : Easy
Age : 45
Blood : A+
Height : 5 ft 8 inches
Weigh : 216 lbs

Starts with :	Shotgun	Shotgun shells
	Magnum	magnum ammo
	Rocket launcher	mixed herb
	empty	empty

Mikhail is the obvious character if you want to play an easy game or if you want get some good money, he has alot of good weapons and equally balanced, but the only problem he has is that he is a bit fat and it can sometimes not help while your running away from zombies. His speed is still the same as others, the choice for easy going players.

Carlos Oliveira :

Difficulty : Normal
Age : 21
Blood : O+
Height : 5 ft 9 inches
Weigh : 208 lbs

Starts with :

Assault rifle	mixed herb
Handgun	mixer herb
Handgun ammo	mixed herb
empty	empty

Carlos is more like the medium person, he is a thin person so its easy for the player to do a dodge game, but his equipment isnt all that impressive, his machine gun is good for every kind of enemy but the nemesis, if you even try to get him with this gun then he'll get you first, the best startergy with carlos is to kill zombies and hunters, and dodge the other things.

Nicholai Givoneaf :

Difficulty : Hard

Age : 35

Blood : A+

Height : 5ft 11 inches

weight : 208 lbs

Starts with :

Handgun	First aid spray
Knife	First aid spray
Blue herb	First aid spray

Nicholai is more like the bad ass of the group, his weapons are the worst of em all, and he is average when it comes to body mass, the best thing to do when your playing as nick is to do a full on dodge game, avoid everything you see and make a quick run for the exit, no chance of even stopping if nemesis comes, only shoot freely if there are barrels around you.

#

Walkthrough

#

Ok here i have for you people a small walkthrough for the mercenaries minigame, dont ask me for anything detaied cause there are alot of these on the net, and one more thing that this walkthrough will only cover one of the mercenaries, which is mikhail. The reason i wont do anyone else is cause they are too hard to explain and taht mikhail is the best armed of the three. Anyone sane enough would go for mikhail on the first go.

The area's have been divided by numbers so its easier for you to read one area at a time. ok ? Once you start the game and choose your character you will have a small intro and someone's voice will tell you what you need to do, and then you'll be shown a map.

Remember to quickly keep your finger on the run button at all times.

Start

Welcome...

The rules are simple... In order to dispose of the bomb implanted in your body, you must reach the target point. Keep in mind that there will be various obstacles in your way. So do not be afraid to use whatever means necessary to reach your goal. Good luck...

Hahahahahaha

1. Head for the trolley door. Nothing in here.
2. Quickly press auto aim and Mikhail aims to his left, let one shot go and then head to the other direction, climb the crate, there are three zombies on the other side of the crate, ignore them and quickly enter the door.
3. Run forward one screen and make a head shot to get the first zombie, get the fat one with a head shot for 7 seconds and run forward, now go with the corner to avoid the downed zombie, once you round the corner, take aim and quickly fire, if you're lucky 2 zombies will go down with 1 shot. Otherwise shoot them both down and enter the door at the end of the hall.
4. Lotsa crows here, ignore them and head to the door at the end and enter.
5. Run forward and get the cop zombie with a head shot, then run to the next screen so you can see the barrel, take aim at it and wait, wait until you get at least 5 or 7 zombies near the barrel then shoot, 70 seconds here. Now run to the door leading to the gas station and enter it.
6. Avoid all 3 dogs and enter the station, go with the right wall to miss the first one, the second will jump towards you, and the third will just sit there so it's easy. Enter the gas station.
7. Inside the shop, shoot for the first head shot, let the crawling zombie bite you for a head kill, then head to the oil area, and kill the first one at the door, then head in and shoot the other 2 with Dario, kill them and save Dario, 20 seconds and 14 shells in the bag. Quickly exit the gas station.
8. Avoid the 3 dogs again with the same method, stick with the wall while they jump and head back to the previous room.
9. Head south the fork and exit through the large double doors.
10. Head up the screen with shotgun in hand, 8 zombies here will be coming for you, fire 3 shells at the most to take down a lot of them for some good time, kill any of the remaining with headshots and get your magnum ready, now enter the news paper office.
11. Auto aim and fire for the first hunter, head to the stairs and run up right at the face of the next hunter, while he gets ready for his jump slash move take quick aim and fire again, second one gone, take out the shotgun again and enter the door at the top.
12. Head forward and kill the first zombie, then stand in the doorway till about 2 or 3 zombies come together, kill them for some time, and head inside

the office, kill any remaining zombies and save the girl , 20 seconds and 14 more shells in the bag, now quickly exit back all the way out of the press office.

13. Once back here head for the alley with the restaurant
14. 3 doggies here, the best way to get rid of them is to run forward and take a right at the fork , when you pass the dog, quickly auto aim and fire with the shotgun, this should get all 3 dogs, if they dont die at once, fire off one more time and enter the hotel through the back door, after you equip the magnum.
15. Once in here take quick auto aim and fire for the first hunter, then quickly ignore anything else and head for the basement lid. Enter it before the hunter can do anything.
16. Once down here take out your shotgun and get the cop zombie quickly, then head to the corner and fire off once to get the two zombies, head around the corner and fire once more to get the 2 zombies besides brad, once they are dead go and save brad, keep in mind that if you reach this place after a certain time then brad would have dies, so be quick, 20 seconds and 12 magnum bullets in the bag. Head back up.
17. Head back out the back door of the hote.
18. There should be no dogs here now, so time to head to the exit at the far corner, which leads to the uptown area.
19. Head towards the door where you first fough the 2 drain deimos in the game, but auto aim and fire off 2 or 3 shots with the shotgun to kill a few of the zombies who are coming from the far side and enter the door after equipping the rocket launcher.
20. Run forward down the stairs, and to the next scene you will see nemesis walking towards you, aim the launcher and wait till he gets close, then fire off, if it hits then he'll go down for 10 secs, if he dodges it quickly fire another which will definetly hit him. Then go and stand directly behind him, he'll get up again, and while he's roaring fire off another to put him down for good. Take hold of your magnum and head to the elevator leading to the substation.
21. Head forward and kill the first spider with one shot, ignore the other and enter the substaiton.
22. Two drain deimos, kill them both with 1 shot from the magnum each and enter the power area.
23. Run forward and quickly take out your shotgun and aim inside the first small room and shoot for a quick 2 kill, then run forward quickly again to the next small door aim in and fire , now head for the emergency exit area, kill the 2 zombies here and go and save marvin. 20 seconds and a first aid spray in the bag baby. Now head back all the way to the place where you killed nemesis, ignore the spiders again.
24. Now head to the path which leads to the uptown area. Equip the magnum.
25. In the street now, there are 2 hunter beta's here, kill the first one right in front of you with a direct shot of the magnum, then wait till the other one starts runnin towards you, when he's close and about to jump shoot it down. Head for the parkin lot door.

25. In the parking lot are a few fallen zombies, take out the shotgun and fire off 2 rounds at them, then head for the door at the other end and enter it, dont worry about the number you killed here, keep the shotgun in hand.
26. run to your right immediately, ignore the 2 zombies in front, run forward to the next scene until you see a barrel, wait there until you got 2 or 3 zombies in its range then fire off to get 30 secs, then kill off any remaining zombie in the path and head for the door.
27. If you have more then 2 minutes at the clock then nemesis will actually show up in this room, which mind you is a good thing for the mercenaries run forwad and if nemesis comes out wait till he jumps down from the bus. When he's down shoot once to make him fall down, whilst he's down shoot again to make him stand up and a third and final shot, its over 120 seconds in the BAG. Head to the door at the end.
28. Here run forward and take out your shotgun, kill the first zombie, head one screen forward and you'll see another nemesis running but he's being blocked by a zombie, take out the launcher and wiat, nemesis will kill the zombie for you, once he does that fire once with the launcer, he'll fall down, take the magnum out and shoot twice with auto aim to kill 2 zombies farther, then take the launcher out again, nemesis should be up by now, so fire it again and it'll fall down again. Enter the door.
29. Run past the drain deimos here and enter the door which leads to the RPD street.
30. Crows here again, enter the door which leads to the burning alley in the game quickly
31. Head forward to the fork and wait till you have the barrel in yours sight now wait till you have atleast 5 zombies in its range, then shoot at it for a good kill then head to the right side of the fork and head to the door which leads to the sales office.
32. Nothing but worms here so run forward and enter the next door.
33. 2 brain suckers here, quickly take out the magnum and 2 good shots should get them both, take out the shotgun and enter the sales office.
33. Take out the zombie right in front of you and head directly for the door to the storage room, kill any zombies who comes in your way there should be about 2 or 3. Enter the storage room with the magnum.
34. 3 hunter gamma's in here, as soon as you enter quickly auto aim and fire to get the first one, then head to the corner and auto aim twice to get the remaining two, well that was easy, go and save nicholai for 20 seconds and a first aid spray. Now head all the way back to the burning alley and to the fork.
35. Now head to the other direction of the fork, if any zombies remained from the barrel then take them out with headshots and enter the door at the end.
36. A few dogs here, the best thing to do here is to just avoid them and enter the door, but if you must kill them then head up the screen to where the dead bodies area, aim with the shotgun and fire off to kill them, then head to the door at the other end.

37. This is a cool room cause there are 2 nemesis's in here, if you have the rockets left i think you'll know what to do , but its unlikely that you have more then 1 or 2 rocket, take out the launcher and head forward to the fork, take auto aim and the first one will go down for sometime. Take different auto aim for the next nemesis and if you have any other rockets fire off, now your probably out to enter the back door of the bar jack.
38. Once in the bar quickly auto aim head shot for the closest zombie, then walk a step and aim at the crowd of zombies, take 2 or 3 shots to take them all down for some nice time, if any zombies remains kill it with headshots and save carlos, 20 seconds and 14 enhanced shotgun shells in the bag. Exit the front door of the bar.
39. There are hunter beta's in this room, quickly take out the magnum and take aim with it quickly to fire and kill the first hunter, then climb the small stairs and turn to mikhail's left and head down the street to enter the door.
40. Here run forward and take out your shotgun, head up the small stairs and shoot right in front to take out the first zombies, then head round the corner for the first camera angle, you'll see some zombies there, kill them now and head forward till you reach the fork, wait here until some more zombies show themselves, take them out and head up the screen and enter the door at the top.
41. You should be running low on shotgun shells now and only the enhanced one's should be remaining, take out the magnum however, this alley has like 3 hunter beta's. Its very easy here, take auto aim with the magnum and shoot for the first hunter, take auto aim again and shoot for the second hunter, once more and the third one's gone too. Enter the door leading to the warehouse.
42. This is the back alley of the warehouse, alot of crows here, just ignore them and enter the door to the warehouse.
43. This is the final room and there are alot of zombies here, take out your shotgun and get it with enhanced ammo, sure you can kill them with the magnum, but if you kill them together it gives more time, so i suggest taht you take out the shotgun with enhanced ammo and let a rip. THIS is the final room so there should be no qualms in saving ammo , aim high aim low, aim however you want and kill the zombies here, then head up to enter the final door.
44. The end actually, chief iron's look alike will give you the briefcase and your done.

Well, that was impressive. You have earned your reward... and your freedom

Ranking system

Here are the ranks which you can achieve in this game and their requirements.

RANK

REQUIREMENT

A	Dont use too many healing items, save all the hostages, kill alot of zombies and get to the warehouse with a time over 1:30.
B	If anyone of those requirements up there are not met.
C	Above requirements but saved less then 4 hostages.
D	Save one person and finish the game successfully.
E	Save no one, or just die before you complete the game
F	Save no hostage AND die before the mission.

Hostages

These are the hostages and their location in the mercenarie minigame.

Dario = Gas station
Brad = Hotel basement
Girl = Second floor press office
Marvin = Sub station
Merc 1 = Sales office storage room
Merc 2 = Bar jack

Tips for mercenaries

- * shoot as many zombies and enemies as you can
- * dont use the first aid spray cause each one is very heavy on the points system
- * be quick, ie, finish the game with alot of time on your clock
- * dont get hit too much, cause that can also lower your points
- * avoid using the rocket launcher alot if your playing as mikhail
- * use the barells as much as you can
- * be sure to save each civilian
- * be sure to kill the nemesis on the bus crash area cause he can give you alot of points and also 2 minutes on the clock

Secrets

- * No matter which merc your gonna play as make sure that you reach the place with the bus crash with more then 2 minutes in your clock, mikhail is the most suitable person for this job. When you reach the room with the bus the mutated nemesis will drop down from the bus and if you killit you will get 2 minutes extra and alot of bonus points at the end of the game.
- * In the are with the 3 dogs near the end of the game, the same place where you used the oil and lighter in the main game, do this with any of the mercenaries

kill off 2 of the dogs and leave the third one, now climb up the crate and get in its corer, the dog will jump towards you, even though he cant hit you but still press the action button to dodge the dog, then do this again and again for alot of time and bonus points.

- * If you want to see nemesis vs nemesis fight then go to the alley which had the 2 nemesis's in it, now make sure that one of them is following you and run for the other one, dodge at the right time and one of them will hit the other one with the launcher, now the second one will get angry and start hitting back then they will start fighting, once one of them dies the other one will be so weak that you can kill it in a few shots.
- * If you didnt knew then there are certain hot spots in the game which upon being checked will give you seconds multiplied by 2, (ie, 2,4,6,8)

These are their locations

- 1 = Garbage next to press office
- 2 = Power converter panel at the substation
- 3 = Fire hose
- 4 = Dead policeman in the 3 dogs alley
- 5 = Dead cop on which jill got the shotgun from

END MERCENARIES

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10. SPEED
 WALKTHROUGH

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(re3nem10)

This is the big new section that I have added to the walkthrough and its not even my own work that goes in here, the speed walkthrough was written by one Edd Myhill and I have taken his permission in order to put them in my walkthrough's.

All credit for this section goes out to Edd, thank you dude.

SPEED WALKTHROUGH

Resident evil 3 nemesis walkthrough

As soon as you start head forward and jump the crate go through the door and into the warehouse. Now in here go up the stairs to and along the

walkway, enter the door take the key then leave and exit through the door you came in by. Now outside follow the hall round and exit through the door at the end, in here open the door on your left, then the next door on your right and go down the stairs (pick up lighter oil and shotgun) go to the alley opposite the door you just left, down the small stairs and through the door. In this new alley climb the crate and take the herbs then climb off it and exit through the door to Jill's left. Run forward and down the small stairs then enter the door at the end (take the lighter) then exit back through it and head up the small stairs turn right then left immediately through the door.

Use the lighter on the door then enter it, in this new alley run to the end and exit through the far door, follow this next alley round don't fight nemesis then enter police station.

Racoon city police department: Take the far left door then the door on the right, in here check the lockers for a blue gem and then use the code (0131 4011 0513 4312) on the other locker to get the stars key, now head out the other door and up the stairs keep going and enter this next door then enter the stars office take the magnum, the lock pick and check the machine then exit. Return to the main hall and exit through the front door.

Downtown: Go back down the alley and pick the lock on the left of the fire truck head down the hallway and enter the door at the end, enter the door at the opposite end of this hallway then enter the only other door in here. Take the power cable from the car and exit through the other door, exit this next room and then leave through the door at the other end of the hallway then head left, now out here enter the door round the corner take the fire hook and use it on the basement (hide in the basement) now exit through the other door, now in this alley head right then enter the next door on your right, take the rusted crank and then leave. Now back in the alley exit through the door on your right then enter the brown double doors head up the stairs through the door and enter the door on your right take the gem then exit and use the two gems on the panel in the alley your in.

City hall: Head down the alley turn left at the fork and enter the door then enter the next door also, run forward and enter the door at the end then climb over the crate and enter the second door of the tram use the cable then enter the next door, take the wrench and exit through the door now head back to the last fork you were at turn left and go through the door you neglected before, approach the garage and use the crank and on the door (do the puzzle, press the red buttons) now exit here. Head back to the sun dial but enter the door on your left and press the switch by the statue then take the book now exit through the main doors of the city hall and the door in front of you take the left into the restraint then again exit this area, use the book on the wall and take the compass and continue round, exit into the metal door.

Now in take the door on your right then take the next door on your right once in this new room. Run to the opposite side of the alley and go through the door ignore this room and head through the next door again exit out of the garage and into the uptown area, now in this area take the fire hose and head through the door, then go round the alleys until you end up in a burning area take the door on your left and use the firehouse head through the previously burning area and enter the door now enter the next door also. In here go through the door with the light on it and take the oil additives and exit. Return to the mayors statue where you got the book and place the compass there to get a

battery, now exit through the main doors enter the door in front of you, turn right into the shopping district and take the first door on your right, in here place battery and use the lift.

Substation: Enter the far side door, enter the other door in here then activate the power via the big machine, then use the control panel and enter (blue red blue red) take the stuff then enter (red red blue blue) try to exit then (increase the power) take the fuse and head back up the lift then return to the tram with all the items.

Clock tower: (jump out of the window) take the key from the picture then exit through the door do the same with the next two rooms, now enter the door parallel from you, take the left and continue through the next door in here take the key from the cabinet then head back to the main hall. Run up the stairs and enter the door at the end, now use the key in the lock and climb the ladder, on your left complete the puzzle (up, down, up, up, down, up) and take the cronos chain and combine it with the winder key exit down the ladder and use the light.

Head back to the first floor and enter the single door on Jill's left then use the key on the only other locked door in here, run to the end of the hallway and enter the door complete the puzzle after checking the clock. (Crystal, obsidian, amber)

V	o-clock	crystal	obsidian	amber
VI	0-clock	crystal	amber	obsidian
VII	0-clock	obsidian	crystal	amber
IX	o-clock	obsidian	amber	crystal
X	o-clock	amber	crystal	obsidian
XI	o-clock	amber	obsidian	crystal

Take the golden cog then return to the room where you got the cronos chain and combine the cog with the silver cog then use it on the machine in the back of the room now return to the main hall.

Carlos under control: Exit the chapel and enter the door directly ahead of you then enter the double doors in here, now head for the painting room via the single door then the door you unlocked with the time key, now in this room push the bell and enter the door then in this new area enter the hospital.

Hospital: Take the door on your right then exit this room into the doctor's lounge take the tape recorder then use it on the lift to go to the fourth floor. Continue straight out of the lift and enter the door at the end take the sick room key then exit back into the hallway, once back in here enter the second door on your right in here push the cabinet to the opposite of the position it was in the other room now use the 325 to get the vaccine base from the safe. Take the lift to b3 now enter the door at the end of the hall, enter the next room then in here take the medium base then press the switch complete the puzzle (I, III, A) then combine the vaccines, exit the hospital and head for the clock tower.

Clock tower: Head back to the chapel and give Jill the vaccine, back as Jill exit the clock tower and head for the park, when your in the office take the key and make sure you have your lighter with you then use the key on the park door.

Racoon park: Head down some stairs in this area which are on the right of the left side of the screen, in this walkway exit through the door

at the end take the key from the body then head back to the main entrance of the park enter the other door in here and drain the panel with the puzzle, now enter the sewer you just opened. Now exit through the other door in here and take the pipe, light the fireplace then take out the wall with the pipe and enter this room and take the park key, after falling into the hole climb back up using the metal fence then return to where you got the second park key from the mercenaries body and use your key on the chained door follow round the passage and then push him off.

Factory: Head for the third door, enter it take the key then enter through the other door and complete the puzzle in this room then activate the power and exit this room, enter the first room you see and take the system disk then exit using the elevator. Head down the small stairs and exit through the door then enter the door at the end, take water sample from the wall then exit this area through the other door, use key on the wall then the water sample on the panel (right, right, leftx2. Right, 3x right, 3x left. 4x left, 2x right, 2x left. Left, 2x left, 2x right) head back to the elevator, take it up and turn left through the door.

Now use the system disc on the machine and enter the next door, take the key card from the body then leave and head for the steam room, in here use the key card on the lift and collect the rocket launcher now use the cardkey on the shutters near the save room and exit through the door at the top of the stairs, in here take the adder down and enter the other door in this room.

Enter the large door at the end then replace the batteries in the blue computer (exterminate the monster) then exit through the elevator and walk forward.

