

# Resident Evil Code: Veronica X Complete FAQ/Walkthrough

by ChandooG

Updated to v0.0 on Jan 10, 2004

The one's for the GameCube owners....

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NOTE : The GameCube Version of this game is exactly similar to the other two versions of the game so you wont be spotting any major differences in this walkthrough compared to the PS2 version FAQ.

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#
# RESIDENT EVIL CODE VERONICA X / BIOHAZARD CODE VERONICA COMPLETE #
#                               FAQ / Walkthrough                               #
#                               By Adnan Javed                               #
#                               Alias AJ                                       #
```



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VERSION HISTORY

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NOTE : The GameCube version of this game is EXACTLY like the PS2 version there is NO difference in gameplay and story at all, so dont be mailing me about the differences or anything like that.

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GUIDE  
INFORMATION

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Game name : Resident Evil CODE : Veronica X  
System : Gamecube . Also compatible with the PS2 and DC version of the game.  
Guide size : 290 kb  
Version : First and final  
Coments : I AM THE BEST !!

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INTRODUCTION  
TO  
RE : CVx

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Residnet evil Code : veronica, well what more can i say about this game then sheer excellence, this game was first released on sega's 128 bit console in early 2000. At that time the DC was the best console around and capcom used its power to advantage, this game was miles better in graphical terms then other Resi evil games also this was one of the best DC games when it was released Infact it still comes int the top 10 DC selling games of all time. This game was also given the title for the best DC game ever by alot of retailers.

In short CV see's the return of 2 of the most important RE characters of all time, maybe that is one of the reasons it sold so well. The first of those 2 character is none other then our favourite hero of all time, mr chris redfield, this will be his first outing after the original Resident evil and he's in for the ride of his life cause he has to save claire before anything bad happens to her. The second of the 2 returning characters is the evil and awesomly cool albert wesker. He was presumed dead after the mansion incident, but somehow back from hell wesker is in this game, and he's not your normal human

anymore, he's gained superhuman powers , what is he doing on this island and how did he got the way he is right now, all these answers lay in the game.

CV was put on 2 DC disks and it was a large game, but then came the time for the PS2's release and capcom decided that they would port this awesome game to the Ps2 to keep the sony fans happy. But this wont just be a straight port, they decided to name it CV: Complete in japan and CVx in the rest of the world. The new vesion of the game was just like the old one but it featured 3 new cutscene which were regarding the character of albert wesker, CVx also came with the infamous " WESKER'S REPORT " What was made by capcom to clear up those little plot thing's.

All in all CVx sold well on the PS2 just as much as it did on the DC, the graphics were a little improved in the PS2 version and because of the DVD the loading times were reduced, the CVx DVD also came with a Devil may cry demo so it was double the fun for the retailers.

This was the first RE game which came with full on 3D back grounds, meaning that no more static camera's and enemies and player models look better then ever before, the enviroments are more interactive then before and monsters can come through doors and windows due to the graphical power.

Also there is the famous battle game in this game which can let us play as albert wesker himself, ok he may be only in the battle game but still players were thrilled to play as wesker, also the battle game is actually the most fun minigame in all of RE series.

Now that the main story RE games have become exclusive to the NGS capcom have announced that they would also release CVx to the GC, we'll have to wait and see what new scary surprises capcom add's to the GC version of the game.

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Update the GC version of the game is no different then any other version of this game so far so all the people who thought about somethin new are left disappointed again.. Sorry

FROM  
THE SURVIVOR'S GUIDE

Released first on Sega's Dreamcast; Code Veronica was the first RE game in the series to finally use a fully 3d environment rather than 2d rendered backgrounds. This enabled the game to change camera angles on the fly without loading a new screen. The graphics of course were stunning, taking full advantage of the DC's advanced rendering hardware. In fact the in game footage looked better than the cinematics featured in previous titles, the actual non in game movies in CV looked spectacular!

