

# Resident Evil 3: Nemesis Version Changes Guide

by Shakey\_Jake33

Updated to v1.0 on Dec 11, 2003

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

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Resident Evil 3: Nemesis  
Version Changes Guide  
For Sony PlayStation, Sega Dreamcast, PC and Nintendo GameCube  
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By Shakey_Jake33  
Released 10th December 2003  
Version 1.0  
Best Read in Notepad with Wordwrap ENABLED
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As you can see, this is a guide outlining the changes and differences between the different versions of Resident Evil 3: Nemesis.

This may seem like a somewhat pointless FAQ, but I see people posting all the time asking what the differences are, and what kind of advantage they'd get by purchasing a certain version... I am amking this to help these people. I doubt there will be any subsequent versions, unless something big happens.

The usual stuff applies, no stealing portions of the FAQ etc... got anything to ask? Check the email at the bottom.

And btw, from now on, the latest editions of my FAQ's can be found at either GameFAQ's ([www.gamefaqs.com](http://www.gamefaqs.com)), and now, IGN at [faqs.ign.com](http://faqs.ign.com), other sites are free to host it, but I only guarentee the above to have the latest editons.

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1. About the game  
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Resident Evil 3: Nemesis (called Biohazard 3: Last Escape in Japan) was the long awaited sequel to Resident Evil 2, and was Capcom's stopgap while people waited for Resident Evil: Code Veronica.

Resident Evil 3: Nemesis was originally released on the Sony PlayStation towards the end of 1999, and while recieved rave reviews, was probably the weakest of the series, selling the smallest numbers.

The main fan complaints were the fact that the game was much more action-orientated than the prequel, which unfortunately meant that the storyline was downplayed and the game was argueably not as deep as the original as a result. The second complaint was that the game did not really progress from the Resident Evil 2 from a technical aspect, with mani of the same areas and scenes being repeated from the original. Nevertheless, it was a fine addition to the Resident Evil series, not to mention the series' step down from the 32-bit arena.

One rumour worthy of mention is that the original plot from Resident Evil 3: Nemesis actually finally made an appearance in the PlayStation2 title Resident Evil: Dead Aim. Whether this is true or not I do not know.

## 2. About the ports and conversions

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In the year 2000, Capcom experienced massive success with Resident Evil: Code Veronica on the Dreamcast. Recognising a money-making opportunity when they see it, Capcom started to port their older Survival Horror catalogue to the system.

A Dreamcast version of Resident Evil 3: Nemesis hit the stores in the later quarter of 2000, with both ports being near-identical to eachother. I shall explain the additions later in the FAQ, but suffice to say, people were contempt with the graphical improvements involved.

At the end of 2001, Capcom announced that they would be remaking their entire Resident Evil back-catalogue on the GameCube.

A few months later, it was revealed that in fact only the original Resident Evil would be remade, while the latter chapters would be just ports. This was disappointing, but it did open up the games to Nintendo owners (although they also got Resident Evil 2 on the Nintendo64...).

Over a year later, these ports finally began to surface, with Resident Evil 2 and 3 being released simultaneously, and Code Veronica appearing a good year after, even moreso in Europe.

## 3. Rough Outline of the ports

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### PlayStation

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- + N/A
- N/A

### Dreamcast

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- +Enhanced Graphics
- +Mercenaries mode unlocked
- +Extra Costumes unlocked
- +PAL version has 60Hz mode
- +VMU health display
- No Brightness adjust
- Muddy Movies

### PC

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- +Enhanced Graphics

+Mercenaries mode unlocked  
+Extra Costumes unlocked  
+High Resolution Mode  
-Brightness adjust

GameCube

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+Enhanced Graphics  
+Brighness Adjust  
-Mercenaries mode unlocked  
-Extra Costumes unlocked

#### 4. The Ports Explained

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I shall explain the additions to each version of the game one by one, and also make a little comment about the port.

-PLAYSTATION

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Released: Autumn 1999

Discs: 1

What's added?: Nothing.

This is the original release of the game, so logically, this is the bog-standard game with no real additons.

-DREAMCAST

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Released: Winter 2000

Discs: 1

What's added?:

-Enhanced Graphics  
-Mercenaries Mode Unlocked  
-Alternate Costumes Unlocked  
-Health listed on the VMU Screen.