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11. ITEMS
LISTS AND
LOCATION

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(re3nem11)

CoMMon IteMs

GREEN HERB

Found : All over

Use it to gain light amounts of health

BLUE HERB

Found : Not much

Use it to cure the poison caused by several enemies

RED HERB

Found : Alot

Use it with the other herbs to raise their affects

HANDGUN AMMO :

Found : Alot

Standard ammo for any kind of handgun

SHOTGUN SHELLS :

Found : Densly

Standard shells for shotguns

MAGNUM ROUNDS :

Found : Rare

Standard rounds for magnum

GRENADE ROUNDS :

Found : Medium

Standard grenade rounds for the grenade launcher

FLAME ROUNDS :

Found : Medium

Standard flame rounds for the grenade launcher

ACID ROUNDS :

Found : Rare

Standard acid rounds for the grenade launcher

FREEZE ROUNDS :

Found : Very very rare

Standard freeze rounds for the grenade launcher

MT ROUNDS :

Found : Rare in hard mode only

Standard mines for the mine thrower

FIRST AID SPRAY

Found : Medium

Use it to instantly regain full health

GUN POWDER A

Found : Alot

Combine with the reloading tool for handgun ammo

GUN POWDER B

Found : Medium

Combine with the reloading tool for shotgun shells

GUN POWDER C

Found : Made

Combine 1 of gun powders A and B for 1 C

Key's

WAREHOUSE KEY

Found : Warehouse office

Use it to exit the warehouse

EMBLEM KEY

Found : RPD, evidence room

Use this key to open the door to the STARS office.

LOCKPICK

Found : RPD, stars office

Use this on several locations to open doors and lockers

WINDER KEY

Found : Clock tower 1f

Use it to open the door leading to the main hall.

BEZEL KEY

Found : Clock tower

Use this to open the ladder to the machinery room.

SICKROOM KEY

Found : Hospital, 4f

Use it to open the sick room.

MAIN GATE KEY

Found : Park office

Use it to open the main gate to the park

GRAVEYARD KEY

Found : Park

Use it to open the graveyard shack

REAR GATE KEY

FOund : Park

Use it to open the rear exit of the park

FACILITY KEY

Found: Dead factory 1f

use it to open the door to the elevator room
and also to get the rocket launcher

CARD KEY

Found : Dead factory, trash room

Use it to exit the trash room and open the comm room

Game items

LIGHTER FLUID

Found: Uptown, room with shotgun

Use it on the lighter

LIGHTER

Found : Bar jack

use it on several places

BRAD'S STARS CARD

Found : Brad's body

use it to open the PC in the RPD main hall

BLUE GEM

Found : RPD, evidence room

Use it on the dial besides the city hall gates

JILL'S STARS CARD

Found : RPD, conference room

Use it on the PC in the main hall of the RPD

POWER CABLE

Found : Parking lot, car

Use it on the trolley machine

MANHOLE OPENER

Found : Hotel, locker

Use it on the manhole in the hotel

RUSTED CRANK

Found : Save room, alley behind hotel

Use it on the shutter outside the gas station

GREEN GEM

Found : Hotel, or press office

Use it on the dial besides the city gates

SIDE PACK

Found : Carlos

This will increase your inventory space by 2 items

WRENCH

Found : Trolley

Use it to get the fire hose and to open the gas station

WISDOM BOOK

Found : Mayor statue

Use it on the right place

FUTURE COMPASS

Found : Outside hotel

Use it on the mayor statue

BATTERY

Found : Mayor statue

Use it on the lift to reach the substation

MACHINE OIL

Found : Gas station

Combine it with the oil additive

FUSE

Found : Sub station

Use it on the machine in the trolley

HOSE

Found: Uptown, alley before bus crash

Use it on the burning alley to put the fire out

WATER SAMPLE

Found : Dead factory B1

Use it on the sample machine to start the puzzle

SYSTEM DISK

Found : Dead factory

Use it on the door outside the trash room

IRON PIPE

Found : Park shack

Use it on the chimney

VACCINE BASE

Found : Hospital

Use it with the vaccine

TAPE RECORDER

Found : Hospital, doctors room

Use it on the panel outside the lift

GOLD GEAR

Found : Clock tower 1f

Use it with the silver gear

CHRONOS CHAIN

Found : Clock tower machinery room
Use it with the winder key

SILVER GEAR

Found : Clock tower, machinery room
Use it with the gold gear.

OIL ADDITIVE

Found : Sales office
Use it with the machine oil, then on the trolley machine

REMOTE

Found : Sales office
Use it to see the gawd awesome umbrella commercial

AMBER BALL

Found : Clock tower 1f
Use it on the paintings

OBSIDIAN BALL

Found : Clock tower 1f
Use it on the paintings

CRYSTAL BALL

Found : Use it on the paintings

VACCINE BASE

Found : Hospital, 4f
Use it with the base

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12. FILES
LISTS AND
CONTENT

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(re3nem12)

Game Instructions A

Found : Start with it

Shooting Objects:

You may get different reactions from shooting objects, such as oil drums and bombs.

- * Press the R2 button to aim directly at these objects.

Quick Turn:

You can perform quick 180 degrees turns.

- * Press the Run button while retreating.

Emergency Escape:

When you're trapped by enemies, you can push them away to escape.

- * Press the Directional buttons, Action button, Cancel button, Run button, R1, R2 and L1 buttons rapidly.

Emergency Dodging:

Just before an enemy attacks, you can perform a dodge move to evade it!

- * Press the R1 or R2 buttons.

- * Press the Action button while aiming.

Getting on/off an Object:

You can get on or off certain objects that appear in the game.

- * Press the Action button while you are moving forward to the edge of an object that you wish to get on or off.

Map:

Press the L2 button to view the map.

- * You can zoom in or out of the map by pressing the Action button.

- * While the map is zoomed in, use the Directional buttons to move the screen.

- * Press the Select button to switch between maps.

Live Selection:

At certain points in the game, the screen fades into B&W. At these points, you will be prompted to choose between two different options.

- * Use the Directional buttons to move between the options and use the Action button to make your decision.

Event Cancel:

It is possible to skip certain scenes.

- * Press the Select button to skip these scenes.

Found : Start with it

Ammunition Creation System:

To create various ammunition, you need to use the "Reloading Tool" and "Gun Powder."

Reloading Tool:

This is a necessary item if you want to create different types of ammunition. By combining the Gun Powder and Reloading Tool, various type of ammunition will be created.

Gun Powder:

Mix materials to create various types of amunition. There are three type of basic Gun Powders : A, B and C. Please note that Gun Powder C is created by mixing A and B types.

How to Mix Gun Powders:

You can create various kinds of bullets by mixing the different Gun Powders. There are 13 different kinds of Gun Powders in all.

Example:

A: Hand Gun Bullets
B: Shotgun Shells
C: Grenade Rounds
A + C: Grenade Flame Rounds
B + C: Grenade Acid Rounds
C + C: Grenade Freeze Rounds
C + C + C: Magnum Bullets

Mixing Gun Powder with Grenade Rounds:

If you combine a certain type of Gun Powder with Grenade Rounds, special types of Grenade Rounds will be created.

Mixing Level Improvement:

If you repeatedly create the same kind of ammunition, your skill will be improved, and you will be able to create more powerful ammunition.

Clock Tower Postcard

Found : Bar jack

A picture postcard of a clock tower.

The following explanation is printed on the backside:

"A landmark spot: Saint Michael Clock Tower."

Photo A

Found : Dead cop in lighter in alley
 where you use the lighter

The policeman are pressing forward.

It's dated "September 27.

Marvin's Report

Found : Marvin's hand, RPD

"Report"

September 24th,

There are reports of a theft in the municipal building before dawn.
A jewel decorated clock at the main gate was damaged. Two of twelve
gems that are installed on the face of the clock are missing. Due to lack of
available officers at this time, I have no choice but to suspend the
research of this case.

Signed,

Marvin Branagh

"Report"

September 26th,

Based upon an autopsy report of a 42 year old restaurant owner, I have
discovered that he has one of the missing gems. He apparently took shelter in
the police department at about 10 am, where he was shot to death within 10
minutes of having developed the symptoms. Since the city is currently under
martial law, we are forced to suspend this case. At this time, we'll keep the
gem as evidence.

Signed,

Marvin Branagh

David's Memo

Found : Dark room, RPD

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 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 shotguns become a close friend of min. I've blasted many a zombie into fertilizer with it.

We've lost 13 men as of yesterday. In 3 hours, we'll bicker over 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...

Fax from Kendo Gun Shop

Found : STARS office

To the boys of S.T.A.R.S.,

I have some good news for you from my brother Joe. He has finalized the new hand-gun for official use. It's the M92F S.T.A.R.S. Special, but he call it the "Samurai Edge." It's the most balanced of the Kendo custom guns. Joe said, if you miss the targets with this, you should carry a teething ring instead of a gun in your holster.goods will be delivered along with their proper documentation. I'm sure you'll be surprised when you see what kind of excellent parts are used for the M92F. I know that you'll want to thank the good people who developed it.

Sincerely,

Robert Kendo
Kendo Gun Shop

Mercenaries Diary

Found : Mercenaries body, alley
where you spot the first deimo.

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 short and returned to the HQ office. It looks like my IBCS unit's been called into action. Umbrella maintains its own paramilitary unit to counter corporate terrorism and V.I.P. abduction. In addition, they have nightmen 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.

City Guide

Found : Hotel, one of the seats

City Guide

The Tracks of Our City

Dear citizens,

Thanks to kind and generous people of Umbrella Inc., this is a peaceful and friendly city. The vast donations from Umbrella Inc., have been used for welfare work, the constructions of public utilities, and to help maintain public peace.

In 1992, it was my fifth year as mayor of our beautiful city. It was then that through many donations and hard work our city was able to rebuild the municipal building, create a state of the art hospital.

In honor of these fine accomplishments, I was awarded with a grand statue that same year. The statue rests in the municipal building.

I came to this city as an engineer more than 35 years ago. I made contributions to the electric systems, and to the installation of the cable car.

I pledge to follow the tradition of this fine city and will devote my life to it's prosperity.

The mayor of the city,

Photo B

Found : Press office 1F

A close-up shot of a zombie.

It says, "SCOOP!" on the backside.

Photo C

Found : Press office 2F

The police have been destroyed.

(That's the photo)

Reporter's Memo

Found : Press office 2F

At last I have found the evidence I need to prove that the "cannibal disease" is indeed happening in this city. One man actually ate people to death. He was like a savage animal tearing away a new flesh. It was completely disgusting. I have heard rumors that many people are also suffering from this disease now. However, the causes of the disease is not yet known. Is this another mystery of the present disease? I will have to check on it...

They have placed Raccoon City under martial law because of the cannibal disease. I have lost contact with the media outside of the city, but I won't keep my eyes shut and walk away. I have a duty to the people and my profession. I don't think the disease has spread nationwide yet. I believe that this city holds the key to its creation and cure. In fact, I'm sure of it.

The military has setup blockades around the city to keep people from escaping and spreading the disease. Most of the citizens have either died or have come in contact with the disease. I know that it is the right decision to quarantine the city, but I can't help but pity myself. If I am infected or eaten, it doesn't matter. My fate is already sealed. All I have left is my journalism.

I won't give up until I solve the mystery of this deadly disease. I have just discovered that the disease is not spread through the air, but by some other means.

Mechanic's Memo

Found : Trolley

I know that you're intimidated by your new job Kevin, so let me tell you how to make sure that you and your trains get along just fine. You see, these carriages were made in 1968, and then imported from Europe. Sometimes they get rickety, but they still work because they are simple, stubborn, and strong. We can always depend on them. If they have a bad day and are malfunctioning, you'll need to take a good look at their circuits for any trouble. Once you discover what's wrong, you'll be able to fix it easily.

I'm sure that you'll be able to avoid those nasty little malfunctions if you check the parts every day. These old trains will surely have problem if you don't remember to check them out. Just remember that if you need to replace anything, you have to choose a suitable part. When I say suitable, I mean that even if you can't find another original part, you'd better find something that works good enough. Even with regard to oil, you must always prepare good quality oil for these trains. Never forget Kevin that a man may betray others, but a machine won't.

Manager's Report

Found : Sales office

Before you begin your new position, please allow me to give you some advice.

Some of the medicine in the storage room are unstable and their quality will deteriorate under changing temperatures or humidity. Therefore, you must remember to keep the temperature the same in the storage room at all times. You should personally check it everyday. Although the computer checks it around the clock, a machine is not perfect. Try and remember that a machine is no more than a tool to be used by people.

You must check all personnel coming and going to the storage room. Many dangerous drugs are stored there, if any of them are missing you have a serious problem on your hands. The door to the storage room is always locked, but when you let personnel into it, you will need to have them hand in their documents. And above all else, remember that if you find anything suspicious, contact your boss immediately.

If you forget the password to lock the door, try and remember that it is a word that everyone is familiar with. Don't forget that once a new product is shipped, the password will be updated again. You can always enter the password from the terminal of the PC for administration.

15. Business Fax

Found : Sales office

"Order Sheet"

The liquid medicine named VT-J98 is suitable to cultivate the NE-T type virus. Therefore, we will need to order additional quantities of it.

U.E. Sixth Laboratory

Dario's Memo

Found : Truck in which dario was hiding

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 pictures 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...

Operation Instruction

Found : Mercenrie body, clock tower

Order for UBCS Echo Team :

Wipe out the downtown area of the infestation and then evacuate the remaining citizens to the clock tower. Among the civilians, remember to give priority to the employees of Umbrella's affiliates. Remember to stay alert because the infected have a high endurance rate and will strike without hesitation.

Evacuation Procedure :

1. Once the mission is complete, or when it becomes too impossible to accomplish, evacuate immediately.
2. We'll deploy a helicopter that is waiting in the suburbs, to the yard in front of the clock tower.
3. When you are ready for evacuation, ring the bell of the clock tower to signal the helicopter.

Art Picture Postcard

Found : Clock tower, 1F

A picture of antique clocks.

The following verse is printed. "Give your soul to the goddess. Put your hands together to pray before her."

```
*****  
Mercenary's Pocketbook  
*****  
Found : mercenarie body, clock puzzle room
```

September 26th,

It's only been there hours since the mission started, but the team is down to me and Campbell. The number of the zombies is far greater than we expected. There is no hope left for this city. We have already injected the antibody for the virus, but I'm not sure that it will work. I don't know if I will survive...

September 27th,

We managed to reach the clock tower. Out of desperation we robbed some wounded members of their weapons and used the surviving citizens as decoys. We were taught to do this in order to survive in the battlefield, but I never enjoyed it. However, a girl showed up at the clock tower before me. She is one of the survivors. She looks just like my sister before she starved to death...

September 28th,

I wanted to evacuate as soon as possible, but the girl didn't. Her father insisted that he wouldn't leave the city. Where his beloved wife rests in peace. I really wanted to save the girl, but Campbell said, "All I care about is our lives." That's how I felt before, but now... The clock tower has become a dangerous place and I don't want to make anymore mistakes...

```
*****  
Mechanic's Memo  
*****  
Found : hospital 1F
```

September 10th,

These patients suffer from gangrene and congestion of their blood at first. Then their mind slowly deteriorates. In the end, there is nothing left on their mind. When that happens even mercy killing seems pointless. After all, they are already dead... This disease is unlike anything I have ever witnessed. Once the patient's mind is gone, they become flesh hunger monsters and act like wild animals who are on some type of bloodlust.

September 18th,

Another patient has been admitted to the hospital. He is showing symptoms of the first stages of the disease at this point, but...I haven't been able to sleep at all these past few days. I refuse to let these patients become "zombies." I am not just an ordinary citizen. I am a doctor. Even if I die,

my clinical charts will contribute to finding a cure.

September 26th,

We lost most of the doctors and staff during the battle against the "zombie" patients. It's impossible to maintain the hospital under these conditions. And, I know that it's too late for me. I am beginning to feel that same itchy and hungry desire that all of my patients felt. It's too late for me...

Photo D

Found : Hospital 4f

The zombies are walking.

It says, "The effect of the T-virus" on the backside.

Medical Instruction Manual

Found : Hospital B1

Umbrella Medical Service
North America Division
Douglas Rover

In order to activate the synthesizer to cultivate the vaccine, please follow the procedure as detailed below:

1. Supply enough energy to the system.
2. Set the medium vase to the device.

When the device is ready, you can start mixing the vaccine medium. To mix the vaccine, you will need to control the five levers. This will cause the two gauges to increase or decrease. If you adjust the two gauges so that they stop at the center, the vaccine medium will then be produced automatically.

Photo E

Found : Park office

The zombies are attacking.

Written Order

Found : Park

Mission Requirements : Bravo 16

1. Obtain and secure sample of all the information pertaining to this case. Observe and record combat data on the UBCS.

2. Destroy all the evidence including the medical facility that has the medical treatment data.

3. Check the guinea pig's ability to accomplish the mission.

Once your mission is complete, evacuate the area. Remember that you must not help anyone who is not a supervisor, nor bring anything back that might be traced to where it belongs.

Supervisor's Report

Found : Park graveyard shack

The endurance ability of the contaminated guinea pigs is truly incredible. Even when shot in a vital area, they can sometimes survive for several days without taking care of the wound. However, after prolonged exposure to the virus, the guinea pigs' intelligence level decreases to that of an insect. Even though reviving the dead seems to disgusting, the virus may still be of use. If we inject the virus into our POWs and release them, they would return to their units and then turns into zombies. This plan may work well for us in the future.

In certain areas, the virus seems to have caused the mutation of animals and plants. It may be difficult, but it'll make a good sample for the bio weapon development. I've heard that there is a giant alligator, but I have only encountered a giant creature moving under ground. I don't even want to imagine what creature spawned that monster.

I encountered "NEMESIS." If I didn't know about it, I'd have been contaminated and would have become one of them by now. If it is still walking around the city, its mission is not yet over. S.T.A.R.S. members must be very tough, since they have survived until this point. However, they cannot hold out forever.

Fax from the H.Q.

Found : Park graveyard shack

Attention. The Raccoon City project has been abandoned. Our political maneuvering in the senate to delay their plans are now futile. All supervisors should evacuate immediately. The US army is going to execute their plan tomorrow morning. The city will be obliterated at daybreak for sure.

Manager's Diary

Found : Dead factory

April 25th,

Today is my 30th birthday. I was transferred to this facility today. I am very happy because the work environment is very different from life in the university.

May 14th.

The disposal system has been completed. Using a special kind of gas, it can decompose the cells of the guinea pigs. We have to try this out before beginning practical usage of the system, since it is not 100% stable yet.

May 20th,

While I was checking the treatment room, the door shut, and I was locked inside. I couldn't get out for one hour. I guess even if you have the key card, it's useless when you are locked inside.

June 7th.

The guinea pigs we have to dispose of are increasing. The system is not working smoothly. The laboratory staff doesn't listen to my opinions and I am getting extremely frustrated.

July 16th,

We can't dispose of all the bodies and the quality of the liquid medicine is not good enough, either...

July 29th.

Though the function of the system decreases, the number of the bodies we have to dispose doesn't. The infection level has increased and the antibodies we are using is no match for the new mutation of the virus. Some of the workers have been infected by the disease. I have continued to work, but I always keep a gun with me. I must remember to save one bullet for me. I want to weep. I don't want to die here. I swear that I'll lose my mind if I imagine how painful the death will be...

Security Manual

Found : Dead factory

"Security of the Plant"

Since this plan is a facility under the disguise of a deserted factory, civilians will sometimes enter. If this should occur, do not hesitate to shoot them. If they choose to surrender, arrest and then transfer them to the laboratory as a guinea pigs. You will be rewarded.

"Maintain of the Device"

This entire plant is controlled by an epidemic prevention system. When contamination is detected in the treatment room or decomposed specimen pool, the plant will automatically be locked down for isolation. In that case, you must follow the manual to unlock it. If the contamination is over the limit, the whole system will automatically lockdown. Then, you must remain in

the plant and wait for subsequent orders. Those who leave the facility without permission will suffer extreme consequences.

Incinerator Manual

Found : Dead factory

The incinerator plant is one of the facilities that burns the disposable items which are sent from the laboratory. The incinerator burns the waste materials that cannot be decomposed at the treatment room. It also supplies electricity to the facility by a thermal power electricity generator. Part of the electricity is stored in the big battery installed in the facility's underground area. The electricity is used as an auxiliary power source. The auxiliary power circuit will be activated once the three "auxiliary circuit units" are properly placed in their sockets. In case the circuits are not connected automatically, a person can connect them manually to activate the system.

Classified Photo File

Found : pathway to final room

In my opinion, I feel that it's too early to use this, "Paracelsus' Sword" in actual fighting. However, in order to acquire the G-Virus that Umbrella has developed, it will be a great help to us.