Unlike the previous games where monsters are just standing there when you enter a room, CV's new 3d environments had the ability of having enemies emerge from under buildings or climbing up into view from a level below. With the Matrix in theatres and akimbo guns becoming the style for action, Capcom included the ability to have a gun in each hand firing in multiple directions.

Claire Redfield will once again find herself face to face with the undead creations of Umbrella. Trapped on a secret Umbrella military facility she's once again battling hordes of undead creatures. With the help of Steve Burnside a fellow prisoner they must find a way to escape death.

FROM  
CAPCOM

EVERYTHING YOU FEARED...AND MORE

Experience the most terrifying chapter in survival horror on the PlayStation® 2 computer entertainment system. After narrowly surviving the horrific onslaught in Raccoon City, Claire Redfield now seeks clues in search of her missing brother, Chris. To her horror, she discovers Umbrella Corporation's insidious activities are not isolated to the remote, mid-western city. No. Something much larger is going on here. Flesh-eating zombies and horrific beasts haunt Claire's every move. Just how far does this twisted conspiracy extend? What is Umbrella Corporation really up to? And who is behind this bio-tech terror?

Game Features:

- The survival horror classic on the PlayStation 2 Computer Entertainment System
- Everything you feared and more!
- Added never-before-seen cut scenes

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STORY

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In the raccoon city incident claire redfield managed to escape alive with 2 of the survivors, an officer named leon kennedy and a little girl named sherry, soon after their escape leon and claire got in an argument and leon asked claire to leave them both and go and search for her brother, claire reluctant at first then agree's to leon and leaves the two of them and steps into the wilderness.

3 months after the raccoon city incident claire got an anonymous tip that her brother was somewhere in the umbrella facility in there paris branch and she goes over there to investigate. That is where our story begins, claire find everything dark around her when suddenly a soldier removes a bag from her head, he tells claire her serial number and then another soldier hits claire with the butt of his gun and claire

falls down.

Her eyes close and she remembers how she got here, she infiltrated the paris facility but she was spotted and the guards started to give chase to her in the long hallways, at the end of the hall claire spots a chopper about to shoot at her, she does a sneezy move and avoids the chopper while the 2 guards eat the bullets. Claire runs through another long hall avoiding the gun fire and jumps out an open door down some stairs, where she comes across a dozen troopers. She spots a barrel of flammable liquids behind them and does another cool move and empties her gun in the barrel.

Suddenly anothe guard comes behind claire and captures her, claire's gun doesnt has any ammo and she is captured, her eyes open in the rockfort island prison cell, unknown to claire the T virus has spread here too, the same guard lets claire out of the cell but warns her that she has no chance of escaping.

Later on in the game chris redfield attempts to find her sister at rockfort island after leon kennedy forwards a message claire sent him through the facility connection. Unknown to chris that by the time he reaches rockfort claire has already left for antarctica, but also that someone is waiting on rockfort especially for chris, someone who calls himself a ghost from the past who's come back to haunt chris. Wesker.

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Long stort short CV is the continuing adventure of one claire redfield in search for her missing brogher chris redfield, she is cought and trapped on the rockfort island facility, she must find a way to escape while avoiding the deadly traps of the island, the ending half of the game will see the return of chris redfield, STARS member and everyone's favourite hero. This game also see's the return of Albret wesker, play the game to find his story.

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#### CHARACTERS

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Note : The description in # decription # is given by capcom.

#### CLAIRE REDFIELD :

We first saw claire during the raccoon city incident where she came to raccoon city to find her brother chris redfield, the hero from the original Resident evil, but clarie ran into a young officer named leon S kennedy there, she found out eventually that chris was not in raccoon city anymore by reading his diary, after that leon and claire barely managed to escape the city alive, leon ordered claire to go and find her brother and so claire does in this game, she infiltrated the umbrella facility to find her brother but she was cought and send to rofkfort, in rockfort claire is set free by the same guard she was cought

by, now claire must find allies on the island and find a way to escape while avoiding any confrontation from the master of the island.

