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0. I N T R O D U C T I O N  
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In September 2001, Capcom announced that the Resident Evil series would be migrating over to the GameCube for the future. Part of the deal was a remake of the original Resident Evil, the exclusives Resident Evil Zero and Resident Evil 4, and ports of Resident Evil 2, Resident Evil 3: Nemesis and Resident Evil CODE: Veronica X, all for the GameCube. Resident Evil 3: Nemesis is a direct port from PSone to GameCube in this case. Virtually most of the game has remained the same from the release in 1999, to the GameCube version in 2003. Note that this is a PSone port, not a Dreamcast or PC port, and thus will not feature any information regarding those versions.

This FAQ shall only cover:

Resident Evil 3: Nemesis (GameCube)  
BioHazard 3: Last Escape (JPN GameCube)

=====  
1. V E R S I O N   H I S T O R Y  
=====

=====  
UPDATES  
=====

January 18, 2003

Version 1.0

The FAQ is pretty much finished as the GameCube version features pretty much no changes whatsoever. What a huge disappointment, and yet, I expected it. Oh well.

January 17, 2003

Version 0.5

Bought the GameCube version, everything is the same (except for some high-res graphics). FAQing begins.

=====  
2. R E S I D E N T   E V I L   3   :   N E M E S I S   V E R S I O N S  
=====

Resident Evil 3: Nemesis is available for the Dreamcast, PlayStation and PC. At the end of 2002, it will be available for the Nintendo GameCube. Here is a breakdown of each version and how it compares to the other versions. The difference isn't as big as in Resident Evil 2 (which is one psychotic game when Capcom was porting it to all different consoles).

-----  
Resident Evil 3: Nemesis (GameCube)  
-----

The only exclusive in the PlayStation and GameCube version is the Boutique and the Boutique Key, which is used to unlock the Boutique itself. The Boutique holds all the costumes that Jill can change into during the game. There are 6 costumes available to change into (including the one she can wear). Each one is earned as you beat the games over and over again. In this versions, the Epilogues can only be unlocked on Hard Mode. Operation Mad Jackal must be unlocked by beating the game once on any Mode.

-----  
Resident Evil 3: Nemesis (Playstation)  
-----

The only exclusive in the PlayStation and GameCube version is the Boutique and the Boutique Key, which is used to unlock the Boutique itself. The Boutique holds all the costumes that Jill can change into during the game. There are 6 costumes available to change into (including the one she can wear). Each one is earned as you beat the games over and over again. In this versions, the Epilogues can only be unlocked on Hard Mode. Operation Mad Jackal must be unlocked by beating the game once on any Mode.

-----  
Resident Evil 3: Nemesis (Dreamcast/PC)  
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The Dreamcast and PC versions are basically identical. They both contain 8 costumes Jill can choose when starting a new game. Since you can choose costumes from the beginning, the Boutique and Boutique Key are removed from the game. Also, minigame Operation Mad Jackal is unlocked from the beginning, so you don't have to beat the game once in order to play it.

=====

### 3. C H A R A C T E R S

=====

=====

JILL VALENTINE

=====

AGE: 23

OCCUPATION: S.T.A.R.S. MEMBER

Jill is pretty tough! She is trained to do many specialties, such as chemistry, gunning, music and plain common sense (unlike Leon Kennedy and Chris Redfield :) ) She also runs pretty fast. But at times she can be arrogant, especially toward Umbrella. The Jill in this game is also considerably different from the Jill in the original Resident Evil. The one in the original Resident Evil wasn't as tough, but was equally intelligent. The Jill in the GameCube remake of Resident Evil was a lot tougher than her original counterpart, which makes the Jill in Resident Evil 3: Nemesis make a lot more sense.

=====

CARLOS OLIVEIRA

=====

AGE: 21

OCCUPATION: UMBRELLA BIOHAZARD COUNTERMEASURE SERVICE MEMBER

He is from South America. He is very good with any weapons and has come to Raccoon City to help fight off the deadly zombie invasion. He may seem cocky like Steve Burnside, but he has a heart of gold! He is willing to save anyone who needs to be saved, and turns out to be a valuable ally to Jill.

=====

NICHOLAI GINOVAEF

=====

AGE: UNKNOWN

OCCUPATION: UMBRELLA WATCHDOG

He is from Russia. Secretly assigned to gather combat information, Nicholai hides in the shadows to find his information. When he meets Jill, he doesn't trust her, because she seems to be a STARS member. Nicholai is also extremely arrogant and much of an elitist.

=====

MIKHAIL VICTOR

=====

AGE: UNKNOWN

OCCUPATION: UBCS COMMANDER

He is also Russian, but he is a good man to his army. He is willing to sacrifice his own life for Jill and Carlos and when the Nemesis approaches, he does the inevitable... Like Marvin Branagh, and Rodrigo Raval, he's really not that important to the overall story.

=====

MURPHY SEEKER

=====

AGE: UNKNOWN

OCCUPATION: UBCS MEMBER

Not much is known about him, other than he becomes a zombie during the game. He seems to be great friends with Carlos.

=====

TYRELL PATRICK

=====  
AGE: UNKNOWN

OCCUPATION: UBCS WATCHDOG

He, like Nicholai, is a Watchdog. He is eventually shot by Nicholai. He is very dependant on trust and loyalty. He doesn't like to be betrayed!

=====  
BRAD VICKERS

=====  
AGE: 35

OCCUPATION: STARS MEMBER

AGE: 35

OCCUPATION: STARS MEMBER

He is a wimp! He left the STARS Members at the mansion in RE1 and got shot by Leon (not Claire) a day after the first half of RE3. He is eventually murdered by Nemesis for being a wimp. Then the next day, as a zombie, he is again killed by Leon. Bad week for him!

=====  
DARIO ROSSO

=====  
AGE: UNKNOWN

OCCUPATION: SALESMAN

AGE: UNKNOWN

OCCUPATION: SALESMAN

He lost his family to the zombie raid. Even though Jill is armed to the teeth, he still doesn't want to go with her to escape. That's his problem, unfortunately. Will he live? You can find out...

=====  
4. B A S I C I N F O R M A T I O N

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-----  
A. C O N T R O L S

-----

GAMECUBE VERSION

\*\*\*\*\*

---TYPE A---

A: OK/ATTACK/CHECK

B: CANCEL/RUN

X: UNUSED

Y: STATUS

Z: MAP

R: ATTACK STANCE (PRESS WHEN ENEMY IS CLOSE TO YOU TO DODGE)

L: CHANGE AIM

START: OPTION

CONTROL STICK: LEFT/RIGHT/FORWARD/BACKWARD

D-PAD: LEFT/RIGHT/FORWARD/BACKWARD

C-STICK: AUTO-TURN

---TYPE B---

A: OK/ATTACK/CHECK

B: CANCEL/RUN

X: MAP

Y: STATUS

Z: UNUSED

R: ATTACK STANCE (PRESS WHEN ENEMY IS CLOSE TO YOU TO DODGE)

L: CHANGE AIM

START: OPTION

CONTROL STICK: LEFT/RIGHT/FORWARD/BACKWARD

D-PAD: LEFT/RIGHT/FORWARD/BACKWARD

C-STICK: AUTO-TURN

---TYPE C---

A: OK/ATTACK/CHECK

B: CANCEL

X: STATUS

Y: MAP

Z: UNUSED

R: FORWARD (Press Lightly)/RUN (Press Strongly)

L: ATTACK STANCE (PRESS WHEN ENEMY IS CLOSE TO YOU TO DODGE)

START: OPTION

CONTROL STICK: LEFT/RIGHT/FORWARD/BACKWARD

D-PAD: LEFT/RIGHT/FORWARD/BACKWARD

C-STICK: AUTO-TURN

-----  
B. D I F F I C U L T Y M O D E S  
-----

-----  
HARD MODE  
-----

This mode is the hardest in the game. If Nemesis is defeated, he'll drop a suitcase with a special item inside. Enemies take a lot of bullets to kill, and Nemesis is a lot harder to kill (not to mention more relentless). Jill will get newer weapons as she progresses through.

-----  
EASY MODE  
-----

This mode is pretty easy for people just starting out. Jill will start out with an Assault Rifle, and will get a lot of weapons in the game from the start, inside the Item Box. Also, Jill will get more ammo per box than in Hard Mode. Nemesis is also somewhat easy to kill, though you should still take some precaution when fighting him.

-----  
HEAVY MODE (Japanese version)  
-----

This is the hardest mode in the Japanese versions. However, it is only as hard as Easy Mode in the U.S. Version. However, Jill will still get the items from Nemesis, and will get the same amount of ammo per box as in the U.S. Hard Mode. However, enemies will be easy to kill like in the U.S. Easy Mode. Jill doesn't start out with the Assault Rifle, however,

-----  
LIGHT MODE (Japanese version)  
-----

This is a super-easy mode for Japanese players. In addition to the enemies being insanely easy, Jill will get the Assault Rifle and all the extra weapons to start out with. However, Jill will not get any present from Nemesis, but this mode is good for people who have virtually no experience in Resident Evil games.

-----  
C. H E R B G U I D E  
-----

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

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

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

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

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

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

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

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

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

-----  
|5. BLUE = POISON HEAL|  
+-----+  
|This is a blue leaf-like herb. |  
+-----+

-----  
|6. GREEN = 25% HEALTH|  
+-----+  
|This is a green leaf-like herb. |  
+-----+

-----  
|7. GREEN + GREEN + BLUE = 50% HEALTH AND POISON HEAL|  
+-----+  
|This looks like 2 small green dots and a blue dot on a piece of paper. |  
+-----+

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

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

-----  
|10. FIRST AID SPRAY = FULL HEALTH|

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

-----  
D. C O M B A T   T A C T I C S  
-----

CONSERVE AMMO!

\*\*\*\*\*

Resident Evil 3: Nemesis is somewhat hard. It is easy to use up a lot of ammo. The Tyrant known as Nemesis, and Hunters require a lot of ammo. To conserve ammo throughout the game, strictly use your Handgun and run away from battles.

FIRE FROM A DISTANCE!

\*\*\*\*\*

Hunters and Naked Zombies are extremely versatile when close up to Leon and Claire. You will want to get to a distance and fire guns like the Shotgun, Grenade Launcher and Handgun. When it comes to zombies, try to shoot them at close range because they fall down a lot easier than at farther distance.

TRY TO DECAPITATE ZOMBIES!

\*\*\*\*\*

When playing, the SHOTGUN can blow a zombie's head off. For a SHOTGUN SHELL to decapitate a zombie, get close and aim it up, and then fire. Of course, the SHOTGUN is only available to Jill, and not to Carlos, so this only applies to Jill.

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

\*\*\*\*\*

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

MAKE MULTIPLE SAVES!

\*\*\*\*\*

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

DODGE!

\*\*\*\*\*

The dodge feature can save Jill, but it is pretty random in combat. When you dodge, consider it a blessing to either recover some health, or to run away. Pressing R right before Jill or Carlos are hit can initiate a dodge, however, it is still somewhat random.

SHAKE NEMESIS OFF!