The power of the "Rail Cannon" is satisfactory, but please note that it is still having a few remaining problem.

Technology Division Colonel,

Franklin Hart

Jill's Diary

Found : Inventory

August 7th,

Two weeks have passed since that day. My wounds have been healed, but I just can't forget it. For most people, it's history now. But for me, whenever I close my eyes, it all comes back clearly. Zombies eating peoples flesh and the screams of my teammates dying. No, the wounds in my heart are not healed yet...

August 13th.

Chris has been causing a lot of trouble recently. What's with him? He seldom talks to the other police members and is constantly irritated. The other day, he punched Elran of the Boy's Crime department just for accidentally splashing Chris' face with coffee. I immediately stopped Chris, but when he saw me he just gave me a wink and walk away. I wonder

what happened to him...

August 15th,

Midnight. Chris, who has been on a leave of absence for a "vacation," called me so I visited his apartment. As soon as I walked into his room, he showed me a couple of pieces of paper. They were part of a virus research report entitled as simply as "G". Then Chris told me that "The nightmare still continues." He went on to say that "It's not over yet." Ever since that day, he has been fighting all by himself without rest, without even telling me.

August 24th,

Chris left the town today to go to Europe. Barry told me that he would send his family to Canada and then he would follow Chris. I decided to remain in Raccoon City for a while because I know that the research facility in this city will be very important to this entire case. In a month or so, I'll be joining with them somewhere in Europe. That's when my real battle begins...

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13. MISC
INFORMATION

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(re3nem13)

This is the place if your looking for some information, rather useful information i might add so read on what this topic has to offer.

EPILOGUES :

Epilogues are the brief pictured paragraphs which you get if you finish a game in hard mode, they explain about the main characters from the Resident evil series, here are the epilogues as follows.

Jill Valentine

After escaping the city, Jill set out to join Chris Redfield. However, all she found was an empty hideout of Chris's. On the floor was Chris's knife. Jill left without hesitation because she firmly believes that Chris is still alive. She will search for him until she finds him. Then they can go and put an end to Umbrella...

Chris Redfield

Please forgive me Claire." Chris Redfield has just finished this letter with his signature phrase. As he removes his sunglasses, a lady walks by him with light steps. "She looks about the same age as Claire," he thinks. A short time later, Chris discovered that his sister was looking for him, but was caught...

Barry Burton

Barry Burton looks at his young daughters and says, "I'm sorry but my comrades are waiting for me." He knows that he must repay his teammates for forgiving his betrayal. Even if that means leaving his family for now. His wife tries to hide her fear so she smiles and says, "Don't worry. We'll be OK..."

Leon Scott Kennedy

Leon Scott Kennedy is confronted with a man who claims to be a US government agent. Leon says, "Leave Sherry alone. She is innocent." "She knows too much," the man replies. He looks at Leon and says, "But you have value. This is a good deal. Make your choice." Without regret or hesitation, Leon closes his eyes and then sharply responds...

Claire Redfield

"Leave us alone." Claire Redfield couldn't believe Leon's words. Leon continued, "You're looking for your brother, right? Just go!" Claire knew that Leon and Sherry needed immediate medical attention, but she could not waste anymore time. "I... I'll be back. I promise!" She said as she disappeared into the wilderness alone...

Sherry Birkin

"Do you have any relatives?" When the army officer asked her, Sherry Birkin did not respond for she has no immediate relatives. Her father and mother died because of the G-virus. And so, this little girl holds herself with her arms and bites her lip tight. She thinks, "I'm sure she will come back. She won't forget about me..."

Ada Wong

A woman looks at herself in the mirror. She used be called Ada Wong. But this morning she will say good-bye to the name. "I'm not Ada Wong anymore." She feels her ab and thinks, "This is Ada's scar, not mine." And as she says good-bye to Ada Wong, she can't stop her tears. However, there isn't much time left before her next mission...

Hunk

"Once again, only you survived, Mr. Death," the chopper pilot speaks with a cold bitterness. "Always, only you survive, Mr. Death," the pilot continues. But Hunk does not respond to the pilot. He doesn't care. "The Death cannot die..." the survivor thinks to himself with a warm smile...

Getting the damn A rank

As we all know that in any given Resi game to unlock all the secrets the player must get the highest rank in the game, in this case the A rank. Here are some pointers which will help you in getting the A rank... follow them wisely.

- ** Start the game in hard mode, no ranks for easy games
- ** NEVER EVER use a first aid spray
- ** Dont save your game more then 2 times, or else its no more A.
- ** Keep it quick, make sure your time is less then 1:30
- ** Dont shoot unless required
- ** Learn the meaning of the word dodge
- ** Never fight nemesis until its required
- ** Make sure that you take the right live decisions
- ** Make only the strong ammo via the reloading tool
- ** Green herbs only, but keep them to a limit too
- ** Skip every scene in the game, we dont have time to listen to anything
- ** Follow the given boss strategeries
- ** Run from hunters if possible

Now in this games case if you successfully manage to get the A rank in hard mode then you'll unlock the following things..

- * operation mad jackal
- * five costumes for jill
- * the botique key
- * the next game save.

Herb Mixing Chart

Here are the herb mixing charts and the basic explanation of the result you'll get.

1 green + 1 green = 2 greener

This will restore medium health at once

1 green + 1 green + 1 green = 3 greener

This combo will restore full heath without question

1 green + 1 red = full healer

This combo will restore full health without question

1 green + 1 red + 1 blue = Super healer

This combo will not only restore your health but also poison cured and makes you temporarily invulnerable.

1 green + 1 blue = Small poison curer

This combo will restore small amount of health aswell as the poison.

1 green + 1 green + 1 blue = meduim poison curer

This combo will restore half of your health and poison cured aswell.

1 green
quarter of your health is restored

1 blue
poison is restored

1 red
unable to act itself, this boosts the other herbs powers

first aid spray
instant full health but no cure for poison

Gun powder chart

Ok here is a small table which tells us how the gunpowders make ammo. This is a completely new and a good feature to the Resi games, the addition of gun powder, but keep in mind that without the reloading tool you wont be able to do anything with the powders. Here's the chart. Combine the respective powders with the reloading tool to get the written ammo.

Gun powder A	= 25 handgun bullets
Gun powder B	= 7 shotgun shells
Gun powder C	= 10 grenade rounds
Gun powder A+A	= 35 handgun bullets
Gun powder A+A+A	= 55 handgun bullets
Gun powder B+B	= 18 shotgun shells
Gun powder B+B+B	= 30 shotgun shells
Gun powder C+C	= 10 acid grenade rounds
Gun powder C+C+C	= 24 magnum bullets
Gun powder A+C	= 10 flame grenade rounds
Gun powder B+C	= 10 acid grenade rounds
Gun powder A+A+B	= 20 shotgun shells
Gun powder B+B+A	= 60 handgun bullets
Gun powder A x8	= Enhanced handgun ammo
Gun powder B x8	= Enhanced shotgun shells

Mercenaries Rewards chart

Well here is one more small list, this contains the items which you can buy in the mercenaries game, keep in mind that the things you buy there can only be used in the main game.

Assault Rifle with inf ammo = 2000 \$

Gattling Gun with inf ammo = 3000 \$

Rocket launcher inf ammo = 4000 \$

Infite ammo for all the guns in the main game = 9999 \$

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14. MAPS

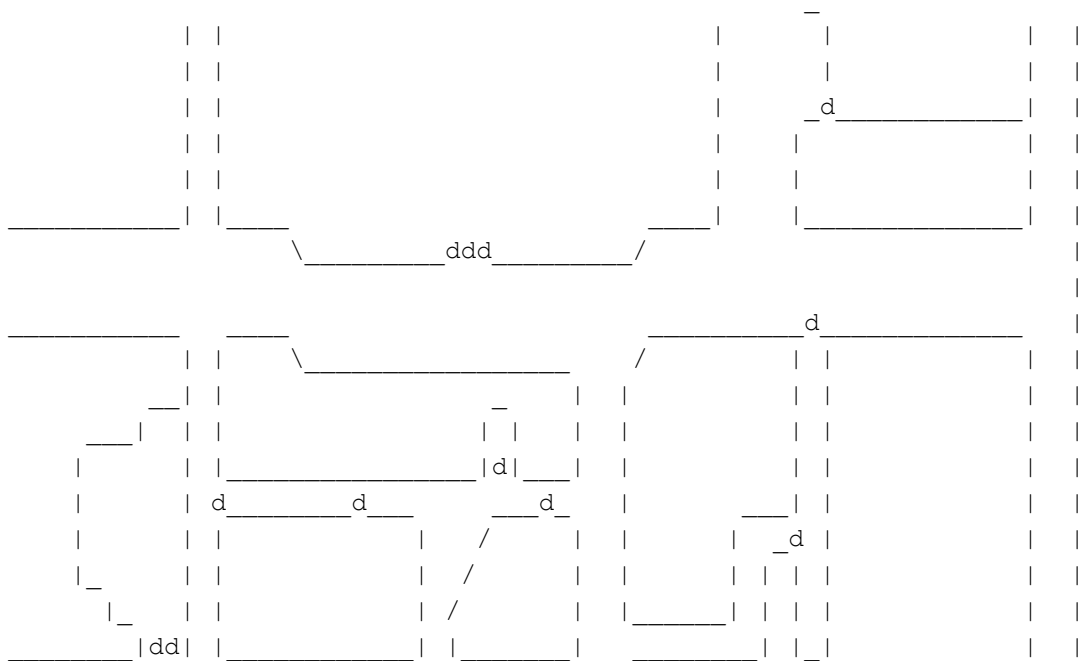
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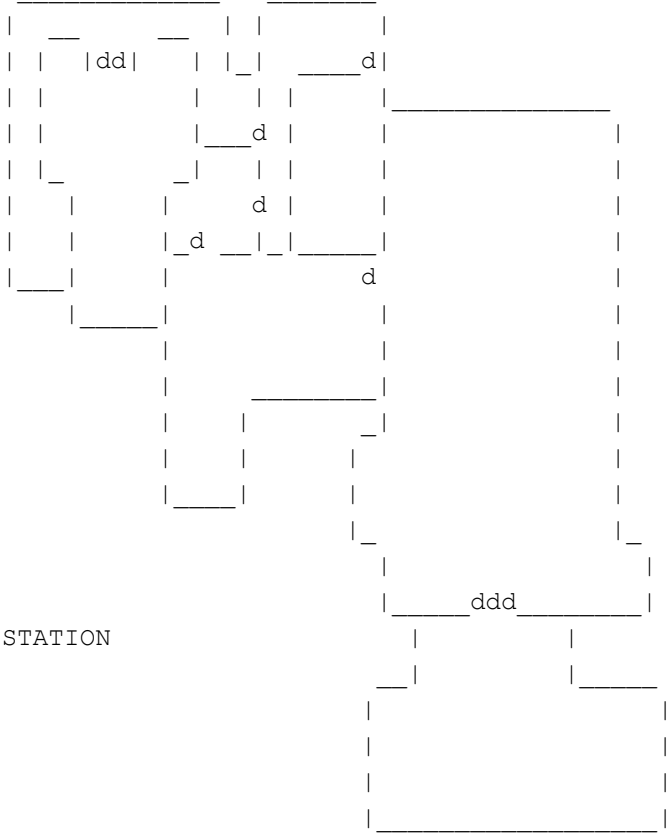
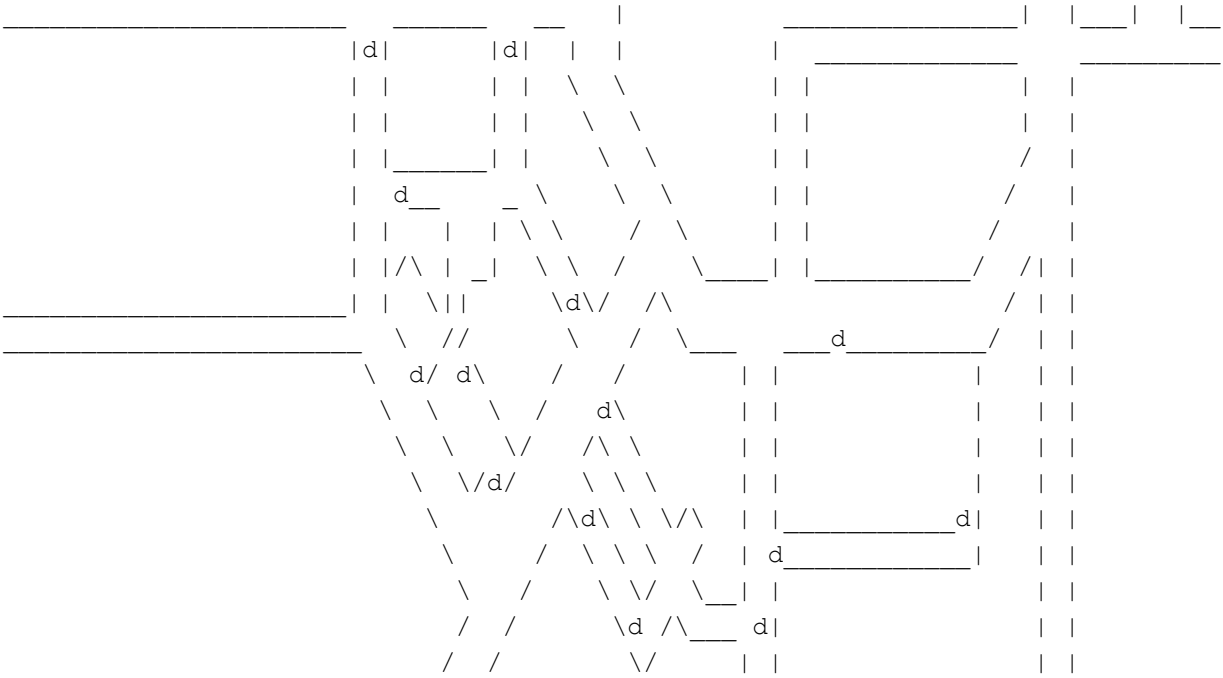
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Legend