Claire is just a college girl at first sight but there's more to her than we see. All in all claire is a nice person and she cares for everyone else she meets, she loves her brother more than anything else and as we have already seen, she would risk even her own life to save anyone else in danger, claire doesn't get scared that easily and she's the only woman i've seen who rides a harley.

### She went to Raccoon City in search of her brother Chris. Immediately she became involved in a series of eerie incidents engineered by the Umbrella Corporation. Teaming up with rookie cop Leon, Claire saved Sherry from the G-virus infection, escaped and headed to Europe, following up on clues about Chris. Caught by Umbrella, she is sent to the corporation's prison on an isolated island in Resident Evil Code: Veronica X.

Claire is a light-hearted and articulate modern woman. Her intelligence and optimism combine to make her both worldly and keenly aware of her surroundings. While Claire is somewhat of a tomboy at times, she is very attractive and retains very feminine qualities. Her demeanor softens considerably when she deals with children. She can also be described as somewhat of a wild girl. Both extroverted and self-confident, she is typically the first to try things many others would not. With her strong opinion on most issues, she can come across as quite sarcastic. ##

CHRIS REDFIELD :

Chris is the hero of the infamous mansion incident, he was originally a pilot in the US Air Force but he was kicked out due to his rash behaviour, but a man named Barry Burton saw his talent and recruited the young Redfield in the newly formed STARS branch of Raccoon City. Soon after the STARS were formed strange occurrences started to happen around Raccoon and the STARS were sent to investigate the stronghold of these disturbances, the mansion incident takes place and Chris is one of the only few survivors. Once they return no one believes their stories and then the remaining STARS decided to head out for the Umbrella HQ in Europe.

Chris was working on his part against Umbrella but unknown to him he has been under surveillance by Umbrella ever since the mansion incident, and Claire discovers this in the course of the main game, now Chris gets an email from Leon Kennedy in which he informs Chris that his sister was looking for him in Rockfort Island, Chris takes the coordinates and heads over to Rockfort, there he finds out that his sister has already left for Antarctica, and Chris also finds an old friend on the island, can he save his sister ?!

Chris is a rash man who has a roddy attitude and sometimes he can go out of his limits to do what he wants to do, that is why he was kicked from the Air Force, but Chris cares for his sister more than anyone on the planet, guess it runs in the Redfield genes.

### A member of the S.T.A.R.S. Alpha team. After being kicked out of the Air Force, Chris became a drifter until he met Barry Burton. Barry recruited him for S.T.A.R.S and then got him reassigned to a smaller unit at Raccoon City headquarters to prove himself quickly. After he escaped the mansion with Jill, Rebecca and Barry in Resident Evil, he rescued his sister Claire from Antarctica in Resident Evil Code: Veronica ###

STEVE BURNSIDE :

Steve burnside is one of the prisoner brought to rockfort alongside claire, claire meets him very early on in the game, steve is a rash kid at first and he doesnt care for anyone else but himself, and he thinks that guns are more reliable then any human beings, but soon afterwards in the game, he tells claire the reason why he was on the island in the first place, his father used to work for umbrella but he was cougth selling information to the highest bidder, they shot steve's mother at sight and took steve and his father prisoners on the island.

Steve has to kill his father later on to save claire's life, after that incident steve attaches himself mentally to claire and his mission becoms to make sure that claire remains safe, eventhough he is a boy still but his skills when it comes to guns and machines is unmatched, steve saves claire's life many a time in the game and he actually falls in love with claire during the course of the game, but later on in the game he tries to kill claire after something horribly wrong happens.

All in all steve is just a normal teen boy trapped in the deathmaze along with claire, there is a little part in the story where you can actually control steve for a while, he likes to waste alot of ammo and killing zombies and monster makes him happy, the only time when he's freaked out in the game is when he finds out alfred's little secret.

Steve's voice may seem a little bit on the annoying side to most of the gamers and his attitude and his style also seems a bit awkward at first but after steve shoots his dad he gets more and more improved and serious by the minute. Steve's just a teenager so i guess we can cut him some slack.