\*\*\*\*\*



If Nemesis grabs Jill, relentlessly press all buttons and move the Control Pad. Nemesis will let go Jill faster. If Nemesis holds onto Jill to long, he'll crush her head, so be careful.

---

#### E. R A N K I N G   M O D E

---

##### S RANK

\*\*\*\*\*

This is for BioHazard 3: Last Escape (all Japanese versions). Simply avoid constant saving, don't grab any weapons that take up two slots, and don't get killed a lot. Try not to use First Aid Sprays, but Green Herbs are OK. Try to beat the game with a fast time, too. Very skilled veterans get this ranking with no trouble at all.

##### A RANK

\*\*\*\*\*

This is for Resident Evil 3: Nemesis (all American/PAL versions). Simply avoid constant saving, don't grab any weapons that take up two slots, and don't get killed a lot. Try not to use First Aid Sprays, but Green Herbs are OK. Try to beat the game with a fast time, too. Very skilled veterans get this ranking with no trouble at all.

##### B RANK

\*\*\*\*\*

Simply save quite a bit, don't grab all weapons that take up two slots, and don't get killed once or twice. Try not to use a lot of First Aid Sprays, but Green Herbs are OK. Try to beat the game with a sort of fast time, too. Skilled, yet close to average people get this ranking often.

##### C RANK

\*\*\*\*\*

Save at your leisure, grab all weapons that take up two slots, and don't get killed a lot. Try to use First Aid Sprays, but Green Herbs are OK, too. Try to beat the game with an average time, too. Amateurs receive this ranking all the times.

##### D RANK

\*\*\*\*\*

Save A LOT, grab every weapon and item, don't worry about getting killed, and take long to beat the game to get the worst ranking. This is the ranking novice players tend to receive.

---

#### F. D I F F E R E N T   P A T H S

---

During the game, Jill will be presented with 2 paths to take to continue her Last Escape. Usually, she'll end up going down on path, finish what she needs to do there, and then double back and take the other path. Whatever path Jill takes will affect what Live Events she'll see, and who she'll meet. Different Paths can be different floors to take, different areas to search, or the order in which she solves puzzles. Different Paths also alter where Nemesis appears.

---

#### G. L I V E   E V E N T S

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Live Events are basically a choice Jill must make. She only has a few seconds, and if she doesn't make a choice, she might even get killed. Some choices will change depending on what Different Paths Jill chooses. Some Live Events even affect what ending Jill will get, and where she'll end up, especially at the last part of the game.

-----  
H. G U N P O W D E R C H A R T S  
-----

A = 15 HANDGUN BULLETS

B = 7 SHOTGUN SHELLS

C = 10 GRENADE ROUNDS

AA = 35 HANDGUN BULLETS

BB= 18 SHOTGUN SHELLS

BC= 10 ACID ROUNDS

CC= 10 FREEZE ROUNDS

AAA= 55 HANDGUN BULLETS

AAB= 20 SHOTGUN SHELLS

BBA= 60 HANDGUN BULLETS

BBB= 30 SHOTGUN SHELLS

CCC= 24 MAGNUM ROUNDS

Some of these also add up to Grenade Rounds.

The color of the Gunpowder makes the same color round when combined with Grenade Rounds.

=====  
5. J I L L ' S L A S T E S C A P E W A L K T H R O U G H  
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-----  
A. September 28, 1998  
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=====  
UPTOWN  
=====

NOTE: ANY RARE ITEMS IN THE GAME ARE STRICTLY HARD MODE!!!  
EASY MODE PLAYERS DON'T GET THEM!!!

Pick your costume and watch the opening scene.

FIRST ALLEY

Then shoot down the zombie. Climb the dumpster.

WAREHOUSE

After the next scenes, you'll be in the warehouse. Grab the First Aid Spray and go up the stairs.

#### WAREHOUSE SAVE ROOM

In the first save room, grab the Warehouse Key.

Make Handgun Ammo with the Gun Powder. Deposit the Reloading Tool. You might want the Knife for now since it is fairly effective against lone zombies! Go back out to the main room.

#### WAREHOUSE

Exit.

#### OUTSIDE WAREHOUSE

Outside, go through the hall. In the next room, go to the left. After the next door, you should be on a wooded catwalk.

#### WOODED CATWALK

Go to the door and open it- zombies bust out. Knock them down only. Go down the stairs and grab the Lighter Oil. Grab the Shotgun also and head back out. Go down the stairs to the southwest and through the next door. Grab the 2 Green Herbs.

#### BOUTIQUE ALLEY

In the next door, dodge all the zombies. Pass the 2 locked doors and climb a crate. Grab the Uptown Map and climb the emergency stairs. Grab the 2 Green Herbs. Down in the street, go through all the zombies to a wooden door.

#### BRAD ALLEYWAY

Go run to a flight of stairs. Knock any zombies down with Knife hits. Follow this sequence: hit, auto turn, run, auto turn, stab, auto turn, run, and then stab. Those can save Handgun ammo! Run through the door that guy ran into.

#### BRAD RESTAURANT

Inside, it's Brad. Run to the other door in the room and grab the Lighter. Combine the Lighter with the Lighter Fluid. By now, Brad should have dealt with the zombie. After he leaves, leave the bar through the way you came in.

#### BRAD ALLEYWAY

Go back up the stairs and turn right. Then turn another right. Through the next door, run to the locked steel door and use the Lighter. When the blocked zombies become free, quickly head through the next door.

#### FLAMING DOG ALLEYWAY

Through the next door, arm the Knife. Walk to the fire and a dog jumps. Stab it and run for the metal door to the left. Avoid the 2 dogs.

#### FLAMING DOG SAVE ROOM

Inside the save room, make Shotgun ammo and Handgun ammo. Deposit the Lighter. Exit with the Shotgun armed.

#### FLAMING DOG HALLWAY

Run left through the grated doors.

#### RPD STREET

Keep going and turn 2 lefts. You are now in front of the RPD from RE2! Enter through the big gate!

=====  
RACCOON POLICE DEPARTMENT  
=====

#### RPD COURTYARD

When you enter, Brad will come in. Then the Nemesis will come in and murder Brad. After the next scene, you'll have 2 choices:

FIGHT WITH THE MONSTER

RUN INTO THE POLICE STATION

I suggest you run inside if you have no business fighting Nemesis. You won't need a STARS Card later, so just run in.

=====  
NEMESIS  
=====

If you want to duke it out for a rare item, get the Shotgun ready! When he charges RUN to the right. Then auto-turn and fire. Always run to the left of Nemesis (Nemesis' right) since he is left-handed. Repeat the pattern of running passed his weak arm, auto-turn, then fire. When you are short on Shotgun ammo, try the Handgun. That should finish him. If not, there's always the Knife. Since Nemesis can't hit you, Knifing isn't the worst idea out there.

When Nemesis falls and bleeds, grab the case for the Eagle Parts A.

=====  
END NEMESIS  
=====

#### RPD MAIN HALL

So now we are all in the RPD. RE2 veterans should know their way around, while new comers will need instructions. Veterans should head for the evidence room.

#### MARVIN ROOM

New comers, head to the only unblocked door in the hall. Inside, dodge all the zombies. Go to where Marvin is and grab the Shotgun ammo. Now proceed through the next door to the evidence room.

#### EVIDENCE ROOM

Look at the drawer that's blinking (The one where Claire found the Bomb in RE2). Inside is the Blue Gem. Now circle the room to the other side and inspect the drawer with the needed combination.

There are 4 RANDOM codes (that are not so random anymore). Here are those 4:

0131

4011

0513

4312

Now we don't need Brad's Card! Grab the Emblem Key and exit.

#### STAIRWAY HALL

In the next hall, cap those zombies and head for the Dark Room.

#### DARK ROOM

Inside, search the lockers to find Gun Powder A. Don't mix it yet- if you get a certain item in a few moments, you'll need that! Now deposit the Blue Gem. Bring the Reloading Tool. Exit the Dark Room.

#### STAIRWAY HALL

If you didn't get the Shotgun Shells in Marvin's Room, go through the silver door instead of up the stairs. Go passed the windows to the double doors and look around for them.

Now head up the staircase outside the Dark Room.

#### STATUE HALLWAY

Avoid the nearby zombies. Try not to shoots any zombies, but merely knock them down. You can also Knife.

Here is the strategy-

Stab.

Auto-turn.

Run.

Stab.

Auto-turn.

Run.

Repeat.

The Knife is VERY useful in RE3- it's underestimated in this game! However, if you aren't a very good player, you should pass the opportunity to kill Nemesis up.

#### STARS HALLWAY

Head through the next door and then into the STARS Office- use the Emblem Key to unlock.

#### STARS OFFICE

In the STARS Office, go to Barry's Desk and collect the 30 Handgun Bullets. Now examine the Locker where Leon found his 2nd Shotgun (Leon A IS the Official RE2 scenario, refer to Wesker's Report Section).

In the Locker should be the Magnum or Grenade Launcher. Now you can mix the Gun Powder A from the Dark Room. You should now have 60 Bullets, 7 Shotgun Shells, a Magnum or Grenade Launcher and the Knife. Now collect the Lockick on Jill's desk.

#### STARS HALL

Aim back for the Dark Room with the Magnum or Grenade Launcher loaded.

#### STATUE HALL

Continue downstairs.

#### STAIRWAY HALL

Outside, Nemesis will pop in. Head back to the Evidence Room because HE HAS A ROCKET LAUNCHER!

#### EVIDENCE ROOM

Inside, pick the locker in the corner and get some Gun Powder B. Mix it with the Reloading Tool for 7 Shotgun Shells. Now run to Marvin's Room.

#### MARVIN ROOM

Nemesis will be on your tail. Head for the RPD MAIN HALL.

#### RPD MAIN HALL

Head out of the RPD the way you came. If you want another rare item, stay in Marvin's Room.

=====

NEMESIS

=====

OK, arm the Grenade Launcher or Magnum. Look out for Nemesis. Keep dodging his rockets with R and R. He should waste his rockets eventually. Now run around the tables. Fire at Nemesis while you use the tables for leverage. If you have the Grenade Launcher, unfortunately you can't hit him.

The Magnum would have been the likely choice you got since you ran into the RPD. When Nemesis falls and bleeds, grab the Eagle Parts B and combine them with Eagle Parts A- now you have the best Handgun in the game!

=====

END NEMESIS

=====

#### RPD COURTYARD

Head through the gate!

#### RPD STREET

Now we are outside the RPD's main gates. Pass the bookstore to the locked door. Pick it with the Lockpick.

=====

TOWARD DOWNTOWN

=====

#### DRAIN DEIMOS ALLEY

Pass this alleyway- examine the dead body for a file and Handgun Bullets. Then head through the next door.

#### FIRE HOSE ALLEYWAY

In the next alley, turn right and look at the Fire Hose- you need to remember this location!

#### BUS ROOM

Go through the next door. You are in the Bus Room. Run away from the dogs through the next door!

#### GARAGE

In this garage, grab the Cables. Avoid the dogs (Shoot them with the Eagle Gun if you have it).

#### GARAGE SAVE ROOM

In the next save room, grab the Handgun Bullets. Now save up. Deposit the Knife and if you have the Eagle Handgun, the old Handgun.