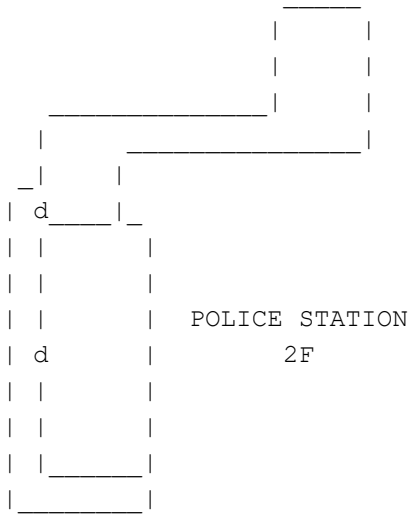
D= doors

UPTOWN

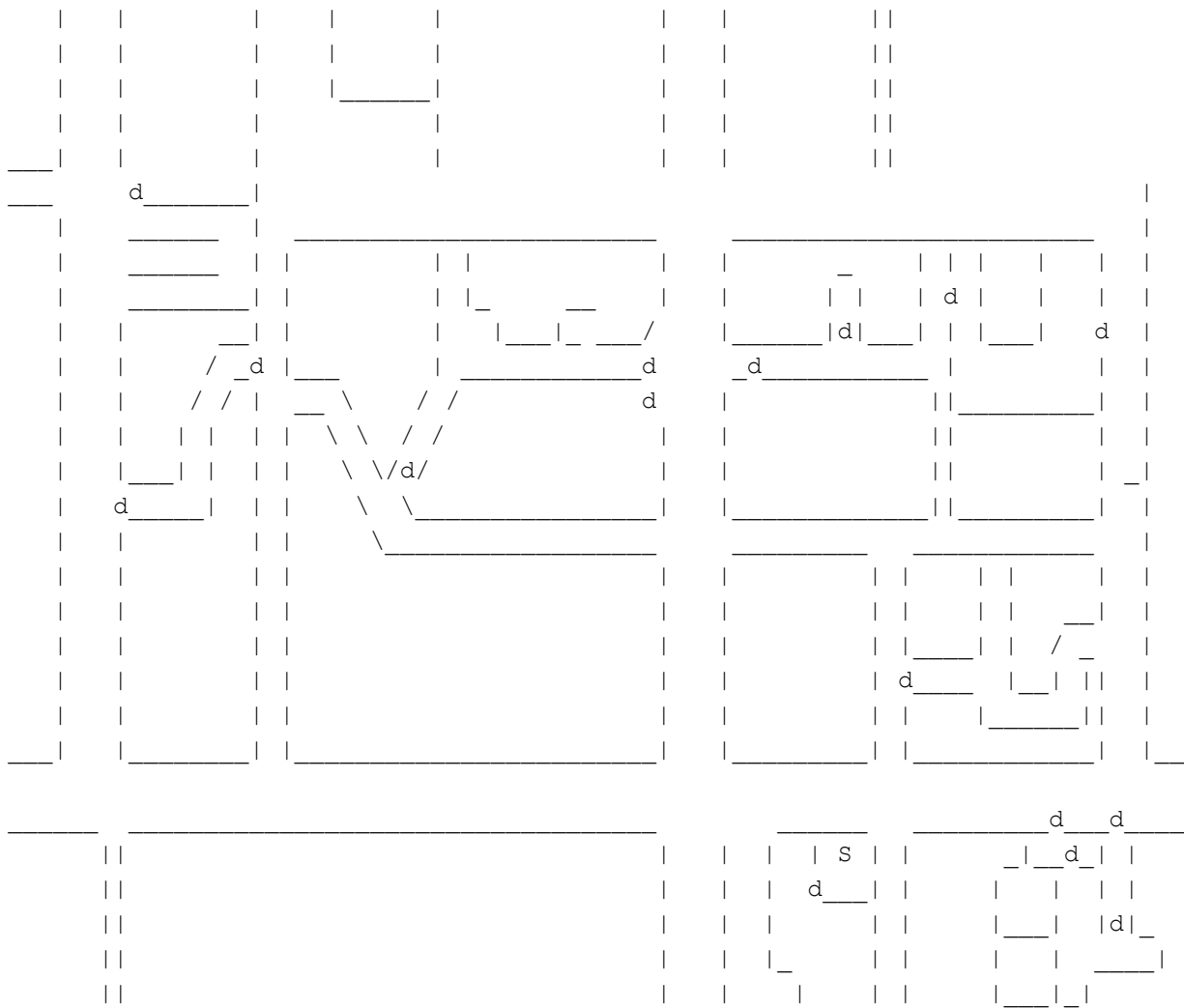




POLICE STATION
1F

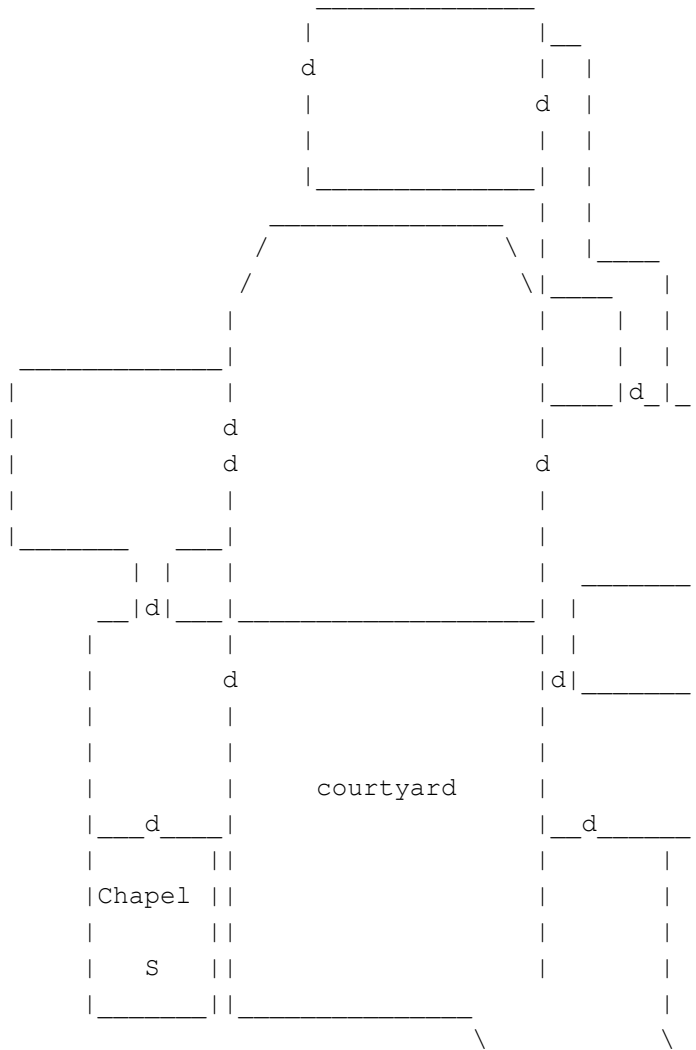


DOWNTOWN



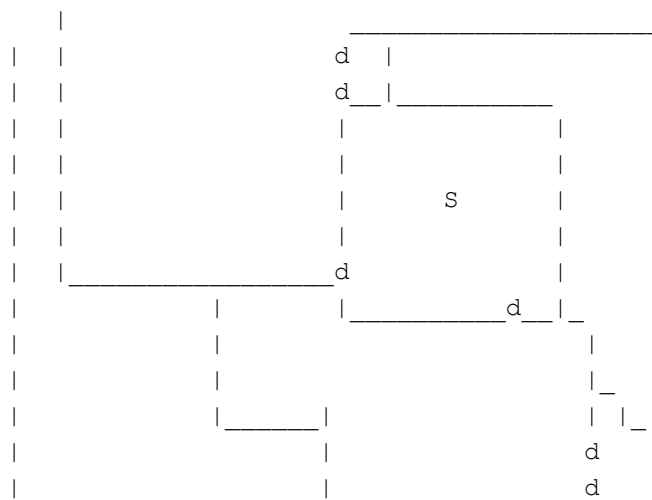
CLOCK TOWER

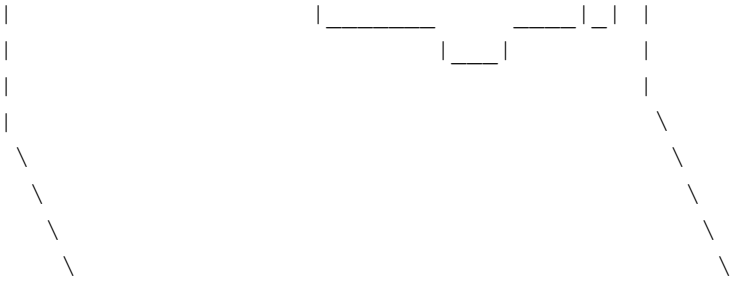
1 F



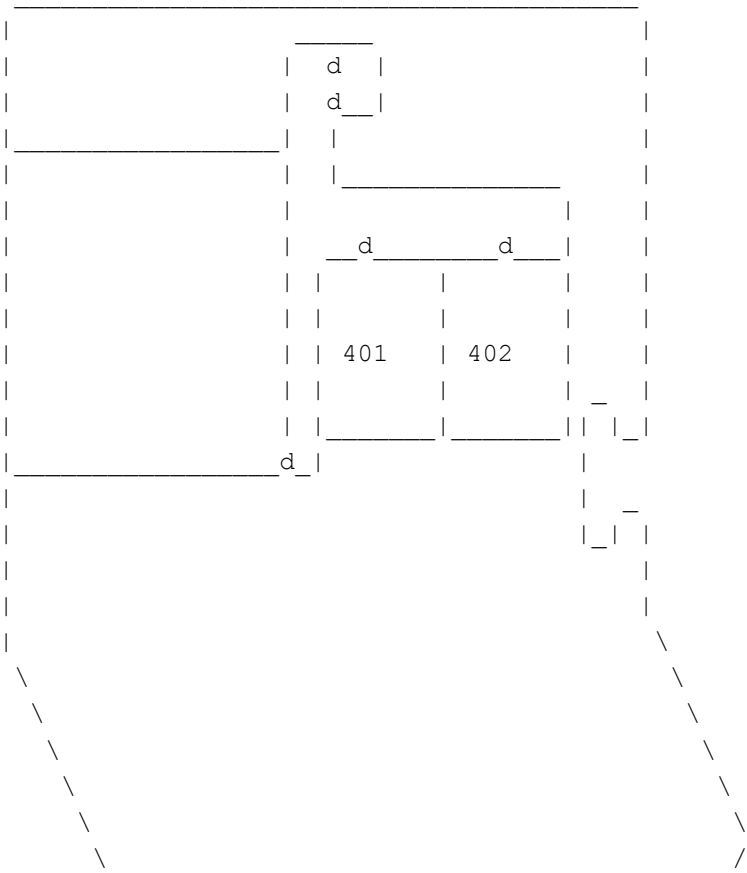
HOSPITAL

1 F

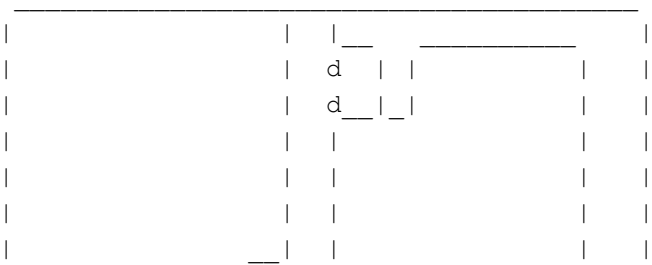


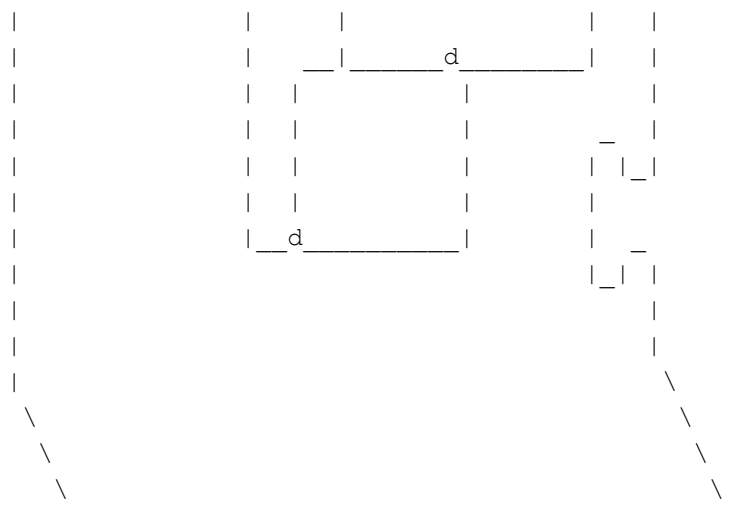


HOSPITAL
4 F

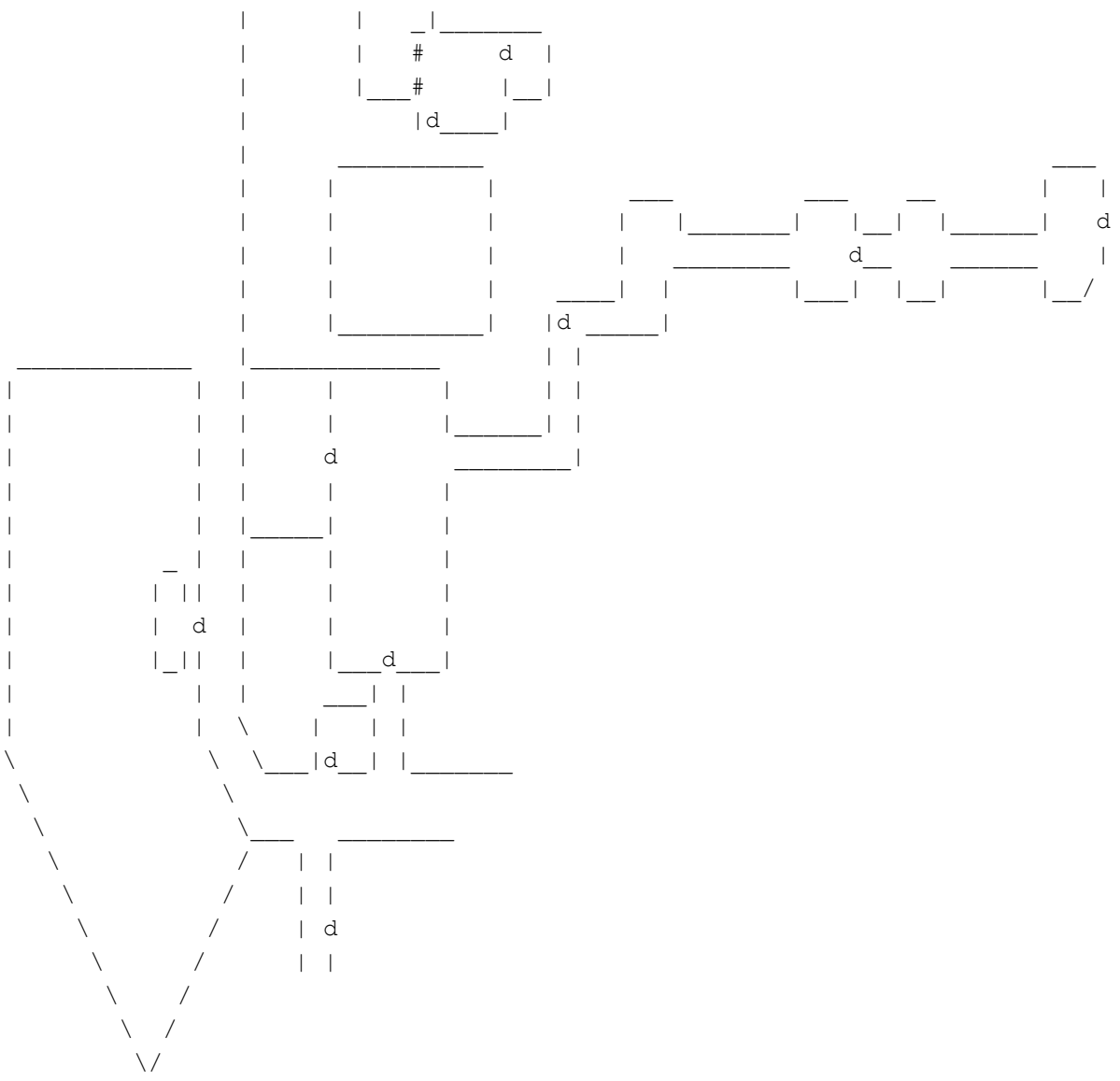


HOSPITAL
B 1





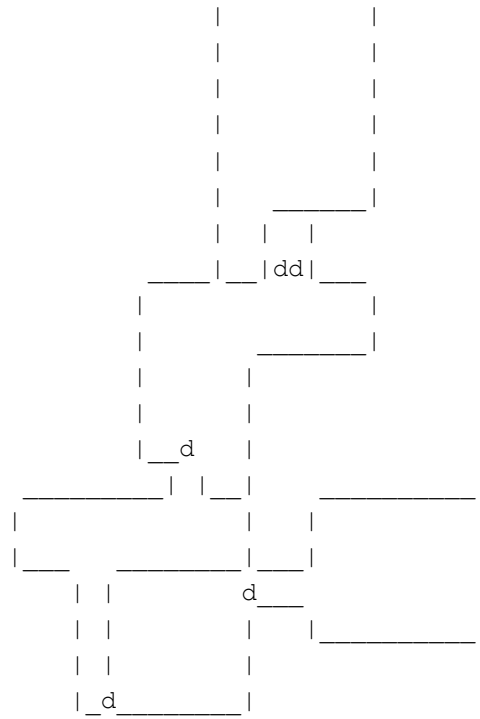
PARK



d

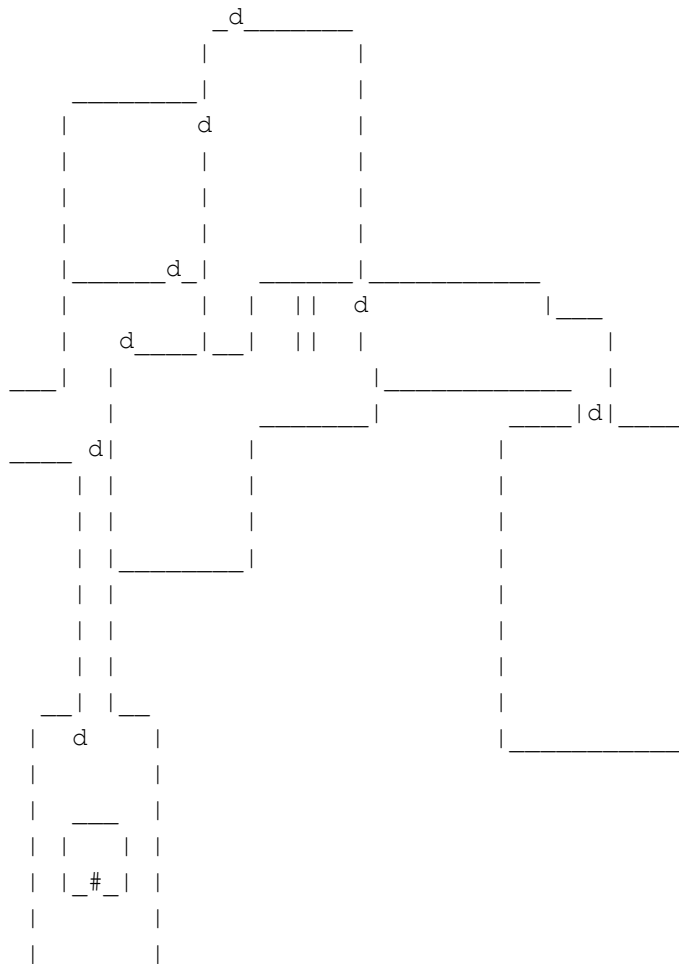
DEAD FACTORY

1 F



DEAD FACTORY

2 F



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15. TIPS
AND
CHEATS

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(re3nem15)

#

GAME TIPS

- * If you want to make enhanced ammo for your handgun or shotgun then do this, start a game in hard mode and make sure that you have enough of the type of powder you need, at least 8, use the reloading tool one at a time and when you use it the 8th time the game will ask you if you want to make enhanced ammo, the difference is that this ammo will make your weapon enhanced too, and it's a lot more powerful than the normal ammo, and the handgun bullets will be able to make headshots, it's fun to try this.
- * This is an obvious tip, but to save shotgun ammo wait till any zombies are close to you and then fire headshots, sometimes you can get headshots off more than 1 zombie if they are all close together.
- * Drain deimos can't see and they can only hear jill, so this is a tip if you don't want to fight them, instead of keeping the run button pressed tap it quickly again and again and jill will seem to glide on the ground her other foot won't touch the floor hence no sound will be made, making it easier to sneak past unaware monsters.
- * This is a kinda tip to help you fight the nemesis in his first form, ya see the trick is that nemesis is right handed, so i think you can figure out what i mean, take out your handgun, yes handgun, now fire 2 shots at nemesis, he should be running by now, quickly turn to his right and run 2 steps, he'll miss you with his left hand, fire 2 more shots and when he turns to face you run 2 steps to his right again, keep on doing this and eventually nemesis will fall.
- * This is a real neat trick if the nemesis is with his rocket launcher, make sure that you have a fast firing weapon with you then get some distance between you and nemesis, and when you hear him reload a rocket aim at him and start firing, you'll hear your bullets bouncing off the rocket, if this happens then keep on firing and the nemesis's rocket will backfire, causing him to go down for a while.
- * Another one for nemesis with his rocket launcher, when he has a rocket launcher in his hand get some distance between you and him and when he fires a rocket press the dodge button to dodge it, dodge at least 7 rockets and when he tries to reload the 8th time his rocket won't reload and the launcher turns red and explodes in his face, sometimes i have seen a different thing that nemesis breaks his launcher with his hands and throws it down.
- * This is a clever trick whilst fighting the nemesis for the final time with the rail cannon, when you hear the computer OS counting down till the charger is ready to fire quickly enter your inventory menu, the countdown will keep on going, now when he's almost done quickly exit and the rail cannon will fire

as if you were playing the game all this time, this can be really helpfull in times, make sure nemesis is in front of it and enter your menu then wait till its almost done and exit, and waaamooo, the fire is in nemesis's face.

- * This is a cool trick, make sure that you have bough the unlimited ammo thingy in the mercenaries mini game, worth 9999\$, now play the game in hard mode and when you get the mine launcher it will now be the mine launcher E, it will fire off homing mines which will have a light on them. Really cool.
- * IF your playing with the pistol press the dodge button and somtimes jill will do a roll dodge, when she's in the roll quickly press the action button and jill will stay on her knees and fire off with the handgun, this makes the fire speed really fast.
- * If you want to get jill's STARS id card, just go to the room in the RPD where you used the lighter to burn a hole in the painting in Re2. Usually what we would do is get brad's card from his body, but looking at jill's card is cool for a change.
- * If you want to see a scene of mikhail killing some zombies with either a grenade or a drum then head back to the trolley before you have collected all the items, if you let the barrel stay before then you'll see a scene in which mikhail rolls the barrel down and shoots it to get some zombies If the barrel wasnt there then mikhail will throw a grenade at them.
- * Here's a good tip to follow, make sure that you have the right distance for the right kind of enemy, whenever dealing with hunters make sure that you are at a good distance cause they can jump directly at your head, zombies should be killed closely if your with the shotgun, otherwise with any other gun keep far, same goes for the drain deimos and brain suckers

#

IN GAME SECRETS

Operation Mad jackal

Complete the game once in hard mode with any rank but the F rank and when you finish it you will be asked to save your game, load it and you'll start the mercenaries mini game, this is much like the Ex battle of RE2. This is more challenging though and it is the only minigame in the RE series which is usefull for the main game.

Special Costumes

Finish the game in any mode and you'll get the botique key, use this key on the botique door which is besides the front entrance of the bar jack and you shall enter it, if you finished it in easy mode then only 2 costumes will be available right now, but if you finish the game in hard mode with an A rank then all the costumes will be opened for you , the costumes are as follows..

- * Jill's dress from RE1
- * Regina's dress from Dino crisis (complete with the red hair)
- * Police miniskirt dress
- * Disco dress
- * Biker dress

if you are playing the PC or the Dreamcast version then these will already be unlocked and you'll have 7 instead of 5 costumes.

Epilogues

Complete the game in hard mode to view the epilogue of the character after their respective game, finish the game 8 times in hard mode to get all epilogues, the epilogues are of the following characters

Jill, Chris, Barry, Leon, Claire, Sherry, Ada, Hunk

Jill's Diary

To get jill's diary which reveals alot about what happened to her after the events of RE1 play a game in any mode and make sure that you are getting all the files in the right order, when you get the final file check your inventory and the file menu and you'll see that the first file would have turned automatically into the diary of jill valentine.

#

CHEAT CODES

 PSX GAMESHARK CODES

Enable , must be on
 D018418C 023A
 8018418E 1000

Enable , must be on
 D0184104 000A
 80184106 1000

1 Infinite Health
 800CCC90 00C8

2 Condition Fine
 300CCC97 0004

3 Have 10 Slots
 800D225E 000A

4 Have All Maps

300D2127 00FE
300D212B 00FE

5 Have All Files
800D212C FFFF
800D212E FFFF

6 Hyper Mode
800D454C 0002

7 Secret Mode
800D1F32 FFE0

8 Access Item Box Anytime
D00CC830 0084
800D1F2C 0200
D00CC830 0084
800E01C4 0002

9 Total Time
800D1F28 0000
800D1F2A 0000

10 Quick Ending (Press L1+L2+R1+R2)
D00CC830 000F
800CC858 C000
D00CC830 000F
800CC85A 0001

11 Rapid Fire (Press R1+R2+X)
D00CC830 004A
800CCC8C 1E02

12 Save Anywhere (Press L1+Triangle)
D00CC830 0014
800D1D18 13CC
D00CC830 0014
800D1D1A 8005

13 Have All Pics In Epilogue
800D1F3E 0008

14 Infinite Item Usage (All Slots)
8006D0CA 2400

15 Character Modifier
800D1F86 00??

16 Makes Game Think You Never Saved
800D1F40 0000

17 One-Hit Death
D0044E18 0006
80044E18 0001

18 Weapon Ammunitions Modifier
800CCC0A 00??

19 Almost All Doors Open (GS 2.2 Or Higher Needed!)
50000502 0000

800D20CC FFFF

20 One Hit Death For Weapon Modifier Code [Note 2]

D00CCC0A 00??

80044E18 0001

D10CCC0A 00??

