
Ho ha,welcome to my code veronica X guide on the gamecube.The aim of this guide is to guide you through the game and try to complete this game as easy as possible at a shortest possible time.I have two guides of this game over the dreamcast and I have played this game on the gamecube and found that the same walkthrough is still the same so I have convert it over my DC version with some changes to the DC version of course.

The game's is a survival horror one player game with lots of action and as well as plots to uncover in order to move on further to the game.This game is created and copyright by Capcom and licensed by Sega for this game port to be possible for the Dreamcast.

I have place the Q and A section in the front of the FAQ in the hope that readers will clear their doubts so that they won't have to email me with the same questions over and over again.Meanwhile,enjoy the FAQ,over and out from Thanos.

All characters and story plot are (c)opyright by Capcom ptd ltd.

Version History:

Version 0.1 10th September 2003

I have a full walkthrough of the game,i have completed the game on the GCN version and found out that the walkthrough is still the same,so I've converted my DC version here and added some details to the guide.

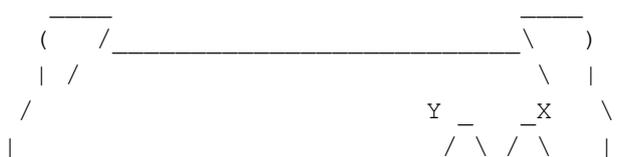
Version 0.2 17th September 2003

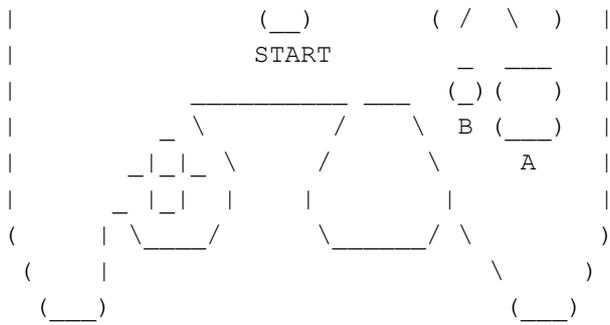
Added battle game guide into the walkthrough,sorry for the late update because flu has overcome me for the past few days.I have added search tag for easy finding within the guide.Nothing much to report.

Version 0.3 18th December 2003

Corrected some mistakes in the guide and also the wesker game.Thanks to D W for pointing it out.

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Part 1: Game controls CVX2.1
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DPAD: Controls the character movement

B button: Cancels selection,exit status screen,dash button with dpad held

A button: Action button,fire button(with R trigger held), selects items

Y button: Inventory/Status screen

Z button: Map

R button: Holds up the selected weapon

L button: Switch targets

180 turn: Down plus B press together or C stick(same as RE remake)

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Part 2: Herb and health Guide      CVX2.2
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- There are four types of injury conditions:
- Yellow Caution(injury condition 1st)-->YC
 - Orange Caution(injury condition 2nd)-->OC
 - Red Danger(injury condition 3rd,near death)-->RD
 - Purple poison-->PP

Green herb: Cure an injury condition

Red herb: No use till you combine with green herb

Blue herb: Cure poison

One green herb and a blue herb mixture: Cure an injury condition and poison

Green herb and Red herb: Bring back to full health,like the first aid spray but does not cure poison.

Two green herbs: Cure up to orange caution injury

Triple Green herbs: Bring back to full health,like the first aid spray but does not cure poison.

First aid spray: Bring back to full health,like the first aid spray but does not cure poison.

Super herb(Red,blue,green): Cure poison,cure back to full health

Injury condition(can be view in status screen by reading the electrocardiogram aka ECG):

Fine green: Your character is not injured

Caution Yellow: An injury state and needs a green herb to cure, normally just ignore this injury

Caution Orange: Take note of this injury because one more hit you will be in danger zone, cure it using two herbs or a mixture of green and Red herb.

Danger Red: Take note of this injury because one more damaging hit and you're dead. Use triple green herb or a mixture of green and Red herb to cure this injury.

Poison purple: When your character's poisoned, heal with the blue herb immediately because the longer it drags on, the more serious injury like danger will appear after you cure yourself off the poison.

Note: When your character is in Caution zone, your character will use his/her arm over his/her other side of the shoulder, indicating an injury. When in danger zone, your character staggers and moves slowly to indicate it and cure him/her immediately.You can also view your health status over the VMU memory card in your controller also.

Health Chart:

Herbs	YC	OC	RD	PP
Green	Yes	NO	NO	NO
Red	NO	NO	NO	NO
Blue	NO	NO	NO	YES
GreenX2	Yes	YES	NO	NO
GreenX3	Yes	YES	YES	NO
First aid	Yes	YES	YES	NO
Green/Red	Yes	YES	YES	NO
Green/Red/Blue	Yes	YES	YES	YES
Green/Blue	YES	NO	NO	YES

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Shotgun decap

One of the useful ways to save pistol ammo but with the expense of one shotgun ammo, but it must be with great accuracy. When a bunch of zombies come your way, wait for them to come near, aim the shotgun up and fire, it would at least decap the zombies near you and push the other zombies down.

Drop enemy, then knife/foot decap

Another very useful tactic and saves ammo, but you got to knock the zombie down first. Use handgun to drop them down first, if they get up, then it will not work, you need to make them crawl and be immobile and take down a knife and take a few swipes, be careful not to get bitten in the leg, but it does not matter, your character will use his/her karate feet technique and decap the zombies' head.

Make use of your own character

Yes, this tactic can be very useful, first of, if you can't view the enemy too well, stop where you are, your character head will turn to the direction if there is any zombie, similarly, any zombie who are acting dead, your head will look down on the enemy instantly.

Use stronger weapons for more powerful enemies

Speaks for itself, save all the powerful weapons, ie shotgun, sps12, explosive arrows, grenade launcher etc for more powerful enemies, use arrows, handgun on normal enemies. It would save you a lot of trouble during boss encounters and help them beat them out faster.

Footsteps and noise

Yes, another easy alternative to spot whether there are any enemies around you or not. They give the enemy away, so turn your sound volume up, the zombies are the easiest to spot, they waddle and make a lot of noise, hunters, go for the run step noise with big heavy footsteps. Bandersnatches make a rubber like noise and give a heavier footsteps.

Evade enemies/conserves ammos

Run diagonally, zigzag, enemies are quite slow to react if you are fast. Best if it's a boss, merry go round tactic from my RE0 guide is also useful. The zombies and dogs here are rather easy to evade, because most of the time they are staying put, which means no out stretch arms, even if they are walking, at times if they don't spot you, they also won't have outstretch arms allowing you to slip past them easily. Unequip your weapon, you move more faster.

Use the inventory screen reload

Yes, if your character auto reload for themselves, you will be in deep trouble

because your are exposing yourself to the enemy.Instead,go to the status screen and reload from there,it's faster and doesn't put your character to risk.

Manage your item space well

Even though you start of with 8 spaces,do not overload yourself,or else it's gonna bring you a lot of hassle.If you have no plans to use the item,dump it in the item box,don't bother stuffing yourself with too many items.

Cure asap if you're poison

This is a serious matter.If you are poisoned,find the blue herb asap because it ain't fun of the poison to drag on to damage your character even further,if your character is herb,they will hold their hand in the waist area,and if they are dying,they stagger.

Watch you character's health

If your character is seriously hurt,best is to view by the movement,during caution condition,your character put their left arms at the right chest,if they are dying,they stagger.So watch out and cure them asap.It best to always bring a health item with youin case you are hurt it can always save your skin,but do not waste your herbs,cure only if your are around orange caution or dying and best is to mix herbs,don't use them as single herbs.Don't bother making super herbs,instead,seperate the blue herbs because you might be wasting the curing herbs you are well.

Stuck????

If you are stuck,read maps and files for help,if you run out of ammo,don't worry,there's always ways to progress and ceratin rooms you haven't visited,so go there and you might find yourself with some supplies of ammo.Also any mid level boxes that reach up to your waist,you can push them and also climb on them,many of this simple tactics can be found in the the manual itself. Remember,there's always a way out unless you tell me you are a total scrub.

Use lighter against bats

Yes,use lighters against bats,this way the bats can't hurt you,you will also conserve health as well as ammo.Don't bother to confront these pests,it's best to utilise your item to the fullest.

Save the game only when you are full of ammo and peak of health

Yes,save the game only when you are full of ammo and peak of health.This will ensure survival and also in case you screw anything up,you can use this save to your advantage and do not save when you are doing badly in the game.How to save a game? Simple,first you need to spot a typewriter which can be found throughout the game,second,find the ink ribbon which is round like a wheel,use the ink ribbon to save the game,each save costs an ink ribbon though so take note of that and plan carefully.

Retreat/Back off when needed

When enemies are coming near you and you are on the offensive, don't be dumb and stand there and keep shooting, back off a bit so that there is some space between you and the enemy so that you won't get hit. If there are too many enemies, use the 180 degree turn and back off and retreat and regroup and take them down at some distance.

Discard keys when prompt

Yup, discard those keys when not needed, there's no use for it and dump it aside to save your inventory space so that you can grab more goodies and stuff rather than a useless key.

Making sure that the enemy is dead

This is a very important factor to ensure survival, or else you will be wasting ammo all the way. To see all the enemies are dead or not, just when they are down, make sure there's a pool of blood coming out from them to ensure they are dead.

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Part 5: Game weapons CVX2.5
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Basic inventory items:

Lighter

Item space: Free

This is not a weapon but it's useful for chase off the bats, as the flame which enable light to scare off the bats, use this on bats so that you won't waste ammo on them. You may want to give it to Rodigro later and allow him to give it to Chris later in the game. This lighter is bought by Chris and given to his sis if you see the cutscenes.

Lockpick

Item space: Free

This is an optional item in the game. You will need to give Rodigro the lighter and one item to get this item. It's useful to unlock certain lock things like the brief case, lock drawers to gain access of ammo to save yourself later and to ensure survival in case you screw up.

Standard weapons in the game:

Handgun Beretta M93R:

Item space: 1

Ammo storage: 15

This weapon is found early in the game in Claire's game. A normal gun, which uses 3mm bullets to kill. No very damaging but can store many bullets. Can be upgraded to enhance its firepower like shooting a few bullets at one go instead

of one or choose to shoot one bullet at a time.You choose the way you want after the weapon is upgraded.

Handgun parts:

Item space: 1

This is also an optional item to Claire,in order to get it,you need to get the lockpick first,then get a white briefcase to unlock it to get the handgun parts.Combine with the handgun is its usefullness to also free up one space.

Glock 18:

Item space: 1

Ammo storage before upgrade: 18

Ammo storage after upgrade: 18

This weapon is with Chris from the start.It is a normal gun, which uses 3mm bullets to kill. No very damaging but can store many bullets.When you upgrade,it's different from Claire's,not much difference to Chris because it's upgraded it just able penetrate more enemies.The only handgun besides SPAS12 to be able to shoot through a zombie.

Handgun ammo:

Item space: 1

Scattered throughout the game,those red boxes are the handgun ammo,usually have 15 or 30 ammo inside them.Can be reloaded to Chris or Claire's handgun.

Combat knife:

Item space: 1

Ammo storage: NA

Use by experts in the game who want challenges or use by players who run of ammo.Need to be close range to be effective. When near the zombies, swipe their legs first to make them fall down, then swipe their bodies to kill them. Don't get too close or they will bite you. Very good weapon to save up ammos from all firepowers.There are two combat knives in the game.One is found by Claire from the start,the other is with Chris.

Bow gun:

Item space: 1

Ammo storage: NA

This bow gun shoots arrows to the enemy,take it because if you lack of ammo in your handgun,this is an alternative weapon to take down zombies and it's rate of fire is rather fast and downs the zombie fast.Combine to normal arrow or explosive arrows into one to save space.

Arrows:

Item space: 1

This arrows are scattered throughout the palace in the game. Like i said earlier, it's an alternative weapon to take down zombies and it's rate of fire is rather fast. it can be found in a bundle of 30 i think.

Explosive arrows:

Item space: 1

These are the fastest and powerful ammo around. Save them on the bosses like the tyrant etc to damage them fast because their rate of firing is fast and powerful. It's more powerful than the normal arrow and usually come in 10 in a cracker pic case when you pick them up. My choice of weapon but they are rare in the game.

MP100s:

Item space: 2

Ammo storage: 100%

This weapon is also found early in the game, it's better for you to save it so that you can deal the bandersnatches easier later. A full automatic gun which when held the fire button, it just keeps shooting bullets. But quite slow in terms of machine gun type though. Dump it aside once it's use is over.

Grenade launcher:

Item space: 1

Ammo storage: NA

A very powerful weapon is your arsenal so don't waste them on the normal zombies. Store them up for the bosses and the powerful monsters. Have 4 types of grenades you can choose, the acid type, flame type, grenade type, anti-bow type. They are also best to take down spiders and hunters but save them for Chris's game for you to benefit.

Flame rounds/Acid rounds/grenade rounds/anti bow rounds:

Item space: 1

Each rounds speak for itself in terms of uses. Flame rounds are powerful and give out flames to burn enemies, acid rounds give a hiss sound when it hit the enemy. Grenade rounds and grenade rounds are quite useful against bosses and save them for big enemies like the tyrant and Alexia tyrant so these rounds are precious, so save them up. These rounds can be combine together into one like acid adding to acid etc to save up space. Combine these rounds with grenade launcher into one to save up 1 more space. The anti round does not kill, just releases some poisonous gas to drop enemies, so use it if you want to run pass an enemy.

Assault rifle:

Item space: 2

Ammo storage: 100%

This assault rifle is a powerful tool. Seem alike with the Ak47, this weapon is a fully automatic weapon with is quite damaging. The rate of fire is not really fast but it's just a backup weapon and save this weapon for Chris to take down the gulp worm. Very handy weapon if you run out of ammo and it can be reloaded with clips found in Chris's game.

Assault rifle clip:

Item space: 1

Like I said earlier, this weapon is for back up in case you run out of ammo. This clip is found in Chris's game but they are rare in the game. They look like black strips like a normal AK47 rifle ammo, comes with 50% if I remember correctly. Very good at taking down dozens of zombies at one but it's optional, you take it if you want.

Ingrams:

Item space: 2

Ammo storage: 100%

Yet another optional weapon, this weapon is decided by the fate of Claire's game. If you give Rodigro the lighter, then Chris will receive it and get this gun as a result. If not, you will not get it. It is a fully automatic weapon which fire in fast rate and use it if you run out of ammo on your handgun. It runs out of ammo fast and like other fully automatic gun, hold the attack button to keep firing the weapon.