### Despite being young and often reckless, Steve is a good kid at heart. He has mixed feelings about his family, and his motivation remains wrapped in mystery. He was captured along with his father and held in the Umbrella prison on an isolated island. During a raid by an unknown organization, he escaped in the chaos. Steve meets up with Claire in Resident Evil Code: Veronica X. ###

ALBERT WESKER :

" A ghost from the past coming back to haunt your dear brother "

This is how wesker introduces himself in this game and his words are exactly right, considered dead after the mansion incident wesker makes his return in CV, but what are his plans. Wesker was the leader of the STARS team which went to investigate the mansion incident, but unknown to anyone else wesker was working for umbrella at that time, during the course of the mansion incident wesker decided to betray umbrella and with the help of his partner in crime birkin, he intended to fake his death, with a virus which will resurect him a littel while later and give him superhuman powers, but his plans for the tyrant were foiled by chris redfield and wesker has been looking for revenge all this time.

Now wesker came here to the rockfort facility to find alexia because wesker knows about the existance of the T-veronica virus and its his force that attacks the island in the beginning. Wesker finds out that claire is on the island and he confronts her but he also knows that chris will come there too so he leaves her

and waits for a showdown with chris, later on in the game wesker eventually comes face to face with alexia, but will he get what we came here for ?

Albert wesker was the leader of the STARS Alpha team. After the bizzare murders started to happen in the raccoon forest area wesker was the one who sent the BRAVO's to the forest in the first place, but unknown to the BRAVO's wesker has his own plans, while the BRAVO team is getting killed one by one wesker is sitting with his friend William Birkin and he is making his own plans about what to do with umbrella.

Wesker's story is that of a sadistic mind, he doesnt care for alot of people in the world and he isnt afraid of killing anyone for his reasons. After wesker was sure that the BRAVO team is dead he sends in the ALPHA team and goes in with them, during the course of the mansion incident wesker reveals his own plans to jill valentine and chris redfield, two members of the ALPHA team. But wesker is killed by his own creation and presumed dead until chris meets him in december at rockfort base.

###Wesker excelled inside the S.T.A.R.S. organization and led the Alpha Team in Resident Evil. Viewed by many as a "cool guy,", Wesker was recruited by a headhunter for his sharp insight. Although he founded the S.T.A.R.S. unit in Raccoon City, he was really spying on Umbrella. He was nearly killed by Tyrant and injected himself with the T-virus which made him all-powerful. In Resident Evil Code: Veronica X, he escaped the destruction and now remains at large. ###

ALFRED ASHFORD :

Alfred ashford is the man incharge of the rockfort prison facility and he's the only sole survivor of the ashford family after her sister died in a lab accident some years ago alfred doesnt want anyone to know this and he creates an illusion that his sister is still alive, and to keep that illusion he goes as far as dressing up like his sister and all. This act will definetly be a reminder of Norman Bates from the psycho movies. Alfred is a sick twisted man and he is hunting for claire because he thinks that the people who attaced the island are with claire, but claire has no idea what he's talking about when they first meet. Alfred is a coward in real and he only shoots behind claire's back and then runs away. The best bit with alfred comes when he see's himself in the mirror.

###One of the inherited owners of Umbrella living on the desert island compound. He releases his sister from her deep freeze after years of not being able to cope with her "disappearance". Delusional and mentally unbalanced. ###

ALEXIA ASHFORD :

Alexia ashford was thought dead by the people but the truth is that she performed an experiment on herself and put herself in 18 years of cryogenic sleep, but the final cries of alfred cause her to wake up and the first thing she does is get revenge from claire and steve for killing his brothe, alexia is a gorgeous women but not only that she's a born genius. She

was employed by umbrella only at the age of 12 and she discovered the terrible secret behind her and her brother's birth, alexia is the one who performed the wicked experiment on her father but now she must perform that experiment again, on steve, while avoiding the attention of wesker and taking care of the intruder chris. Alexia is so smart that she even figured out a way of how she can manipulate the powers of the T veronica virus and use them to her advantage, according to her calculations she needed to be kept in containment with the virus for 18 years for the process to work. Now her years are over and she is once again alive and well, but now she has also managed to cope with the powers and during the course of the game we will see her become a monster at her will.