#### PARKING LOT

In the next room, dodge the dogs and make a B line for the next door.

#### LIFT ROOM

In this next room, grab the downtown map. You are in downtown now.

=====

#### DOWNTOWN

=====

#### LIFT ROOM

Run up and Drain Deimos will attack you. Use the Shotgun for an easy kill. Search the body for Gun Powder A and mix them for Handgun Bullets. Kill the other Drain Deimo using the Handgun and dodge technique. Up the stairs is a non-working lift. Remember that for later!

#### RESTAURANT STREET

Through the next door, you can turn left to the newspaper office or right to the restaurant. I'm up for turning right. Look in the Alternate Path Section for tips.

Turn right and follow Carlos. Grab the 2 Green Herbs. Follow Carlos into the restaurant.

#### RESTAURANT

Inside, go to the end of the whole room and use the Lockpick on that drawer. Grab the Crowbar and then go to the latch Jill just passed. Use the Crowbar and open the latch. Carlos comes in.

Speak to him and Nemesis will come in. A Live Selection occurs.

#### RUN INTO BASEMENT

#### HIDE IN THE KITCHEN

Use the second option. Nemesis gets KO'd. Get the rare Item (First Aid Box) and exit through the back.

#### DOWNTOWN T HALL

After talking to Carlos, arm the Shotgun and turn right. Nemesis should follow. Then duck into the save room.

#### DOWNTOWN SAVE ROOM

Inside, grab the Shotgun Shells and deposit all your herbs if you have the First Aid Box. Withdraw the Blue Gem. Grab the Rusted Crank and exit.

#### DOWNTOWN T HALL

Run right to avoid Nemesis. Then travel to the next hall.

#### CITY HALL GATE

In this wide room, you can now battle him if you want. But first run up to the gate and use the Blue Gem. Now fight Nemesis if you want. If you don't, head to the newspaper office to the north.

=====

#### NEMESIS

=====

Use the tactics you used outside the RPD. Run left of Nemesis. Then

auto-turn and fire. I suggest you don't kill this Nemesis because he doesn't give a rare item.

=====  
END NEMESIS  
=====

#### NEWSPAPER OFFICE

In the newspaper office, push the ladder to the switchboard. Power it up. Now go to the shutter and raise it. Climb the stairs and head to the next room. Inside, grab the Green Gem and exit.

Nemesis may be here, so run to Nemesis' right.

#### CITY HALL GATE

Go back to the gate. Use the Green Gem and pass through the gate.

#### CITY HALL MAYOR STATUE

Pass the door and you are at an intersection. Take the left one for now.

#### ZOMBIE ALLEY

Run through here and avoid the zombies. Then go to the next door.

#### CITY HALL ALLEY

Keep going until you reach 2 Green Herbs. DON'T PICK THEM UP YET!  
Continue and you are in the trolley area.

#### TROLLEY AREA

Go to the trolley's second car. Use the Cables on the chip-board you see. Proceed through the trolley. Talk to Nicholai and then Mikhail and then head to the first car. Inside, talk to Nicholai and Carlos. Carlos will give you a Side Pack like in Resident Evil 2- so now Jill has 10 item slots. Nearby, grab the wrench. Now exit the trolley. Go back to the intersection.

#### CITY HALL MAYOR STATUE

Take the right path this time. It leads to a gas station.

#### GAS STATION

Go to the main door.

#### GAS STATION STORE

Use the Rusted Crank to open the shutter. As you try, it breaks, so use the wrench afterwards.

Inside, either Carlos or Nicholai will be here. Go to the cabinet left of that First Aid Spray. There are options for this puzzle.

— — — —  
[ ] [ ] [ ] [ ]  
A B C D

The letter that is lit needs to be the only one that is red. Press in any order because the puzzle is random. Eventually the cabinet will unlock. Grab the Machine Oil.

Now get out quickly! The Gas Station is about to explode! Nicholai seems to be fried if he came in here. If Carlos came, run outside with him before the Gas Station COMPLETELY explodes. After Carlos leaves, go back to the intersection and head for the restaurant.



#### CITY HALL MAYOR STATUE

On your way, zombies will open a locked door. Kill them. Through the door is a statue. Press the button and grab the Book of Wisdom. Then head for the CITY HALL GATE.

#### CITY HALL GATE

Now head for the Downtown T Hall.

#### DOWNTOWN T HALL

Now go back to the area in front of the restaurant.

#### RESTAURANT STREET

See that statue? There's a hollow spot the shape of a book. Place the book there. Now go to the other hollow space and grab the little pendant. Now go back to the DOWNTOWN T HALL.

#### DOWNTOWN T HALL

Proceed to the City Hall Gate.

#### CITY HALL GATE

Now head for the City Hall Mayor Statue.

#### CITY HALL MAYOR STATUE

Place it on the statue and then grab the Battery. Then head for the CITY HALL GATE.

#### CITY HALL GATE

Then head for the Downtown T Hall.

#### DOWNTOWN T HALL

Then head for the Restaurant Street.

#### RESTAURANT STREET

Then head for the LIFT ROOM.

#### LIFT ROOM

Now go back to that non-working lift up those stairs.

Directions are:

3. Head up the stairs to the lift.
4. Use the Battery.
5. Go down the lift to substation.

#### SUBSTATION STREET

Kill all the zombies. Then enter the sub station.

#### SUBSTATION

Inside, go to the locked door and press the buttons to power the place up. Now go to the machine next to the second shutter. Press Blue, Red, Blue and Red to open the first shutter up.

Inside, grab another weapon- either the Magnum or Shotgun, depending on what you found in the RPD. If you found the Magnum in the RPD, the G. Launcher will be here. If you got the G. Launcher at the RPD, you'll find the Magnum here. Go back out.

You have to make another selection.

#### HEAD TO EMERGENCY EXIT

## INCREASE ELECTRICITY OUTPUT

You want to do the first option, since you'll fight Nemesis for a rare item. If you don't want a rare item, then select the second option and skip the next Nemesis section.

## SUBSTATION STREET

=====

NEMESIS

=====

OK, so now we should be outside if you made the second choice. He'll fire rockets from above, so run in circles until he jumps down. Now arm the weapon you just found in the substation.

Use the strategy from the RPD and the Restaurant. Run left of Nemesis, auto-turn fire and repeat. Nemesis should drop a rare item- it's a Custom Part A!

Run back into the substation through the door you exited it from.

=====

END NEMESIS

=====

## SUBSTATION

OK, now we are all back in the substation. Go back to the Red and Blue buttoned machine. This time press Red, Blue, Blue and Blue. The second shutter will open.

Grab the fuse inside. Now exit the substation through emergency exit.

## SUBSTATION STREET

Backtrack up the lift and down the stairs to the room where Drain Deimos first attacked you.

## LIFT ROOM

Go back to the door leading toward the uptown area.

## PARKING LOT

Pass through the garage and save room.

## GARAGE SAVE ROOM

In the save room, grab the Wrench if you deposited it. Now fight your way through the next alleyways until you are back in the alley with the Fire Hose.

## GARAGE

Run through here.

## BUS ROOM

Now run to the Fire Hose Alleyway.

## FIRE HOSE ALLEYWAY

Use the Wrench to get the Fire Hose. Discard the Wrench and now travel back through the alleyways to the area in front of the RPD.

## DRAIN DEIMOS ALLEYWAY

Fight the Drain Deimo and head to the RPD Street.

=====  
RETURN TO UPTOWN AREA  
=====

RPD STREET

Once in front of the RPD, go to the bookstore sign and turn left to that alley with the fire.

FIRE DOG ALLEYWAY

Use the Fire Hose on the 3 holes and the fire is out. Proceed forward until you reach the Sales Office.

ALLEY

Run through.

SALES OFFICE STREET

Kill the monsters, and then head inside.

SALES OFFICE

Inside is either Nicholai or Carlos, depending on whom you saw in the Gas Station. After they finish talking, go to the computer.

The codes are either:

AQUACURE

SAFSPRIN

ADRAVIL

After entering the codes, go through the unlocked door.

INVENTORY ROOM

Through them, arm the Shotgun. Go to the end of the room and grab the Gun Powder (if they aren't there, then you should have seen them in the SUBSTATION). Then grab the Oil Additive and add it to the Machine Oil from the Gas Station. Head back to the SALES OFFICE.

SALES OFFICE

Zombies will then overrun the whole Sales Office. Use the Shotgun on them all as you get out.

SALES OFFICE STREET

Now, head to the ALLEYWAY next door.

ALLEYWAY

Now, head to the FIRE DOG ALLEYWAY.

FIRE DOG ALLEYWAY

When you are out in the fire hose hole, Nemesis will come out if you didn't kill him in the substation.

=====  
TOWARD CLOCK TOWER  
=====

Now run back to the trolley as fast as you can.

DRAIN DEIMOS ALLEYWAY

Run to the Fire Hose Alleyway,

FIRE HOSE ALLEYWAY

Run to the Bus Room.

BUS ROOM

Run to the Garage,

GARAGE

On your way, a Live Selection will occur.

CLIMB UP.

JUMP DOWN.

Do the first choice. It saves time. Continue for the trolley. Arm the  
Magnum  
and Grenade Launcher.

GARAGE SAVE ROOM

Save up if you need to. Exit.

PARKING LOT

Run through here. Head for the Lift Room.

LIFT ROOM

Head for the Restaurant Street.

RESTAURANT STREET

Head for the Downtown T Hall.

DOWNTOWN T HALL

Head for the T Hall Save Room.

DOWNTOWN SAVE ROOM

Save if you must. Exit.

DOWNTOWN T HALL

Head for the City Hall Gate.

CITY HALL GATE

Head into the City Hall Mayor Statue.

CITY HALL MAYOR STATUE

In City Hall, Nemesis will appear.

=====

NEMESIS

=====

Now we need to battle him for the Custom Parts B. Lure him to the area  
with the RPD, RESTAURANT and SUBSTATION techniques there.

Once Nemesis drops, grab the Custom Parts B. Mix them with the Custom  
Parts A and then backtrack to the save room where you got the Rusted  
Crank. There, deposit the old Shotgun. The new Custom Shotgun is MUCH  
more powerful!

=====

END NEMESIS

=====

ZOMBIE ALLEYWAY

Head to the CITY HALL ALLEY.

CITY HALL ALLEY

There will be an earthquake. Keep running until you reach the 2 Green Herbs. GRAB THEM NOW. Suddenly, Jill will fall to a boss battle!

GRAVE DIGGER SEWER

=====

BOSS 1: GRAVE DIGGER I

=====

DIFFICULTY: MEDIUM

We should have plenty of ammo if you've been using that Handgun and Knife- enough to kill this Grave Digger. When it pops from the walls, hit it with 1 Magnum Bullet and then dodge. Repeat this pattern and the Grave Digger will eventually die. However, you are still better off just trying to get the ladders working and fighting your way out of the tunnels. Fighting this creature simply isn't worth it. It is time consuming, as well as suicide (since the Grave Digger is a tough creature).