Shotgun:

Item space: 2

Ammo storage: 7

This weapon is also found in Chris's game, but remember to take it when you leave the Ashford island. A very powerful weapon against hunters and good at taking many enemies at one go as well as decapping enemies. Useful against hunters and powerful enemies but useless against zombies because it till strangely take a few ammo before taking them out if you pump ammo to the zombies's body, the zombie seem able to withstand the shotgun power. Strange, isn't it? The reload is slow and the rate of fire is slow so take not of that.

Shotgun ammo:

Item space: 1

Scattered throughout the game, this ammo looks like green big rectangular boxes are the ones that can reload the hunting gun or the shotgun, comes with 7 extra ammo each time you pick it up. Save them up on hunters or spiders but mainly hunters, save them as they are quite few of them unless you use the infinite shotgun trick.

MAGNUM revolver SPAS 12:

Item space: 1
Ammo storage: 6

This is a very powerful weapon in the game, it will straight decap zombies and down hunters with one shot and save them for bosses because you will have an advantage here. The rate of fire is also fast that it shoots damn fast compare to the other magnum in the previous RE games. But the ammo again is hard to find though. You will pick this weapon up in Claire's game. The magnum rounds are white revolver barrel like with bullets that can be seen but they are really rare and hard to find.

Dual Ingrams:

Item space: 1
Ammo storage: 100%

This weapon is picked up by Claire and given to Steve. You will control as him and use this dual machine gun for full effect!! Very fast in terms of rate of fire but not really damaging as it takes a few hits to knock down enemies. Seem to drop in slower than all automatic weapons.

Dual golden guns:

Item space: 2
Ammo storage: NA

This weapon is not use in the game, instead, it is used to unlock a door, please refer to FAQ to deatils. But you can use it in the battle mode as Steve, quite a weak weapon but rate of firing is fast but not damaging. But nonetheless, a cool weapon to use in the game.

3. Q and A section

CVX3

Que:

Damn, I left the fire extinguisher back before I left for Antarctica, can I get it back by any means?

ans:

Sorry, no, you can't get it back, unless you plan to hack your save with hex editor and don't email me with hex editor stuff.

Que:

Why have you not reply to my mail?

Ans:

Simple, either I have not logged the net for days or you have meet the requirements of emails i do not take section, refer to contact info to find out more.

Que:

How do I get the lockpick for Claire's game?

Ans:

Just give Rodigro the medicine, then he will give you the lock pick, though you need to sacrifice the lighter.

Que:

Does Claire walkthrough affect Chris's walkthrough?

Ans:

Yes, in a certain way. All those ammos and weapons left behind by Claire in both the island and the Antarctica is available for Chris when his walkthrough has begun.

Que:

How do I solve the paintings puzzle to get the red ant?

Ans:

You have a puzzle to solve here. You will light up the painting in order. Quite tough of a puzzle because you need to know in order as you can't guess as there are two many of combinations to try and error. So the answer of the puzzle is:

1. A portrait of a lady
2. A man cuddling two babies
3. A man by himself
4. A man with candle plate at the background
5. An old man with book
6. Man with candle
7. Finally the big painting

| 6 2 D
| |
|4 5|
| Statue |
| |
| |
|1 Stairs 3|
7

You will get a vase after you input correctly and so examine the inside of the

vase to reveal a red ant and go back to the safe room.

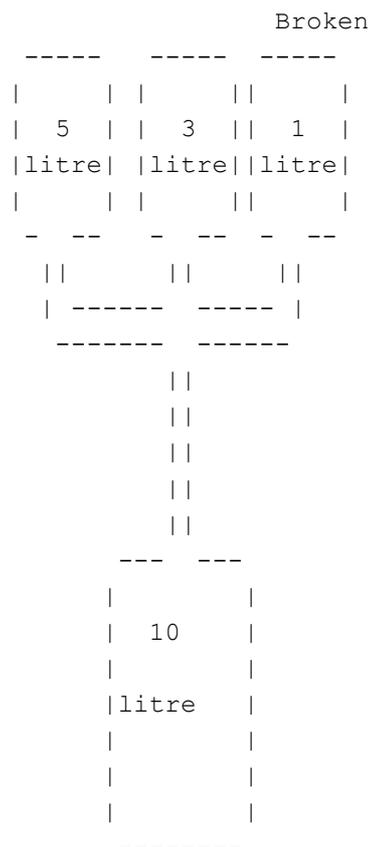
Que:

How do I solve the pressure puzzle during Chris's game?

Ans:

You will need to solve a water pressure puzzle which is next to the door. This puzzle is rather hard and most people would take a few tries but I only took a try. I was a bit lucky to solve on the first time so here's the solution. Note that 1 litre container is broken. So you need to use the 3 and 5 litre and try to make it 10 litre. First empty twice the 3 litre water and then the five litre water. Then select it and the 3 litre water will drop to 1 litre. Then select the 3 litre thrice so that it leaves behind up 1 litre at the 10 litre container, the 3 litre water gauge will come back to 3 litres and select it four times to solve the simple puzzle.

Then the three zombies will rise. Kill them and grab shotgun ammo and exit the door.



Que:

What is the temperature I have to turn to get chemical A?

Ans:

12.8

Que:

What is the solution for the dice puzzle?

Ans:

Choose the sequence of:

- Double As
- Crown
- Heart
- Spade

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4. Game Enemies

CVX4

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Zombies/Sleepers

A standard enemy you will find in all RE games.They are able to spit zombie foam as well as grab your character with their outstretch arms to bite your character.So mash your controllers to struggle and to break free faster.A sleeper is a zombie faking dead,whenever your character comes within range,it will bite your character so mash your controllers to struggle and this will result in decapating them.Use the evade tactic above on how to deal with them easily.Zombies here are easy to take care of,a few shots drops the zombie or stuns the zombie ,to make it move backwards.

Moths and bats

Bats are really irritating creatures that roam around in the dark,they are found in the dark areas where light is minimum.They will just distract your character and slow the character down and does minimum damage.Don't bother to engage firefight with it,instead,use a lighter to get it off your back.

Moths are one of the nasty creatures in the game.You will grow to hate them as they are found only in Antartica.They give out greenish powder poison when you are near it and there's certain chance to get poison.They are also able to hang on to you and lay an egg off your back,after a while it blows up and you also will get poison.Sometimes the powder hurts you and sometimes the powder poisons you.Try to evade it because firefight will get you damage more and try not to turn your back against it because this is where they hang onto you and lay an egg at your back.You will see if you got poison or not by look the way egg attack you.Mash the buttons and hope that the egg won't suck up your blood,if you see blood,chances are 99% high that you will get poison.

Bandersnatches

A new enemy added to the game. It walks with a heavy thump so you can hear it from a distance. It only has a right arm but the arm is like rubber, it can stretch up to another floor, stick to it and hold itself to the another floor. It will do this if it find you on the upper level. Not only that it's arm is like spiderman and stick to walls and flink itself to the wall, the so called teleport. It's rubber arm is also able to hit you and get a few hit brings you down to caution. Don't outrun it or else it will use it's rubber arm and hit you from a distance, instead, run pass it's left arm area because it does not have a left arm so running past it makes it easier to evade it. Very hard to kill monsters, so use powerful weapons like the MP-100s, shotgun or grenade launchers to kill them off fast before they can damage you.

Hunters/Sweeper

If you are an RE fan, hunters are one of the most popular enemies in the series. They can be detected easily by the sound it makes as well it's very heavy footsteps. It normally runs so you can detected easily. Hunters are rather big size creatures and quite speedy and worst of all very deadly in attacks. They can dash and then bent down low and give a double slash or jump up and give a slash. The jump slash is really damaging so be careful of it, it normally does it when it is a bit off range from you. To counter this attack just use the shot gun and shoot to blow it down. ery fast and damaging enemies, use shotgun, grenade launcher with acid rounds for effective damage. But they are quite slow in turning direction so make it to your advantage. They are able to duck shots by moving low and attack. One thing about using shotgun, once you drop it, wait for a while. change position and shot it down as it gets up fast and will give a low attack fast if you remain still. For sweepers, the attacks are also standard compared to the normal hunters, they are a bit purplish or redish in color, this is the way to identify them. They slash attacks can poison you so that the only difference you can spot the differences between the two deadly creatures.

Cerberus

This hounds are very fast and chases you until you escape through the door or something. Their attacks are pretty straightforward; they will either bite your hand and you will need to mash your controller's buttons to get them off or they will jump at you to hit you. Their jump attack is not really that damaging as it takes a few hits before you drop to caution. Not really powerful creatures but fast and often come in packs and this is the danger point. Imagine many dogs jump attacking you or one of them bit while the others jump attack you so try to evade where possible. Unequip your weapon to try to outrun them might or might not be good so you decide from here. If you read some books, the word Cerberus means the hound from hell if i remember correctly.

Baby Alboind

This baby Alboind creature is not really that dangereous, as they just slide around the floor and luckily for players, it's not in the water to make it more mobile. It gives out electricity to try to damage you or else it's harmless otherwise. just one shot from the grenade launcher can really kill a bunch of them and they are not damaging creatures anyway.

Small ants

They remind me of the leeches in RE0 where they are fated to be squash in the game, not much and damaging attacks, only it just bite and slow you down, most of the time, you end up squashing it before you even know it. So best bet is just to squash it.

Sensors

They are high tech weapons introduced by Albert Wesker. The sensors move around a ray of light that "scans" the enemy. Once detected, a hunter will immediately spotted in the room you are in and hang around there till you finish it off. So try to avoid those sensors to avoid firefight that wastes ammo especially Chris's game depends on what Claire have done earlier so you do not really one to screw this one up.

Tentacles

Those long greenish stuff is found later in the Antarctica in Chris's game. They are not really deadly or damaging but they sure prevent you from going through to somewhere which means it blocks your path. When you are near it, it will hit you and prevent you from going through. Best bet is to shoot it with handgun till it retreats, then only you are able to access beyond it.

Spiders

These spiders are the most deadliest spiders to date. They are able to climb and hang on walls as well as move on the floor. Quite fast creatures. Normally when they hang onto walls, they will spit poison which either injures you or poisons you. Quite a hassle as you must react fast to avoid the poison spit. If they are on ground, they normally grab you and bite the hell out of you and bring you down to caution fast so take them out before they take you. Use powerful weapons like shotgun or best grenade launcher as one shot pins it down before it rises up again, but this way, it stops the enemies' attacks. Run past if you want but it's better to take this enemy down than let it hang around unless you are visiting the place only once. Luckily for you, they are not like the remake game when they die, they leave some pool of poison that slowly dissolves.

Big Worm

You will encounter it when Claire enters the palace area. Its attack is to burrow into the ground, move around until it rises and try to hit you before diving into the ground again. Good thing is that you can see it burrowing around by the sand movement and plan to evade it. But you can kill it either in Claire or Chris's game but it will really die in Chris's game if you plan to get the lighter back later in Chris's game.

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Boss

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Tyrant 1st fight

So use the grenade round to pump his body until he squats to the ground, then when he gets up pump him with more grenade rounds again until he falls to the ground and lay on the ground motionless and you have beaten him at the first part. Pump him with grenade rounds until he falls to the ground and head to the

sub area.

Tyrant 2nd fight

This tyrant is a bit tough due to the small space you are going to fight. Start out with all your explosive arrows, then grenade launcher. Move around while shooting. The tyrant will do a backhand attack if you are a bit off range to smack you to the ground or do a powerful chop, that's a damaging attack so try not to be near him. Also try to keep your battle around the plane, not too far off, because if it pushes you off the plane edge and you die instantly. Run around but don't get trap. The tyrant won't chase you but follow you to where you are. If you are smart enough, go to the left, as it comes, go to the right and do a 90 degree angle escape, then stay there as it comes, make sure that it coming to you towards the right direction because if it walks from the middle at you, you are in deep shit. Anyway, if it's damage enough, you can see a lot of blood in the floor, quickly flip on the blue switch, if it is damage enough, the cargo box will hit it and you will get rid of the unwanted passenger in the plane.

If not, it will reflect back and you need to damage it more and then hit the blue switch again. Some good players do use knife to knife this tyrant and soon get rid of it easily. By any means, after you defeated the tyrant, go back to Steve to view a cutscene and prepare for disc2.

Nosferatu

This boss will mutate with two tentacles and some change to the body. Once you face him, move away some distance and use the sniper rifle and shoot at its exposed heart at the right. This boss will constantly spread out some poison gas, if you are hit you are poison and it will affect Chris's game later so don't get hit by the poison smoke. If it use its tentacles and knock you off the building, you die straight so take note of that. Then after running of ammo, use the explosive arrows on this guy and you will soon finish him off. There's are extra animations in the game, if you kill it with sniper rifle, it will die with the sniper rifle FMV, if you kill it with the knife, the FMV of stabbing its heart will be shown. Anyway, it's Chris turn to kick some ass. :)

Albinoid Adult

Here, there's a blue herbs and two green herbs to get. Move on and have a short FMV before you face a mini boss. Albinoid Adult is the albinoid that escape from the lab earlier and have grown, it's only able to attack you in the waters, which is spreads its electricity through water to hurt you. You have two choices, go down, take damage and grab the shield shining in the waters (around the middle of the pool) or kill it and take the shield. If you want to kill it, wait till it comes near to the edge where you are and shoot it with a shotgun. Or else, go down, get it and get back up, if you are hurt cure yourself, then go back up to the picture room. After taking the shield, combinr it with chemical C to get the gold key you wanted for a long time.

Spider

Go to the end and use the key on the crane to trigger a FMV crane machine and use the key to lift Nosferatu's body up as well it crack the ice and the spider

will be free. You can fight with the spider or leave it but anyway, it can only spit poison at you or just ramp you. Nothing much, so I suggest, getting to the ice, run till you see Nosferatu's body, grab the green necklace and examine it to get a red jewel and get the hell out of here and to the power place.

Steve tyrant

You will need to escape from him, you can damage and stun him, but you can't beat him. He's impossible to kill so don't waste fire power. He carries an axe and smashes the opponent to pulp and it's very damaging so listen carefully. His first hit will always hit to yellow caution, second hit is death, after the cut scene, rotate your character and run away from Steve, you may get damage. Cure by using the green herb, when he hits you the second time, use the mix herb and run a bit more to trigger a cut scene and you will control as Chris again. After Claire escape, see a FMV and you will control as Chris again.