###The first of the twins born through Alexander's experiment. At 10 years old, she becomes a head researcher at Umbrella. Later carrying a rare strain of the T-Veronica virus, she's frozen for a number of years in order to increase the virus's strength. She's awoken by her brother Alfred, only to find herself stronger than ever. She begins spreading her virus to the rest of the world. ###

RODRIGO JUAN RAVAL :

Rodrigo is the same soldier who captured claire in the paris area and he is the same soldier who lets her out, because rodrigo is a nice man and his nature is similar to mikhail's from Re3. He's just a good guy working for a bad company he lets claire out but warns her that she has no chance of getting out of this place, in gratitude claire finds her medicine and saves his life because he is a patient of hemostatic medicine. Later on chris also finds him and rodrigo tells her of claire's whereabouts, extremely helpfull and he also hands over chris the lighter he got from claire, chris thanx him but rodrigo doesnt live long after that to rethank him.. why.. ? play the game.

Rodrigo didnt get as much game footage as he was supposed to in the original game, the developers had plans for a mini game which would start in rodrigo's home village and the main playable character would be none other then rodrigo himself, but in the end game capcom decided to scrap that game and instead we now have the infamous battle game tm .

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CONTROLS

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These are the default controls for the GameCube version of this game there are two more types of controls which you can choose if you dont feel comfertable with these controls.

## GAMECUBE CONTROLS

START : Open options menu  
Control-Stick : Same as Ps2 L3 stick  
Pad up : Move character forward  
Pad down : Move character backwards  
Pad left : Turn character left  
Pad right : Turn character right  
Stick : Auto turn  
A : Fire weapon, make decisions, check items  
B : Cancel decisions, run  
X : No use  
Y : Inventory screen  
Z : Map screen  
R : Raise weapon to attack  
L : Change the target if auto aim is enabled

## DREAMCAST CONTROLS :

X = action button, fire shot, take items, confirm decisions  
A = run forward with D pad held, also cancel decisions  
B = inventory screen/statue screen, exit status screen  
Y = show map  
R = aim weapon ( keep the button pressed )  
L = change target ( if autoaim is enabled and aim is held )  
START = Options screen, pause game, skip FMV's and scenes  
Analod pad = Move character, cursor in options menu  
D pad = Move character, cursor in options menu.

## PLAYSTATION 2 CONTROL :

X = action button, fire shot, take items, confirm decisions  
CIRCLE = run forward with D pad held, also cancel decisions  
TRIANGLE = show map  
Left analog stick = Move character, cursor in options menu  
Right analog stick = Display inventory screen by pushing down  
R1 = aim weapon ( keep the button pressed )  
R2 = change target ( if autoaim is enabled and aim is held )  
START = Pause game, go to options menu  
SELECT = Skip FMV's and scenes.

( ` ' . , \_ . ' )

ENEMIES

AND

BOSS

BATTLE's

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## NORMAL ENEMIES

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### Zombies

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

### Cerberus

This is proof that the T virus also affects animals, these are the dogs which have turned vicious due to the virus, their flesh is hanging over their bodies, they move pretty quick but their attacks wont do a lot of damage, easily killable by the knife if there are only 1 or 2 around, otherwise use you're gun. Once you shoot a dog he falls down for a few seconds and gets up after a while, that is the time to keep on shooting it while its still down and they'll soon die.

### BATS

CV is the first game to introduce bats to the RE series, but these things are exactly alike the crows from the other Re games, but unlike the crows they can damage the player good it not shaked away, the best thing to do with them is to just run away or if your playing as claire and have the lighter then equip it and they will all scatter away, no need to shoot at them as it will just waste ammo, so running away is the final choice.