=====

BOSS 1: GRAVE DIGGER I

=====

Now press both panels in this tunnel and then power the ladder. Climb it.

TROLLEY AREA

You are outside the trolley. Enter and use the Fuse and Mixed Oil. Carlos will come in. Run to the front of the trolley with him and then after the FMV, go back to the back car.

=====

NEMESIS

=====

Nemesis appears to have beaten the hell out of Mikhail. When in control, auto-turn and head through the door to the front. An FMV will occur and you have to make a choice.

=====

END NEMESIS

=====

Choices are:

USE EMERGENCY BRAKE

JUMP OUT THE WINDOW

Try the first choice. It's the best choice. You should now be in the Clock Tower courtyard.

=====

CLOCK TOWER

=====

#### CLOCK TOWER COURTYARD

Grab all the herbs and enter through the left-most door of the building.

#### CLOCK TOWER PIANO ROOM

In the first room, head left into the chapel.

#### CHAPEL

In the Chapel, save and rest up.

Arm yourself with:

Eagle Handgun with 15 bullets, don't bring HG Bullets Grenade Launcher with ANY rounds Combat Knife

Deposit everything else (Lockpick, Auto Shotgun, Magnum). In the Chapel, check the case for the Clock T. Key. Check it to be named Winder Key. Go back to previous room.

#### CLOCK TOWER PIANO ROOM

Zombies will attack, so aim for locked door and unlock it with Winder Key.

#### CLOCK TOWER DINING ROOM

Talk to Carlos in Dining Room and then proceed.

#### CLOCK TOWER MAIN HALL

In the Clock Tower's Main Hall (looks like RPD and Mansion Main Hall), run to dead body and grab the Mine Thrower. Proceed to door on other side of the room.

#### BUG HALL

Through it is a room with 2 doors. Go to the brown one- remember the green one for later.

#### SAVE ROOM

Through it is another save room. Pass through to the next room.

#### CLOCK TOWER BEDROOM

In the bedroom, examine the painting to get another key- the Bezel Key. Zombies will also chase you, so exit back into the Save Room.

#### SAVE ROOM

Head back to the BUG HALL.

#### BUG HALL

Now go back to Main Hall.

#### CLOCK TOWER MAIN HALL

There, climb the stairs.

#### MAIN HALL BALCONY

Now arm that Eagle Handgun. Press R and a bomb will explode. All the Spiders will die. Proceed through the next door.

#### CLOCK TOWER BALCONY

In the Clock Tower Balcony, go to a little keyhole and use the Bezel Key.

The ladder lowers. Climb it.

MECH ROOM

Up in the MECH ROOM, turn left and examine the Music Box. You have to make the right choices and get the song correct. It's a completely RANDOM puzzle, but you can tell if the song notes are out of tune or not.

Solving the puzzle reveals the Chronos Chain. Combine it with the Winder Key to make the Chronos Key. Examine the rest of the room and grab the MT Rounds and Silver Gear. Head down to the balcony.

BALCONY

Down there, make a choice against Nemesis again.

=====  
NEMESIS  
=====

USE THE LIGHT.

USE THE CORD.

Use the cord to KO Nemesis. Grab a rare item- another First Aid Box. Head for the MAIN HALL BALCONY.

MAIN HALL BALCONY

Run back to the first floor of the MAIN HALL.

MAIN HALL

Head for the BUG HALL.

BUG HALL

Head back to the Green Door and use the Chronos Key. Discard it and head through.

=====  
END NEMESIS  
=====

INFESTED HALL

Pass this infested hall.

CLOCK PUZZLE ROOM

Through it is a room with 3 clock paintings. Examine the back area to find a bell blocking a door- Jill can't push it.

Go to the 3 statues and grab the Obsidian, Amber and Crystal Stones. Go to the clocks and then try any combinations of inserting them in. Here are the time changes for each painting.

LEFT (PAST)

Crystal -1  
Obsidian -2  
Amber -3

MIDDLE (PRESENT)

Crystal +1  
Obsidian +2

Amber +3

RIGHT (FUTURE)

Crystal +2

Obsidian +4

Amber +6

The Gold Gear will be revealed. Combine it with the Silver Gear and go back to the Infested Hall.

INFESTED HALL

Head to the BUG ROOM.

BUG ROOM

Head to the CLOCKTOWER MAIN HALL.

CLOCKTOWER MAIN HALL

Head to the MAIN HALL BALCONY.

MAIN HALL BALCONY

Head for the CLOCKTOWER BALCONY.

CLOCKTOWER BALCONY

Head for the MECH ROOM.

MECH ROOM

There, apply it to the mech to get the bell ringing. Head back to the CLOCKTOWER BALCONY.

CLOCK TOWER BALCONY

Attempt to enter the Main Hall Balcony.

COURTYARD

Escape at last!!

But then... Nemesis crushes the escape chopper.

=====

BOSS 2: NEMESIS I

=====

DIFFICULTY: FAIRLY MEDIUM

Carlos should destroy the Rocket Launcher Nemesis has. Now arm the M Thrower and hit him with all you got. Switch to the G. Launcher after running out of Mine Thrower Rounds.

In the unlikely event you should run out, use the 14 left over Eagle Handgun Bullets. If Nemesis is STILL up, use that trusty Knife and the strategy from the RPD, Restaurant, Substation and City Hall Nemesis encounters.

=====

BOSS 2: NEMESIS I

=====

Carlos comes in at last. Jill is infected with the T- Virus.

-----  
B. October 1, 1998  
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~~~~~  
RESIDENT EVIL 2 INTERMISSION