Alexia 1st form

After the FMV, you will control as him and face Alexia. When you take control as Chris, getting the damage from the flames is still okay, but Chris will wipe the flame off, slowing him down as Alexia slowly comes to him, but don't let her strangle you because it's instant death for you if you get caught by it. For a quick kill, pump her with the grenade launcher with grenade rounds and you will beat her fast. If you want and have a lot handgun ammo, shoot her while backing away, then retreat and shoot until she falls, but she has great stamina. After beating her, grab the red jewel and examine it. Then head up the stairs and place all jewels in the painting to reveal a door.

Alexia 2nd form

She becomes very big and huge. She's able to spit poison at you, create ants with th big tummy below and let the ants to try to attack you, not very damaging. It also able to use tentacles to attack you. Quite damaging but not really powerful. Here's a very easy way to beat it: Then run to area where you place the dragonfly at the end of the corner and pump her with the Grenade rounds and SPAs 12 Take the damage and cure yourself when you get to much damage. After a while, you will beat it easily without moving much!! Why stay there, because you be safe and seldom hit by the tentacle. Instead, it's tentacle will destory the ants, the only worry is that it will spit poison at you. But after pumping your most powerful ammo, she will be defeated. You may shoot downward to kill off some of the ants but you need about 15 rounds to beat her. Stay at the corner so that the tentacles won't swipe at hit you and injure and make you fall.

Alexia third form

The final form where she breack free from the tummy and flies like an insect. It's only attack is to spit flames at you to make you a bit immobile as Chris will wipe the flame off. The FMV of the charging of the linear launcher is done, so grab it and equip it. Give her a shot of the linear launcher to finish her off. I prefer to single scope covers a wider range as because double scooping is quite hard when she easily flies off your target. She move quite fast so think like a sniper and one shot and she will die and meanwhile, you have completed the game. Rejoice!!!!

=====
Part 1: Game characters
=====Claire Redfield

Age: 19

She's a sister of Chris Redfield, in search of her brother, which starts in Bio Hazard 2 which brings her futile search to Bio Hazard: Code Veronica Complete. Here, she infiltrated into Umbrella's base to find some information about her brother and she's been caught and sent to one of Umbrella's base as a prisoner. Then the island shortly been attack be Wesker, now working for another organization. Then the person, who caught her, Rodrigo, sets her free, thinking that there's no escape route. She then went around and found a new friend, Steve who aids her quest to escape from the island. On her way, she found many zombies to clear to reach her escape route and faxes to her brother who finally be reunited with her later on. Also encounter romance in this game somehow, play the game to find out. :) One of the playable characters in the game.

Chris Redfield

Age: 26

He's an ex RPD officer of the S.T.A.R.S squad, who went to Europe in search of some information about Umberella. Little does he know he's been taken tabs and monitor closely by Umberella. He's brother of Claire Redfield. It all started from the little place in the Spencer's Mansion. Many of his fellow members from the Bravo team have been perished and the Alpha team has been dispatch there. Chris one of the Alpha team members uncovers that Wesker the team leader is the mole of Umberella and somehow some of the S.T.A.R.S team manage to escape from the mansion. Then he made up his mind to leave RPD and went to Europe and finally reunited with here sister as well meet an old fiend. One of the playable characters in the game.

Steve Burnside

Age: 17

He's a prisoner of the island because his dad took some top-secret information about Umbrella. His dad was caught and the family paid the price as his mom as killed and his dad and him were taken as prisoners in the island. Rather cocky person and a distrust person as you can see later in the game. Very smart person as he's good in with weapons as well as can operate machinerie easily. From the age, you can see he's rather young and quite smart from the age of his. Also be known to be quite bonded with the family as he doesn't seem to

blame his father at his present state. One of the playable characters in the game. You get to play as him only for awhile.

Alfred Ashford

Age: ??

He took over the family legacy early because of their "father" death. As he took over the family legacy early, he became very pressurized that he became to take as his sister's form in her absence. A rather loyal man as her sister would describe as. All the power and unhappy childhood very sick man can you describe as when you later play into the game, carries a sniper rifle in the game. Very lousy aimer though, always misses shots they are easy targets to begin with. Quite obsess in killing and tormenting dragonflies. Have mental problem. They both are born from a womb experiment by their "father". They have an unhappy childhood and sick guys that have an urge to torture dragonflies as you uncover later in the game. Also very gifted are them as their studies are rather good. They both hated their father at a very young age.

Alexia Ashford

Age: ??

She made Alfred to make everyone believe that she was death and so as to inject herself with the T-Veronica virus and place in the incubation area so as to keep the virus cells in harmony with the body. Extremely talented person as well as smart as she's the one who created the virus. You also can say she's a pretty, young, sly, dangerous person as you uncover later in the game and her own virus can even compare with the G-virus created by William Birkin. Later became a monster with very powerful powers that took over the entire Antarctica base. Quite obsess in killing and tormenting dragonflies. Have mental problem. They both are born from a womb experiment by their "father". They have an unhappy childhood and sick guys that have an urge to torture dragonflies as you uncover later in the game. Also very gifted are them as their studies are rather good. They both hated their father at a very young age.

Alexander Ashford

Age: ??

Born in one of the famous and great family, his ancestors are one of the two who discover the T-virus. Somehow, he did not do the family proud but did somehow "made" the birth of Alfred and Alexia whom he made as children of his. Later became a monster as his "children" injected him with the virus. Not much known about him though.

Albert Wesker

Age: 38

The traitor as you can say in the S.T.A.R.S squad, which later the team

discover and which he "died" under the hands of the Tyrant. He's back and now working for another organization and he have super human abilities after consuming an unknown virus given by William Birkin as you can see later in the game as well the confrontation with Chris later in the game. He's the one who attack the island and causes the people in the island to become zombies.

Rodigro

Age: ??

He's the one who help capture in Europe and set Claire free from the cellblock. As you can see from the FMVs, a very responsible person and very professional person. Seems to be injured when he sets Claire free from the cellblock. His role isn't quite have an impact to the game, though he will give you some things quite useful later in the game.

=====

Part 2: Game walkthrough

=====

Prologue:

Claire Redfield who arrived in Raccoon City to search for her lost brother Chris and the rookie police officer Leon S. Kennedy managed to escape from the city but their ordeal was only a prelude of things to come.....

3 months later..... FMV.....

```
_____
|                                     |
| \-----/                         |
|   D I S C 1   |
| /-----\                         |
|                                     |
|-----|
| Clarie's walkthrough:|
|-----|
```

==!!IMPORTANT!!== This game is played on normal difficulty

=====

Jail Cell

=====

You start out here, the screen prompts you to light up, so use the lighter to light up for a FMV. After the FMV, go back to the cell for a green herb, take the handgun ammo but ignore the knife on the desk near Rodigro. Then exit this place through the door near the desk.

== Side note agreement ==

I refer left is left of character, right is right of character, Claire is right handed by the way. And also note that what Claire does on this island will affect Chris game later in the game, please refer to Q and A section to find out more.

=====

Jail corridor

=====

You will find yourself in a dark corridor. Unequip the lighter, take the handgun ammo on the floor next to the typewriter, since your adventure has just started, don't bother to save. Go to the end of the corridor and head up the stairs.

=====
Grave yard
=====

Move along the path until a FMV occur. Then quickly run forward and zig zag pass the zombies, if you can't mash the controllers to break free and move through the gate and to the door. But you are fast, you can run pass two of them without a problem.

=====
Checkpoint
=====

You will view a FMV, after that, you will get a hold of a handgun. Grab the handgun near the dead corpse at the destroyed lorry and move forward and enter the door at the left. There's a gate drawn below, that gate needs a emblem before you can unlock to move on so your current job is to find it.

```
-----  
|                               GD  
|             hammo| Legend:  
|                 | GD: Graveyard door you pass through  
LD             | LD: Left door  
|                 | hammo: Handgun ammo  
|                 G  
|                 A  
|                 T  
|                 E  
|                 |  
-----
```

=====
Home zone
=====

Move on and turn right, go up the small flight of steps, ignore the door, move all the way to the end, grab the herb, combine with the green herb earlier. Then go back and enter the door you ignore earlier.

=====
Resting Hut
=====

There are three zombies here, move forward (don't turn and quickly run forward and turn right as you are fast enough the zombie will miss you and grab the handgun ammo on the shelf, then enter the door you see. I know when you go above the stairs and kill the zombie there to grab the herb, but don't bother about the green herb, ammo is more important. Don't bother going to the loo, there's nothing inside.

```
-----D-----  
| T           | Legend:  
|           Z | Z : Zombies  
|     ---    | D : Doors
```


it's metallic so you will need to duplicate it. Anyway, flip the blue switch on and go back to the security point.

=====
security point
=====

Switch on the duplicating machine and place the emblem inside. Go back to the security bin and grab the handgun ammo and handgun, then go back to the cell area.

=====
Cell area
=====

Flip the blue switch to reveal two zombies while another two breaks free. Shoot the barrels to kill two, don't be near the barrel though, it also can hurt you, then kill the rest of the two. Then go and grab the fire extinguisher. Also grab the key inside the first cell near the beheading machine, then leave this place.

=====
Home zone
=====

Go back to the checkpoint, along the way, some dogs will break free and chase you so keep running and unlock the gate with the key (you can't unlock it from behind where you were) and leave it when prompt, get out of here.

=====
Checkpoint
=====

You hear some eating noises, go back to the graveyard, you will need to drop two zombies eating the corpse though.

=====
Grave yard
=====

Clear all the zombies roaming around first, then go to the helicopter wreck, clear out the fire using fire extinguisher. Then grab the case and view it to get the TG-01 and a file and go back to the checkpoint.

=====
Checkpoint
=====

Run pass the zombies and go to the home zone.

=====
Home zone
=====

Go through the gate you have unlock, convenient isn't it? You do not need to get spotted by dogs this way but enter the cell area.

=====
Cell area
=====

Go to the security point.

=====
security point
=====

Place the fire extinguisher, handgun and handgun ammo and go to the duplicating machine and use the TG-01 to duplicate the emblem. As you backtrack, zombies will burst through the window, run past them before they get up, you will need to outwit the last zombie though, then grab all metallic items you left in the bin.

Inventory check:

- Combine dual green herb
- Handgun
- Handgun ammo
- MP100s
- fire extinguisher
- Lighter

=====
Cell area
=====

Go back to home zone.

=====
Home zone
=====

Go back to checkpoint.

=====
Checkpoint
=====

Run past one zombie and quickly place the duplicated emblem on the gate and enter the gate.

=====
Ruin bridge
=====

Move on head down the stairs and move on and grab the two green herbs, go to the jeep and grab a handgun ammo and push the metal crate to meet the other two metal crates first, then push it to join the two metal crates to put out the fire, climb on the crate and move on to the other side and head up the two flight of stairs.

| M
| M
| |-> |
| | |
| M |
| |
|
| Jeep

=====
T junction
=====

Avoid all the zombie,move forward and avoid the zombies,don't shoot them,they don't know you are behind them,then find a gap to run pass them,if not you get bitten,then struggle and try to push them of the ledge if you are caught.Anyway,head up the stairs and enter the door.

=====
Mansion walkway
=====

Run past the dogs,ignore the green blinking item,head up the stairs,grab the herb and enter the double doors.

=====
Mansion main room
=====

Move down the steps,turn left and enter the door.

=====
Toilet
=====

Light your lighter to keep out the bats,ignore the first aid spray,grab the white case first,then go inside the loo for handgun ammo and exit.

=====
Mansion main room
=====

Then go to the console and type in NTCØ394 to unlock the door.Then head up the steps,turn right and head up the stairs again and enter the door.

=====
Save room
=====

Put your MP100s inside,herbs inside.Grab the handgun ammo then move to the golden door,grab the herb,push the cabinetmit reveals the card that says NTCØ394,that's the reason we input the password in.But don't take it. Then exit.

=====
Mansion main room
=====

Barrel down the stairs and enter the unlock door you enter in the console.

=====
Another corridor
=====

Grab the handgun at the back,kill all zombies here,move to the end and kill the zombie to your left,you can't see it,but your character has autoaim to kill it,then enter the door.

=====
Video room
=====

Grab the handgun ammo and flip the blue switch on to reveal a small room.Then

go inside and grab the steering wheel, don't grab the golden guns, i know we need it, but it will activate a trap, to switch off the trap, put the guns back in, but anyway, go back to the mansion main room.

=====
Mansion main room
=====

Attempt to exit back to the mansion walkway, hear a Steve scream, go back to the video room.

=====
Video room
=====

Go to the computer and select the two guns, Steve will be released but he refuses to give you the guns, you will need to trade for it. Then go back to the mansion main room.

-----	-----	-----
SHIP	Ant	GUN
-----	-----	-----
A	B	C
-----	-----	-----
KNIFE	GUN	Plane
-----	-----	-----
D	E	F

=====
Mansion main room
=====

After the FMV with Alfred, go to the mansion walkway.

=====
Mansion walkway
=====

Head down and turn right, run past the dogs and enter the open gate at the right end.

=====
Sub area
=====

Make a u turn and grab the handgun ammo in the shelf, then go back where you are and move on and use the wheel on the panel. Then activate it and a sub will rise up and enter the sub. Inside the sub, turn back and grab the side pack at the back of the sub and go back to the sub controls and activate it to go down, then head up the stairs.

=====
Marine corridor
=====

Head down the stairs and go to the end and enter the door.

=====
Comfort room

=====

Kill all three zombies,grab the handgun ammo by the couch,then go right,pass the one zombie you killed on the right and enter the metal railing.

=====

Bridge

=====

Move to the end and enter another metal railing.

=====

Crate room

=====

Move left,head up the elevator and activate the machine,to solve this simple puzzle,push up first till you can't push,then push left all the way,the machine will carry the crate up.Then head down the stairs and go to the lift crate area,switch on the blue switch,zombies will appear at the elevator,retreat,too small of a space to combat,then kill all five of them,one of them is a sleeper.Then go to the elevator and grab a keycard and arrows.Then go back to the sub area.

=====

Sub area

=====

Inside the sub,activate the sub to go back up and head up the stairs,then use the wheel to bring you back to land.Then grab arrows near the green barrel and head back up the stairs.

=====

Mansion walkway

=====

Run pass the dogs,if you get hit,never mind but don't get trapped by the dogs because the corridor is rather small,anyway,go back to T junction.

=====

T junction

=====

Run pass the zombies as you head down the stairs,sometimes you are unlcky,the moment you step down,one bites you,just run till you are near the stairs,then turn left,and enter the red door dodging a zombie that hangs around the door.

=====

Worm area

=====

After the FMv,just run till you see a double doors and enter.

=====

Phone room

=====

Grab the red herb and mix it with green herb.Then head up the stairs at the right and ignore the first door,enter the other.Tere are arrows in one of the phone booths.