### BANDERSNATCHERS

These are a completely new addition to the RE series and a good one at that, looking more like rubber men then anything else , bander's have only one long arm but that one arm has a long long reach and they can also sometimes swing over things to reach their target, the best thing to deal with them is to use the grenade launcher with flame rounds because they are surprisingly weak to flame, only claire will find them, chris has to face only one after the encounter with wesker, its raelly hard to run away from them so its best to waste one when you see them..

### HUNTERS

The hunters make another successful appearance in this game and once again take the title of the most annoying enemy in the game, this time they have put the gorilla like hunters back in the game, not the small weak one's from Re3, but the big one's from the original RE. Only Chris can face these hunters, but damn they kick ass, this time it's Wesker who unleashes the hunters on Chris after a scene, keep in mind that hunters are very very fast as well as agile, so it's best to take them out with an equally fast gun, namely the submachine gun, or if there's a single hunter in the area then the shotgun will be able to do the trick, but don't start reloading when hunters are around, they can still do that single head-taking off attack just like before. But hunters don't just show up, see the machines Wesker unleashed, if one of them sees Chris then a hunter is released. Brings back old memories.

#### SWEEPERS

These are a new form of hunters, these are the same in all other ways the only difference here is that they are purple in color and have poison, yes that's right poison, if they claw you then Chris can become poisonous use the same strategies as the normal hunters.

#### SPIDERS

These wicked things also make a return in CV, but this time they have been robbed of their poison, the best thing to do against them is again, run away, because they are too slow and they can't catch you and it takes them a lot of time just to turn around, so while they are still turning around looking for the player you should simply say aloha and run away from them, or otherwise if you want to kill them make sure you use a gun like the grenade launcher and aim for their front part, even when they die you can sometimes get hit by their moving legs so it's best to be careful.

#### ANTS

Chris comes across these ants later on in the game near the ending parts, just like the bats these are small nuisances and aren't important enough to be shot at so it's just better to run away from them, or it's just more better to run over them, but that would make Alexia really really mad.

#### BABY ALBANOID

When you're playing as Chris you'll come across these things in one of the rooms, when they touch you they shock Claire a little bit but their damage is not that much and again like all the other smaller enemies it's just better to run away from them and no firing or wasting of ammo here too.

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#### BOSS BATTLES WITH BRIEF DESCRIPTIONS

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## TYRANT :

### Description :

This is going to be your first boss battle of the game, no resident evil game can be complete without a tyrant in it, even though this tyrant looks more like a cross between the tyrant from the first resident evil and MRX from resident evil 2. Still this is one of the hardest boss fights in the whole game and your going to fight this boss more then once. The second time however there is a particular strategy for beating it.

### Strategy :

Now after your game has been saved head through the door at the side of the item box, you'll see another scene in which claire see's that the tyrant has gotten onboard the plane and now your first kick ass boss fight begins.

Ok so if you are playing the game in easy mode then this wont be a problem for you, just aim with the rocket launcher and fire one rocket into the tyrant, then head to the catapult button and press it and your fight is already over before it even began. But if your playing the game in normal mode then this will be a slightly diff ball game, equip your bowgun with explosive darts, now fire all of your darts from where you start the room, i mean all of your darts. As soon as your finished hope to god that the tyrant is weak and press the catapult button, if it doesnt work the first time then take out your grenade launcher and fire off the remaining grenades and then press the button, now the tyrant should definetly die, this fight can be both easy and very hard according to the player skills.

## NOSFERATU :

### Description :

This is what happened to alexia and alfred's father, this is alexander the man who created his children, after his own children discovered how they were born they took revenge from their father in a horrible way. Alexia who was the smarter of the 2 sibilins stated to experiment on his father with the new T Veronica virus and the results turned him into a huge monster, the kids somehow managed to lock the monster up in the basement of the antarctica facility and they managed to blind fold it too.