After Jill's battle with Nemesis and before the start of Carlos' mission, the events in Resident Evil 2 happen. By the time you control Carlos, Leon, Claire and Sherry will now have escaped the Birkin lab. By the time Jill wakes up, Claire's epilogue (see below) will also have already happened. Resident Evil 2 takes place from September 29, 1998 (at night) to the morning of September 30, 1998.

~~~~~  
It is now October 1, 1998.

CHAPEL

After talking to Jill, you now control Carlos. Arm him with:

Assault Rifle  
Handgun  
Knife

Load the Handgun. Exit.

CLOCKTOWER PIANO ROOM

Kill all the zombies.

CLOCKTOWER DINING ROOM

Head through this room to the CLOCKTOWER MAIN HALL.

CLOCKTOWER MAIN HALL

Head for the BUG HALL.

BUG HALL

Head for the INFESTED HALL.

INFESTED HALL

Try to kill any enemies you may see here. Head for the CLOCKTOWER PUZZLE ROOM.

CLOCK PUZZLE ROOM

Go to that bell Jill couldn't push and then push it. Men have the advantage at times. Hehehehehehe. Pass through the next door.

=====  
HOSPITAL  
=====

HOSPITAL STREET

Use the Handgun to fry the zombies outside the Clock Tower. Enter the hospital.

HOSPITAL ENTRANCE

Inside, duck into the nearest door to avoid the Hunters.

HOSPITAL SAVE ROOM

In this save room, SAVE! Head through the next door.

HOSPITAL TABLE ROOM

Grab the Tape Recorder from the table. Go to the elevator, power the

elevator and ride it to 4F.

#### 4F HALLWAY

Up there, make your way to the door far in the hall.

#### HOSPITAL FILE ROOM

Inside, Nicholai shoots Tyrell. After he leaves, grab the Sickroom Key. Leave the room.

#### 4F HALLWAY

Head out to the other 2 doors in the hall.

#### SICKROOM 1

Head to the first SICKROOM. Inside, memorize the room! Look at the corners and see which one has the cart. Also look at the doctor corpse for a number. Jot it down on your hand or something. Now head out to the room next door, using the Sickroom Key to unlock it.

#### SICKROOM 2

Inside, you'll notice the room is a mirror image of the previous room. Remember where the cart was in the last room? You'll need for it to be on the same side, but on the opposite end. Anyway, it's hard to explain, but try pushing the cart to the corner on the same side as the one in the previous room. If you miss, exit and try again. Once the painting in the room drops, enter the code from the dead doctor's hand from the previous room and grab the Vaccine Base. Exit.

#### 4F HALLWAY

Now head back to the elevator and ride it to B3.

#### B3 HALLWAY

Once down, you may encounter Hunters or Zombies. Continue down the new corridor until you reach a door.

#### HOSPITAL LAB

Inside this lab, pass through and kill the Hunters. Through the next door, look on the northern side for a Medium Base. Left of the Hunter tubes is a power switch. Switch it off.

Now look at that valve machine and use the Medium Base. Now press valves I, III and A to get a Vaccine Medium. Combine that with the Vaccine Base and you have the T-Virus/G-Virus/Whatever-Virus cure! Exit the Lab.

#### B3 HALLWAY

Go back to the elevator, killing Hunters on the way. Ride it to 1F.

#### HOSPITAL TABLE TOOM

Head to the Hospital Save Room.

#### HOSPITAL SAVE ROOM

Pass through the save room and save (Nemesis encounter). Exit the Hospital Save Room.

#### HOSPITAL LOBBY

Out in the lobby, Nicholai has planted a bomb. It will detonate in 7 seconds! Head out of the hospital!

#### HOSPITAL STREET

Outside, Carlos will get thrown into the Clock Tower's backdoor after the Hospital explodes. Head back inside the Clock Tower.

=====  
LEAVING CLOCK TOWER  
=====

#### CLOCK PUZZLE ROOM

Once back inside the room where Jill got the Gold Gear, aim for the main hall. Head to the Infested Hall.

#### INFESTED HALL

If you didn't clear out any Spiders/Brain Suckers/Drain Deimos when you left for the hospital, they will still be here and you may be in bad shape. Hit them with the Handgun from a distance. Head to the BUG HALL.

#### BUG HALL

Head for the CLOCKTOWER MAIN HALL.

#### CLOCKTOWER MAIN HALL

In the CLOCKTOWER MAIN HALL, Nemesis II will make an appearance, scarred after being beaten up by Jill. You can't get a Rare Item, but you can battle him to make Jill's encounter easier (Carlos should have about 30% Rifle ammo and 60-90 bullets \*AND\* the Combat Knife).

=====  
NEMESIS  
=====

Arm the Assault Rifle. Go safe distance and fire away- Nemesis' tentacles are harmless, but keep those Green Herbs from the hospital handy! When you run short of Assault Rifle ammo, Nemesis might continue for Jill! If he does, follow him into the next room.

#### CLOCKTOWER DINING ROOM

Shoot him with the Handgun and he should fall and bleed. Head to the chapel where Jill is, via the Piano Room.

=====  
END NEMESIS  
=====

#### PIANO ROOM

Head to the CHAPEL.

#### CHAPEL

Jill will be in control again after Carlos gives her the cure. Pack the Magnum (you'll be finding ammo for it), the Handgun with 15 Bullets, the Knife, 1 full First Aid Box and the Auto Shotgun with 7-21 ammo. Head out.

#### PIANO ROOM

=====  
NEMESIS  
=====

Nemesis is back. But since you weakened him as Carlos, you should have NO problem taking care of him. This battle should be mandatory for all players. If you can't beat this Nemesis, I fell VERY sorry for you.

Equip the Magnum. You should have approx. 2-5 bullets inside. Empty your Magnum and then switch to the Auto Shotgun. Fire quickly. If 7-21 shells

don't kill it (unlikely unless you didn't kill him with Carlos), switch to the Handgun for the finishing touches.

If the Handgun isn't enough, the Knife will do. Hopefully you've been practicing with it as Carlos. Nemesis will fall to reveal the last rare item- either an Assault Rifle or Infinite Ammo! You get the Assault Rifle if you kill Nemesis at the RPD (2X), Restaurant, Substation, City Hall, Clock Tower Balcony and here during your first game (Hard Mode). You get the Infinite Ammo if you kill Nemesis like the above on your second and all games after.

=====  
END NEMESIS  
=====

#### CHAPEL

If you have the Assault Rifle, deposit the Auto Shotgun. If you have infinite ammo, use it on the Auto Shotgun or Magnum, but I prefer the Auto Shotgun because of its sheer speed. Restock your inventory in the chapel:

Auto Shotgun w/ Infinite Ammo

-OR-

Assault Rifle

Magnum

Lockpick

Full Eagle Handgun

Knife

Lighter

#### PIANO ROOM

Head to the CLOCKTOWER DINING ROOM.

#### CLOCKTOWER DINING ROOM

Head to the CLOCKTOWER MAIN HALL.

#### CLOCKTOWER MAIN HALL

Head to the BUG HALL.

#### BUG HALL

Head to the INFESTED HALL.

#### INFESTED HALL

Head to the CLOCK PUZZLE ROOM.

#### CLOCK PUZZLE ROOM

Now exit the Clock Tower via the backdoor. Since Carlos moved that bell, Jill can now exit!

=====  
PARK  
=====

#### HOSPITAL STREET

Outside, go to the locked door and pick it.

HOSPITAL STREET SAVE ROOM

Inside is another save room. Inside, grab switch the Lockpick for the Lighter. Grab the Park Gate Key as well. Exit.

#### HOSPITAL STREET

Back outside, turn right to see the hospital's rubble. Pass the backdoor of the Clock Tower and you'll see the park gate.

Use your Park Key and enter.

#### PARK ENTRANCE

Equip the Assault Rifle or Auto Shotgun. Kill any monsters you see and take the stairs to the right.

#### PARK DOCK

Kill all monsters. Pass these long docks through the gate.

#### PARK EXIT ALLEYWAY

Through it is the path infested with Hunters or dogs. Kill them and look at the first body you see. Collect the Second Park Key and Magnum bullets. Return to the PARK DOCK.

#### PARK DOCK

Run through here back up the stairs to the PARK ENTRANCE.

#### PARK ENTRANCE

Back there, take the gate to the left.

#### GEAR AREA

Through it is the controls for the sewers. Go to them (grab the Herbs first) and then press the gears in this order:

1. Left White.
2. Right White.
3. Right Black.
4. Right White.
5. Left Black.
6. Left White.
7. Start Button.

The water will drain and the sewers will be accessed.

#### PARK SEWERS

Down in the sewers, a gate blocks the area Leon and Claire explored in RE2, but there is a ladder at the end of the tunnel you can climb.

#### GRAVEYARD

You end up in a Graveyard. Head into the nearby building and then use the Second Park Key to access it.

#### UNDERTAKER'S HOME

Inside the Undertaker's home (not the wrestler :)), grab the nearby Iron Pipe. On the fireplace, use the Lighter to burn away the wood.

Discard the Lighter and use the Iron Pipe to make a new entryway in the fireplace. Grab all the Gun Powder and mix up some Freeze Rounds (Make some C Powder and combine it with Grenade Rounds from the Grenade Launcher, which can be gotten from the save room next door). Now head through the new entryway.

#### UNDERTAKER'S CONTROL ROOM

Grab the last Park Key and head back the way you came. 2 FMVs involving Nicholai will occur. Pack the Grenade Launcher if you got the Assault Rifle from Nemesis at the Clock Tower. If you have the Infinite Ammo Auto Shotgun, bring that instead.

#### UNDERTAKER'S HOME

Head to the Undertaker's Save Room.

#### UNDERTAKER'S SAVE ROOM

Save. Grab all the Items, and exit.

#### UNDERTAKER'S HOME.

Exit into the Graveyard.

#### GRAVEYARD

Outside in the Graveyard, an FMV will occur and you are in a boss fight.

#### =====

#### BOSS 3: GRAVE DIGGER II

#### =====

#### DIFFICULTY: FAIRLY MEDIUM

This guy is tricky, so keep a look out. When it surfaces, fire the weapons as fast as you can. You'll know where it surfaces by looking at sand pop up. About 15 Freeze Rounds and 30+ Auto Shotgun Shells will finish this demonic beast. Phew. Head back to the MAIN GATE via a fallen fence.

#### =====

#### BOSS 3: GRAVE DIGGER II

#### =====

#### PARK SEWERS

Run to the GEAR AREA.

#### GEAR AREA

Run to the PARK ENTRANCE.

#### PARK ENTRANCE

Head to the PARK DOCK. Watch out for any monsters.

#### PARK DOCK

Run back through here to the Park Exit Alleyway.

#### PARK EXIT ALLEYWAY

Run all the way down this alleyway. You'll see the Park's Back Gate. Use the Last Park Key. Passed it is the bridge to the Dead Factory, the last area of RE3.

#### =====

#### DEAD FACTORY

#### =====

#### BRIDGE

As you approach, Nemesis returns. Now you have a choice:

PUSH HIM OFF.

JUMP OFF.

This walkthrough will follow the choice of Jumping Off. If you want the other choice, look in the next walkthrough.

#### FACTORY SEWERS

Once you jump down, head up the nearby ladder. Take the nearest door- it's a Save Room!

#### FACTORY SAVE ROOM 1

Inside, reorganize your items:

Magnum

Magnum Ammo

Auto Shotgun

Auto Shotgun Ammo

1 Full First Aid Box

Now grab the Water Sample and head through the next door.

#### WATER CONTROL ROOM

Head down the stairs to the Water Room and examine the machine in the back. Use the Water Sample and now we have to adjust the 3 different bars to get a door to unlock.

I hate this puzzle. It is completely RANDOM and there aren't any easy explanations. Here are some tips for solving the puzzle since there aren't any real answers.

#### TIPS FOR WATER PUZZLE:

1. Using the graph above, try to align the 3 bars below so they match the figure above.
2. When making ideas, make sure there aren't any bars on where there are spaces in the graph above.
3. Don't freak out.
4. You'll eventually get the combination right.
5. Don't freak out.
6. I THOUGHT I TOLD YOU NOT TO FREAK OUT!

After solving this damned puzzle, head back up to the save room and out to the tunnel.

#### FACTORY SAVE ROOM 1

Head to the FACTORY SEWER.

#### FACTORY SEWER

Turn right and an FMV with Carlos will occur. Raccoon City IS GONNA BE NUKED IN A FEW MINUTES! WE GOTTA GET OUTTA HERE, AND FAST!

We only have minutes to spare, so head through the next door.

#### SEWER ROOM

In this Sewer Room, dodge all the monsters and fight your way to the elevator.

#### UPPER SEWER ROOM

Ride it up to the upper level of the Sewer Room. Go to the right of the elevator.

This is the door that stupid water puzzle unlocked, but we still need to do something else! In the same room, on the monitors, look for the MO Disk. Exit through the next door.

#### ENTRANCE TUNNEL

In the Entrance Tunnel, you'll see Nicholai. To the right of Nicholai is a large door, but it only leads to the bridge you jumped off of.

#### FACTORY SAVE ROOM 2

Take the door on the other end instead- it's another save room. Grab the Facility Key and head through the next door.

#### STEAM ROOM

It is the Steam Room. Go right and press the first steam button. Then press the far steam button on the next turn. Then press the steam button to the left of the one you just pressed.

Now head to the other side of the room (Near the non-working lift) and press the far steam button, then the one to the right. Go back to the other side and press the steam buttons there again. The machine will be revealed. Press it and that door in the Upper Sewer Room will open.