=====
Lab room
=====

Go to the desk and grab the bowgun, read the file and try to leave. As you leave, you will see a researcher being killed, then leave this room.

=====
Phone room
=====

View the FMV, then after the FMV, the stair doors are shut due to biohazard contamination. So, go into D3. Also note that the rail near D3 is also close but can be open by your card you took earlier.

```
|   |  
|   |  
|Rail-----D-----RAIL--  
|                                     |  
|                                     D2  
D3                                     |  
|                                     |  
-----
```

=====
locker room:
=====

Load up your bow gun and kill all the zombies in this room. Then take two bowguns in the BK and one more near the dead corpse at the end of the room. Enter the door near the dead corpse.

```
-----  
|           DC   Legend:  
|   LLLBKLLLLL D   D: Doors  
BK           ----- DC: Dead corpse  
|           |   D   BK: Broken locker  
|   LLLLLLLL|   ____  
|  
-----
```

=====
Sauna room
=====

Kill the two zombies with the bowgun here and go into the water. Move the valve handle when prompted to stop the water flowing. Then grab the locker key in the water and exit back to phone room.

=====
Phone room
=====

Enter door D.

=====
Photocopy room
=====

Use handgun to kill the sleeper near you and grab the green herb, then use bowguns to kill another zombie. Then enter through the open gap door and inside has a zombie. Kill it, then use the locker key on the white safe to get explosive arrows. Leave this place.

=====
Phone room
=====

Open the rail near D2 to eand move on the corridor to enter a door.

=====
Wreck floor
=====

View a FMV of Alfred, then quickly run towards the stairs and Alfred will escape, don't let him snipe you, it costs you health. Then move left, go past the shield slot and enter the door.

=====
Plain corridor
=====

Move on till you see two doors, grab the handgun ammo and enter the right door first.

=====
Safe room2
=====

Here's has a typewriter, grab the green herb, handgun ammo and hemostatic medicine. Dump the herbs, free up at least four item spaces with you. Then leave this room.

Inventory check:
- Bowgun (fully loaded with arrows, about 100 plus)
- MP100s
- mix herb
- hemostatic medicine

=====
Plain corridor
=====

Equip the MP100 and enter the door you haven't visited as the rail will close behind you in tje FMV.

=====
Bannersnatch room
=====

Grab the dual ingrams on the floor and view a FMV. Then kill the bandersnatch with the MP100 and see a FMV. Head down the stairs and go through the green door for a FMV. Then after that Steve swaps with your dual ingrams for two golden guns and you will control as Steve for a while after the FMV.

Steve's walkthrough:

=====
Dark room
=====

Equip the ingrams and shoot the hell of the zombies,the zombie behind bars,shoot the barrel to kill it.Then exit the door near the cage.

=====
Gas room
=====

Head down the stairs,kill the zombies,you can kill some of them by shooting the explosive barrel,after killing all of them,move forward and head up the stairs and exit through the door.

=====
Lion's head room
=====

Run till you face the lion head statue on the wall and that's the end of Steve's mini walkthrough.:) You will take back control of Claire.

Clarie's walkthrough:

=====
Dark room
=====

Go to the Gas room,I know there's a grenade round in the shelf,we will take it later.

=====
Gas room
=====

Head down the stairs and enter the Lion's head room.

=====
Lion's head room
=====

Meet up with Steve for a FMV.A cutscene will take place and follow Steve through the door and meet him where he is standing for a cutscene.

=====
Steve dad room
=====

After the cutscene,move left of where Steve is and enter the door near the green barrel is.

=====
Dark corridor
=====

Kill the zombie with the bow gun and move to the end and enter the door.

=====

Picture room
=====

Grab the Shield on the wall and exit back to Steve dad room.

=====
Steve dad room
=====

Now exit through the double doors.

=====
Tank area
=====

Grab the arrows and quickly exit the door you see before the dogs get you.

=====
Worm area
=====

Quickly run past the worm barrowing and exit to the T junction.

=====
T junction
=====

Run pass the zombies and head back to the mansion walkway.

=====
Mansion walkway
=====

Run pass the dogs and go into the mansion main room.

=====
Mansion main room
=====

Head up the stairs and to the save room.

=====
Save room
=====

Place the gold lugars into the golden door and enter the door.

=====
Study room
=====

Grab handgun ammo here and go to the computer. Activate it and input number 1971 to see a FMV of the clock moving, revealing a secret corridor. Then a Bandersnatch will break through the window and quickly run into the open gap by the clock and move on and enter a door.

=====
Link passage
=====

continue on the path and head up the stairs to hear and errie laughter.

=====
Bandersnatch path
=====

You will hear some heavy footsteps.Then quickly run pass each bandersnatch by running pass the left arm and head up the stairs and quickly enter the double doors as the bandersnatches use their rubbers arms and head up to follow you.

=====
Doll room
=====

Creepy here, isn't it. Full of dolls and very errie. Gives you goosebumps, isn't it? Anyway, equip the lighter and head left and enter the door.

=====
Fire way
=====

There's nothing here except some handgun ammo and a bandersnatch, take the handgun ammo if you want and exit.

=====
Doll room
=====

With the lighter still equip, head up many flight of steps till you are at the top, then grab the handgun ammo by the table and enter the door you see.

=====
Dark hallway
=====

You will enter here with the FMV. After the FMV, enter the door near Claire.

=====
Bedroom1
=====

Turn on the music box as the upper part of the metal be rises. Then grab the key as the metal bed slams down. Then head back to the save room in the mansion, avoiding all bandersnatches along the way.

=====
Save room
=====

Exit this room.

=====
Mansion main room
=====

Head down the first small flight of steps and don't go down another flight of steps, instead, continue on the path and head up another flight of steps and unlock the door, then down the steps all the way to door you unlock with the computer console and enter the door.

=====
Another corridor
=====

Enter the door near the door you entered.Unlock it with the key and leave it behind when prompt.Equip yourself with MP-100s.

=====
Report room
=====

Kill the two bandersnatches with MP-100s and explore around to get another shield on the floor and a hunk report of the table.Then exit this place.

=====
Another corridor
=====

Head back to mansion main room.

=====
Mansion main room
=====

Now the main task is here,my walkthrough will based on getting the lock pick,if you don't wish to,I meet you in the cell area where we started earlier.Go to the the graveyard and I meet you there.You should have hemostatic medicine by the way if you follow my walkthrough till now.

=====
Graveyard
=====

Retrack your steps all the way to where Rodigro release you from the cell from the start of the game.

=====
Jail Cell
=====

View the FMV,Claire will give the lighter and the hemostatic medicine to Rodigro while he wil give you the lock pick.After that,go to the checkpoint.

=====
Check point
=====

Go to the home zone avoiding the zombies.

=====
Home zone
=====

Quickly enter the gate you unlock before and enter the cell area.

=====
Cell area
=====

Enter the first cell you got the key earlier and use one of the shield on the

wooden door, equip the bowgun and enter.

=====
Pathway
=====

Killed all the zombies you can see and move all the way to the end, enter through the gate. ignore the house door for now.

=====
Tight room
=====

Grab the handgun ammo and push the crate from the door, then enter the door.

=====
PC room
=====

You will find yourself back where you are earlier. Exit to the security point.

=====
security point
=====

Grab all the flame rounds etc and go back to the tight room, remember, there are still zombies roaming around.

=====
Tight room
=====

Put all the rounds you took and also the MP100s into the item box and exit to the pathway.

=====
Pathway
=====

Enter the door of the house you ignore earlier.

=====
Dead room
=====

Grab the handgun ammo by the shelf and if you go into the small gap, you will see a statue which lacks an eye, but anyway, exit the gap and go to the end and enter the door as the bodybag moves.

=====
Ruins
=====

Grab the red herb by the floor and kill all the zombies with the bowgun, go to the end and grab the briefcase, unlock it with the lock pick to get handgun parts, then combine the handgun parts with your handgun, then exit this place.

=====
Dead room
=====

You will hear some chewing sound,as you go and examine, a doctor zombie and a zombie from the body bag has risen.Retreat back and quickly kill the enemies with your upgraded handgun,note that the doctor zombie is powerful and can take hits,so retreat and regroup to attack if needed.After killing all of them,grab the eye ball from the doctor zombie and go into the small gap and use the eye ball on the statue,a secret passge is revealed.Head down the stairs.

=====
Very dark corridor
=====

Quickly run pass the bats and grab the green herb along the way.Combine it with the red herb you got earlier and follow the path and enter the door.

=====
Silent room
=====

Killed all the enemies with the bowgun you have and grab handgun ammo and bowgun arrows.Then explore around till you see a door and enter.

=====
Gas chamber
=====

Go to the statue and grab the sword,poisonous gas will enter quickly so push the rod with another statue with shield and push it clockwise to make it face the statue you grab the sword from.It should stop the gas from coming in and put the sword into the gap where you got the sword from as it has turn backwards.It will release a zombie,retreat and kill the zombie with bowgun.Then grab the piano notes from where the zombie came from and the job here is done,I meet you back at the T junction.

=====
T junction
=====

Go to the worm area.

=====
Worm area
=====

Run and quickly enter the double doors to the phone room.

=====
Phone room
=====

Open the rail near D2 and enter move to the end to enter the door to

=====
Wreck floor
=====

Move and head right and head up the stairs,then use the last shield on the shield slot to take another card.Then head down the stairs,turn left into the small gap in the cage,head down the stairs.

=====
Gas room
=====

Then move on and use the card on the card reader to release the cage,move down and see where you once were earlier.Grab the grenade round by the shelf and enter the door near the shelf.

=====
tools room
=====

Use the lockpick to unlock the cabinet to get acid rounds,then exit.

=====
Gas room
=====

Then go to place where the cage is and use the card,grab the grenade launcher and combine with your grenade rounds to save space.Then enter the door to the lion's head statue.

=====
Lions's head statue
=====

Then go to the elevator and head up to the second floor.

=====
2nd floor corridor
=====

Move on and use the card on the card reader and dicard it when prompt and a dead person will fall.Head up a small flight of steps,grab the grenade round and combine it,if you see the flat screen panel,you will see a alboind inject with T virus,then head down and move towards the computer,grab a proof blinking here and also view the computer to see a painting,zoom is in to see numbers 1126.Then retrack,as you retrack,zombies will rise and kill all of them with your bowgun.Then go back to the lift and go to first floor.

=====
Dark corridor
=====

Move left and enter the door.

=====
Steve dad room
=====

You will find yourself back here,but you will need to go back to the phone room and I meet you there.

=====
Phone room
=====

Use the card near the double doors which is close due to Bio hazard contamination earlier.Then head up the stairs and enter the lab room where you got the bow gun earlier.

=====
Lab room
=====

Go to the console near the lab windows and input 1126 which is zoom in earlier and unlock the door and enter.

=====
Lab area
=====

Equip yourself with Grenade launcher and grab the painting. Then view FMV, of alboinds breaking free. Kill them all with one shot and get out of here within the time limit.

=====
Lab room
=====

Exit back to the phone room.

=====
Phone room
=====

Quickly head down the stairs, whew, a hugh sight of relief. Since you got the painting, you will retrack back to Steve dad room.

=====
Steve dad room
=====

Enter the door near the green drum.

=====
Dark corridor
=====

Then move to the end and enter the door.

=====
Picture room
=====

Then place the painting where you grab the shield earlier and a wall will rise and reveal a small model of the island. Then grab the key from the model and exit back to the T junction.

=====
T junction
=====

As you make your way back to the mansion, Bandersnatches will stick up from the side roads and head up, occupying the zombies earlier.

=====
Mansion walkway
=====

Enter the mansion main room after you will see a FMV with Wesker kicking Claire's ass.

=====
Mansion main room
=====

Kill the zombies with your bow gun and go to the save room.

=====
save room
=====

Dump your grenade launcher and acid rounds, take the MP100s, bowgun and dump also the proof and herbs if you have inside. Then exit.

=====
mansion main room
=====

Then head down the small flight of steps, continue forward to head up another small flight of steps and enter the door you unlock earlier.

=====
Piano room
=====

Place the piano notes into the piano and watch it play till the slot machine opens up, grab blue ant as well as green herbs and handgun ammo. Combine the herbs to save space and go to the another corridor room.

=====
Another corridor
=====

Then go to the end of the path and turn right and use the key to unlock the door. Discard when prompt. Enter the door.

=====
Portrait room
=====

You have a puzzle to solve here. You will light up the painting in order. Quite tough of a puzzle because you need to know in order as you can't guess as there are two many of combinations to try and error. So the answer of the puzzle is:

1. A portrait of a lady
2. A man cuddling two babies
3. A man by himself
4. A man with candle plate at the background
5. An old man with book
6. Man with candle
7. Finally the big painting

| 6 2 D
| |
|4 5|
| Statue |
| |

```
| |
|1 Stairs 3|
| 7 |
-----
```

You will get a vase after you input correctly and so examine the inside of the vase to reveal a red ant and go back to the safe room.

```
=====
Save room
=====
```

Go into the gold lugars door.

```
=====
Study room
=====
```

Avoid the bandersnatch,go through the clock gap and go to the bandersnatch path.

```
=====
Bandersnatch path
=====
```

Run pass those bandersnatches or kill them if you find them a hassle with your Mp100s and head up the stairs and the double doors.

```
=====
Doll room
=====
```

Kill the zombies with your handguns and head up the stairs all the way up and enter the door when you are at the top.

```
=====
Dark hallway
=====
```

Kill the zombies at the left and grab some handgun ammo by the table,head right first,enter the door you enter earlier.

```
=====
Bedroom1
=====
```

Place the red ant on the music box to open up and grab the music Cd.Leave.

```
=====
Dark hallway
=====
```

Move to the left and follow the path and enter the door.

```
=====
Bedroom2
=====
```

Put the blue ant into the music box and put the music cd into it.Music will be played as the upper metal falls and head up the stairs.

=====
Playground
=====

Move down a small flight of steps and move around and get the dragonfly near the clock. Examine the dragonfly to get a key. Then move to the painting of the wall with a big ant and place the key into it.

Then the ladder on the top will join together and go up and see a magical box here as well a document on a chair. Push the big wooden box to the right towards the shelf. Then climb on the box and get the book. Look and it or just skip it and get the last proof. Then get back to bedroom2.

=====
Bedroom2
=====

See a cutscene. Then you will move through the stone door and find yourself at bedroom1.

=====
Bedroom1
=====

Then observe the wig to trigger another cut scene. Then Alfred will activate the self-destruct explosion and then have another cut scene. Then make your way back the safe room and grab all proofs and exit the palace. Backtrack your way back to the mansion and go to the save room and avoid the bandersnatches along the way.