80044E18 0006

21 Enhanced/Extra Ammo [Note 3]

800D2260 01F4

800D2262 01F4

800D2266 01F4

800D2268 01F4

800D226A 01F4

800D226C 01F4

22 Walk Thru Walls [Note 4]

800339FE 1000

8004B2A2 1000

23 Walk Thru Enemies

80033982 2400

24 More Blood

800BD8DE FFFF

25 Character Modifier

800D1F86 00??

26 Unlimited Time

800C79BA 0000

27 Have More Item

D00667D8 0003

800667DA 2400

28 Start Exits Game Config Menu Instead Of Select

D01C2810 0100

801C2810 0800

29 NTSC2PAL Patch

8008DBCC 0001

8008DBCE 2402

8008BAA4 0030

30 Skip All FMVs

80083456 3C00

31 No Ink Ribbons Required For Saving

80051406 2400

32 Infinite Ink Ribbons

8006CD32 3C00

33 Ink Ribbons Increase

3006CD2C 0021

34 Press L1+Select To Instantly Reset

D00CC7EA FBFE

80024292 2400

D10CC7EA FBFE
80024292 1440

35 Walk Thru Walls (Alternate) [Note 5]

D00CC7EA FBFE
800339BE 2400
D00CC7EA FBFE
800339BE 0C01

36 Walk Thru Enemies (Alternate) [Note 6]

D00CC7EA FB7F
80033982 2400
D00CC7EA FBDF
80033982 0C00

37 Walk Thru Walls & Enemies [Note 7]

D00CC7EA FFED
80033792 3400
D00CC7EA FFBD
80033792 1480

38 Freeze Enemies [Note 8]

D00CC7EA FFED
80023EAA 2400
D00CC7EA FFBD
80023EAA 0040

39 Almost All Enemies Dont Attack [Note 9] D00CC830 0084

800CCCF0 8000
D00CC830 0088
800CCCF0 0000

GameSpeed Modifier Codes

40 P1 Press L1 For Hyper Mode

D00CC7EA FBFF
300101BC 0002
D00CC7EA FBFF
800809AE 1040

41 P1 Press R1 For More Hyper Mode

D00CC7EA F7FF
800809AE 2400

42 P1 Press R2 For Normal Mode

D00CC7EA FDFF
300101BC 0001
D00CC7EA FDFF
800809AE 1040

DREAMCAST GAMESHARK CODES

Items Set 4 Replace the xx in any of the above Modifier codes to place the specific item in that inventory slot. Ex: 60CB0F2B000000xx Replace the xx with 05 to have a Magnum in that slot, which happens to be the first slot in the items box.

Gunpowder A 61
Gunpowder B 62
Gunpowder C 63
Gunpowder AA 64
Gunpowder BB 65
Gunpowder AC 66
Gunpowder BC 67
Gunpowder CC 68
Gunpowder AAA 69
Gunpowder AAB 6a
Gunpowder BBA 6b
Gunpowder BBB 6c
Gunpowder CCC 6d
Inf. Bullets 6e
Water Sample 6f
System Disk 70
Dummy Key 71
Lockpick 72
Warehouse Key 73
Sickroom Key 74
Emblem Key 75
Clock T. Key 77
Clock T. Key 78
Chronos Key 79
Park Key 7b
Park Key 7c
Park Key 7d
Facility Key 7e
Facility Key 7f
Boutique Key 80
Ink Ribbon 81
Reloading Tool 82
Game Inst. A 83
Game Inst. B 84

Box Slot 61 50F7133D000000xx
Box Slot 63 D8D8E7B5000000xx
box Slot 64 102472FB000000xx
Box Slot 62 8DD3E96A000000xx

Have All Files
74753769FFFFFFFF

Have All Maps
43967BA2000000FE
7469B769000000FE

Have 10 Slots
98F02E9D0000000A

Inf. Amount Slot 1 C3EF839200000063
Inf. Amount Slot 2 F2ADF2EC00000063
Inf. Amount Slot 3 54B3133D00000063
Inf. Amount Slot 4 9C0C6E9D00000063
Inf. Amount Slot 5 E2337CFE00000063
Inf. Amount Slot 6 22A3072F00000063
Inf. Amount Slot 7 7BF1B76800000063
Inf. Amount Slot 8 A2D735FB00000063
Inf. Amount Slot 9 F21DF2EC00000063
Inf. Amount Slot 10 3DF5402D00000063

All Weapons In Box

60CB0F2B00000001
A29335FB00000002
F259F2EC00000003
3DB1402D00000004
89A3E96A00000005
9D486E9D00000006
E3777CFE00000007
23E7072F00000008
7AB5B76800000009
B3865EE70000000a
15D472FB0000000b
4D2A7BA30000000c
9D386E9D0000000d
C27B83920000000e
2357072F0000000f
5527133D00000010
A3E335FB00000011
E3A77CFE00000012
4D9A7BA300000013
7A65B76800000014

Slot 1 Modifier A24335FB000000xx
Slot 2 Modifier DC68E7B5000000xx
Slot 3 Modifier 3D61402D000000xx
Slot 4 Modifier 7BC5B768000000xx
Slot 5 Modifier C3AB8392000000xx
Slot 6 Modifier F2E9F2EC000000xx
Slot 7 Modifier 54F7133D000000xx
Slot 8 Modifier 89D3E96A000000xx
slot 9 Modifier DCD8E7B5000000xx
Slot 10 Modifier 142472FB000000xx

Box Slot 1 60CB0F2B000000xx
Box Slot 2 A29335FB000000xx
Box Slot 3 F259F2EC000000xx
Box Slot 4 3DB1402D000000xx
Box Slot 5 89A3E96A000000xx
Box Slot 6 9D486E9D000000xx
Box Slot 7 E3777CFE000000xx
Box Slot 8 23E7072F000000xx
Box Slot 9 7AB5B768000000xx
Box Slot 10 B3865EE7000000xx
Box Slot 11 15D472FB000000xx
Box Slot 12 4D2A7BA3000000xx
Box Slot 13 9D386E9D000000xx
Box Slot 14 C27B8392000000xx
Box Slot 15 2357072F000000xx
Box Slot 16 5527133D000000xx
Box Slot 17 A3E335FB000000xx
Box Slot 18 E3A77CFE000000xx
Box Slot 19 4D9A7BA3000000xx
Box Slot 20 7A65B768000000xx
Box Slot 21 C20B8392000000xx
Box Slot 22 E0677CFE000000xx
Box Slot 23 4E5A7BA3000000xx
Box Slot 24 79A5B768000000xx
Box Slot 25 C1CB8392000000xx
Box Slot 26 16C472FB000000xx

Box Slot 27 622B0F2B000000xx
Box Slot 28 9E286E9D000000xx
Box Slot 29 E0177CFE000000xx
Box Slot 30 2047072F000000xx
Box Slot 31 7915B768000000xx
Box Slot 32 A0F335FB000000xx
Box Slot 33 F039F2EC000000xx
box Slot 33 F039F2EC000000xx
Box Slot 34 4E8A7BA3000000xx
Box Slot 35 9E986E9D000000xx
Box Slot 36 C11B8392000000xx
Box Slot 37 2037072F000000xx
Box Slot 38 3E51402D000000xx
Box Slot 39 8A43E96A000000xx
Box Slot 40 B1E65EE7000000xx

Items Set 1 Replace the xx in any of the above Modifier codes to place the specific item in that inventory slot. Ex: 60CB0F2B000000xx Replace the xx with 05 to have a Magnum in that slot, which happens to be the first slot in the items box.

Knife 1
Merc's Gun 2
Handgun 3
Shotgun 4
Magnum 5
G. Launcher 6
G. Launcher 7
G. Launcher 8
G. Launcher 9
R. Launcher a
Gatling Gun b
Mine Thrower c
Eagle 6.0 d
Assault Rifle e
Assault Rifle f
Western Custom 10
SIGPRO E 11
SIGPRO E 12
Benelli M3S E 13
Mine Thrower E 14
Handgun Bullets 15
Magnum Bullets 16
Shotgun Shells 17
Grenade Rounds 18
Flame Rounds 19
Acid Rounds 1a
Freeze Rounds 1b
M.T. Rounds 1c
A.R. Bullets 1d
H.G. Bullets E 1e
S.G. Shells E 1f
First Aid Spray 20
Green Herb 21
Blue Herb 22
Red Herb 23
Mixed Herb 24
Mixed Herb 25
Mixed Herb 26
Mixed Herb 27

Mixed Herb 28

Mixed Herb 29

Items Set 2 Replace the xx in any of the above Modifier codes to place the specific item in that inventory slot. Ex: 60CB0F2B000000xx Replace the xx with 05 to have a Magnum in that slot, which happens to be the first slot in the items box.

First Aid Box 2a

Crank 2b

S.T.A.R.S. Card 2f

Battery 31

Fire Hook 32

Power Cable 33

Fuse 34

Oil Additive 36

Card Case 37

S.T.A.R.S. Card 38

Machine Oil 39

Mixed Oil 3a

Wrench 3c

Iron Pipe 3d

Fire Hose 3f

Tape Recorder 40

Items Set 3 Replace the xx in any of the above Modifier codes to place the specific item in that inventory slot. Ex: 60CB0F2B000000xx Replace the xx with 05 to have a Magnum in that slot, which happens to be the first slot in the items box.

Lighter 41

Lighter 42

Lighter 43

GreenGem 44

BlueGem 45

AmberBall 46

ObsidianBall 47

CrystalBall 48

GoldGear 4c

SilverGear 4d

ChronosGear 4e

BronzeBook 4f

BronzeCompass 50

VaccineMedium 51

VaccineBase 52

Vaccine 55

MediumBase 58

EAGLE Parts A 59

EAGLE Parts B 5a

M37 Parts A 5b

M37 Parts B 5c

Chronos Chain 5e

Rusted Crank 5f

CardKey 60

Always Fine Condition

EFE73CD4000000C8

GAMECUBE ACTION REPLAY CODES

m)

- 1 KT8V-BY18-YP7EZ
- 2 421J-CM7B-QZ6CH

Zero Saves

- 1 MC3P-P0E9-7X5TZ
- 2 EUMH-8MWK-4T66G

Low Game Time

- 1 3ECM-ZRXM-P66UY
- 2 29T1-TRPQ-NK6XK
- 3 8UM0-V2JV-NYZUJ
- 4 DR15-UFZZ-0R853

Jill Has Infinite Health

- 1 EJ6K-2TFF-TKXR3
- 2 RXD2-U4XG-8F0Z2

Jill Has All Maps

- 1 F12E-1ZRJ-89ZV7
- 2 EWZA-J1BK-T2K6B
- 3 UYTW-BTHM-1Q0D2

Jill Has All Files

- 1 HJVW-NN3Z-UC5NF
- 2 0DOX-H3DG-J3BYR

Infinite Items/Ammo All Slots

- 1 V8GQ-0BK1-PMQBN
- 2 PP1J-QPA0-XU4RX
- 3 5Z7B-4JUX-1JQAC
- 4 19H3-RDGQ-UKJ7F
- 5 ZZ79-6H72-WP9RE
- 6 C3T3-GCY1-TYY8B
- 7 EAD2-78UP-CM3TJ
- 8 1CPU-XKV9-8CBB2
- 9 PZCK-JKUW-7MMER

Always Jill (Costume 1)

- 1 74XM-AJPQ-0Q1U4
- 2 FFA3-AQ0U-90VCN

Always Jill (Costume 2)

- 1 1E1M-NXCR-WV3G3
- 2 8CHE-E6V4-2J50K

Always Jill (Costume 3)

- 1 0JR1-3V4B-011KR
- 2 YAB7-XYED-1KAYY

Always Jill (Costume 4)

- 1 54DW-U416-D2FHM
- 2 MDJ2-Y619-YFBKK

Always Jill (Costume 5)

- 1 DEV3-B02N-DMHM0
- 2 FFMU-FCJJ-E4E8D

Always Jill (Costume 6)

- 1 WE5P-NGVK-DFUD7
- 2 WA2F-8K2D-8ETAW

Always Regina

- 1 A3CE-ZQPJ-R4VX3
- 2 UUEQ-6G93-GZV0M

Always Carlos

- 1 P3CN-T58M-RJD4H
- 2 7B1Z-GCBM-J41CX

Always Mikhail

- 1 X84P-RQV0-58Z8F
- 2 EP7T-9AZ2-X21HM

Always Nicholai

- 1 J2HJ-G8D8-JA0NY
- 2 ACY9-PDUB-F91YG

Always Steel Beam?

- 1 FJBD-E1PQ-GC60R
- 2 9JMT-DQAN-7P95N

HAVE ITEMS IN CRATE:

Merc's Handgun

- 1 UOVZ-6WOC-F4UW9
- 2 J4YV-KR4N-1V2AF

Hand Gun

- 1 NUGV-3AM5-3WX09
- 2 B02W-HTNH-KA18A

Shotgun

- 1 555Z-04BV-4AN0Z
- 2 Y04Q-P7W3-H734Q

Magnum

- 1 OXX3-R1RG-GTGF2
- 2 12HZ-7XMJ-YKEG2

Grenade Launcher (Flame)

- 1 GPX2-CP86-B96X6
- 2 DTXT-X24F-TZGDG

Grenade Launcher (Burst)

- 1 AH9X-7WBC-1REY7
- 2 8N4C-MNYJ-9XAJ5

Grenade Launcher (Acid)

- 1 653E-C9M1-ARUAZ
- 2 XBYG-4MY0-5N2X1

Grenade Launcher (Freeze)

- 1 7YBY-R3QH-CHNRD
- 2 VQN0-6YY9-4D2GB

Rocket Launcher
1 WW7A-0G4C-YYAUH
2 G8QF-V8RN-323J4

Gatling gun
1 P80B-VUNH-98Y53
2 E26V-2FK5-CWNQJ

Mine Thrower
1 ENGZ-A1AR-Y3TB7
2 UAAM-KXNZ-QW6CG

Eagle 6.0
1 GWGG-XZM7-5NBPU
2 ZX95-HYJM-5T3N2

Assault Rifle (Manual)
1 WDV5-H3E0-DVK91
2 177H-UAYP-3TVQ0

Assault Rifle (Auto)
1 W40Z-07PC-YZDHU
2 3ZK0-FUT4-A5FUY

Western Custom
1 TCU1-UQFU-A2NZM
2 Q1X2-9PZ6-0FG3P

Sigpro E
1 FMB9-ZKUG-A0ERY
2 EJ9V-KBWP-J6GQJ

M92F E
1 BZ11-KDAV-K29Z1
2 R19W-AAEC-95HT5

Benelli M3S E
1 7CHE-9CWZ-MM8FN
2 KNK0-GJXG-H0Z28

M. Thrower E
1 K12Z-PM9W-Y90G7
2 VQ92-UW6Z-KZA8K

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16. SERIES
 STORY
 STUFF

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NOTE :.. Some people may complain that my TimeLine section looks alot the Excellent TimeLine FAQ which Rob McGreggor has. But I assure everyone that this is completely ORIGINAL STUFF. I DID NOT RIP OFF A SINGLE WORD.

NOTE 2 : Keep in mind this is NOT a complete timeline but just a column for the timeline of the main characters.

OFFICIAL RESIDENT EVIL TIMELINE

1950's

Doctor James Marcus, Lord Edward Ashford and Ozwell E Spencer discover the mother virus.

1953

Birth of Kenneth J. Sullivan S.T.A.R.S. Bravo Team Scout.
Deceased July 23, 1998 inside Spencer Mansion. Devoured by Zombie.

1957

Birth of Enrico Marini. Captain of the S.T.A.R.S. Bravo Team.
Wounded during Spencer Mansion penetration. Killed July 23, 1998 by a single gunshot wound. Murderer unknown; possibly Barry Burton under the command of Albert Wesker.

1960's

Birth of Albert Wesker, captain of STARS Alpha team

Early 1960's

Alexander ashford graduated with a Ph.D in biogenetics and joins his father in research for the mother virus.

1960

Birth of Barry Burton. Ex S.W.A.T. team member; currently part of S.T.A.R.S. Alpha Team. Working under threats to his family by Albert Wesker. Competent helicopter pilot.

1961

Michael Warren, an engineer, moves to Raccoon city and begins work the city's cable car system. He eventually becomes mayor.

1963

New york city architect George Trevor is hired by spencer to build a huge mansion in the arklay forest.

Birth of Brad Vickers. Part of S.T.A.R.S. Alpha Team. Known as "chickenheart" he pilots the helicopter (and abandons the team) during a botched team disembark at the Spencer Mansion.

1967

November 10, 1967

Progenitor Virus administered to Jessica and Lisa Trevor, wife and daughter of famed architect, George Trevor. Kidnapped and held in the Spencer Mansion, Jessica eventually dies, Lisa lives.

Trevor's Diary: George Trevor's aunt becomes ill and is sent to a nearby hospital. Jessica and Lisa Trevor intend to visit her.

November 13, 1967

Trevor's Private Papers: Architect George Trevor arrives at the Spencer Mansion, which he designed over a five-year period for Lord Ozwell E. Spencer. Spencer tells Trevor that Trevor's family has recently departed to visit a sick aunt. Both gentlemen feast in the dining room before viewing the mansion's art collection. Trevor mentions the house's "numerous secrets."

Lisa Trevor's Letters: Part torture subject, part bio-experiment, Jessica Trevor writes a final, emotional note to her daughter, pleading for an escape plan and fearing the worst is upon them.

November 14, 1967

Trevor's Private Papers: Trevor views Lord Spencer's collection of European paintings and parchments. Spencer tells Trevor he is contemplating turning the residence into a seaside resort. He also wishes to start an "international industrial medicine company." The company's name would be "Umbrella."

Lisa Trevor's Letters" Lisa Trevor feels dizzy from the shot she was given four days ago. She wants to escape the mansion, but her mother hasn't returned.

November 15, 1967

Lisa Trevor's Letters: Lisa finds her mother and they eat together. Lisa is happy until she realizes her mother is a "fake" and "different inside." She locates her mother's face, peels it off her skull, and attaches it to herself.

November 18, 1967

Lisa Trevor's Letters: Lisa mentions a coffin under the house where her mother rests. Little else of the letter is comprehensible.

Trevor's Private Papers: Trevor notes in his diary that his wife and children have not returned from their Aunt Emma's. There are no telephones, so he can't check their whereabouts. Trevor heads to a second floor terrace. Large crows perch here; Trevor feels strange, as if he is being watched. He spies a lower courtyard with a ladder leading down into a hole this wasn't in his design.

November 20, 1967

Trevor's Private Papers: Trevor notices that the shotgun gave Lord Spencer has been swapped for a broken one. Trevor is alarmed at his family's disappearance, and his employer wants him back at work.

November 21, 1967

Trevor's Private Papers: Trevor is ushered into an enclosed reception chamber, where a man in a white lab coat tells Trevor that his family is dead. Trevor feels pain in the back of his neck; he falls to the floor.

November 24, 1967

Trevor's Private Papers: Trevor is imprisoned in the room' the man in the white coat brings him "revolting" food. Only he and Spencer know the mansion's terrible secrets. He mentions preternatural entities roaming the manor grounds. Trevor wonders

if Spencer is testing the mansion's "secret mechanisms" on him. A strange ant-like creature lands on Trevor tramples a number of them. Trevor's Diary also notes these occurrences.

November 26, 1967

Trevor's Diary: George Trevor loses his favorite lighter the one Jessica gave him.

November 27, 1967

Trevor's Private Papers: George Trevor escapes from his room, but the mansion is securely locked. He mentions Crests, an eye needed for a statue, and a Golden Emblem. He hasn't time for these games.

November 29, 1967

Trevor's Private Papers: Trevor begins to lose his mind. He stumbles upon a room with a giant plant growing through it. He describes it as "absurdly gigantic." Trevor escapes the mansion and moves through a laboratory, in to a cave system. He mentions high-heeled shoes. He hopes his wife escaped by this route. Trevor's diary entries become increasingly disjointed. He hasn't had food or water for days. He feels trapped.

Trevor's Diary: Trevor continues to ramble on about being trapped, writing about large glass tubes and wet, eerie caves.

November 31, 1967

Trevor's Private Papers: Trevor is in the dark. He scrambles through a secret tunnel that ends in a damp chamber. Something monstrous looms in the shadows. With his final match, he illuminates the room. Near him is a headstone carved with his name carved into it. Trevor scrawls a final goodbye to his wife.

Sometime in 1967

It is assumed that Lord Ozwell Spencer and Alexander Ashford completed the experiment known as the T-virus.