~~~~~  
Head there now, with the Facility Key. Before taking that door, ride the elevator back down to the Lower Sewer Room. Head back to the room where you solved that Water Puzzle and look for a machine to the right. Use the Facility Key.  
~~~~~

#### UPPER SEWER ROOM

Now head back to the Upper Sewer Room. Take the big door now.

#### MO DISK DOOR ROOM

Through it, head to the far door and unlock it by using the MO Disk on the disk tray nearby.

Head through and now you have to fight Nemesis.

#### NEMESIS II DUMP

=====

BOSS 4: NEMESIS II

=====

#### DIFFICULTY: EASY

Nemesis has become a wimp since your fight at the Clock Tower. After the scene is over, arm the Magnum and shoot away. After running out of Magnum ammo, use the Auto Shotgun and try hitting Nemesis AND the valves in the room. The acids that hit Nemesis can cut his arms off and eventually his head :). This battle is also fairly easy with the Knife :), since his tentacles don't do much damage (less than a zombie bite). Stab, auto-turn, run, auto-turn, stab. Hehehehehehe. Nemesis is toast! But beware, you only have a few minutes before the room eats Jill up!

=====

BOSS 4: NEMESIS II

=====

With Nemesis down, grab the Card Key from the dead scientist. There is a card reader near the entrance door of the room- use it to get out!

#### MO DISK DOOR ROOM



Out in the hall, the building shakes- the missile is coming! Hurry!

UPPER SEWER ROOM

Head for the ENTRANCE HALL.

ENTRANCE HALL

Head for the FACTORY SAVE ROOM 2.

FACTORY SAVE ROOM 2

Aim for the STEAM ROOM!

STEAM ROOM

There, use the Card Key to work the lift. Ride it down and grab the Grenade Rounds. Go to the lockers and use your Facility Key to get the ROCKET LAUNCHER! YAY! Head back to the STEAM ROOM.

STEAM ROOM

Head for the FACTORY SAVE ROOM 2.

FACTORY SAVE ROOM 2

Reorganize your items one last time:

Magnum

Bullets

Auto Shotgun

Shotgun Ammo

1 Full First Aid Box

Card Key

Rocket Launcher

Grenade Launcher w/ Freeze Rounds

Now we are set to escape! Head to that locked shutter in the entrance.

FACTORY ENTRANCE HALL

Use the Card Key and discard it. Shotgun the zombies and head through the door.

FACTORY MONITOR ROOM

Grab the radar receiver on the monitor and then prepare for another Live Selection:

NEGOTIATE WITH NICHOLAI

RETURN FIRE TO THE CHOPPER

If you take the first option, Nikolai talks about Jill being wanted by Umbrella and leaves with the helicopter.

If you take the second option, you get the chance for revenge by shooting down the chopper. Remember back in the Clock Tower when Nemesis used a Rocket Launcher to shoot down the chopper? Well, you can do that, too!

Sink a Rocket into the chopper and Nikolai is toast (good riddance, too)! Carlos then comes in and tries to signal a new chopper. Examine the latch in the room to lower the ladder.

ZOMBIE ROOM

After the final countdown, head down the ladder. Head through the next 2 rooms, killing zombies with the Auto Shotgun. Run through.

CAR WRECK ROOM

Run through.

RAIL CANNON ROOM

When you reach the Rail Cannon Room, go to the giant green package with a 3 over it. Next to it is a machine. Power it up and go to the green battery next to the entrance (now damaged). Push it in.

Nemesis will come in, but he looks a lot like the final William Birkin from Resident Evil 2.

=====  
BOSS 5: NEMESIS III  
=====

DIFFICULTY: EASY

You need the rail cannon to beat the boss this. Run to the second battery by the exit door and push it in. Head to the 3rd battery and push it in. Now hit Nemesis with the 3 rockets.

Look out because it can poison now. After running out of Rockets, switch to the Grenade Launcher with Freeze Rounds. Fire away and Nemesis should retreat to the entrance and start eating a dead Mr. X.

The Rail Cannon will have to fire twice before Nemesis heads 6 feet deep. Run to the exit and pass through. You have to make one more choice...

EXTERMINATE THE MONSTER

IGNORE IT AND EVACUATE

Make any choice you want. It doesn't affect the ending.

FINAL LIFT

Now head through and ride the elevator down. Watch the ending and enjoy!

=====  
6. O P E R A T I O N    M A D    J A C K A L  
=====

The mini game is available from the start on the Dreamcast Version. Like the Extreme Battle Game from Resident Evil 2, you have to take a weapon and fight off a buncha zombies and save some people. Mikhail, Carlos and Nicholai are controllable characters.

-----  
A. Carlos Oliveira  
-----

=====  
AMMUNITION  
=====

=====  
CARLOS  
=====

Assault Rifle with 100% Ammo  
Eagle Handgun with 15 Bullets  
90 Handgun Bullets

3 Brown Herbs

=====  
WALKTHROUGH  
=====

This isn't a step by step nor specific walkthrough. There are specific walkthroughs for each character in the RE3 GameFAQS.com section by JRKerr. Those guides are better.

People can be saved at the:

GAS STATION  
SUBSTATION  
NEWSPAPER OFFICE  
RESTAURANT  
SALES OFFICE  
BAR JACK

They each give you 20 extra seconds.  
They drop healing items and ammo.  
They raise your reward.

Killing ANY monsters gets you more points and time. Good luck! Get from the trolley to the warehouse!

-----  
B. Nicholai Ginovaef  
-----

=====  
AMMUNITION  
=====

=====  
NICHOLAI  
=====

Mercenary Handgun with 15 Bullets  
Knife  
Blue Herb  
3 First Aid Spray

=====  
WALKTHROUGH  
=====

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They raise your reward.

Killing ANY monsters gets you more points and time. Good luck! Get from the trolley to the warehouse!

-----  
C. Mikhail Victor  
-----

=====  
AMMUNITION  
=====

=====  
MIKHAIL  
=====

Shotgun with 7 Shells  
21 Shotgun Shells  
Magnum with 6 Rounds  
18 Magnum Bullets  
Rocket Launcher with 8 Rockets  
One Brown Herb

=====  
WALKTHROUGH  
=====

This isn't a step by step nor specific walkthrough. There are specific walkthroughs for each character in the RE3 GameFAQS.com section by JRKerr. Those guides are better.

People can be saved at the:

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They drop healing items and ammo.  
They raise your reward.

Killing ANY monsters gets you more points and time. Good luck! Get from the trolley to the warehouse!

=====  
7. S E C R E T S     A N D     E X T R A S  
=====

-----  
A. Codes, Cheats, Etc.  
-----

=====  
8. F I L E     T R A N S C R I P T S  
=====

-----  
A. In Game Files  
-----

These are all the files. They must be gotten IN ORDER to obtain Jill's Diary.

=====  
1. GAME INSTRUCTIONS A  
=====

We hope to improve your chances to survive!

Shooting Objects:

You may get different reactions from shooting objects, such as oil drums and bombs. Press the R 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, R, R and L1 buttons rapidly.

Emergency Dodging:

Just before an enemy attacks, you can perform a dodge move to evade it!  
Press the R or R 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.

=====  
2. GAME INSTRUCTIONS B

=====  
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: Handgun 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.

=====  
3. CLOCK TOWER POSTCARD  
=====

A picture postcard of a clock tower.

The following explanation is printed on the backside:

"A landmark spot: Saint Michael Clock Tower."

=====  
4. PHOTO A  
=====

The policemen are pressing forward. Picture dated September 27.

=====  
5. MARVIN'S REPORT  
=====

"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

=====  
6. DAVID'S MEMO  
=====

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 shotgun became a close friend of mine. 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...

=====  
7. FAX FROM KENDO GUNSHOP

=====  
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 handgun for official use. It's the M92F S.T.A.R.S. Special, but he calls 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.

The 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

=====  
8. MERCENARY DIARY  
=====

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 cause 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.

=====  
9. 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 its prosperity.

The mayor of the city,

Michael Warren

=====  
10. PHOTO B  
=====

A close-up shot of a zombie.

It says, "SCOOP!" on the backside.

=====  
11. PHOTO C  
=====

The police have Been destroyed.

=====  
12. REPORTER'S MEMO  
=====

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 thee right decision to quarantin 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.

=====  
13. MECHANICS' MEMO  
=====

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.

=====  
14. MANAGER'S REPORT  
=====

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

Some of the medicines 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 remeber 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, f 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 beed 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  
=====

"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

=====  
16. DARIO'S MEMO  
=====

I can't help but wonder if anyone will read these words, but writing them will help me maintain my sanity if nothing else.

After I've become a meal for those undead monsters, will the G.I.s responsible for sealing off the town laugh upon discovering my corpse? So is this how it's supposed to end? I don't want to die. I'm just not ready...

My wife, daughter, mother... My entire family has been killed. But none of that matters anymore. Right now, my life is the only important thing. That's all that matters.

I never would have pictured my end to be like this. I had so much left to do. Rather than becoming a salesman, I should have tried my hand at being a novelist. It's what I've always wanted, but my mother would only tell me you have a long way to go.

Why did I ever listen to her?

But this looks like the end for the great Dario Rosso, novelist extraordinaire. Cut down before his prime...

=====  
17. OPERATION INSTRUCTION  
=====

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.

=====  
18. ART PICTURE POSTCARD  
=====

A picture of antique clocks.

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

=====  
19. MERCENARY POCKETBOOK  
=====

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...

=====  
20. DIRECTOR'S DIARY  
=====

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...

=====  
21. PHOTO D  
=====

The zombies are walking. It says, "The effects of the "T- Virus" on the backside.

=====  
22. MEDICAL INSTRUCTION MANUAL  
=====

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.

=====  
23. PHOTO E  
=====

The Zombies are attacking.

=====  
24. WRITTEN ORDER TO SUPERVISERS  
=====

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.

=====  
25. SUPERVISOR'S REPORT  
=====

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...

=====  
26. FAX FROM HEADQUARTERS  
=====

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.

=====  
27. MANAGER'S DIARY  
=====

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...

=====  
28. SECURITY MANUAL  
=====

"Security of the Plant"

Since this plant 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 chaos to surrender, arrest and then transfer them to the laboratory as a guinea pigs. You will be rewarded.

"Maintenance 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.

=====  
29. INCINERATOR MANUAL  
=====

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.

=====  
30. CLASSIFIED PHOTO FILE  
=====

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

-----  
B. Jill's Diary  
-----

=====  
SPECIAL FILE: JILL'S DIARY  
=====

(NOTES: This file can be found on Hard/Heavy Mode after collecting the above files in order and READING THEM IN ORDER.)

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 by 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 then somewhere in Europe. That's when my real battle begins...

-----  
C. Epilogue Files  
-----

=====  
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 to be called Ada Wong. But this morning she will say good-bye to the name. "I'm not Ada Wong anymore." She feels her abdomen 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...

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9. I T E M     L I S T  
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=====  
WEAPONS  
=====

SHOTGUN  
LOCATION: UPTOWN

MAGNUM  
LOCATION: RPD OR POWER STATION

GRENADE LAUNCHER  
LOCATION: RPD OR POWER STATION

MINE THROWER  
LOCATION: CLOCK TOWER

ROCKET LAUNCHER  
LOCATION: DEAD FACTORY

=====  
KEYS  
=====

EMBLEM KEY  
LOCATION: RPD

LOCKPICK  
LOCATION: RPD

WINDER KEY  
LOCATION: CLOCK TOWER

BEZEL KEY  
LOCATION: CLOCK TOWER

SICKROOM KEY  
LOCATION: HOSPITAL

MAIN GATE KEY  
LOCATION: PARK

GRAVEYARD KEY  
LOCATION: PARK

REAR GATE KEY  
LOCATION: PARK

FACILITY KEY  
LOCATION: DEAD FACTORY

WAREHOUSE KEY  
LOCATION: UPTOWN

CARD KEY  
LOCATION: DEAD FACTORY

=====  
QUEST ITEMS  
=====

LIGHTER FLUID  
LOCATION: UPTOWN

LIGHTER  
LOCATION: UPTOWN

BRAD'S STARS CARD  
LOCATION: RPD

BLUE GEM  
LOCATION: RPD

JILL'S STARS CARD  
LOCATION: RPD

POWER CABLE  
LOCATION: UPTOWN

MANHOLE OPENER  
LOCATION: DOWNTOWN

RUSTED CRANK  
LOCATION: DOWNTOWN

GREEN GEM  
LOCATION: DOWNTOWN

SIDE PACK  
LOCATION: GIVEN BY CARLOS, DOWNTOWN

WRENCH  
LOCATION: DOWNTOWN

WISDOM BOOK  
LOCATION: DOWNTOWN

FUTURE COMPASS  
LOCATION: DOWNTOWN

BATTERY  
LOCATION: DOWNTOWN

MACHINE OIL

LOCATION: GAS STATION

FUSE

LOCATION: POWER STATION

HOSE

LOCATION: UPTOWN

WATER SAMPLE

LOCATION: DEAD FACTORY

SYSTEM DISK

LOCATION: DEAD FACTORY

IRON PIPE

LOCATION: PARK

VACCINE BASE

LOCATION: HOSPITAL

FROZEN BASE VACCINE

LOCATION: HOSPITAL

TAPE RECORDER

LOCATION: HOSPITAL

GOLD GEAR

LOCATION: CLOCK TOWER

CHRONOS CHAIN

LOCATION: CLOCK TOWER

SILVER GEAR

LOCATION: CLOCK TOWER

OIL ADDITIVE

LOCATION: SALES OFFICE

REMOTE

LOCATION: SALES OFFICE

UNRUSTED CRANK

LOCATION: SALES OFFICE

RADAR MACHINE

LOCATION: DEAD FACTORY

=====

10. M O N S T E R   A N D   B O S S   L I S T

=====

=====

ZOMBIE

=====

Handgun: 5-12

Shotgun: 1-3

Grenade: 1-2

These guys used to be humans until they were infected with the T- Virus.  
They usually are dangerous in groups, but in singles they are easy to  
kill.

=====

#### ZOMBIE DOG

=====

Handgun: 5-8

Shotgun: 1-2

Grenade: 1

These guys run faster than zombies and take longer to rot. If they are hit by anything, they fall, so they are susceptible to that.

=====

#### BRAIN SUCKER

=====

Handgun: 15-17

Shotgun: 2-4

Grenade: 2-3

These guys look like Lickers from Resident Evil 2 and Resident Evil: Gun Survivor. They aren't powerful and are blind, so avoid as best you can. They can poison, so beware!