=====
Save room
=====

Grab the proof from the item box and exit to the mansion to go to the mansion hallway.

=====
Mansion hallway
=====

Then grab the last proof on the floor (greenish blinking) and go to the sub area.

=====
Sub area
=====

Meet up with Steve and turn the wheel to activate the sub and head up the stairs.

=====
Marine corridor
=====

Follow Steve to the end and enter the door.

=====
Comfort room
=====

Turn left and enter the door.

=====
Com room
=====

Activate the computer to take the proof machine up. Then place the three proofs into the proof machine and then you will automatically enter the airplane. Steve says they need to raise the bridge so climb up the stairs and have a short cut scene and grab the lever on the ground and exit the plane. Then go back to the comfort room.

=====
Comfort room
=====

Go to the right and enter the railing.

=====
Bridge
=====

Move to the end and enter another metal railing.

=====
Crate room
=====

Go up the lift and go to the end and enter the green door.

=====
Bridge machine
=====

Place the lever into the machine and the bridge will rise up. Follow the path to the end and enter the door.

=====
Pressure room
=====

Take the key from the corpse and leave.

=====
Bridge machine
=====

Backtrack your way to the crate room.

=====
Crate room
=====

Take the lift down and use the key at the key slot beside the gate near the lift, then enter the door.

=====
Cargo area
=====

Grab all useful items like the herbs and handgun ammo, then here is the final puzzle to solve before going to disc 2. You will need to push all the crates into the plane cargo. There are two big cargo boxes to worry about. Just push the one near the herbs to meet the other box and push it inside the plane's cargo. Remember to grab the grenade launcher and load it up with grenade rounds.

Then turn over to the other side and push the box near the herbs and then push it inside the plane. Then the puzzle is solved. Do remember to take all goodies here before solving the puzzle. Then the timer will start a count down.

=====
Worm area
=====

You will find yourself in the worm area, go into the T junction.

=====
T junction
=====

Go back to the mansion hallway, as you try to leave, a tyrant will break through a gate and this guy first part is much easier, he only pushes you and you will fall to the ground, move away as he charges with his karate chop which is slow and predictable and avoidable. He stands between you and the palace as the timer of the self-destruct sequence counts down. You can't run by him because his size blocks the whole floor up so you need to defeat him.

So use the grenade round to pump his body until he squats to the ground, then when he gets up pump him with more grenade rounds again until he falls to the ground and lay on the ground motionless and you have beaten him at the first part. Pump him with grenade rounds until he falls to the ground and head to the sub area.

=====
Sub area
=====

Turn the sub and go into it. Then head up the ladder.

=====
Marine corridor
=====

Go to the end and enter the door.

=====
Comfort room
=====

Turn left and enter the door.

=====
Com room
=====

Make your way back into the plane to view some FMVs of you as well as Alfred escaping and a loud thug in the plane as Steve complains the cargo door is open. Claire says she will go into the cargo place and check it. Open up the briefcase you

trigger the zombies to rise up. So it depends on whether you want to take it or not. I assume you took it and kill all the zombies with bowgun arrows. Then leave this place.

=====
base walkway
=====

Head down the flight of stairs.

=====
Moth room
=====

Move forward, don't turn and enter the door.

=====
Antartica save room
=====

Here, grab some handgun ammos and a green herb. Place unwanted items into your item box and you should have the following:

Inventory check:

- handgun
- handgun ammo
- bowgun
- one mix herb (the rest into item box)

Then exit this place.

=====
Moth room
=====

Move on and turn left, it will trigger moths that are awake by this, this is the most irritating place, because everytime you come this place, even you kill them, they appear again when you come back here. The moth sucks and you need to be careful not to get poison. There's a blue herb plantations here, so if you are poison, come here and cure. Anyway, quickly move and enter the double doors before the moths get you.

=====
Bottom level
=====

Kill all the zombies here at the left and move left. Continue on the path, ignore the stairs and turn right and go into the door with the name Weapons and by the way, the FMV will show something shiny on the crate.

=====
Weapons room
=====

Kill all the zombies that roam here, then, move on and see lockers here, then open the locker to get the assault rifle and a shiny key here. If you turn and follow the path, grab a explosive and put on the white cabinet near the dead body, then leave this area.

-- Side note ==

If you have the lighter,use it so that it will blow up the cabinet and reveal some handgun ammo,if not,let Chris do it later.

=====
Bottom level
=====

Head into the BOW room that is label on the front door.

=====
BOW room
=====

Kill the two spiders here, don't get corner or wait for them to come and use the AK to kill them off. There's the third spider underneath, avoid it as it spits the acid towards. You can't take the mask just yet which is behind you. Here as some arrows and handguns ammos to take. There's also a blue and green herb to take and move to the end of the room and the sticker.Then exit.

=====
Bottom level
=====

Run and move right and see some boxes here, Then place the sticker on the box and flip the blue switch on the wall.

Then flip the controls on the panel in front of you to bring the box to the weapons' room. Move on,pass one double door and backtrack your way,we need to power up the place,so head up the small flight you ignore earlier and head up and unlock the door and discard the key and enter the door.

=====
Tractor room
=====

Move forward and enter the door.

=====
Generator room
=====

Kill all the three dogs here,cure if you are hurt,then gran the green herbs here and as well as handgun ammo.Then go beyond the fence and switch on the switch,then go to the generator and turn on the power,the place should be powered up.then leave.

		Ss herb	Legend:
		ammo	Ss : Generator
			S : Switch
			D
		DOg dog	O
			O
			R
	F		
	E		
	N		
	C		

```
| s E |
|-----Dog |
|-----|
```

```
=====
Tractor room
=====
```

Exit this place.

```
=====
Bottom level
=====
```

Exit this place.

```
=====
Moth room
=====
```

Move past the moths or kill two and go into the Antartica save room.

-- side note --

If the moth poison you or lay egg on you, it's your own problem to solve it, cure it in the blue plant plantation area as no blue herbs are found yet.

```
=====
Antartica save room
=====
```

Move forward and near a table has a bookshelf, push it in to see a small gap, move inside and switch on the switch on the locker and a rat will be out, view a file and enter to see a FMV of a monster, then grab the flowerpot and view it to get a key. Then exit this place to the base walkway.

```
=====
base walkway
=====
```

Move on and backtrack and enter the double doors you ignore earlier.

```
=====
2nd floor
=====
```

Turn left and head left and use the key to unlock the door.

```
=====
Trackor 2nd floor
=====
```

Move on and enter another door.

```
=====
Catwalk
=====
```

Go and grab the valve handle. Then exit.

=====
Trackor 2nd floor
=====

Have a short cut scene with Steve. Then you will find yourself out of the room.

=====
2nd floor
=====

Then exit this place and head back to the bottom level. Yes, i know that the moth area sucks but you will need to go over a few times, in case of poison, go and cure yourself over the blue herb plantation.

=====
Bottom level
=====

Kill all the zombies and enter the BOW room.

=====
BOW room
=====

Grab the mask which is release now and exit this place to the tractor room.

-- side note ==

If you do not have the mask, you are not allowed in the tractor room.

=====
tractor room
=====

Turn left and head up the rocks and examine the valve handle gap, then exit to the 2nd floor and i meet you there.

=====
2nd floor
=====

Turn right this time and follow to the end and enter the door.

=====
Change room
=====

You will see a zombie in a cage, but go inside, grab the handgun ammo, green and blue herb. Then place the valve handle on the machine for it to redesign it and then go back to the Antartica save room.

=====
Antartica save room
=====

Put the assault rifle and handgun ammo and grenade launcher inside the item box, rearrange your inventory with the following:

- One mix herb (the rest inside)
- Handgun

- Bowgun with 20 explosive arrows

Then exit and go to the tractor room.

=====
tractor room
=====

Use the valve handle on the valve handle gap and after the FMV, grab Alfred's sniper rifle. It will trigger again a short FMV and shortly face the boss.

=====
Top base
=====

After the short FMV, you will take control of Claire once again. Attempt to go down the stairs to view a cut scene of the boss climbing up the stairs, after the cut scene, you will face the boss.

Boss: Nosferatu (Alexia and Alfred's dad)

This boss will mutate with two tentacles and some change to the body. Once you face him, move away some distance and use the sniper rifle and shoot at its exposed heart at the right. This boss will constantly spread out some poison gas, if you are hit you are poison and it will affect Chris's game later so don't get hit by the poison smoke. If it use its tentacles and knock you off the building, you die straight so take note of that. Then after running of ammo, use the explosive arrows on this guy and you will soon finish him off. There's are extra animations in the game, if you kill it with sniper rifle, it will die with the sniper rifle FMV, if you kill it with the knife, the FMV of stabbing its heart will be shown. Anyway, it's Chris turn to kick some ass. :)

Chris's walkthrough:

=====
The start
=====

After the FMV, there's a green herb to take and move forward to have a cut scene with Rodrigro. Then the worm will swallow him and disappear. Then move on and see a small statue and move on to see a typewriter and item box and some handgun ammo. Grab the AK47 from the box and equip it and exit the door and prepare to face the mini boss. Put some unwanted stuff like the first aid spray and the combat knife into the magical box to free up some inventory space.

=====
Battle
=====

The big worm from Claire's game will appear. You can kill it or leave it but this walkthrough is based on taking it on and kicking its ass. The worm is rather irritating rather than powerful, you can only attack when it rises up from the ground, when it rises, if it hits you you will fall and need to wait for another turn to attack. As long as you keep moving around the worm can't hurt you. Move around to avoid his quick diving attack and wait for it rise up again. When it rises up again and prepare to dive down again. Move aside or at the back of it where it's likely to dive away from you and use the AK and let it eat your ammo. After a while, it falls and Rodrigro's final moments are here, he


```
| |
| |
-----
```

Drawer 2:

```
-----
| |
| |
| |
-----
```

Drawer 3:

```
-----
| |
| |
| |
-----
```

Drawer 4: (always lock, needs to be unlocked)

```
-----
| |
| |
| |
-----
```

The fourth is always lock,there's a gold lugar insde,the trick is to draw out the right drawers combination to unlock it,so this is the set of solution:

- Drawer 2
- Drawer 3
- Drawer 1

Then take the gold lugar and place inside the item box,exit the place.

Inventory check:

- Glock 18
- All handgun ammo
- Mix herb
- Ak47

```
=====
Escape route
=====
```

Take the battery near the door and spiders will appear as you leave,take them out with the assault rifle and don't them bite you,then exit and head back up the lift.

```
=====
tank area
=====
```

Go back to steve dad room.

```
=====
Steve dad room
=====
```

Place the battery in the yellow machine then it will take you up to the next level.Then grab the key at the left and exit this room through the door as you

move ahead.

=====
2nd floor corridor
=====

After you enter it, move forward for a cut scene. After that, go to the door at the left and enter it.

=====
Fire wreck
=====

Kill the zombies in this room and grab the side pack to add space in your inventory. Leave.

-- side note --

It's better to take the side pack now because weskers sensors haven't reach there yet, if you take it later, you will find the sensors roaming around.

=====
2nd floor corridor
=====

Take the elevator to the bottom floor.

=====
Lion's head room
=====

Go towards the lion head statue, you will see a flight of stairs. Head down. Grab the shotgun and the stairs will rise up. Here have handgun ammo and flame rounds to take. Enter the door you see.

=====
Tyrant storage room
=====

Move on, grab the green herb, head up the stairs. and activate the computer move have one of the incubation tube move down to grab the AK's ammo. Then enter the door near the computer.

=====
Darkness room
=====

Move on and enter another door.

=====
Fridge
=====

Move through the auto doors that will move up when you are near it. Then you will see handgun ammo and shotgun shells on the table. Another puzzle to solve; Head to the fridge and use the action button to open the fridge and solve the puzzle to the chemical. Enter 12.8 and grab the chemical. Then exit the room and grab the doorknob on the floor. View a short FMV and see two hunters attacking you. Waste them the shotgun and exit the place.

Then go over to the brown door and attach the doorknob to the door and enter it.

=====
Another way
=====

Turn left and grab the small tank and grab some handgun ammo and i will meet you at the 2nd floor corridor,avoiding the sensors in the fire wreck along the way.

=====
2nd floor corridor
=====

Take the lift to the first floor.

=====
Dark corridor
=====

Move on and turn right and do avoid the sensor and enter the picture room.

=====
Picture room
=====

Place the mini tank into the small island model and the painting near the typewriter will move up. Grab the elevator key as well as the book. You will see three empty slots which needs the proof to remove the lasers.Exit.

=====
Dark corridor
=====

You will see that all sensors have stopped moving,wesker's out to play!!Take the elevator to the bottom.

=====
Lion's head room
=====

Move down the stairs,take the shotgun and enter the Tyrant storage room.

=====
Tyrant storage room
=====

Head up the stairs to have a FMV with wesker.After the FMV,a bandersnatch is on the loose,use the Ak to kill it,if you have the ammo,reload it.Then go into the darkness room.

=====
Darkness room
=====

Once you are here,use the key on the cargo lift,it will come down and enter.

=====
Phone room

=====
Move on and move past the crate and see yourself at the phone room again.Go
into the photocopy room.

=====
Photocopy room
=====

Then kill all the zombies here,In the locker has a flame round and move on and
turn right and enter the door.

=====
Wreck room
=====

Kill the zombie playing dead as you find yourself back in the wreck room torn
into two,go into the cage and climb down the ladder.

=====
Gas room
=====

You will find yourself here,move on and see a lot of gas here.You can't head
down because of the gas,so see a switch beside you?Press it and it will fan all
the gas away.Head down and go to dark room.

=====
Dark room
=====

Enter the tools room.

=====
Tools room
=====

Here,go inside and see some tools here,grab chemical B off the shelf and
combine it with chemical A to become chemical C.Then go and upgrade your
handgun here and grab the handgun ammo off the shelf.Leave.

=====
Dark room
=====

Backtrack your way back to the phone booth via where you came here by.In other
words,back track all the way back!!!

=====
Phone booth
=====

Exit this place to the worm area.

=====
Worm area
=====

As you have killed the worm,the worm's gone but you will need to dodge the
hunter and go into the cargo lift where Claire enter at the end of disc 1.

```
=====
Cargo area
=====
```

Exit to the crate room. Lose up some spaces and have at least four empty spaces, dump Ak if needed or anything that take up space.

```
=====
Crate room
=====
```

Head up the elevator and exit through the green door.