Sometime in 1967

The Special Tactics and Recovery Squad (or S.T.A.R.S.) is formed in New York City as a special branch of the police force. Its specially trained troops deal with cult-affiliated terrorism.

1969

Birth of Forest Speyer, S.T.A.R.S. Bravo Team sniper and vehicle specialist. Deceased July 23, 1998 on a balcony inside Spencer Mansion. Devoured by an unknown entity.

1970

Estimated "birth" of Alfred Ashford and Alexia Ashford, twins in a long line of Ashfords. Their father Alexander (along with Lord Spencer) created the T-virus. The twins then experimented on Alexander, turning him into a "Nosferatu". After the invention of the T-Veronica Virus, Alexia enters a cryogenic state chamber to mutate and strengthen her powers.

1971

Birth of Joseph Frost, S.T.A.R.S. Bravo Team vehicles specialist, who joined Alpha Team under orders from Albert Wesker. Deceased July 23, 1998 on Spencer Mansion grounds. Devoured by zombified hounds.

1972

The Raccoon City chapter of S.T.A.R.S. is established.

1973

Birth of Chris Redfield S.T.A.R.S. Alpha Team member. Dishonorably discharged from the Air Force, Chris is recruited from S.T.A.R.S. by Barry Burton.

1975

Birth of Richard Aiken, S.T.A.R.S. Bravo Team communications specialist. Bitten to death July 23, 1998 on Spencer Mansion grounds.

14th Feb 1975

Birth of STARS alpha team member Jill Valentine.
Current status. Active.

1978

Wesker's Report II: Albert Wesker arrives at the Arklay Laboratories ignoring the Umbrella president and remaining aloof to the other staff. He commences research on the Ebola Virus, and attempts to create a Bio Organic Weapon (B.O.W. Entities). Wesker first encounters the "woman," a creature who has been constantly experimented on with multiple viral strains since her first injection on November 10, 1967.

1980

Birth of Rebecca Chambers, S.T.A.R.S. Bravo team medic and part-time pianist. One day before Alpha Team's arrival in Raccoon Forest, she investigates a mysterious train. Albert Wesker shoots her in the chest, but she survives and escapes the mansion.
Her status is currently active.

1981

Birth of Steve Burnside. An immature but good-hearted child, he is held on the remote Rockfort Island with his father as a prisoner of Umbrella, Inc.

July 27, 1981

Wesker's Report II: Ten-year old Alexia Ashford is given permission to head up Umbrella's remote Antarctic research station. Her family's reputation is legendary (her father, Alexander Ashford first discovered the T-virus), although Alexander's son, Alfred, is useless. Wesker vows to commence research on the laboratory's older workers, but Dr. William Birkin is envious of Alexia and isn't mentally capable of helping Wesker. An imprecise killing machine, name the Zombie, is created. However its infection ration isn't perfect. The "woman" still lives, and Wesker is surprised at how resilient she has become.

1983

January 30, 1983

Alfred's Diary: Alfred Ashford, inside the secret Umbrella Antarctic base keeps a diary where he mentions a hidden passageway, accessible only by using three family brooches. He cannot retrieve his father's brooch.

February 17, 1983

Alfred's Diary: Alfred manages to secure the brooches and enter the sealed room. He makes a shocking discovery-his DNA was spliced from a family ancestor and surrogate mother; both Alfred and Alexia are

experiments. Angry and jealous that his father chose Alexia (she exhibits genius intelligence, but Alfred does not), Alfred is determined to avenge his blundered birth.

March 3, 1983

Alfred's Diary: Alfred and Alexia begin to experiment using the T-Veronica Virus on a "human body" they find- most likely their father. Alfred worries that the family butler will find out about this macabre experiment.

April 22, 1983

Alfred's Diary: Alexander Ashford is turned into a freakishly mutated being that comes to be known as "Nosferatu," and he's locked away in a secret basement room. Alexia, meanwhile, continues to experiment on herself, and she informs Alfred that she needs to be frozen for 15 years before the T-Veronica Virus can completely consume her. Alfred, now alone, mentally degenerates completely.

December 31, 1983

Wesker's Report II: Wesker hears that Alexia died after injecting herself with the T-Veronica Virus. He can't rely on Alfred to help with research. Wesker begins to wonder why Oswell Spencer locate the laboratory here, especially as Wesker believes other species (both animal and vegetable) could be affected by the virus. He realizes that placing a base in the Antarctic wasn't so crazy after all. The "failure" at the laboratory (the woman infected back in 1967) has been forgotten. Wesker's true intentions- that he's been planted in the Umbrella organization by another company are still secret.

1986

Birth of Sherry Birkin, daughter of Umbrella scientists, Doctor William Birkin and Annette Birkin. Sherry wears a small neck pendant that carries the G-virus. Albert Wesker's forces may be holding her against her will.

1987

Residents of Raccoon City elect Michael Warren (the engineer who pioneered the town's cable car system) mayor of Raccoon City. Warren holds this position until the town is destroyed; he dies in the nuclear explosion.

1988

Wesker's Report II: Wesker can't believe Birkin is bringing life into the world when he works in such a place, especially as work has begun on the Tyrant, a genetically superior soldier. However, very few "test subjects" could survive with the T-Virus inside them; most turn into Zombies. Only 10 people in the United States have the correct DNA. Hear the Umbrella France has recently started the Nemesis Project, Wesker requests appropriate samples, realizing that a tremendous soldier can now be created. The Nemesis parasite has a short life expectancy outside of the host body, so Wesker resolves to plant the Nemesis parasite into the "woman." The results are surprising she devours the parasite and lives. Wesker switches his research completely and begins to work on the "failure".

1992

After five years as mayor of Raccoon City, Michael Warren begins to

rely heavily on Umbrella's "charitable" donations. The money helps to build a hospital, a public utility works, a municipal building, and helps "keep the public peace."

1993

The newly appointed Raccoon City chief of police, Brian Irons, begins to take bribes from Umbrella, Inc. to ignore the disappearance of locals, Umbrella's "experimental" areas of the city, and other atrocities. Chief Irons becomes more erratic.

1995

July 31, 1995

Wesker's Report II: Wesker returns to the Arklay Laboratories after a four-year absence. Birkin heads the G-Virus experiment that Wesker began. The G-Virus continuously mutates its host, creating a creature that resurrects itself from the dead. Spencer spends less and less time at the Raccoon facility. A new lead researcher named John arrives, and the experiment on the "woman" begin to turn violent she rips the faces off careless researchers and wears them on her hunched back. She is destroyed, but Wesker wonders what Spencer has in store for Umbrella.

1996

While Mayor Warren and Police Chief Irons stonewall any protests, Umbrella, Inc. is permitted to construct the Arklay Laboratories near the old Spencer Mansion, away from the main business district, but still within Raccoon City Limits.

1997

Barry Burton leaves his job as S.W.A.T. team sergeant to become a full-time member of S.T.A.R.S. Burton recruits Chris Redfield, and both move to Raccoon City to revamp the S.T.A.R.S. team there. Ada Wong, a spy infiltrating the Umbrella organization to gain more information on their viral experiments, manages to become intimate with an Umbrella researcher named John. The Raccoon City Police Department moves into the disused Raccoon City Art Gallery. Artwork remains in the building during the move, but many more expensive paintings and statues arrive shortly afterward. They belong to Chief Irons.

1998

April 25, 1998

Manager's Diary: A technician is hired to manage Arklay Laboratories and "disposal" facility. The lab is near the mansion, disguised as a factory.

May 10, 1998

Keeper's Diary: The keeper looks after a new specimen, which may be a Chimera. The beast dismembers and disembowels its meat (a wild pig) before eating. Secretary's Diary: Chief Irons acquires another disgusting painting; a naked human, being hanged.

May 11, 1998

Keeper's Diary: A T-Virus leak shuts down the Arklay Laboratories basement area. The keep dons a haz-mat (hazardous materials) suit.

May 12, 1998

Keeper's Diary: the Keeper feels "musty" and "itchy" after 24 hours

in the haz-mat suit.

May 13, 1998

Keeper's Diary: The Keeper goes to the laboratory clinic when his itchy back becomes swollen. He removes his haz-mat suit, and they bandage his back.

Prisoner's Diary: On Rockfort Island, a prisoner complains that his cell "stinks of death." He shares a bunk bed with an "interesting" fellow named Bob.

May 14, 1998

Keeper's Diary: A blister appears on the Keeper's foot; he hobbles to the dog pen. Some of the hounds have escaped.

Manager's Diary: Arklay Laboratories tests a special, but unstable, gas that decomposes living cells.

May 15, 1998

Keeper's Diary: An armed guard prevents the Keeper from leaving or making phone calls.

May 16, 1998

Keeper's Diary: A scientist is shot trying to escape from the secured Laboratory. That night, a piece of rotting flesh falls off the Keeper's arm.

Prisoner's Diary: Bob says that he was the assistant to Alfred Ashford, but was imprisoned over "a tiny little mistake."

May 17, 1998

The T-Virus accidentally saturates a laboratory plant in Arklay Laboratories, creating Plant 42. An angry researcher floods the mansion's lower rooms, freeing sharks infected with the T-Virus.

May 19, 1998

Keeper's Diary: The T-Virus metamorphosis is almost complete. The Keeper attacks and eats the guard.

May 20, 1998

A female hiker is found on the bank of the Marble River. The body shows signs of animal lacerations.

Manager's Diary: Despite possessing a keycard, the Manager is accidentally locked inside a "treatment room" in the Arklay Laboratories.

Prisoner's Diary: Military personnel move Bob to a building from people never return.

May 21, 1998

Plant 42 Report: Umbrella researcher Henry Sarton writes about a mutating plant that attacks by crushing its victims in its vines or by bloodletting with its tendrils. This monster has preyed on several scientists.

May 27, 1998

The Raccoon Times writes a report on the discovery of the dead hiker. The police think a grizzly bear attacked her.

June 7, 1998

Manager's Diary: Staff members are becoming unruly and will not correctly dispose of experimentations.

June 8, 1998

Researcher's Note: John, a researcher, tells his sweetheart how to correctly exit the Arklay Laboratories. Pass codes are mentioned.

June 16, 1998

The Raccoon Weekly runs a story about strange "dog-like" creatures roaming the Arklay Mountains near the Spencer Mansion. The paper urges people to try to photograph or capture a specimen.

July 9, 1998

The Raccoon Times: "Mystery in the Arklay Mountains" reports that local authorities closed the roads into the wilderness area; they summoned S.T.A.R.S. to help investigate. Grotesque monsters are still in the area, and more families have vanished.

July 16, 1998

Manager's Diary: Bodies in the facility are still being dumped into exterior containers and not burned per instructions. The plant disposal system cannot cope with "demand." The workers feel a little strange, they're taking medicine, but it isn't working.

July 22, 1998

White Umbrella: A clandestine organization give strict orders about an "X-Day." S.T.A.R.S. members are to be lured into a laboratory to battle the mutating experiments.

Suicide Note: A researcher, writing to his wife, details a viral outbreak in the Arklay Laboratories. He destroys his colleague with an ornate pistol and then hangs himself.

July 23, 1998

Raccoon City television runs a story about 10 families missing in the Arklay Mountains. Human remains have been found in the area. A military police vehicle is discovered inside the Arklay Mountains. Rebecca Chambers reports that corpses of Military Police, plus an unidentified body, are uncovered near the vehicle. Alpha and Bravo S.T.A.R.S. teams are ordered to look for any survivors. The teams assemble on the evening of July 23rd. Bravo Team makes an initial sweep of the lower-lying forested areas.

But before the Bravo team can do much their chopper malfunctions and they are forced to make a forced landing in the Raccoon forest. The team spreads out except for the chopper pilot Kevin who decides to stay there to make some repairs. Rebecca Chambers the rookie member of the BRAVO team soon finds an overturned car which has the corpses of a few MP personnel among it, the MP vehicle also contains a report about a convict being transported named Billy Coen, but Coen's body is not among the rest of the people which meant that he is out there in the forest. The BRAVO team captain Enrico Marini warns the team about this man and then asks them to spread out in the forest.

Rebecca soon finds a train in the middle of the forest, cautiously approaching it she readies her gun, but before she can enter the train it starts to rain. Rebecca enters the train and soon she comes across Billy Coen, not surprisingly enough he points a gun to her but doesn't shoot and asks her to go, not long after their first encounter Edward, another member of the BRAVO team comes crashing in through the train windows but dies before revealing anything important to Rebecca. A little while later Rebecca is contacted by Enrico again and he tells her some more information about Billy and the amount of people he killed, Rebecca finds it hard to believe that he could kill 23 people.

Not long after that they both meet up again, billy and rebecca dont get along at first but after rebecca encounters a strange zombie and billy saves her life they decide to stick together, but suddenly the train starts to move again.

They make their way to the cockpit only to see some soldiers being killed by some huge leeches along the way, they make it to the cockpit and try to stop the train but are unable to do so and the train crashes near a training facility. Inside the facility we see the robed man mocking albert wesker and william birkin. Rebecca and Billy start exploring the training facility.

After saving her life once more billy finally tells rebecca about the people he killed, he actually didnt kill them, but billy was the man they all put the blame on, rebecca knew it. The 2 hero's find several things regarding one doctor James Marcus through out the training facility, who is he !? The two make their way across the facility then go through umbrella's own private little church. During this course they find some more things related to this doctor marcus.

Rebecca and billy finally make it to a cable car system but billy is attacked and he falls down somewhere, rebecca goes through the cable car alone and she comes to a place with a huge elevator, there she meets up with his captain enrico, and that was the last time she ever see's him, after enrico leaves rebecca continues's her search for billy, soon after she finally finds billy clung on for dear life. After saving billy , they both head forward and finally encounter the robed man, he explains his story to the two hero's and we find out that the robed man is actually james marcus, then suddenly james marcus starts mutating and turns into a monster, a huge battle insue's which see's marcus's defeat in the end.

William birkin and Albert wesker turn on the self destruct system to this facility as rebecca and billy struggle to get out of the facility, along the way they are attacked by the queen leech who feels almost no pain from any weapon but sunlight is lethal to it. So using sunlight billy and rebecca kill the queen leech and billy shoots it down into the flames, they both escape the place just in time. Outside rebecca spots the spencer estate and she heads towards it and takes billy's dogtags with her and claims that officially billy coen is dead....

July 24th, 1998

After contact with BRAVO team is lost Albert wesker takes out the ALPHA team for search and rescue, soon they arrive at the raccoon forest. The ALPHA team locates the BRAVO's chopper but they dont find anything inside except for the dead body of their pilot kevin. Joseph cant take the sight and he almost throws up. The team starts searching the forest for more clues. While searching Joseph comes across some noises but before he can do much a horribly skinned dog attacks and kills joseph before he could defend himself. Jill tries to shoot the dogs but the bullets have no affect. One of the dogs notices her and tries to attack but she is saved right in time by chris. They both make it to their feet and run away but a dog closes in on chris, this time its wesker who shoots the dog away.

The ALPHA team's pilot Brad Vickers chickens out and leaves the team alone in the forest, Chris spots an old abandoned mansion in a distance and asks the team to head for the mansion, along the way they don't stop for anything, this was supposed to be an old abandoned mansion and luckily they could find a hiding spot in there.

Jill, Barry and Wesker enter the mansion and discover that Chris is not with them, suddenly they hear a gun shot and thinking it might be Chris Jill and Barry head out to investigate, but all they found is Kenneth J Sullivan's body, being eaten by something or someone. Upon dispatching the zombie they return back to Wesker only to find out that he's missing too.

Jill and Barry go their separate ways then, while Chris Redfield in the mansion finds the only surviving member of BRAVO team Rebecca Chamber who is terrified out of her life. Together they both find Richard who was bitten by a large snake, even though they try to, they are unable to save him. While Barry and Jill find the body of Forest Spayer from the BRAVO team, Chris and Rebecca make their way to the guard house behind the mansion, where they find a large mutated plant called Plant 42. Luckily with Rebecca's knowledge of chemicals they are able to kill the snake and upon finding a valuable key they return to the mansion.

When Chris and Rebecca return to the mansion they find out that it's been taken over by a new kind of enemy, the hunters, while Chris and Rebecca take care of these things Jill has managed to find a way out of the mansion, she makes her way to a cemetery and a cottage outside the mansion, there she finds a new monster, it looks a lot like the hunchback from the fairy tales, but this one isn't a nice one and Jill can't seem to kill her at all.

Escaping the place Jill makes it to the guardhouse where she overhears Barry talking to someone else but Barry blows the topic off and ignores it, then the two make their way to the catacombs below the mansion. In those tunnels Jill finds the BRAVO team captain Enrico Marini but before he can reveal the identity of the traitor in the STARS someone shoots him, Jill gives chase only to be led to an elevator with Barry on it leading down into a huge pit.

But before they can do down again Barry and Jill are attacked by that thing Jill met in the cottage again, Jill turns to Barry for help but finds out that he left her alone, Jill gets really mad at this and dodges the thing again, taking a ladder to the cottage again she makes it to the mansion and a secret altar right under the mansion main hall. She finds Barry in the altar and Barry almost tries to ambush her after they have an argument. But the thing attacks them again, Jill thinking wisely gives Barry his gun back and they both shoot the thing down a large pit.

Jill and Barry make their way into a secret lab below the mansion via a secret passage into the altar, Chris and Rebecca are in hot pursuit as they make their way to the lab not soon after, but there they have to fight a large spider which they kill together. Meanwhile in the secret lab Jill finally discovers Albert Wesker's plans and finds out that Barry was involved in them that's why he was acting weird towards Jill.

But Barry doesn't want to hurt Jill so he turns against Wesker and during this the tyrant impales its own master, Wesker. Barry tries to stop it but the tyrant knocks him out, Jill is left alone to fight the thing and after a very close battle Jill finally gets the upper hand and the tyrant is knocked out. Barry also wakes up in time, and they both find out that the mansion is about to explode, they both make their way to the heliport and run into Rebecca and Chris on their way back. Together again all of them head for the heliport. The tyrant is however up now and it blows a hole to the roof of the mansion while Brad is closing in to catch the team, the tyrant throws Chris away and the rest of the team is left to fight the tyrant. Brad Vickers from the chopper throws down a rocket launcher which Chris Redfield catches right in time and he shoots the tyrant dead with it. Brad sets the chopper down and the team climb it and escape with the mansion exploding behind them and the sun rising up.

August 7th, 1998

Jill Valentine can't still get over her experience at the Spencer mansion, she writes in her diary that her physical wounds may have been healed but her emotional wounds may never heal.

August 13th, 1998

Chris Redfield causes a little commotion in the Police station and punches one of his co-workers.

August 15th, 1998

Chris invites Jill over to his apartment where he shows her some confidential pictures of a new umbrella virus in testing the G virus. Jill can't believe what she sees.

August 24th, 1998

Chris and Barry leave for the Umbrella base in Europe, Chris lasts the last note in his diary for his sister, Jill elects to stay behind in case of any emergencies and she quits the RPD.

September 28th, 1998

After Chris and Barry had opted for going to Umbrella's Europe branch Jill decided to stay behind in the city and investigate more on this new rumored G virus, but suddenly near the end of September the whole town was infested with zombies, an outbreak of the T virus, the same virus which causes all the residents in the mansion to turn into zombies had been leaked into the city, nearly all the townfolks had turned into zombies, and those who hadn't were being eaten alive by them. Jill surprisingly escapes infection and begins her escape from this town from her apartment.

Not long after she starts she comes across Dario Russo, a novelist to

be who just lost his daughter out there among the zombies, jill asks him to come with her because she knew there wont be any rescue attempts, but dario frustrated locks himself in the back of a truck and asks jill to leave immediately, jill tries to talk him into coming with her but he just doesnt listen. Not long after that jill spots his old team mate Brad Vickers but he is being chased around by a group of zombies, jill gives him chase only to meet him in a bar, he tells jill about something which is coming to get all the STARS member and he warns her that they're all gonna die. Then he leaves jill. Then at the main entrance of the RPD jill again finds brad but he looks in very bad condition, before he can reveal anything to jill a new kind of monster, nemesis, comes down from no where and kills brad mercilesly right in front of jill, she tries shooting it but her bullets dont work. Jill retreats into the RPD. Using her STARS badge she makes it to the RPD office where she catches a grumbled transmission from someone.