=====

#### DRAIN DEIMOS

=====

Handgun: 15-17

Shotgun: 2-4

Grenade: 2-3

Basically Drain Deimos, but they can't poison.

=====

#### HUNTER BETA

=====

Handgun: 10-12

Shotgun: 3-5

Grenade: 2-3

These guys are exactly like the Hunters from Resident Evil 1, Survivor and CODE: Veronica X, but they are red. Hit them as fast as you can- they can decapitate you!

=====

#### HUNTER GAMMA

=====

Handgun: 10-12

Shotgun: 3-5

Grenade: 2-3

These are exactly like the other Hunters, but they jump higher and they look like the original Hunters from Resident Evil 1. Beware!

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#### CROW

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Handgun: 1

Shotgun: 1

Grenade: 1

These are often in groups. Just use the Shotgun to kill off 3-5 at a time.

=====

#### WORM

=====

Handgun: 1

Shotgun: 1

Grenade: 1

Like the crows, they attack in groups. But unfortunately they are harmless, so shake them off!

=====  
GRAVE DIGGER I  
=====

Handgun: 30+

Shotgun: 20+

Grenade: 15+

When you see him in the sewers, hit and dodge! 3 hits can kill you! The Grenade shrugs him off quite well, while the Shotgun seems to hurt him through and through.

=====  
GRAVE DIGGER II  
=====

Handgun: 50+

Shotgun: 50+

Grenade: 50+

This time, you should shoot him to death. Run and shoot, run and shoot is the strategy. If he hits you directly, Jill can get seriously hurt! If you are in the fight long enough, a lamp post can fall into water and shock him.

=====  
NEMESIS I  
=====

Handgun: 50+

Shotgun: 50+

Grenade: 20+

Nemesis is pretty fast. If you are crazy enough to duke it out with him (besides Clock Tower Battle), then use the Magnum and Grenade Launcher. Hit him fast and powerful and learn to run away. The Shotgun and Handgun aren't too effective, though they should be used as last ditch attempt.

=====  
NEMESIS II  
=====

Handgun: 40+

Shotgun: 40+

Grenade: 10+

He isn't as fast or strong as last time. As before, use the Magnum, but the Shotgun is actually pretty strong now. Hit him fast and strong like before. Learn to circle him, since his flimsy tentacles can't seriously hurt you.

=====  
NEMESIS III  
=====

Handgun: 20+

Shotgun: 15+

Grenade: 10+

He looks like William Birkin. Use any weapon against him, since he's virtually melting away by corrosive acids. With the help of the Rail Cannon, he's fried!

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## A. Synopsis of Resident Evil Series

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### The Plot of Resident Evil

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#### Resident Evil Zero

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July 23-24, 1998

The S.T.A.R.S. Bravo team cruise around Raccoon Forest looking for monsters. Their copter crashes, and they find an overturned MP vehicle. The vehicle was transporting a convict named Billy Coen. The Bravos decide to search the surrounding areas. Rebecca Chambers finds a train, boards it and then runs into zombies. She runs into Billy, they get into an argument, but eventually team up. Meanwhile, a guy in a robe controls a bunch of leech monsters. Eventually the train starts up and takes our heroes to an old building, where they run around for awhile and discover hideous things. Rebecca and Billy eventually kill the robe guy, who turns out to be James Marcus, and they go their separate ways after the building blows up. Rebecca runs to the mansion after letting the convict Billy go, while Billy runs to some other place.

#### Resident Evil

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July 24-25, 1998

The Alpha Team tries to find Bravo Team. Jill, Chris, Barry, and Wesker run to the mansion after getting chased into it by zombie dogs. Joseph is killed and Brad flies the coop... literally. They all get separated inside the mansion, and all go on their little hunts go get the hell out. Chris finds Rebecca, and Jill teams up with Barry. They all find out about a virus. After evading snakes, and a killer chain-woman, they find out Wesker's behind it all, and Wesker gets killed by the Tyrant, who in turn is killed by the good guys. The mansion explodes after Brad rescues everyone.

#### Resident Evil 3: Nemesis

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September 28, 1998

Jill evades the new zombies in town, and sees Brad get killed by her... NEMESIS! She runs from her nemesis, meets Carlos and Nicholai and powers up a train. Nicholai gets "killed", and Carlos loses his cool, but Jill manages to kick Nemesis' ass in the clock tower after being infected with the T-Virus.

#### Resident Evil 2

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September 29-30, 1998

Leon and Claire drive into town, with their own goals in mind. They meet up, run away from the zombies to the police station, meet the creepy Cheif Irons, Ben Burtolucci and the sexy chick, Ada Wong. Oh, and they also meet that little annoying girl, Sherry. They both run away from Mr. X and kill the Birkin Tyrant. Ada drops out of the picture, literally, and Leon/Claire/Sherry make their escape following a huge explosion.

#### Resident Evil 3: Nemesis

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October 1, 1998

Jill wakes up, Carlos cures her, and Jill runs to the park to discover Nicholai's true intentions. From there, Jill kick's Nemesis' ass once and for all, lets Nicholai get away from town, and escapes with Carlos and an old friend before Raccoon City's missile attacked by the nuclear-happy U.S. government.

Survivor

-----  
Ark Thompson loses his memory, thinks he's an evil killer, but somehow managed to remember. The T-Virus is spilled on an island, so Ark kills even more monsters, meets up with Lott and Lily, two little children, and Ark gets out just in time.

CODE: Veronica

-----  
Claire's captured in Paris, but Wesker attacks her prison island and zombies are everywhere again. so she's let go by Rodrigo, an injured jail keeper. She meets Steve, another prisoner, and meets Alfred, who's a weirdo who wants her dead. Claire discovers Wesker's still around, sends a notice to Leon to contact Chris, and gets off the island with Steve after a derranged Alfred blows it up. Claire kicks another Tyrant's ass, and they end up in Antarctica. Steve kills Alfred, Alexia is released and captures them. Chris arrives on the island, sees Rodrigo get eaten/barfed up, and Chris meets Wesker. He travels to Antarctica, saves Claire and fights Alexia after she turns Steve into an evil monster who gets killed. After that, Wesker and Chris fight to the death, and then Chris and Claire escape.

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B. Wesker's Report  
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WESKER'S REPORT  
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If you pre-ordered the American Version of Resident Evil CODE: Veronica X, bought the Japanese PS2 or DC version of CODE: Veronica Complete, or bought the BioHazard 5th Anniversary Briefcase, you got the Wesker's Report DVD.

If you didn't, it's here for you to read, because it bursts with seams of the original PSX RE, RE2 and RE3 information. Others may hate the Report because they can't think what Capcom is aiming with that, but I love it!

Sure, the information for the "Mansion Incident" may seem a little outdated when the remake is accounted for, since it covers the original PlayStation version, but it still contains the basic information about the storyline of Resident Evil.

This is also for people who do not understand the plot information for Resident Evil 2. This explains a lot about what happened in RE2, for those who are wondering.

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=====  
INTRODUCTION  
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"My name is Albert Wesker. I aspired to become a leading researcher at Umbrella Inc. A pharmaceutical enterprise who covertly conducted Bio Organic Weapons, better known as B.O.W., for development. But at the leader development training ground situated in Raccoon City, I met a brilliant and talented researcher who decided to take a different path; William Birkin.

In time I shifted my position to S.T.A.R.S., a special force unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of its people working in the police department.

I became the leader of S.T.A.R.S. and conducted all sorts of intelligence activities for Umbrella. As I continued to serve I devised my own plans and waited for the right time moment to execute them. Then at last, opportunity knocked.

=====  
1998 July 24th  
=====

The freak murder incidents that had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret BOW laboratory and it was clear that the undeveloped T-Virus was the cause of the murder. Initially, Umbrella instructed me secretly to keep 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 two 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 Alpha Team also proved their worth and as expected many died.

There were five survivors from the initial eleven 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 Tyrant 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  
=====

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, there was 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 mission, to carry out the mission like a machine without any emotional interference. But through her interaction and involvement with Leon Scott Kennedy, there had been an

affection growing inside her. My instincts sensed danger. Something had to be done, quickly. My instincts did not disappoint me.

Even though Ada almost had her hands on the G-virus, which Leon had acquired from Sherry, that affection of her 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 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 to Europe to find her lost brother Chris, and Leon joined forces with an underground anti-Umbrella organization.

Sherry is safe in our hands. I would never underestimate Birkin. There's something about this little girl..."

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C. Wesker's Report II  
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~~~~~  
WESKER'S REPORT II  
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[The report is actually crucial to understanding Resident Evil Zero, so here it is.]

JAPANESE COPY: <http://www.capcom.co.jp>  
TRANSLATION COURTESY OF <http://www.residentevilhorror.com>

This contains SPOILERS. Please consider that before reading. You have to have ALSO played Resident Evil 2 and Resident Evil CODE: Veronica X at the very LEAST to understand this. Play Resident Evil: Survivor and Resident Evil 3: Nemesis for a complete understanding.

This was translated by GameFAQS user: Saiki. Thanks to him for the translation. I have done some editing.

-----  
To Ada Wong:

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 rotor caused the wind to stir. From the air, the mansion seemed normal but from ground level, something was different. William Birkin, who was 2 years younger than me, seemed only interested in the research files he had as usual...

July 31, 1978 (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, Sir Ozwell 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 that lab stood in front of the elevator.

I don't even remember that man's name. It didn't matter what was said officially. From that day, that lab belonged to Birkin and I. 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 and Birkin, with no bad intentions, ignored everyone as usual.

Usually, when someone sees our actions, they would react within 5 seconds. But the president didn't even 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 still kept his eyes on the research files. The files contained information about a new faro-virus found 2 years ago in Africa called Ebola.

Even now, there are thousands of people researching the Ebola. But the people are always divided in half, one group to save people from the virus and the other to kill people with the virus.

As known, if a person is infected with the Ebola, the chances of dying is 90%. It has the capability to destroy the physical structure within 10 days and even now, a cure hasn't been found. If this is 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 like the virus being used as a weapon, 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 researching for a cure and be making a bio-weapon.

But to Birkin, he was not interested in either cause just wanted to research the Ebola itself. The virus had too many things unknown at the

time. One was that the fact that virus would die within a few days by itself and would die instantly when hit by sunlight. The second was the speed that it would kill its host. It kills the host extremely quickly that there is almost no time for the virus to infect another person. The third is how the virus is spread. The virus has to physically touch another person in order to infect them and therefore can easily be quarantined. But I would like to bring up the following thought.

What if a person that was infected with the Ebola virus could stand up and walk around? And that infected person would have a disrupted chain of thought, and would infect others that weren't infected?

What if the DNA of the Ebola, the RNA, had a direct impact on the DNA of a human, and due to that, would make the person not die so easily?

The person would be dead from a human's point of view, but would still go around as a bio-weapon spreading the virus around.

It is fortunate that the Ebola may have features like this. Even from now, we will be the only one to know about this.

Umbrella, with Spencer as the head, was an organization made to do research on viruses with these qualities. As a cover, they tell the world that they are a company making cures, but the truth was a bio-weapon developing 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 plan for the T-Virus.

The original virus was also an RNA virus and would cause abnormalities, thus enhancing a host.

Birkin was interested in the Ebola because he planned on combining the two viruses (Ebola anywhere outside the lab).

From the records, she was here since this lab had been created.

She was 25 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 in November 10, 1967. For 11 years, she had gone through tests with many viruses.

I heard Birkin whisper something. Whether those words were cursing, swearing or praising, I don't know.

But we had come to a place where we couldn't back out of.