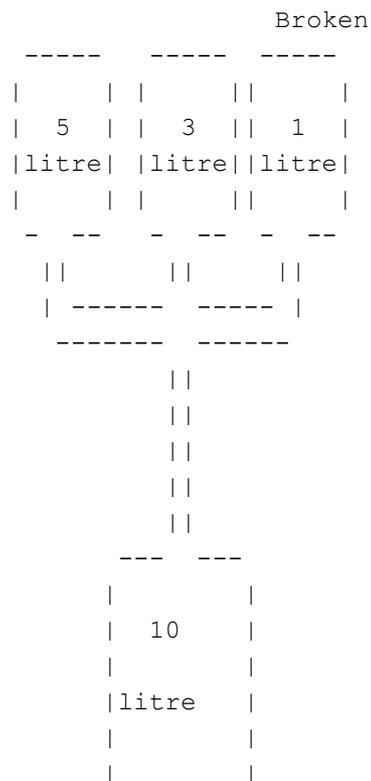
```
=====
Bridge machine
=====
```

Go to the end of the bridge and enter the pressure room.

```
=====
Pressure room
=====
```

You will need to solve a water pressure puzzle which is next to the door. This puzzle is rather hard and most people would take a few tries but I only took a try. I was a bit lucky to solve on the first time so here's the solution. Note that 1 litre container is broken. So you need to use the 3 and 5 litre and try to make it 10 litre. First empty twice the 3 litre water and then the five litre water. Then select it and the 3 litre water will drop to 1 litre. Then select the 3 litre thrice so that it leaves behind up 1 litre at the 10 litre container, the 3 litre water gauge will come back to 3 litres and select it four times to solve the simple puzzle.

Then the three zombies will rise. Kill them and grab shotgun ammo and exit the door.



=====
Bridge machine
=====

Go back to the machine and move the bridge down.Exit.

=====
Crate room
=====

Make your way down to the elevator and go to the bridge.

=====
Bridge
=====

Kill the hunter and move to the end and open up the rail.

=====
Comfort room
=====

Go to the room where Claire put all three proofs.

=====
Com room
=====

Kill the hunters here and switch off the electricity in order to get all the proofs.Grab all three proofs and head your way back to the crate room.

=====
Crate room
=====

Now that you have all three proofs and chemical C,go back to the phone booth area via the through the cargo area,run pass the hunters in the worm area.

=====
Phone booth
=====

Take the elevator back to the Darkness room.

=====
Darkness room
=====

Then back to the tyrant storage room.

=====
Tyrant storage room
=====

After that,move on,climb down the stairs and exit back to the lion head room.

=====
Lion head room
=====

Then place the shot gun back in the slot and climb up the stairs,take the elevator to level 1 of the dark corridor.

=====
Dark corridor
=====

Then go into the picture room.

=====
picture room
=====

After that,place all three proofs into the slots,each time,an electricity disappears after you put each proof in the slot.Then after that, the model table will move and move around grab shotgun shells as well as some green herbs and head down the ladder.

-- Side note --

Here is the so called infinte shotgun shell trick,you need to climb up and down the ladder,each time you come back up,another shotgun is found.

=====
Spider tunnel
=====

Run pass the spiders and climb down another ladder.

=====
Water tunnel
=====

Here,there's a blue herbs and two green herbs to get. Move on and have a short FMV before you face a mini boss.Albinoid Adult is the albinoid that escape from the lab earlier and have grown,it's only able to attack you in the waters,which is spreads its electricity through water to hurt you.You have two choices,go down,take damage and grab the shield shining in the waters(around the middle of the pool) or kill it and take the shield.If you want to kill it,wait till it comes near to the edge where you are and shoot it with a shotgun.Or else,go down,get it and get back up,if you are hurt cure yourself,then go back up to the picture room.After taking the shield,combinr it with chemical C to get the gold key you wanted for a long time.

=====
picture room
=====

Exit this room.

=====
Dark corridor
=====

Take the elevator and go to the bottom.

=====
Lion head room
=====

Head down the stairs,grab the shotgun that raise the stairs,go into the water,move on and climb up a platform and grab all herbs and climb up the stairs.

=====
Escape route
=====

You will find yourself here,go to the item box and dump some herbs but bring the ingrams and use the gold key at the door which need a gold key and you are out of here,and to Antartica.Watch the FMV.

=====
landing pad
=====

After the FMV,you will find yourself back here,but this time as Chris.Move around and exit this place.

=====
base walkway
=====

Shoot the tentacles with your handgun and head down the stairs and enter the double doors.

=====
2nd floor
=====

Turn left and enter the Trackor 2nd floor.

=====
Trackor 2nd floor
=====

Now,turn through the small gap and run along the ice and grab the valve handle whic htrigger a FMV. All zombies will get out of the ice,so you get out of here and to the 2nd floor as soon as possible.

=====
2nd floor
=====

Go to the right and enter the door where claire redesign the valve handle earlier.

=====
Change room
=====

Kill all zombies inside and grab some shotgun ammos and a brief case in the cage then exit the room. Head back to the double doors and exit it.

=====

2nd floor

=====

Go back to the base walkway.You will see the first floor cover with ice.

=====

base walkway

=====

Move on and enter the door near the stairs.

=====

Bunk room

=====

Go and grab the grenade rounds and exit here.

=====

base walkway

=====

Head down the stairs to the moth room.

=====

Moth room

=====

The moths are gone,but go to the Antartica save room.

-- side note --

Do not turn left where all the blue plants are,or else the web on the ceiling with the zombies will break and you will need to deal with them

=====

Antartica save room

=====

Use the gold key for the last time on a small cabinet to get a dice.Put all useless items inside like the handgun ammo,handgun etc,you don't need any more.Exit.

Inventory check:

- Ingrams
- Shotgun
- Shotgun shells
- one mix herb
- Dice
- Valve handle

=====

Moth room

=====

Go back to the 2nd floor.

=====

2nd floor

=====

Turn right,move on pass the door,head down the ice and head back up,equip yourself with shotgun,enter the door.

=====
plain corridor
=====

Chris discovers that Wesker is around snooping somewhere.So,the sensor touches him,kill the hunter with the shotgun.Then move forward and take the lift. You will see another sensor which means there's two sensor in the walkway.

Take note that when you kill the hunter, the light will turn red meaning the sensors will stop moving unless you exit the place and enter it again for the sensors to detect again.

=====
Playground way
=====

You will hear footsteps of hunters,kill all of them with your shotgun and enter the door near you.

=====
Ice
=====

Enter the door near you.

=====
Power place
=====

Then go to the end of the room and use the valve handle in the gap to trigger power to the generator.Then go to the machine to power up the place. Then grab the handgun ammo and shotgun shells on the table near the typewriter. There's two green herb and blue herb on the floor grab it and put the valve handle inside the item box.Leave.Remember to take the dice with you!!!!!!

=====
Ice
=====

Continue on the path and kill all zombies with your ingrams and enter another elevator.

=====
Suit room
=====

You will find yourself here,just push the statue to the left which meets the wall, then push up to meet up the crack floor and take the map which the statue which she is grabbing. Then move on and see some suits here.Then proceed and see a familiar tiger.Take the blue jewel eye and the tiger statue aside to get the valve handle modifier and put blue eye back to the tiger.The Red eye contains the SPAS 12 ammo.

Put the Red eye back and move back and take a lift near the suits and move on and see a cut scene of a giant ant's nest. Then grab a dragonfly wing and run

as you might step on some ant as well as get hit by some ants, that won't damage you much.

=====
Ant hall
=====

Move forward and see a ant nest here,go and take the first dragon fly wing here,then head left.There's a green herb to take.

=====
Smelly room
=====

Kill all zombies here,read a file and leave.

=====
Ant hall
=====

Go to the left and grab the green herb near the floor,enter the door.

=====
Chamber room
=====

Then move on and turn to the right to see a report and climb up the stairs to solve a puzzle.Open up the slot first,then place the dice into the slot and select the following selection:

Choose the sequence of:

- Double As
- Crown
- Heart
- Spade

| |
| AA |

| |
| Crow |

| |
| Heart |

| |
| Spade |

The chamber will open and Alfred will fall out of the tube, grab his ring and examine the ring to get the blue jewel. Then exit and get your way back to Power place.

=====
Power place
=====

Take the valve handle and combine it with the modifier you took earlier, grab the knife and fire extinguisher, then once you do that, go back to the plain corridor. Have at least two free slots of spaces in your basic inventory. Do not combine the two green herbs you took earlier, leave them inside the item box.

=====
plain corridor
=====

After that, avoid the sensors and enter the door you haven't got the chance to visit.

=====
Funnel
=====

Move on and head up the lift and used the valve handle for the last time to drain the water. Equip yourself with shotgun and head down the ladder. Then grab the key as a hunter comes, kill it. Head back up the ladder, down the lift, fill up the fire extinguisher. Then head down the lift near it.

=====
Weapon room
=====

Kill all zombies with ingrams and put out the fire, follow the path and take the SPAS12 and if you gave a lighter, destroy the cabinet, but leave the handgun ammo behind or else head back.

-- Side note --

The shelf near the fire will appear a blood pack if Claire is poisoned by Nosferatu earlier.

=====
Funnel
=====

Exit and go to the second floor.

=====
2nd floor
=====

Go to the end and use the key on the crane to trigger a FMV crane machine and use the key to lift Nosferatu's body up as well it crack the ice and the spider will be free. You can fight with the spider or leave it but anyway, it can only spit poison at you or just ramp you. Nothing much, so I suggest, getting to the ice, run till you see Nosferatu's body, grab the green necklace and examine it to get a red jewel and get the hell out of here and to the power place.

=====
Power place
=====

Dump everything in the item box except the following:

- Grenade launcher with grenade rounds
- Acid rounds
- green Herb
- Shotgun
- Shotgun shells
- Knife
- Dragonfly wing

Then go to the Playground way.

=====
Playground way
=====

Then grab two dragonfly wings and enter the double doors.

=====
Mansion
=====

Go to the end and follow the corridor and see Claire covered up with yellow stuff. Then use knife to save her. After the FMV, you will take control of Claire.

-- side note --

If Claire is poisoned by Nosferatu earlier, go back to the weapons room and grab the blood pack. Or else and this route would be assume that Claire is not poisoned.

Clarie's walkthrough:

=====
Mansion
=====

She will be on the top of the stairs, then move on and enter the door.

=====
Living room
=====

Go to the item box and grab all handgun ammo, a green herb and combine the red herb and green herb and exit the door near the painting.

=====
Doorway
=====

Kill the tentacles in your way and move on and L shape path and enter through the door.

=====
Jail cell
=====

Move on and head up the small steps, the small jail cell there has arrows, but ignore them. Then this part is tricky here. Inspect the cannon after grabbing the file near the cannon. A ball will drop off and the concrete wall will smash down. Your aim is to get the ball and put under the concrete slab at the small stone in the middle and it will smash it to get the ID card. So listen up carefully, go and grab the ball first. Then quickly run to the middle and press the selection screen to select the ball. Claire will put the ball in the middle and fall back and the concrete slab will smash the ball, with the card there. Quickly run and grab the card and the concrete slab will be locked and no longer smash down. Take note that one wrong mistake and you'll be smashed like a pulp.

After getting the card, go down the stairs and enter the silver door near the first jail cell you see upon entering the area. You will then see a gate which requires the card to open it and run down the end of the hall to have a short cut scene with Steve which becomes a monster thanks to Alexia.

=====
Jail cell room2
=====

You will need to escape from him, you can damage and stun him, but you can't beat him. He's impossible to kill so don't waste fire power. He carries an axe and smashes the opponent to pulp and it's very damaging so listen carefully. His first hit will always hit to yellow caution, second hit is death, after the cut scene, rotate your character and run away from Steve, you may get damage. Cure by using the green herb, when he hits you the second time, use the mix herb and run a bit more to trigger a cut scene and you will control as Chris again. After Claire escapes, see a FMV and you will control as Chris again.

Chris's walkthrough:

=====
Mansion
=====

After the FMV, you will control as him and face Alexia. When you take control as Chris, getting the damage from the flames is still okay, but Chris will wipe the flame off, slowing him down as Alexia slowly comes to him, but don't let her strangle you because it's instant death for you if you get caught by it. For a quick kill, pump her with the grenade launcher with grenade rounds and you will beat her fast. If you want and have a lot of handgun ammo, shoot her while backing away, then retreat and shoot until she falls, but she has great stamina. After beating her, grab the red jewel and examine it. Then head up the stairs and place all jewels in the painting to reveal a door.

=====
Hallway
=====

Enter it and kill the zombies and go left and enter the door near it.

=====
Study

=====
There's a typewriter here and search the desk without the typewriter to grab the key and exit this place and back to the mansion where you face Alexia earlier.

=====
Power place
=====

Power down the area and head back to the mansion.

=====
Mansion
=====

Head left and use the key to unlock the double doors and enter, discard the key when prompt.

=====
suit room
=====

You will find yourself at the room where you solve the statue's puzzle. Then proceed and get the tiger's eyes from the tiger statue. Then exit the room. As the power is down, all elevators are down, so the tiger eyes can be removed.

=====
Mansion
=====

Go to the hallway.

=====
Hallway
=====

Then kill the zombies here and move right and run along and enter the door.

=====
Bedroom3
=====

Then you use the tiger's red eye and take Music CD like the mission Claire did in Disc 1. Then enter the metal door to gain access like Alfred did when Claire got the third proof.

=====
bedroom4
=====

Then place the blue eye on the music box and place the CD into it to play the music for the stone on the bed to move down. Then go up the ladder.

=====
Mess room
=====

Take the metal stick from the waste paper basket on the table and leave the

handgun ammo and green herbs on the floor. Then leave the room by going back down the ladder.

=====
bedroom4
=====

Exit the room.

=====
Hallway
=====

Then enter the lift near the door where the jewels were placed. You will find yourself at the incubation room.

=====
incubation room
=====

Go down the small lift and use the computer to open the incubation tube to reveal a last dragonfly wing. Mix it with the metal stick to get the dragonfly. There's a shotgun ammo on top of the machine on the computer and get up the small elevator. Grab the green herbs on the floor and head up the stairs.

=====
Doorway
=====

After you get here, move right to the room where Claire first entered a room.

=====
Study
=====

Save if you want since the game is ending soon, then put the shotgun on the shotgun slot and the painting will rise and grab some rounds. Here's the inventory:

- Four mix herbs
- Grenade launcher with Flame rounds
- Grenade rounds
- SPAS 12
- Dragonfly

After that, go to the jail cell.

=====
jail cell
=====

There, talk to Claire and she will give you a file, then examine the file to get the self-destruction card and head up the stairs near the elevator. Then use the dragonfly on the security door to unlock it and enter it.