This game is actually identical to the PC release. It sported superior polygon characters, which were more detailed, at a higher resolution and had more polygons.

On top of that, the Mercenaries mode is unlocked right from, the start of the game, as are the additional costumes. You still have to unlock the Epilogues however.

It's also worthy of mention that on the VMU screen, it had the little statiograph displaying your health. This proved to be very useful as you did not have to keep switching to your inventory to view your health. This is a feature exclusive to the Dreamcast.

Also, the PAL version has 60Hz mode... neither the PAL versions of the PlayStation or GameCube one has this.

I had hoped for improved movies at 640x480 running at 60fps like Resident Evil 2 sported, but it was not to be... shame.

In fact, the movies are quite muddy, and probably the worst of the lot.

-PC  
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Released: Winter 2000

Discs: 1

What's added?:

- Enhanced Graphics
- Mercenaries Mode Unlocked
- Alternate Costumes Unlocked

This game is near-identical to the Dreamcast release. As with the Dreamcast release, it contained superior polygon characters, which were more detailed, at a higher resolution and had more polygons.

On top of that, the Mercenaries mode is unlocked right from, the start of the game, as are the additional costumes. You still have to unlock the Epilogues however.

One feature that is exclusive to the PC release is the ability to run the game in high resolution modes. I believe you can run the game in upto 1600x1200, although the higher you set the resolution, the more the polygon characters stand out from the backgrounds.

-GameCube  
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Released: Spring 2003

Discs: 1

What's added?:

- Enhanced Graphics
- Ability to change brightness in-game

This game is actually, disappointingly, near identical to the original PlayStation release. It lacks all the additions the Dreamcast and PC versions supported, such as the Mercenaries mode unlocked, as well as the extra costumes...

On the flipside, the GameCube release does look significantly superior to the PlayStation version. Some say the graphics are even better than the Dreamcast release. This is true... but you'd be hard pushed not notice... although the GameCube release does not have the polygon clipping that the Dreamcast version exhibited. This can be seen in the very first area where the Zombies chase Jill down the alleyway, and on all other versions, the zombies leg has slight clipping... this does not occur on the GameCube version.

One other small thing I did notice was that you could change the brightness of the game in-game, as opposed to having to change it on the TV. This is only a minor addition, but it is worthy of mention.

Also, the voice on the title screen is different. The other version have a somewhat dronier 'Resident Evil' voice when you hit start on the title screen... whereas this one has a somewhat nastier voice saying 'Resident Evil.... 3' ... no biggie.

Disappointingly the PAL version lacks 60Hz mode, although it is still full-screen, it's noticeably slower.

A somewhat disappointing port, but Resi-loving GameCube owners should not miss

it.

5. Best?

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A difficult one for sure.

The Dreamcast version could be considered the best... it has all the additions of the PC version, such as the unlocked Mercenaries mode, and the unlocked costumes... but it gets the upper hand with the health display on the VMU's LCD screen. This is a very nice touch which is only possible on the Dreamcast. The Dreamcast version is very cheap now, going for a fiver a piece, so it makes it the version to go for in that respect.

On the flipside, the GameCube version looks the best, with marginally superior graphics, with none of the clipping that plague the other versions... but also probably the cleanest movies... so if you don't care aboutg extras and just want the best version of the main game, go for the Gamecube one.

That said, they are all so similar that it doesn't really matter... and if you already have a Gamecube anyway, you may as well go for that one.

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CONTACT & THANKS

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You can contact me at Shakey\_Jake33@hotmail.com, it's also my MSN name too. I do use Aim, ICQ and Yahoo, but I don't like giving those names out.

Big hi to lily (love you ^\_^ \*huggles tight\*), Monaro, S Walch, teh good Cappy Drake, Rick, Sara, Tiles44, Jiomand, Scabbers9, and anyone else in the Sega scene right now!

And cheers to faqs.ign.com for emailing me about the FAQ's, and CJayC at GameFAQ's for inspiring me with his site.

Also a high to all the people keeping the Resident Evil scene alive! Bar those who support the blasphemous movie...

Props to the guys at REHorror, Resevil, and anywhere else I occasionally drop in at.

Also cheers to Alexander Ashford for revitelising my interest in the series!

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