We were to take the research to its completion or to be captured, and end up like the woman. For us we, only had one choice.

The woman who lay on the pipe bed had moved something within both of our minds.

Was this part of Sir Spencer's plan?

---The next records take place 3 years later

Alexia - 1

July 27, 1981

---3 years from the previous report

Today, Umbrella assigned a ten year old girl to be the chief researcher at the Antarctica facility.

Her name is Alexia Ashford. As of right now, I am 21 years old, and William Birkin is 19.

It is very provoking that even in our own Arklay lab, everyone is talking about Alexia and the Antarctica facility. It is because all the old high staff members consider the Ashford family a legendary family.

Every time something goes wrong with our research, those old fools always say the same thing. "If only Edward were still alive."

It is true that he was the first one to find the original virus, and he may have been an incredible scientist for starting the T-Virus plan.

But soon after Umbrella was formed, Edward Ashford had died. It has been 13 years since then. There would be no meaning in expecting anything from the Ashford Family.

In fact, ever since Edward's death, the Antarctica facility that his son (Alexander) built has done nothing.

This granddaughter of his is probably nothing useful as well...

But one day, our useless workers started to say these statements. "If Alexia was here....."

It angers me to think that our workers and researchers are filled with mindless people that judge people by their status. Because they think like that, they cannot do anything themselves and always have to be told what to do! But I, I still had good judgement.

If I had let all of that go to my head, the research at the Arklay lab would have been delayed. As the head researcher, I always have to keep myself under control or success would not be possible.

Then, a thought came to my head. I could use those old staff members to gain my success. Those old fools could die at any time and would serve as perfect test subjects. To be able to rise above everyone, I must be able to use all resources to my advantage.

But the problem was Birkin. His reaction to Alexia was great.

Although he never spoke of it, Birkin took pride in the fact that he was 16 when assigned to this lab. But his pride was completely destroyed by the fact Alexia was a genius at 10 years of age. Born as a genius, he had tasted his first defeat, since Alexia was ahead by a full 6 years.

He could not handle the younger, legendary family, girl. To be out-done by a girl who hadn't even made any progress...

The main thing was the fact that she was still a child.

But for reasons, I have to have Birkin get back to his normal self

again. The William Birkin I knew before he met Alexia. We had already reached phase 2 in our plan in the past 3 years.

Currently, the T-Virus could be used to create a biological weapon also known as the zombie. But the effects of the T-Virus varies greatly between people and there is no 100% guarantee for it to work yet. Every person has a different DNA structure and some may react differently.

Even then, 10 percent of those who turn into zombies die. This we can do nothing about. With the remaining 90%, it is easy to use them as a weapon, but Spencer thinks differently.

He wants 100% and wants a perfectly confined weapon.

Originally, the bio weapon was to be a weapon that could be made with very little cost. But now, the bio-weapon that we research now costs great amounts. If Spencer just wanted to make money, he would not have chosen this path.

If used at the current state, we could easily make a profit from it. But to continue research would not add up.

Why would he continue research if he would lose money?

I don't understand what the hell Spencer was thinking.

But going back to Birkin, the research that Birkin is currently in is a bio-weapon that possess combat skills. By using other DNA samples, we could create this bio-weapon. It was made to fight off any forces that opposed us. It was a fighting bio-weapon, also to known as a Hunter. But that research had to put on hold for now so we could protect the test subject from Birkin.

To compete against Alexia, Birkin started to act differently than usual. He would stay at the research lab 24 hours a day, and would do tests without any perceived plan.

I would usually use other researchers to collect samples and data from the test subjects before they died, but at the speed that Birkin goes at now, is impossible to keep up with him.

The president would keep getting new test subjects as if nothing happened and that subject would die shortly after. It was hell in there.

But even in that hell, that one test subject, the women, still lived.

She was 28 and had spent 14 years in the lab.

Over the 14 years, the effects from the Ebola Virus must have corrupted her mind. But if she were to still have a conscious mind, death is what she would want. But she lived on. How would she live on for so long? There is nothing different from her data and any other data from the other test subjects.

More time is needed to solve this mystery.

---the next report takes place 2 years later

December 31, 1983 (Saturday)

It had been the 6th winter since I began working at the Arklay facility.

During the last two years, we had made no real progress with our research as time passed by. But this had come to an end. We had received word that Alexia had suddenly 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 rumors that Alexia had injected the T-Veronica Virus in herself but I couldn't believe this. She probably couldn't handle her father's death a year ago and perhaps 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 fell.

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, or I should say, changed back to what he was. But now, there was no one who could surpass him and all those 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 Alexia's research for later. In the end, Birkin had changed not one bit when everything around him had changed.

But to me, I had a much bigger problem in 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 human. 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.

Any virus isn't guaranteed to only affect one kind of organism. For example, the Influenza virus not only affects humans, but birds, pigs, horses and even seals. And even in 3 each of these species, only certain ones are affected. For example, seagulls and chickens are affected by viruses, but all other birds are not. And 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 was useless, I had done my own research on the T-Virus. I had found out that the T-Virus can affect most life forms out there. And not just mammals, but plants, bugs, and fish can also be affected by the virus. Every time I walked in the woods, I always asked 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 these 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 very smart for the Ashfords= family 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 would not even 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 need to be at 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 cannot let Spencer notice my plans for if he does, everything would be over.

I had continued to do research with Birkin so that no one would know my intentions.

During that time, that woman test subject was forgotten. She was 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 the same research at the same facility fell in love with each other and end up having children.

But a normal person would not be able to continue research at this place. Anyone 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, is a bio-weapon for combat. It was to be called "Tyrant." But this project had a huge problem from the start. Gaining the test subject for this Tyrant was a problem. There were very few who were compatible with becoming a 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 is needed to create a Tyrant. Birkin had used 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 100,000,000 turned into a Tyrant and the rest became zombies.

If our research continued, we could create a different kind of T-Virus

that was compatible for 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 for becoming a Tyrant.

Other research facilities had reached the same problem. We had run into a wall even before our research began.

But we had received word that the Europe facility had thought up of a plan to conquer this problem in phase 3. This was the "Nemesis Project."

I had urged to get a sample of the project to put our research further.

Although Birkin had strongly opposed, I had convinced him.

Until we found a compatible host, our research would not move and Birkin needed to admit this.

We had received the package a few days later with a number of precautions written on it. The package brought to heliport was a small box, titled "Nemesis Project"

To gain this sample from the France facility required quite an effort but was mainly due to Spencer backing us up.

Birkin took no interest in the package until the end but he had at least admitted to tests. The Sample was totally new and was thought up for test purposes.

The Nemesis was a biological life form created by manipulating DNA.

The intelligence was the only thing enhanced and this life form 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, all that was 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.

My plan was to prolong the time in which the host would survive, so that we would gain the credit to the "Nemesis project". The host would be that woman 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 of that failed experiment. We had decided to start research on her from scratch.

In the past ten years, we had conducted every 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 "G-Virus" project was the project that had changed our destiny.

---the next log is 7 years later

July 31, 1995

---7 years from the previous

When I came back to that place, it had been 17 years since I first came. Every time I came here, I remember the smell of the wind of that day. The buildings and the surroundings all looked the same from 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 had requested to transfer to the secret (intelligence) service and this was easily approved. From everyone's point of view, it was a natural thing for me to stop my road as a researcher and go onto a different field.

And in reality, the research conducted on the G-Virus was far above my level. Even if I didn't have a different motive, I could feel my limits as a researcher when finding out what Sir Spencer was up to.

In the midst of the wind blowing, Birkin, as usual, didn't take his eyes off the research files. Birkin came to Arklay quite often, but Birkin was not under Arklay anymore.

A little while ago, an underground lab under Raccoon City was made and this was the place that his G-Virus project would be made.

But to be honest, I didn't think that Spencer would authorize "G". This is because "G" was far from being a weapon, and had too many unknown things about it.

The reason the "G" was slightly different from "T-Virus" was that the host would keep spontaneously reacting to the virus. It was very easy for a mutation to occur since the DNA would be open to a virus. But this is just in the case of the virus itself and not the hosts DNA.

Even if the virus did cause some form of change, the DNA of the host becoming mutated was a rare case. If there was an outside force like

radiation, it would be a different story though.

But the case of "G" was different. Even without an outside force, the "G" would keep mutating the host until death.

Something very similar to this did exist in the T-Virus as well. When a bio-weapon is put in a specific area, the virus inside the host would causing some form of mutation has already been confirmed. But for this, an outside force was always needed.

But the "G" had no need for such a thing.

No one can even expect what lies ahead with the mutations. And even if we think of a way to stop the mutation, the virus would just mutate to accommodate.

7 years ago, Birkin found this in that woman. At first look, the woman had no changes on the outside, but inside, various mutations had occurred and had kept on consuming each kind of virus injected and had lived on.

And over the 21 years of mutating, 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 due to a disaster .....could this even 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 what Spencer was thinking during these 4 years. And now, Spencer doesn't even show up in Arklay labs. It seems he was expecting something to happen there.

Spencer was slowly drifting away from me, just like an oasis in a desert.

But my chance will come soon enough... That is, if I can live until then.

The elevator took me and Birkin to the highest level in the lab. It was the place where Birkin and I 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 there and had repeatedly questioned the superiors.

This had even reached my ears in the secret (intelligence) service. If information has been leaked out, he would be the first to go. This is what everyone had started say.

We had both ignored John and had started the clean-up of that woman to kill her.

When she consumed the Nemesis, although she had started to regain some intelligence, her behavior was extremely peculiar.

Each time it would escalate. She would start to rip another woman's

face off and would wear it herself. According to the records, she showed the same behaviors when she was first injected with the original virus.

No one knew why she would behave like that, but recently, three researchers had been killed that way and this is when she was authorized to be killed. Because "G" was progressing steadily, there was no use for her.

Her death was confirmed over the course of 3 days, and her "dead body" was carried somewhere by the president.

In the end, no one knew who she was and why she was here. But this was also the case with any other test subjects.

But if she had not been here, the G-Project would not have existed. If this were the case, both I and Birkin would have been in a different situation than the one now.

I had this on my mind as I left the Arklay labs.

How far was Spencer planning?

---the "incident" would happen 3 years later...

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12. S T A N D A R D   G U I D E   I N F O R M A T I O N  
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