=====
Security room
=====

Kill all the zombies with flame rounds and head up the small ladder and grab

- First person
- 3rd person like the game walkthrough

Character's Guide

Name: Claire Redfield

She's a sister of Chris Redfield, in search of her brother, which starts in Bio Hazard 2 which brings her futile search to Bio Hazard: Code Veronica Complete. Here, she infiltrated into Umbrella's base to find some information about her brother and she's been caught and sent to one of Umbrella's base as a prisoner. Then the island shortly been attack be Wesker, now working for another organization. Then the person, who caught her, Rodrigo, sets her free, thinking that there's no escape route. She then went around and found a new friend, Steve who aids her quest to escape from the island. On her way, she found many zombies to clear to reach her escape route and faxes to her brother who finally be reunited with her later on. Also encounter romance in this game somehow, play the game to find out. :)

Appearance: Exactly the same appearance in the game

Weapons she carries:

- Handgun Beretta M93R
- Infinite handgun ammo
- Bow gun with infinite explosive arrows
- 4 super herbs

Name: Chris Redfield

He's an ex RPD officer of the S.T.A.R.S squad, who went to Europe in search of some information about Umberella. Little does he know he's been taken tabs and monitor closely by Umberella. He's brother of Claire Redfield. It all started from the little place in the Spencer's Mansion. Many of his fellow members from the Bravo team have been perished and the Alpha team has been dispatch there. Chris one of the Alpha team members uncovers that Wesker the team leader is the mole of Umberella and somehow some of the S.T.A.R.S team manage to escape from the mansion. Then he made up his mind to leave RPD and went to Europe and finally reunited with here sister as well meet an old fiend. One of the playable characters in the game.

Appearance: Exactly the same appearance in the game

Weapons he carries:

- Knife
- Colt Python Shotgun
- SPAS 12 magnum gun
- Infinite shotgun ammo
- 2 super herbs

Characters that need to be unlock:

Name: Steve Burnside

He's a prisoner of the island because his dad took some top-secret information about Umbrella. His dad was caught and the family paid the price as his mom as killed and his dad and him were taken as prisoners in the island. Rather cocky person and a distrust person as you can see later in the game. Very smart person as he's good in with weapons as well as can operate machineries easily. From the age, you can see he's rather young and quite smart from the age of his. Also be known to be quite bonded with the family as he doesn't seem to blame his father at his present state. One of the playable characters in the game. You get to play as him only for awhile.

Appearance: Exactly the same appearance in the game

Weapons he carries:

- Two gold Lugars
- Knife
- 2 Ingrams M10
- 2 super herbs

Name: Alternative Claire Redfield

She's a sister of Chris Redfield, in search of her brother, which starts in Bio Hazard 2 which brings her futile search to Bio Hazard: Code Veronica Complete. Here, she infiltrated into Umbrella's base to find some information about her brother and she's been caught and sent to one of Umbrella's base as a prisoner. Then the island shortly been attack by Wesker, now working for another organization. Then the person, who caught her, Rodrigo, sets her free, thinking that there's no escape route. She then went around and found a new friend, Steve who aids her quest to escape from the island. On her way, she found many zombies to clear to reach her escape route and faxes to her brother who finally be reunited with her later on. Also encounter romance in this game somehow, play the game to find out.:)

Appearance: Wear a white boot, sexy outfit with sunglasses on the head, hot, whoo~~~~.

Weapons she carries:

- Grenade Launcher
- Grenade Rounds
- Napalm rounds (flame rounds)
- Sulphuric acid
- AK47
- 1 super herb

Name: Albert Wesker

The traitor as you can say in the S.T.A.R.S squad, which later the team discover and which he "died" under the hands of the Tyrant. He's back and now working for another organization and he have super human abilities after

consuming an unknown virus given by William Birkin as you can see later in the game as well the confrontation with Chris later in the game. He's the one who attack the island and causes the people in the island to become zombies. Works for a company HCF now.

Appearance: Exactly the same appearance in the game

Weapons he carries:

- Knife
- 3 super herbs

Brief walkthrough of the battle game

1st room:

- 3 zombies
- Climb on the stairs to move on

2nd room:

- 5 walking zombies
- 1 playing dead
- 1 explosive barrel
- 1 green herb
- Enter the door to exit 2nd room

3rd room:

- 3 bandersnatchers
- 1 first aid spray in the phone booth
- Run a L shape and exit the door to exit the 3rd room

4th room:

- 1 explosive barrel
- 3 zombies

5th room:

- 6 zombies
- 1 near you
- The other 5 to take down as you move down the stairs

6th room:

- 2 hunters
- 1 green herb

7th room:

- 3 hunters
- 1 explosive barrels
- Some green herbs here
- GO forward, move up the stairs to exit the room

8th room:

- 4 zombies
- 1 explosive barrels

9th room:

- 5 walking zombies
- 1 playing dead
- 1 explosive barrel

10th room:

- 5 zombies

11th room:

- 5 zombies
- 1 zombie in the doctor statue room
- 1 first aid spray

12th room:

- 4 zombies
- 1 explosive barrel
- Two directions to head to:

1. The door to the left leads to the piano room in Disc 1, hit the machine to get a DIJ diary or a SPAS 12 for Wesker
2. The other door exits the room

13th room:

- 2 hunters
- In locker has a first aid spray

14th room:

- 7 zombies

15th room:

- 1 explosive barrel
- 3 zombies

16th room:

- 4 zombies

17th room:

- 3 bandersnatchers
- 1 first aid spray on the table

18th room:

- Boss!!!!

Which boss you face depends on the character you select:

For Claire Redfield:

- Nosferatu

For Chris Redfield:

- Alexia's 2nd and 3rd form

For Steve Burnside:

- Big worm

For Alternative Claire Redfield:

- Tyrant in Disc 1

For Albert Wesker:

- Alexia tyrant first form

Chris Battle Game

Rank A: less than 8 minutes

To get good grade, use the SPAs 12 and move fast and go for quick kills by running and kill the moff don't wait for them to come and kill them. When playing just for fun, use the knife or shotgun to have fun playing around. Take note that you can head shot zombies with the SPAs 12 as well as the shot gun, don't get items like first aid spray, it's a waste off your precious seconds.

Chris best bet is to equip his SPAS gun for quick kill as this gun does not need to reload unlike the Shotgun.

Room 1:

Equip the SPAS 12 gun and run to the end and kill three zombies then head up the stairs to the next room. Take note that if you turn you can't see the zombies in the 3rd person mode if you are using that but just blast away as it is auto aim to the enemies. Anyway, just keep moving forward and kill the enemies at close range.

Room 2:

If you aim, it will automatically aim to the barrel, so blast the barrel first then kill all the zombies in your path. Then kill the zombies playing dead. Take note that there's a herb to take if you want but move on if you want to get better timing to the battle game. It's best not to take things because getting A for Chris need a lot of things to be done.

Room 3:

Kill the first two bandersnatch you see. There's a first aid spray in the phone booth to get but ignore it for better timing then move on and kill the third bandersnatch and move in a L shape and exit room 3.

Room 4:

Shoot the explosive barrel to kill a zombies then move on and kill the remaining zombies. Exit this room. Note that the moment you appear, shoot, if you move you may get hit by the explosive and die instantly.

Room 5:

Get rid of the zombies near you. Then head down the stairs and kill the rest of the zombies. Then move on and head up another flight stairs and exit this room.

Room 6:

Two hunters will come towards but you can kill them fast with the SPAs 12 as it kill most enemies with one shot. Grab the green herb if you want and exit the room.

Room 7:

Kill the hunter near you and shoot the explosive barrel to kill another hunter. Then move on and kill the last hunter. Don't wait for it to come if you are going for better timing. There are also some herbs to grab here. Then head up the stairs and exit the room.

Room 8:

Shoot the explosive barrel to instantly kill all the zombies here. Then exit the room.

Room 9:

Shoot the explosive barrel here and kill all the zombies. There's one playing dead. Kill him also. Then enter the door where Chris gets his side pack in the game to exit this room.

Room 10:

Kill all the zombies and exit this room to room 11.

Room 11:

Kill all the zombies here. They are separate not in bunches so move on to kill all of them. Then go to the end of the room to exit this room. Take note there's a first aid spray near the exiting door.

Room 12:

Shoot the explosive barrel to kill some zombies and move on to kill the rest of the zombies. There's two direction to go from here:

1. The door to the left leads to the piano room in Disc 1, hit the machine to get a DIJ diary or the first aid spray or the ingrams, don't go here if you are going for good timing.
2. The other door exits the room

Room 13:

Kill a hunter near you first. Then in the lockers have a first aid spray to take if you want. Then move on and kill another hunter and exit the room.

Room 14:

Kill all the zombies here and exit the room to room 15.

Room 15:

Shoot the explosive barrel and kill the zombies and exit the room to room 16.

Room 16:

Kill all the zombies here and exit the room to room 17.

Room 17:

Kill all the bandersnatches here. Two to the right and one to the left. Take note that there's a first aid spray on the table. Then got to the left and enter the shutter and meet the boss of Chris's battle game.

Room 18:

Boss!!!!

Alexia 2nd and 3rd form:

Alexia's second form:

Difficulty: Hard

Note: She mutates rather badly like William Birkin in RE2.

Her attacks:

- Spit acid poison at you
- Use her tentacles at you
- Commands the small ants to attack you

Since you don't have much power pact guns so use the SPAS 12 on her. Move to the place where you put the dragonfly. Just keep shooting until she dies. Take

damage from the ants because they can't hurt much and the tentacles from Alexia will kill them any way.

Alexia third form:

Note: She splits from her nest and become a insect

Difficulty: Easy

She becomes a fly and moves around

Her attacks:

- Fly around
- Spit acid with fire at you

Since you don't have the linear launcher, you have to use the SPAS 12 to kill her. Move around when she spits the fire at you. When she stops, held the weapon up and point up and shoot her, Use this tactic and you will defeat her in no time.

*****End of Chris's battle game*****

Alternative Claire Redfield battle game

Well, she's has quite a powerful arsneal in her inventory,grenade launcher,AK. Very powerful weapons to take down her enemies. You wonder why it takes 10 minutes to get rank A. Well, because of her weapon are mainly short range for damaging power effect and her AK ain't quite powerful when it comes to powerful monsters. So it's quite challenging to use her in the battle game.

Best bet for Claire to get A is to use the grenade launcher on the monsters and run towards them and not waste time waiting for them to come and don't get items like first aid spray,it's a waste off your precious seconds.

Rank A: Get less than 10 mintues

Room 1:

Equip the grenade launcher with grenade rounds and run to the end and kill three zombies then head up the stairs to the next room. Take note that if you turn you can't see the zombies in the 3rd person mode if you are using that but just blast away as it is auto aim to the enemies.

Room 2:

If you aim, it will automatically aim to the barrel, so blast the barrel first then kill all the zombies in your path. Then kill the zombies playing dead. Take note that there's a herb to take if you want but move on if you want to get better timing to the battle game.

Room 3:

Kill the first two bandersnatch you see. There's a first aid spray in the phone booth to get but ignore it for better timing then move on and kill the third bandersnatch and move in a L shape and exit room 3.

Room 4:

Shoot the explosive barrel to kill a zombies then move on and kill the remaining zombies. Exit this room.

Room 5:

Get rid of the zombies near you. Then head down the stairs and kill the rest of the zombies. Then move on and head up another flight stairs and exit this room.

Room 6:

Two hunters will come towards but you can kill them fast with the grenade launcher as it kill most enemies with one shot. Grab the green herb if you want and exit the room.

Room 7:

Kill the hunter near you and shoot the explosive barrel to kill another hunter. Then move on and kill the last hunter. Don't wait for it to come if you are going for better timing. There are also some herbs to grab here. Then head up the stairs and exit the room.

Room 8:

Shoot the explosive barrel to instantly kill all the zombies here. Then exit the room.

Room 9:

Shoot the explosive barrel here and kill all the zombies. There's one playing dead. Kill him also. Then enter the door where Chris gets his side pack in the game to exit this room.

Room 10:

Kill all the zombies and exit this room to room 11.

Room 11:

Kill all the zombies here. They are seperate not in bunches so move on to kill all of them. Then go to the end of the room to exit this room. Take note there's a first aid spray near the exiting door.

Room 12:

Shoot the explosive barrel to kill some zombies and move on to kill the rest of the zombies. There's two direction to go from here:

1. The door to the left leads to the piano room in Disc 1, hit the machine to get a DIJ diary or Bow gas rounds, don't go here if you are going for good timing.
2. The other door exits the room

Room 13:

Kill a hunter near you first. Then in the lockers have a first aid spray to take if you want. Then move on and kill another hunter and exit the room.

Room 14:

Kill all the zombies here and exit the room to room 15.

Room 15:

Shoot the explosive barrel and kill the zombies and exit the room to room 16.

Room 16:

Kill all the zombies here and exit the room to room 17.

Room 17:

Kill all the bandersnatches here. Two to the right and one to the left. Take note that there's a first aid spray on the table. Then got to the left and enter the shutter and meet the boss of Alternative Claire's battle game.

Room 18:

Boss!!!!!!

Tyrant T-078:

Difficulty: Hard

Note: I don't think you can kill this tyrant, you can only incapacitate it long enough for the blue switch to turn blue and hit it for the crate to hit him off the plane.

Tyrant's attacks:

- When near, push you down with a back hand attack
- When near, delivers a karate chop, very damaging one

You will find yourself in the place where you face Alexander in Antarctica in the game walkthrough. There's a large area of space to move so make full use of it.

Best bet is to use the AK to kill the monster from FAQ range so that he can't hurt you as it's attacks are powerful and deadly. It's not advisable to use grenade launcher because it's a short range weapon and he will nail you before you can hit it. So stick to the AK, it's the better alternative. Beat the tyrant and you complete her walkthrough.

*****End of Alternative Claire's battle game*****

Claire Redfield battle game

Compare to Alternative Claire's weapons, she has a weaker arsenal. But she takes lesser time of 7 minutes to get rank A. I think it is because the boss is much weaker than the Tyrant so the time is lesser and tougher so you will need to save time and rush to do well for better grades.

Best bet is to use explosive bow gun arrows to save time as it's her best and powerful arsenal for her.

Rank A: Less than 7 minutes

Room 1:

Equip the bow gun with explosive arrows and run to the end and kill three zombies then head up the stairs to the next room. Take note that if you turn you can't see the zombies in the 3rd person mode if you are using that but just blast away as it is auto aim to the enemies.

Room 2:

If you aim, it will automatically aim to the barrel, so blast the barrel first then kill all the zombies in your path. Then kill the zombie playing dead. Take note that there's a herb to take if you want but move on if you want to get better timing to the battle game.