Before she can escape jill is attacked by nemesis again inside the RPD, she quickly dodges it using her skills and makes it out of the station. Exploring more parts of the city jill comes across a man named carlos, together they both fight nemesis but before carlos leaves he tells jill about his team's mission, later jill comes across a cable car and when she goes inside she finds more men like carlos, their leader is apparently injured, nicholai isnt really pleased that they need to take help from an outside but carlos's persuasion convinces him, they are from the UBCS and there mission was to cleanse the city and take care of survivors. Now they have to escape to the clock tower where a chopper is waiting.

Jill along with carlos find the necessary parts needed to run the trolley and together they all ride to the clocktower, once reaching the tower they find that its also infested with zombies, solvnig puzzles there and obtaining the mechanic parts needed to operate the clock tower bell jill gives the extraction team the signal, but before they can land their chopper a rocket fired by nemesis blows up the chopper and jill is left to fight the monster, with some help from carlos and after an extraordinary fight jill finally gets rid of nemesis , for now. But during the battle nemesis had injected her with the T virus and as soon as the fight is over jill collapses and carlos takes her to the chappel.

September 29th, 1998

Raccoon city now almost dead from the zombie assault lies quiet as 2 strangers leon S kennedy and claire redfield make their way into town from opposite ends, leon is here for the first day of his job and claire is here to find his missing brother. After some commotion with the zombies leon and claire finally meet up together in the back alley of a diner, thinking that it would be more safer for them at the police station leon and claire ride on an empty police vehicle , but a zombie ambushes them from the back seat and leon looses control of the car as it slams into a wall, a large truck is coming in straight for them and they both jump on the opposite sides to save themselves. Now the fire separated them and they have to find their way to the police station.

Not far from the crash leon comes up to a human , the owner of a gun shop, but he doesnt live long as zombies break through the glass and eat him before leon's eyes, he runs for his life and after some running through the city streets leon finally makes it to the front entrance of the RPD. Claire has a shorter run to the station but when she gets there she has to go via the roof. When she climbs to the roof via a back

alley staircase she see's a failed chopper rescue attempt which ends with the chopper crashing into the RPD. Claire quickly scatters into the station and finds the tool needed to put out the fire, but before she can go back in another chopper comes overhead, and it drops a large capsule on the station. Clarie goes in and spots what it was, a huge human like monster which just doesnt give up. Claire dodges it and continues her journey into the RPD.

Both claire and leon make it to the STARS office at the same time where they discover that claire's brother is no longer in this town, they both decide to split up and find anyone living and get the hell out of there. Not long after that claire finds a little girl but she is too terrified to tell anything and runs away, claire gives her chase only to be led to the office of chief brian irons, there is a girls body on her desk and he tells claire that she was the mayor's daughter and the zombies killed her, even though the bullet wound is visable. She goes in a door through iron's office and finally confronts the little girl, she tells a little bit about herself before she runs away after hearing a monster's scream. Claire gives chase but she see's that iron's has disappeared too. She see's a painting with 3 holes in it. She needs to find something to fill them up with. Meanwhile leon finds his way to the RPD parking lot where he meets another survivor, a chinese women who's name is ada wong. She claims to be searching for a reporter who knows where her boyfriend is. Using the aid of leon they both finally find this reporter called ben who has locked himself up. But he refuses to leave his cell.

Meanwhile back in the RPD claire finds the stone pieces she needs and heads back to iron's office where she meets shery again, this time she doesnt run away, leon on the other hand also makes his way to the sewer system . Claire encounters iron's in a torture room of some sort but he is pulled down by something hideous, claire goes down and she finds what did it, a humanoid monster with a large claw which had an eye on his right side. Claire fights off this monster and he throws himself over the railing. Claire and sherry make their way to the sewer system. Leon on the other hand runs into a woman in a lab coat but she tries to shoot ada, leon gets in the way and takes the shot. Ada runs off to get the shooter. She finaly does and finds out that she is the wife of the man responsible for all this. After some talking and a little fight annete falls down into water and ada goes back to searching.

Leon wakes up in the mean time and finds ada hanging around in the sewers, together they make their way across a cable car where they are briefly attacked by william, but he runs away. Claire and sherry are also close behind them, leon and ada make it to a vertical elevator which they take to ride down to the umbrella base, but during the way ada is injured and when they reach down leon asks her to rest and he goes to find something. Claire on the other hand gets stranded in the umbrella lab and sherry is left alone. While searching for her claire runs into annete again, together they spot sherry in danger via the monitors, claire quickly makes her way to where sherry is and she outsmarts mrX and he falls down into a pit of molten lava. Leon on the other hand finally finds out the truth about ada, but before he can talk her out of it annete arrives and shoots ada off the railnig into a deep pit. Leon , angrily throws the g virus he just acquired off the railing behind ada. Claire and sherry finally make it to an elevator which takes them to the escape train. Claire turns the power on but she is attacked by a mutated MrX which apparently dies after someone drops a rocket launcher for claire to take.

Leon on the other hand runs into william birkin again, but using his skills he kills him and makes it to the emergency train just as claire is leaving,

together they ride the train, which is ambushed by william again, the train's auto destruct system goes on and it blows along with william as the hero's run for safety.

September 30th, 1998

claire and leon along with sherry escape the town but they run into an argument and claire leaves to find her brother, leon is picked up by some strange men who give him an unknown offer, they also take sherry away from him.

October 1st, 1998

jill finally awakes after 2 days, carlos had been watching over her all this time, carlos goes to find a cure for jill only to run into a hospital full of zombies and mutants, there he successfully finds an antidote and jill gets cured thanks to it. Now healthy again jill continues her escape as she makes her way to the city park , fighting a huge worm in the park she comes across nicholai there who is apparently a traitor, jill escapes him and then she finds her way to a treating facility, there she confronts nicholai again but he escapes again. Jill finds out that this plant was used to get rid of the bodies of the test subjects, carlos arrives on the spot and tells jill that a nuclear strike is about to happen on this city and that they need to get out of here ASAP.

Jill along with carlos's help in several occasions finally make it to the control room of the plant, but not before she gets rid of nemesis for good. At the control room jill confronts nicholai for the last time and he escapes in a helicopter after telling jill that she's as good as dead. Not long after that jill and carlos receive a message from someone on the radio that he is looking for jill. They both get happy at this hope of life, and make their way to the helipad behind the plant. Along the way jill finally runs into nemesis for the last time but this time she gets permanent rid of him with the help of a rail cannon which blows nemesis into bits. Upon reaching the helipad carlos and jill see the chopper coming in at a distance, when they get in it jill finds that the pilot is someone who she knows very well, barry. They make it just in time as the city is attacked by the nuclear bomb.

?? November, 1998

An island on the atlantic ocean, named sheena island, apparently is another one of umbrella's test grounds, much like raccoon city this is a completely bought out place where the people work for umbrella and umbrella own nearly all of the town's important places, it is here that a stranger wakes up from a chopper crash. He doesn't remember anything about himself. All he has is a gun in his hand, and now his search for truth begins. Very soon he discovers the body of a man in white who is holding dogtags with the name Ark Thompson, the stranger assumes that was his name and continues on his path , after encountering a church full of zombies this man comes across an alley where a phone is ringing, but before he picks it up it hangs up. Not long after the man spots another phone, this time he picks it up in time and the man on the other end starts calling him a murderer and killer, and reveals his name vincent.

Vincent continues on with his passage through an arcade where he comes up with some cleaning squad which are apparently sent to clean everything, which means killing everything. Getting rid of them and making his way through the sewers he finds the sewer chief's diary in which he finds out what he thinks

about vincent. Spotting an unknown boy vincent gives chase and comes out in a prison, while making his escape he runs into a large monster, but it goes down after a fight. Vincent makes his way through several more of these large monster and goes through a night club and turns out in front of a large complex owned by umbrella. Entering the complex he makes it to the top floor where he finds an office which was apparently vincent's. Then vincent spots another child through some monitor's and gives chase. The 2 kids run away from him and lead him to their house, here vincent spots the little girl and some talk later she tells him that her brohter went out himself.

Vincent goes after him only to be lead through a mountain passage full of these large trench coated monsters, the trail ends at a large mansion and vincent enters it, he hears the boy's scream, following his scream vincent comes across a hidden laboratory under the mansion, he finds out that those large trench coated monsters (MR X's) were being built there, vincent finally finds the boy and after some talking the boy tells him his true identity, our hero's real name is ark thompson, and vincent was the real man who cause all of this. Not long after that the facility's auto destruct sequence is activated by the cleaner's leader, but he falls pray to the tyrant. After escaping it once, ark fights the tyrant again on the helipad, the tyrant goes down after a massive fight and the hero's escape the exploding island. But the tyrant catches the chopper , ark with his quick thinking skills launches the chopper's missiles with the tyrant on board, and they all fly away to safety.

December 17th, 1998

3 months after the raccoon city incident claire redfield finally gets a lead on his brother which leads him to the umbrella facility of Paris. Claire manages to infiltrate the base but inside she is spotted and some guards chase her down the halls. Suddenly a chopper comes right in front of her, she dodges it only to find herself face to face with a dozen troopers, getting rid of them with a sneaky move claire runs out of ammo and a guard captures here and she is taken to a prison.

December 27th, 1998

Claire wakes up in a prison after hearing some explosions upside, a little while later a man walks inside the area and opens up claire's prison, claire uses her lighter to see that its the same guard who cought her. The guard lets her out and tells her about what happened, this place was just attacked by a special forces team, but the guard warns her that there is very slim chance of her escaping.

Claire runs out of the prison area but before she goes she checks up the man's name on a list and also finds out that he needs some hemostatic medicine. After some commosion top side claire comes face to face with a dozen zombies, her nightmare relived, quickly dodging them she moves to the next area where she meets another prisoner who almost shoots him. Steve burnside, but he's got a rotten attitude and he leaves claire goes away. Claire follows him and soon they meet again in a computer room, this time steve asks her if she's related to chris, after some more of his attitude steve goes out of the room leaving claire to wonder about it.

After managing to get herself the right keys claire escapes from the prison and comes up to a training facility, most of the doors here are locked however to she heads up to a nearby palace. Reaching the palace claire finds a strange room with a lock which needs 2 guns to be opened a little while after that she finds a childs room where she reveals a

secret door by playing a movie of 2 blonde child's torturing a dragonfly. She finds the 2 guns she was looking for but taking them out releases a trap so she puts them back in. But before Claire can leave she hears Steve scream from that place, using her quick thinking Claire sets him free from the trap and asks Steve for the guns but he isn't trading until he gets something better. Again before Claire can escape she encounters a new man, Alfred Ashford. After some threatening Alfred leaves. After that Claire uses a submarine to find the underwater seaport, she finds a plane but it's locked so she has to get the keys for it.

With the help of Steve Claire follows Alfred into one of his traps and he releases a new monster called the Bandersnatch on her, Steve saves her again and Claire gives chase to Alfred only to be trapped by her sister Alexia in their bedroom, holding Alfred's rifle. Steve comes in the nick of time and saves her, Alexia gets shot but she escapes,, heading through the passage they discover that Alexia was actually Alfred in disguise. They don't even want to kill Alfred after his reaction, the two make their way to the seaport but the bridge is blocking their way, Claire volunteers to get it out. Claire goes and raises the bridge but she has to come the long way now, along the way Alfred releases a tyrant on her, she barely makes it to the plane and they take off. The tyrant comes into the plane and Claire has to push it off the plane. Not long afterwards Alfred takes control of the plane and makes it crash land in Umbrella's Antarctic base.

Once they wake up in Antarctica they split up, soon after Claire finds a huge monster trapped inside a floor and later she finds out from some files that it's actually Alfred's father, finding an ice digging vehicle they start raising it but Steve causes a blunder and the whole area fills up with gas, Claire finds a gas mask and as soon as she shuts off the gas valve she is attacked by Alfred, this time Steve shoots him down a huge chasm, Alfred drops his rifle before falling. Claire and Steve use the ice digger and they blow a hole in the wall allowing them escape via a heliport. On top of the Helipad Claire comes face to face with Alexander but using Alfred's sniper rifle she fires at his overgrown heart killing it instantly. Soon after Alfred still alive from an unknown place goes to see Alexia, but he can't live long to see Alexia coming out of the sleeping pod. Alexia is awake. !

Alexia mad at what Claire and Steve did releases a tentacle which literally flips their snow mobile over, and it starts burning as Alexia watches from a monitor.

Chris arrives in Rockfort Island as Claire and Steve are in the Antarctic. Not long after arriving he comes face to face with Rodrigo but before he can tell Chris a lot of huge worms swallow him, Chris fights off the worm which spits out Rodrigo's dead body before it dies, Chris continues his journey and finds most of the island already destroyed, he finds a hanger which still has a harrier jet standing, but he needs the right key to open the hanger door. Soon afterwards while exploring the base Chris comes face to face with his worst nightmare, Albert Wesker, apparently Albert has somehow gained superhuman powers and he kicks Chris's ass, but after seeing Alexia on a monitor he lets Chris go.

Soon afterwards Chris finds the key he is looking for but he has to fight a large underwater monster for it, after obtaining the right items Chris makes it to the hanger and flies to Antarctica in the last remaining harrier jet.

The plane lands in Antarctica and Chris continues his search for Claire through the rooms of the Umbrella base, one of the floors has an exact

replica of the main hall of the spencer estate, chris finally finds claire behind the staircase there, but alexia interrupts their reunion and after hearing steve scream claire runs after her, but they are separated again thanks to another tentacle, claire goes after steve while chris stays there. Soon afterwards claire finds steve but he mutates right in front of her and almost kills her, but after claire's life is in danger due to another tentacle, steve's human side takes over and he kills the tentacle but it whacks steve pretty bad into the wall. After finally telling claire that he loved her steve dies and claire is left crying.

Chris in the main hall see's wesker conftonting alexia, after alexia refuses they get in a battle, wesker shows some more of his super human abilites and cracks one on alexia's jaw, but after discovering chris wesker leaves him to take care of alexia. Chris kills alexia easily and goes and finds claire , claire tells him how to turn the self destruct system on and after he does it claire and chris finally get together again. But alexia interupts again and this time its for the last time, chris asks claire to leave and stays there to fight, using umbrella's own linear launcher chris gets rid of alexia for good. But when he makes his escape he see's wesker taking claire hostage. Giving chase they end up at wesker's submarine.

Wesker lets claire go for a chance of revenge from chris, the battle starts chris is literally taken to hell by wesker, but after one explosion separates them wesker lets chris go, until the next time, chris returns to the jet and claire and chris escape just in time as the base explodes behind them.

End section

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WESKERS REPORT

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My name is Albert Wesker. I aspired to become a leading researcher at Umbrella Inc. A pharmaceutical enterprise who covertly conduction 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 decided to take a different path - William Birkin.

In time I shifted my position to S.T.A.R.S., a special forces unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of it's 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.

July 1998

The freak murder incidents had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret B.O.W. laboratory and it was clear that the in development 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 was 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 just 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 scheme went as planned. Then the winds turned unexpectedly.

I had to eliminate Enrico who found out what was behind it all. I used Barry to get to him. After I successfully got rid of that nuisance I awaited the sample specimen that Barry would bring to me in the Tyrants room. 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 the plan I devised which cost me my humanity ended in failure. Now anything and anyone who stood in my way would be terminated. It's 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 1998

Two months had passed since the mansion incident. To regain everything I had lost in my new organization I joined hands with Ada Wong, a female agent who was 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'd 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.

September 28th

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 would also obtain the Nemesis data.

September 29th

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 of his studies in his daughter Sherry's pendant. It was very possible that 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 priority is 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'd 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.

September 30th

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 to Leon and Claire, we succeeded in gathering samples of the G-Virus from his dead body.

October 1st

In the morning the government bombed Raccoon City in an attempt to stop for the viral outbreak. This was, of course, their feigned reason. Later, Claire left for Europe to find her lost brother Chris, and Leon joined

forces with a underground anti-Umbrella organization. Sherry is safe in our hands. I would never underestimate Birkin.

There's something about this little girl...

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WESKERS REPORT

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When I first visited that place, I was 18 and it was summer. Twenty years ago. I still remember the smell when the helicopter landed and the rotar caused the wind to stir. From the air, the mansion seemed normal but from ground level, something was different. Birkin, who was 2 years younger than I, seemed only interested in the research files he had as usual.....

1978 July 31(Monday)

Two days ago, the two of us were assigned to that place. Everything could have been planned out from the beginning or it could have all been a coincidence. The only person to know the truth is most likely, Spencer. Spencer at that time was using the Arklay labs for the research on the t-virus.

As soon as we got off the helicopter, the president of the lab stood in front of the elevator. I don't remember the guy's name. It didn't matter what was said officially, from that day on that lab was ours. We were assigned to be chief researchers at the facility. This of course, was Spencer's will. We were the chosen ones. The two of us ignored the president as we entered the elevator. We had already been briefed about the layout of the area as well as Birkin's, and with no bad intentions we ignored everyone as usual.

Usually, when someone sees our actions, they would react quickly. But the president didn't react at all.

At the time, I was only a youngster so it didn't bother the president. The president understood what Spencer was thinking and didn't take notice of someone like me. While the three of us were on the elevator, Birkin kept his eyes on the research files. The files contained information about a new firo-virus found 2 years ago in Africa called Ebora. Even now there are thousands of people researching the Ebora. But the people are always divided in half -- one group dedicated to saving people from the virus, and the other to kill people with it.

It is known if a person is infected with the Ebora, that the chance of dying is 90%. It has the quality to destroy the physical structure within 10 days and even now, a cure hasn't been found. If used as a bio-weapon it would display incredible destruction. But because making a bio-weapon is against the law we would not use the virus as a weapon. But I'm certain that someone out there would use this as a weapon. So to prepare for a case of that

nature it is good to do research on it now. But the line between finding a cure and making a bio-weapon is thin. This is because the actual research conducted do not differ at all between the two. So one could say that they are reseaching for a cure and be making a bio-weapon.

But Birkin was not interested in either cause. He just wanted to research the Ebora itself. There was little known about the virus at the time. They did not know that the virus would die within a few days by itself, and would die instantly when hit by sunlight. They were also unaware of the speed that it would kill its host. It kills the host so quickly that there is virtually no time for the virus to infect another person. The virus has to physically touch another person in order to infect them and therefore can easily be quarantined. But that brings me to the following thought...

What if a person that was infected with the Ebora virus could stand up and walk around? That infected person would have a disrupted chain of thought, and what if they could infect others that weren't infected? What if the DNA of the Ebora and the RNA had a direct impact on the DNA of a human? Due to those factors, would the person be harder to kill? The person would be dead from a human's point of view, but would still act as a bio-weapon spreading the virus.

It is forunate that the Ebora had features like this. We would be the only ones to possess this knowledge.

Umbrella, with Spencer as the head was a organization created to do research on viruses with these qualities. As a cover they tell the world that they are a company researching cures for these viruses. But the truth was that they are a bio-weapon development organization. The finding of the original virus which restructures the human DNA was the start of everything. Using the original virus as a base, an enhanced virus would be made to be a bio-weapon. This was the T-virus plan.

The original virus was an RNA virus and would cause abnormalities that would enhance a person. Birkin planned on combining the two viruses to make an enhanced virus. The sample of the Ebora had already been brought to this reserach facility. We had gone through many elevators and had finally reached the destination. Upon entering, even Birkin was impressed by the sight. This was our first encounter with that woman.

We were not told anything about that woman. Everything relating to her was kept top secret and the data was not to be leaked to the outside. Information obtained from records showed that she had been here since this lab was created. She was 25 years old at that time. But what her name is and why she is here is a mystery. She was a test subject for the research on the T-virus. The research began on November 10, 1967.

For 11 years, she had gone through the tests with many viruses.

I heard Birkin whisper something. Whether those words were cursing/ swearing or praising I do not know. We had come to a place we could never leave. We didn't know whether we were to take the research to it's completion or if we would end up like her. For us we, only had

one choice. The woman who lied on the pipebed had moved something within both of our minds. Is this also a part of Spencer's plan?

On this day, a ten-year old girl was deployed to Umbrella's Arctic facility as a Head Researcher. Her name was Alexia Ashford. At that time, I was twenty-one and Birkin was nineteen. Ruefully, the rumor of "Alexia in the Arctic" occupied our topics at the Arkley Facility. The Ashford House was a legend among long-time employees.

Whenever our research didn't go well, the unskilled old researchers would say, "If only Professor Edward were still alive..." Certainly, Edward Ashford was one of the founders of the "starting virus" and might be the greatest scientist ever since he established the T-virus plan. However, Edward died soon after Umbrella was founded. It has been thirteen years since his death. After all that time, I wondered what we expected from Ashford House.