Room 3:

Kill the first two bandersnatch you see. There's a first aid spray in the phone booth to get but ignore it for better timing then move on and kill the third bandersnatch and move in a L shape and exit room 3.

Room 4:

Shoot the explosive barrel to kill a zombies then move on and kill the remaining zombies. Exit this room.

Room 5:

Get rid of the zombies near you. Then head down the stairs and kill the rest of the zombies. Then move on and head up another flight stairs and exit this room.

Room 6:

Two hunters will come towards but you can kill them fast with the explosive arrows and don't let them perform th high slash to damage you badly. Grab the green herb if you want and exit the room.

Room 7:

Kill the hunter near you and shoot the explosive barrel to kill another hunter. Then move on and kill the last hunter. Don't wait for it to come if you are going for better timing. There are also some herbs to grab here. Then head up the stairs and exit the room.

Room 8:

Shoot the explosive barrel to instantly kill all the zombies here. Then exit the room.

Room 9:

Shoot the explosive barrel here and kill all the zombies. There's one playing dead. Kill him also. Then enter the door where Chris gets his side pack in the game to exit this room.

Room 10:

Kill all the zombies and exit this room to room 11.

Room 11:

Kill all the zombies here. They are separate not in bunches so move on to kill all of them. Then go to the end of the room to exit this room. Take note there's a first aid spray near the exiting door.

Room 12:

Shoot the explosive barrel to kill some zombies and move on to kill the rest of the zombies. There's two direction to go from here:

1. The door to the left leads to the piano room in Disc 1, hit the machine to get a DIJ diary or ingrams, don't go here if you are going for good timing.
2. The other door exits the room

Room 13:

Kill a hunter near you first. Then in the lockers have a first aid spray to take if you want. Then move on and kill another hunter and exit the room.

Room 14:

Kill all the zombies here and exit the room to room 15.

Room 15:

Shoot the explosive barrel and kill the zombies and exit the room to room 16.

Room 16:

Kill all the zombies here and exit the room to room 17.

Room 17:

Kill all the bandersnatches here. Two to the right and one to the left. Take note that there's a first aid spray on the table. Then got to the left and enter the shutter and meet the boss of Claire's battle game.

Room 18:

Boss!!

Nosferatu (Alexia and Alfred's dad)

Difficulty: Normal

Note: He's been injected with the T-veronica virus which gives him almost the same power as Steve the Tyrant and Alexia Tyrant.

This boss will mutate with two tentacles and some change to the body.

His attacks:

- Delivers some poison powder over a certain range
- Uses the tentacles to hurt you

Just avoid him as you confront him at the same area you face him in the game walkthrough, run around and deliver the explosive arrows to him and you will beat him and complete this battle game.

*****End of Claire's battle game*****

Steve Burnside's battle game

His weapons ain't powerful but fanciful. Like the sub machine guns can be spray in full auto as it has infinite bullets. The two gold lugars can head shot zombies if you are accurate. It's takes about 15 minutes to get rank A, but it's difficult because the boss has quite a long life and his arsneal ain't quite powerful to kill the monsters like hunters so it's also another rush battle game to get rank A so to speak.

Best bet is to use sub machine all the way and rush all the way as waiting takes off time off your battle game.

Rank A: Less than 15 minutes

Room 1:

Equip the sub machine guns and run to the end and kill three zombies then head up the stairs to the next room. Take note that if you turn you can't see the zombies in the 3rd person mode if you are using that but just blast away as it is auto aim to the enemies.

Room 2:

If you aim, it will automatically aim to the barrel, so blast the barrel first then kill all the zombies in your path. Then kill the zombie playing dead. Take note that there's a herb to take if you want but move on if you want to get better timing to the battle game.

Room 3:

Kill the first two bandersnatch you see. There's a first aid spray in the phone booth to get but ignore it for better timing then move on and kill the third bandersnatch and move in a L shape and exit room 3.

Room 4:

Shoot the explosive barrel to kill a zombies then move on and kill the remaining zombies. Exit this room.

Room 5:

Get rid of the zombies near you. Then head down the stairs and kill the rest of the zombies. Then move on and head up another flight stairs and exit this room.

Room 6:

Two hunters will come towards but you can kill them fast with the sub machine guns and don't let them perform the high slash as it will damage you badly. Grab the green herb if you want and exit the room.

Room 7:

Kill the hunter near you and shoot the explosive barrel to kill another hunter. Then move on and kill the last hunter. Don't wait for it to come if you are going for better timing. There are also some herbs to grab here. Then head up the stairs and exit the room.

Room 8:

Shoot the explosive barrel to instantly kill all the zombies here. Then exit the room.

Room 9:

Shoot the explosive barrel here and kill all the zombies. There's one playing dead. Kill him also. Then enter the door where Chris gets his side pack in the game to exit this room.

Room 10:

Kill all the zombies and exit this room to room 11.

Room 11:

Kill all the zombies here. They are separate not in bunches so move on to kill all of them. Then go to the end of the room to exit this room. Take note there's a first aid spray near the exiting door.

Room 12:

Shoot the explosive barrel to kill some zombies and move on to kill the rest of the zombies. There's two directions to go from here:

1. The door to the left leads to the piano room in Disc 1, hit the machine to get a DIJ diary or MP-100s, don't go here if you are going for good timing.
2. The other door exits the room

Room 13:

Kill a hunter near you first. Then in the lockers have a first aid spray to take if you want. Then move on and kill another hunter and exit the room.

Room 14:

Kill all the zombies here and exit the room to room 15.

Room 15:

Shoot the explosive barrel and kill the zombies and exit the room to room 16.

Room 16:

Kill all the zombies here and exit the room to room 17.

Room 17:

Kill all the bandersnatches here. Two to the right and one to the left. Take note that there's a first aid spray on the table. Then go to the left and enter the shutter and meet the boss of Steve's battle game.

Room 18:

Boss!!!

Big Gulp worm

Difficulty: Easy

Note: It appear in the military training facility when Claire enter the area.

It's attacks:

- Diving into the ground and gets up with a quick dive at you
- Diving into the ground and gets up and rises and prepare to dive with much force into the ground

You will face the boss at the place where Rodigro died in the game wlkthrough at the begining of Chris's game in the island. Just run around and when it rises, use the sub machine gun to damage it and then run around again so that when it rises it won't be able to hit you. Use this tactic of running around and damaging it whenever it rises from the sand in the ground and you will beat it and complete his battle game.

*****End of Steve Burnside's battle game*****

Albert Wesker's Battle game

Well, the key to his game is surviving in this battle game. He has the weakest arsneal game just like Tofu in RE2. He has only a knife to start with but he can take some damage before he is injured. Take everything in sight like the herbs to the first aid spray as you will need the to survive. When using his knife, slash zombies at the legs to trip them and slash their body to kill them off. Be sure whe they fall off don't be near them as they can still bite you.

Ways to take down hunter:

Just take damage from it and be near it so that it won't high slash you. Never run from it as it will chase you and use the high slash on you

Ways to take down the Bandersnatch:

Just slash the part where it does not have an arm and kill it.
Or just run around it and backstab it as it has a slow reaction speed.

Use the barrels to your advantage:

Wait for the zombies to come, as you take them down one by one as the barrel provides a hinderance.

Rank A: Complete the battle game

Room 1:

Equip the knife and run to the end and kill three zombies then head up the stairs to the next room. Take note that if you turn you can't see the zombies in the 3rd person mode so you need to lure them to come.

Room 2:

Run along and kill all the zombies by slashing their legs to finish them off. Then kill the zombie playing dead. Take note that there's a herb to take if you want but move on if you want to get better timing to the battle game.

Room 3:

Kill the first two bandersnatch you see. Slash them where the part it does not have arms because it can't hurt you or run around it and slash it because it has a slow reaction speed. There's a first aid spray in the phone booth to get but ignore it for better timing then move on and kill the third bandersnatch and move in a L shape and exit room 3.

Room 4:

Slash the zombies near you zombie and kill it and then move on and kill the remaining zombies. Exit this room.

Room 5:

Get rid of the zombies near you. Then head down the stairs and kill the rest of the zombies. Then move on and head up another flight stairs and exit this room.

Room 6:

Two hunters will come towards you and be near them and take damage and knife them as you are near them, they won't use the high slash damage. Grab the green herb if you want and exit the room.

Room 7:

Kill the hunter near you. Then move on and kill the second hunter. Then move around to kill the last hunter. Don't wait for it to come if you are going for better timing. There are also some herbs to grab here. Then head up the stairs and exit the room.

Room 8:

Stay near the explosive barrel and kill all the zombies here. Then exit the room.

Room 9:

Don't care about the explosive barrel here and kill all the zombies by slashing them with the knife. There's one playing dead. Kill him also. Then enter the door where Chris gets his side pack in the game to exit this room.

Room 10:

Kill all the zombies by slashing their knees to trip them and kill them off and exit this room to room 11.

Room 11:

Kill all the zombies here. They are separate not in bunches so move on to kill all of them. Then go to the end of the room to exit this room. Take note there's a first aid spray near the exiting door.

Room 12:

Go near the explosive barrel and knife the zombies. There's two direction to go from here:

1. The door to the left leads to the piano room in Disc 1, hit the machine to get a SPAs 12, don't go here if you are going for good timing.
2. The other door exits the room

Room 13:

Kill a hunter near you first. Then in the lockers have a first aid spray to take if you want. Then move on and kill another hunter and exit the room.

Room 14:

Kill all the zombies here and exit the room to room 15.

Room 15:

Don't care about explosive barrel and kill the zombies slashing their knees and exit the room to room 16.

Room 16:

Kill all the zombies here and exit the room to room 17.

Room 17:

Kill all the bandersnatches here. Two to the right and one to the left. Take note that there's a first aid spray on the table. Then got to the left and enter the shutter and meet the boss of Wesker's battle game.

Room 18:

Boss!!!

Move up the stairs to trigger a FMV of the game walkthrough earlier and face her after the FMV.

Boss: Alexia Tyrant

Note: She changes and becomes like her dad, a powerful tyrant

Difficulty: Normal

Her attacks:

- Throw flames at you
- Get near you and strangle you to death

Equip the SPAs 12 and pump 6 bullets to kill her to complete the game or else you will need to back stab her which must be fast and beat her and complete Wesker's battle game.

*****End of Albert Wesker's battle game*****

7. Legal notes

CVX7

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|Web masters Take note:|
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|Readers take note|
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If you find the FAQ a bit too long, feel free to save it in your hard drive but do not plagiarize and modify this FAQ and claim it it's yours or alter it and then put it on some game websites and claim it as your work and also sell off to other gamers.Feel free to print it out for your personal reference only.Thank you.Any readers notice this FAQ is placed in other website without my approval please sent to be by email for your kindness will be thankful.Yeah one last note,always go to the gamefaqs for the lastest version of the game as the site will always be the first to be updated.You may not incorporate any part of this FAQ into your own guide without obtaining my express written permission.This FAQ is updated and maintain by Thanos rulzs alone and this is an unoffical FAQ created by me and I am not involve with Sega whatsoever so DO not email questions about them.

8. Contact info

CVX8

Any comments or strategies or anything I have left out, please drop me a mail at maxidestroyer@hotmail.com. You will be credited and please don't be annoyed when I don't reply because I quite busy at school at times. Thanks for reading this guide. And don't give stupid questions or I won't answer them. Once again, thank you for reading this guide.

You also can post at my forum at www.members4.boardhost.com/Thanos. Thank you and please be polite if you have posting on forum or emailing to me.Take note that I'm changing email soon and do if you want to contact me,drop me a mail

and I'll give you my email address. If you plan to give constructive criticisms, DO NOT bash the FAQ, just plain suggestion or email will be ignore. Yeah one more thing, do not ask me about rom stuff and cheats as I won't reply to the email.

=====
Emails I will take:
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- Constructive criticisms

Yes, it must be valid, don't tell me to revamp the whole FAQ or what i have stated above before i write a walkthrough will not be tolerated. and don't give silly remarks with points to start from, i think it's stupid, just give plain suggestion will do.

- Boss strategies

Needless to say, i look forward to what strategies you have up your sleeve.

- Any things I miss out

Yes, i like people coming forward to point out my mistakes, as well as things i have overlook, but what i can't stand is flame mails as i find these bastards immature and i pity them as they must have switch brains with donkies rather to be rational human beings.

- Requesting the FAQ to put on certain website

Well, very simple, if i reject you, please do not harrass me or else i will block your mail and never ever consider putting on your website again.

- Questions regarding the gamefaq

Normally i will tolerate some questions that's answered in the FAQ, try to find it by using ctrl+F method.

- Useful information

Anything that will help this guide to be a success are welcome, such as character stats, weapon strategy, you know, that kind of stuff.

- Subject heads and English mails

I can only read english unless you plan to sent in chinese mails, i will also welcome it. Any language sent to me besides english and chinese will be removed instantly to the trash can. Please also have subject heads in your mail

- Be polite

It nevers hurts to be a nice guy, doesn't it? If you are polite enough, i will help you in whatever way i can.

=====
Email I will not take:
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- Spam mails and hate mails and also Kleez virus mails

Any clowns who plan to flame or sent hate mails will not be tolerated.I can't stand donkies without any sense of IQ who rather sent retarded mails rather than constructive ones.One more thing,i will instantly delete any spam mails as well as any 100k mails sent to me and block them.It fills my mail box up and i hate those mails as i have some important mails in my mail box.

- Stupid questions which is irrelevant to the game FAQ

Yes,even if it's story plot,i hate sending mails talking about them.If you are interested,go to the gamefaqs board and discuss about them.I will also reject any question irrelevant to the FAQ.

- Useless information

Speaks for itself,any useless mails end up in the trash can.

- Sent FAQ to you

Stop being lazy and request this faq to be sent to you via email.Get your lazy bum and click right and select all and open a notepad to paste it in.Sent this mail to me and i will block your mail and boycott your email asking for help.

- Ambigious mails

I hate readers sending unreadable mails to me,I can't second guess what you are trying to say,so please keep those short form languages to yourself and friends.Remember I am not a mind reader as well as a fortune teller.

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9. Credits CVX9

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For this gamefaq to be completed,i wouldn't have done it with the great help from this people who I express my gratitude to:

- Myself

Doesn't hurt to credit myself right?

- CjayC

For being kind enough to accept this walkthrough

- The other webmasters who host this FAQ

They are also nice guys who accept this FAQ.

- D W

For correcting me on the wesker's battle game

This document is updated and created by Thanos rulzs

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