To tell the truth, the Arctic Facility that his son established, had not developed anything for thirteen years since Edward's death. His granddaughter Alexia's brain might not be good enough.

However, after that day, our useless older scientists began to say instead "if only Alexia were here..." I believed these old men didn't have any future because they judged people solely on the name of their family or their blood. That's why they could not work without any direction and could not ever get promoted when they were old enough to have one leg in the coffin. However, I remained sensible.

If I was too hot about this issue as a manager, the Arkley Facility's T-virus development would run late. Under these circumstances, if we didn't judge the situation calmly, we would not succeed. At that time, I thought that if I used these old men well, the results of our research would show progress. I also thought the scientists were suitable for the very dangerous experiments because they were so old. After all, if I didn't use my workers efficiently, I wouldn't be such a higher manager.

However, Birkin was now a problem. His reaction to the Alexia rumors were miserable.

Although Birkin would never admit it, he was proud of becoming the youngest manager at sixteen. However, a ten-year-old girl had just broken his pride completely. It was the first time Birkin had ever been defeated. He couldn't admit that a young girl from a famous family had defeated him. Indeed, he was just a child. Although Birkin had an immature mind we needed him to get over it, because our research had been in the second phase for three years.

At this point of the T-virus development, the production of the "Human biological weapon" the so called "Zombie" was stable. There was not 100% virus infection to DNA. There are so many kinds of chemical differences among people. If a group of people received the infection from a "Zombie", ten percent of them would not get infected. We can't change this result even though we continuously studied the DNA. If 90% of people got the infection, this would be enough to be a weapon. However, Spencer's opinion was different. Our boss wanted an independent weapon that killed 100% of the people. However, for what?

Originally, the advantage of biochemical weapons was that they were cheap to develop. However, our research into the "Human biological weapon" was getting expensive. If Spencer wanted to get money the ordinary way, he would not have chosen such a method. If he used this as an ordinary weapon system, he would get enough money. However, if he continued to study it as an independent weapon, it would be too expensive.

Why does he continue this research even though it costs so much? I would understand if he aimed at a monopoly of all military industry to change the general idea of war. So I still don't know Spencer's real intention.

Apart from Spencer's real intention, what Birkin considered an ideal "Human biological weapon" was what he attached as a weapons importance to the battle field of that time. He tried to create that weapon by not only changing the T-virus DNA but also incorporating other creature's DNA information. He devised a Human biological weapon for battle that destroys people who are armored or recieved a vaccination for the virus. This experiment was called the "Hunter" in later times. However, that experiment had to stop for a while to protect our main experiment.

Birkin felt it meaningless to compete against Alexia. He began to act like losing was standard behavior. He stayed at the facility twenty-four hours a day and continuously experimented on casual ideas with no plan. I tried to use other researchers to extract as many biological samples as possible before the experiment bodies died. However, I could not catch up with the speed of Birkin's experiments. The facility head supplied new experiment bodies and acted like nothing was wrong. However, those bodies were dying continuously. That place was like hell. However, the "woman experiment's" body was the only one who survived that hell.

She was already twenty-eight. That is, she has been in this facility for fourteen years. She might not have any thinking ability as a human since getting the "Starting virus". If she had her mind, her only hope would be death. However, she survived. I wondered why she was the only one who survived for such a long time because the data of her experiment was not any different from the other bodies we experimented on. Until we solved this mystery, we needed more time

It has been the 6th winter since I worked at this Arklay facility.

During the last two years, we had made no real progress with our research and time passed by. But this had come to an end. We had recieved word that Alexia had died. The reason was the virus that Alexia herself created, the (T-Veronica virus). It seemed like the 12 year old Alexia was too young for such dangerous research.

I had heard rumours that Alexia had injected the T-veronica virus in herself but this I could not believe. She probably couldn't handle her father's death one year ago and made a simple error in her research.

Later, the research at the Antarctica facility was continued by Alexia's twin brother, but no one had expected anything from him. In the end, the Ashford family couldn't bring any results and would crumble down.

Like I had stated earlier, the Ashford family was a legend and will stay as a legend only.

With Alexia's death, Birkin had changed back to what he was before. Now there was no one who could surpass him, and all the researchers had to acknowledge him. But it was still a taboo to talk about Alexia in front of him. Even when I tried to get a sample of the T-veronica virus, he had strongly objected.

I had to put aside finding out about the research that Alexia had done for now. I had come to realize Birkin had not changed at all, when everything around him had changed. But I had a much bigger problem on my hands.

Our facility was located in a very dense forest. I went out walking into the woods many times but because this facility was in the near center of the forest, we would never encounter any other humans. The only way to get here was by a helicopter. It was a needed precaution dealing with a bio-weapon. Since if by chance, the virus is leaked out, it would prevent the chances of spreading. But a bio-weapon isn't so simple. The virus can also affect non-human beings as well.

A virus isn't always limited to affecting only one kind of organism. For example, the Influenza virus not only affects humans, but birds, pigs, horses and even seals. In each of these species, not all who come in contact with the virus are affected. Seagulls and chickens are, but all other birds are not. Also, the same virus may have different effects on different species. The problem lies in how the T-virus can affect many different life forms.

During the time when Birkin made himself useless, I had done my own research on the T-virus. I had discovered that the T-virus can affect most life forms out there. Not only mammals but plants, bugs, and fish can also be affected. Everytime I walked in the woods, I always thought to myself, why did Spencer choose this place?

There are many different forms of life in these woods. What would happen if the virus were to leak out? If only an insect were infected, it is small in size and probably would not go through a big mutation. But insects could spread the virus at an incredible rate. If this were to happen, how far would the T-virus spread? If it were a plant that was infected, the plant itself could not move and would seem safe. But what about the seeds the plants give out?

It would be very dangerous for such a case to happen. Now that I think about it, it was a smart move for the Ashfords to locate their facility in Antarctica. But here it almost seems like someone wants the virus to spread. But that could not be possible. What is Spencer trying to make us do?

This issue was far too great and I could not discuss this with any other researcher. The only one who I could talk to was Birkin, but he probably wouldn't be interested. I need more information. I had started to realize my limits as a simple researcher. To find out what Spencer was truly thinking, I needed to get to a position where I could obtain more information.

For that I would throw away all my current positions. But I cannot do this quickly. I could not let Spencer notice my plans for if so, everything would be over.

I had continued to do research with Birkin so that no one would detect my intentions. During that time, that 'woman test subject' was forgotten. A "failure" that just lived on. Until that day, 5 years later.....

The 11th summer had come since we started working at this facility. I was 28 at the time. Birkin had become a father to a 2 year old girl. The wife was also a researcher at the facility. It was natural that people who conducted research at the same facility fall in love and have children. But a normal person would not be able to continue research at this place. Everyone who is still here is crazy.

We had gone into phase three of our plan in the ten years. A programmed life, to be used as a soldier, a bio-weapon for combat. This bio-weapon was to be called the "Tyrant". But this project had a huge problem from the start. Finding a test subject for this Tyrant was easier said than done. There were very few who were qualified enough to become the Tyrant.

This was due to the nature of the T-virus. Any human could be used to make a zombie or a hunter but their intelligence would be lost in the process. A certain amount of intelligence was needed to create a Tyrant. Birkin had created a different way of creating the Tyrant to compensate for this problem. But only a very small amount of people could be used for this different way. In the simulation, only 1 out of 100000000 mutated into a Tyrant, the rest became zombies.

If our research continued, we could create a different kind of T-virus that was compatible with far more people. But for this to happen we needed another test subject. But even if we searched through all of America, we would only find ten or so people that were compatible. Other research facilities had encountered the same problem. We ran into a wall even before our research began.

But we had received word that the Europe facility had devised a plan to conquer this problem in phase 3. This was the Nemesis project. I had urged Birkin to get a sample of the project to further our own research. Although Birkin had strongly opposed, I convinced him otherwise. Until we found a compatible host our research would not proceed forward, and Birkin had to accept this.

We had received the package a few days later with a number of precautions written on it. The package brought to heliport was in a small box labeled "Nemesis Project". To gain this sample from the France facility required quite their effort, and credit for this accomplishment went to Spencer for backing us up. Birkin took no interest in the package till the end but had at least admitted to tests. The sample was new and was for test purposes.

A biological life form created by manipulating DNA. That was the what the Nemesis was. The intelligence was the only thing enhanced and this lifeform alone, could not do anything. But once it finds a host, it becomes a parasite and would take over that host and would cause it to have incredible combat ability. The host for the weapon and the parasite would be made separately and later the intelligence of the parasite and the body of the host would be combined to create a bio-weapon. If this were to succeed it would overcome the problem of the intelligence and we could create a bio-weapon. But the problem was when the parasite takes over the host.

In the research files, the only information recorded was the death of each host once taken over by the parasite sample. Within 5 minutes of the parasite taking over, the host would die. But we were already aware of the danger that lied in the prototype. If we could prolong the time the host would survive, we would gain the credit to the "Nemesis project". That was my plan. The host would be that women test subject.

Her incredible life rate could survive longer against the Nemesis prototype. And even if it failed, nothing would change on our side.

But the test had created a result I had not expected. The Nemesis prototype that tried to enter her brain had disappeared. At first, we could not tell what had happened. We did not expect her to consume the Nemesis. That was the beginning. Something was happening inside that failed experiment. We had decided to start research on her from scratch.

In the past ten years, we had conducted every bit of research possible on her, but we had decided to throw all those files away. Within the 21 years that she lived, something was beginning to show. Only Birkin had begun to notice the change. Indeed, something had begun to change inside her.

But that was something totally different from the T-virus project. Something new and would bring a new idea to us.

The project which changed our destiny, the "G-virus project"

it had been 17 years since I first came to this place. Every time I come here, I remember the smell of the wind from that day. The buildings and the surroundings all looked the same as before. On the heliport, I could see Birkin. It has been a long time since I've seen him. Four years have passed since I left Arklay labs.

4 years ago, when Birkin's G-virus project was authorized, I requested to be transferred to the secret (intelligence) service. This was easily authorized. Most people saw it as a natural change, going from the research profession to another field. In reality, the research conducted on the G-virus was far above my level. Even if I wasn't out to discover what Spencer was truly thinking, I could feel my limits as a researcher had reached their peak.

Even as the wind blew, Birkin didn't take his eyes off of his research files. He came to Arklay quite often, even though he was not employed here anymore. Not too long ago, an underground lab under Racoon City was built. This was the place that Birkin's G-virus project would take shape. To be honest, I didn't think that Spencer would authorize "G". I thought this because "G" was considered far from being a weapon, and had too many unknowns about it.

"G" was slightly different from "T-virus" because the host would spontaneously react to the virus at a repetitive rate. It was very easy for a mutation to occur since the DNA would be open to a virus. But this is isolated to the virus itself and not the host's DNA. Even if the virus could cause some form of change, it would be rare for the host's DNA to become mutated. Enter an outside force such as radiation, and it would be a different story. But in the case of "G" it was different. Even without an outside force the "G" would keep mutating the host until death.

Something very similar in nature did exist within the T-virus though. When a bio-weapon is put in a specific area, the virus inside the host would cause some form of mutation. This has already been confirmed. But for this an outside force was always needed. But the "G" has no need for such an element. No one can predict the pattern of the mutations. And even if we could think of a way to stop the mutation, the virus would

just improvise.

7 years ago Birkin discovered this in that woman. At first look the woman appeared to have no physical changes. But inside of her various mutations had occurred, each consuming every kind of virus we injected her with, and had continued to live on. Over a period of 21 years, it had mutated so much that it would even consume the Nemesis. The G-virus project was to take this mutation to highest point possible. But this could lead to the "Ultimate life form" or it could end in complete disaster

.....could this be called a weapon?

What was Spencer thinking when he authorized this project? Even when I moved to the secret intelligence service I could not find out anything about Spencer's train of thought during these 4 years. Spencer hasn't been to Arklay labs in a while now. Almost as if he is expecting something to happen there. Spencer was slowly drifting away from me, just as an oasis in a desert. But my chance will come soon enough. Thats if I can live until then.

The elevator took Birkin and I to the highest level in the lab. To that place where we first saw that woman. There, we met the new research leader, John. He had come from a Chicago lab and was an excellent researcher, but he was too normal to work in a place like this. He had started to question the motives of the research, and had repeatedly questioned the superiors.

This news reached my ears in the secret (intelligence) service. If information had been leaked out, he would be the first to go? This was the general opinion amongst the masses.

We both ignored John and started the clean-up of that woman. We had to kill her. When she had consumed Nemesis she started to regain some intelligence and exhibited some preculiar behaviors. The behavior would worsen. She would ripped off another womans face and would wear it herself. According to the records she showed the same behaviors when she was first injected with the original virus. Recently three researchers had been killed as a result of her behavior, and this is what prompted her immediate termination. Because the "G project" was progressing so well, we had no use for her.

Her death was confirmed over the course of 3 days, and her "dead body" was carried somewhere by the president. After all was said and done, no one knew who she was or why she was here. But this was also true of any of the other test subjects. If she had not been here the G-project would not have existed. Both Birkin and I would had be in completely different situations. I had this on my mind as I left the Arklay labs.

How far was Spencer planning on taking this?
(the "incident" would happen 3 years later)

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(re3nem17)

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REVIEW AT IGN

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All in all, Resident Evil 3 Nemesis is a fantastic addition to the series. It's the hardest and best looking. I still think I like RE2 the best, but I'm going to go through it again just to be sure. Either way, this is damn fine gaming, and a near brilliant third chapter in the series. As far as comparison between Dino Crisis and RE3, well, the biggest comparisons are obvious. Dino vs. zombies. But I preferred the puzzles in Dino Crisis more than these. They were more original and compelling. Also, Dino Crisis has more wandering -- and running from Dinos, which eventually became boring -- whereas while there is some running from baddies here, RE3 has lots more action. Lots more fighting. Lots more zombies. And in my opinion, more zombies = more good. (Heh) My biggest complaint with Dino Crisis was that it simply wasn't as scary, gloomy, or horrific as RE. And RE3 is as scary as either of the first two.

While the basic setbacks of the original series have been improved -- branching story, better translation, better graphics, better control, collapsing areas -- the game still suffers from some of the same original problems in the first game. The load times haven't been massively squeezed down, the amount of motion in the lead character's aim is still restrained to up, down, and forward, the phenomenal amount of backtracking is still infuriating, and the puzzle logic is sometimes completely ludicrous.

And yet, in no way does RE3 falter or slip below the quality level of the previous two games. If anything it upholds the series' depth and challenge, even though it's still essentially more Resident Evil. The story still wonderfully unfolds in an intensely slow, intriguing way. And the combination of the great story telling and precise style of gameplay is still perfectly blended. If anything, it's a compliment and a message to Capcom that so many similar games (Evil Dead, Galerians, Fear Effect) are currently in the works. The message? Gamers love Resident Evil. And gamers will love RE3, too.

-- Doug Perry

Presentation

An easier map and great in-game cutscenes make this easy to use in combat. 9.0

Graphics

Still pixelly, but still far better looking than its predecessors. The FMVs are a little disappointing. 8.5

Sound

No real music again. But the incessant tapping of feet and little creaks, howls, and blowing wind create a fantastic mood. 9.5

Gameplay

Ducks and dodges are added to the 180 spin. A new Live Choice aspect makes things interesting too. RE3 is the hardest of them all. 9.5

Lasting Appeal

It'll take you awhile to finish this in easy mode, and hard mode, is well, harder. Good lasting appeal. 9.0

OVERALL SCORE (not an average) 9.4

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18. FUN
STUFF

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(re3nem18)

Well this is just a small section of the funny things about this game dont take anything here seriously.. this is just purely for amuzement.

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GAME MISTAKES

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1. Now someone tell me please what in the name of god's green earth happened to all the blue barricade walls we see in the streets of raccoon in RE2 ? Did they place it AFTER jill went through em ?
2. Forgive me if this may be wrong but shouldnt the EM pulse from the nuclear explosion should have blown out the chopper's engine ?
3. Another big one is that according to the game manual and the back of the CD it says that jill left the STARS, but there is no talk of that in the game infact we have her card in game, and nemesis was meant to hunt down STARS members only, and she admits itherself that she's a member of the STARS when she first meets nicholai. Now wats up with that ?
4. Did anyone knew that the design for nemesis was one of the earliar one's for mr X from RE2 ?
5. Another weird thing is that when we play as jill we can just blow off zombies like flies, but in the opening FMV the whole SWAT team and the police officer got beaten so damn easily.. now tahts weird.
6. OK .. this is quiet common actually, the window which nemesis jumps through in this game, its still attached in RE2. Did nemesis fix it before leaving ?
7. When this game was first released mr mikami said that nemesis was someone we already knew and that led to alot of debates in japan over this, alot of the people started to think that nemesis was actually wesker, but with his arrival in CV they were proved wrong.
8. Jill is waay to older for her age if she is what the game says she is

for the age of 23, its impossible to be a ex delta force member. get it ?

9. This one someone else told me that during the course of the main game no one actually tells jill nicholai's name. But still she knows it.

10. Did anyone notice this ? the theater besides the hotel where you first meet carlos is playing biohazard 4.

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MEMORABLE QUOTES

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Well these are the best of em all.

* " You want STARS.... i'll give you STARS "
Yeah you tell him jill. Awesome dialogue after an awesome fight

* " All the foxy ladies love the accent "
This is the single line which took carlos to the idiot point, what the hell was the point of saying that ?

* " He's coming for us, were both gonna die "
Brad sets the tension in the game, but he's the one who dies at the hand of the HE which he mentioned.

* " Im one of the supervisors , thats all you need to know "
Nick all the way dude, he rocks and his creulty level is awesome

* " STARS "
um.. right....

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19. LEGAL
STUFF

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(re3nem19)

THE ALLOWED - UNALLOWED LIST

First off before i say anything about the Legal issues let me make one thing clear, on the whole face of the internet there are only 2 sites which have the permission to edit this walkthrough and change it and do whatever they want with it, except of course call it their own :) And those two sites are the following.

- 1 : www.planetdreamcast.com/residentevil
- 2 : www.rebiohazard.com

LEGAL MUMBO JUMBO #
mucho's boredome thingy..

This guide was made only for the purpose of helping other people, and i dont intend to use it for profit, and i would really really appreciate it if no one else does it too. This guide is as free as everyone of us is. Use it nicely. The following sites have are the special sites who this guide belongs too in full right... ((PS ... this doesnt mean that other sites cant use the guide, any site which i want this guide to go to and any site which tells me before using it shall be allowed))

www.planetdreamcast.com/residentevil
www.gamefaqs.com
www.ign.com
www.neoseeker.com
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And any other site which take my permit first...

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CONTACTING INFORMATION

If you want to contact me just mail to this address
returnofthemaniac@Hotmail.com

I will reply only to those mails which have something important for me , or which will ask me some decent questions. No funny stuff.. that is my family e mail add for gods sake.

the address again is :- returnofthemaniac@Hotmail.com

CREDITS AND THANKS

* First and foremost God for making us all and giving me the power to do this work

* Secondly my friend kad... without kad my internet life would never have

been the way it is right now. Love you.

- * Thirdly another good friend sean for making his superb side and MI trooper along him for making the RP spencer mansion, its all cause of you people.
 - * CVXFREAK for letting me use his transcripts for wesker's report 1 and 2.
 - * Now the formal thanks.. Thanks capcom for making this game
 - * Thanks Nemesis for keeping me to the edge of my seat along the whole game
 - * Thanks myself for playing this superb game and finishing it.
 - * Thanks to jill for being sooo hot and making me keep my eyes on the TV
 - * Thanks to all the other FAQ writers, needed them someday.
 - * Thanks to any one who uses this with permission on their site
- and thats it i thinks.

Closing moments :

RESIDENT EVIL RULES
NEMESIS KICKS ASS
WESKER IS THE GOD OF RE
CHRIS AND STEVE ARE THE BEST THING EVER HAPPENED TO RE
LEON SUCKS SOOOOO BADLY
CLAIRE ROCKS BIG TIME TOO
JILL IS PLAIN AND SIMPLE HOT

BROCK LESNAR IS GOD !!! MAHAHHAHHA !!!

This has been fun... will do it sometime again soon... for now its curtains i tells ya .. curtains...

PEACE.. LOVE AND FRIENDSHIP FOR ALL
ENJOY YOUR LIVES WHILE THEY LAST