### Strategy :

This battle will be hard for those of you who are playing the game in easy mode cause there wont be any rocket launcher to help you, instead use up all of the magnum's round, if it doesnt die even then then use the assault rifle, make sure that you stay as far away from him as possible cause he can poisoin you and it will affect chris later on. If your playing the game in normal mode then take out alfred's sniper rifle. This part is a little hard but if your a good aim then aim for his large heart, only one straight shot to the heart and the battle will be over, if you dont manage to hit the heart then take out any weapon with ammo and start shooting at nossy from afar. If that doesnt work aswell, then take out your knife and head into nosferatu and start cutting his heart. Soon the battle will be over one way or the other.

## GIANT WORM. AKA. GULP WORM.

Description :

This worm is quiet similar to the grave digger from resident evil 3. Its not that big of a thing to beat its just a huge worm which you can only find in the militart training facility as claire, but later on when your playing as chris this worm will come up out of nowhere and eat rodrigo in whole, its not that hard to beat this boss.

Strategy :

First things first, dont even try to kill this thing if your playing the game as claire. Now you have to fight the large worm, the easiest and the only pattern to kill it is to wait till it shows itself then let a rip with the guns you have, the best thing here is the bowgun rounds, otherwise use about 20% of the rifle and it will die, or use a few of the flame grenades, if you dont have any then just shoot with about 30 glock rounds and the battle will be over. There are some handgun rounds in this room.

ADULT ALBANOID :

Description :

This is what you get when you make a cross between a salamander and the T virus, but the interesting part is that this thing can shock you aswell, this is the little albanoid you saw when playing as claire, but by the time you see it as chris its already mutated into a large version of what it once was, but its also guarding something important behind it, you either need to kill it or outsmart it to reach that item.

Strategy :

Here you'll have another boss fight, its the same little albanoid which claire found, but it aint no little anymore, its reached maturity in the span of a few hours.

Now there are 2 methods of finishing this battle, one is the sure but slow method, the other is the quick but risky method, if you want to go sure then this is what you do , as soon as then fight starts equip your grenade launcher or the submachine gun if you have it, then wait by the edge of the water for the albanoid to come close, as soon as it comes close and rises shoot it with a grenade or submachine ammo, now continue this pattern each time he comes close, and after some time it should be dead, when the thing is dead head in the water and take the eagle plate then quickly head out the water.

The other method is risky but its gonna make this battle alot shorter make sure that you have some full healing items with you, now quickly enter the water and make your way to the eagle plate, you will get shocked some times, for every second time that you are shocked use a full healing item cause it takes you to danger, quickly grab the plate and make your way out of the water, and the battle is over . capiche.

GIANT SPIDER aka BLACK TIGER :

Description :

Exactly like the large spider from the first resident evil , its a large

tranchula spider with 8 legs which are quiet hairy, those of you who have played the original resident evil will instantly recognize this thing.

#### Strategy :

Ok now this battle is extremely easy, trust me, when i say easy, i mean easy, now if your playing the game in easy mode then just one shot from the rocket launcher and the fight is already over, however if your not playing them game in easy mode then take out the handgun, if you have the advanced handgun which claire left then its even better for you, take out the handgun and shoot away, no more then 30 or so shots and the battle is already over.

Or there is another method to finish this boss battle, just simply head over to the place where nosferatu's jewel is dropped and take it and exit back to the previous room leaving the spider all alone. This method will save you some ammo too.

#### STEVE TYRANT :

##### Description :

Poor old steve, alexia performed the same experiment on steve as she did on her own father, but the results are almost the same, steve looks more like the incredible hulk when mutated and he has an incredibly huge axe in his hands which he will throw towards claire time after time, the only thing to do here is run, dont turn back , dont stop, dont look at the boss, and most of all, dont even try to shoot the monster.

##### Strategy :

Now this boss fight is kinda wacky if you look at it, if you were playing the game in easy mode and brought the rocket launcher with you still you wont be able to even stop him for a second, so the only rational thing to do in this battle is to run away from him as soon as your back in control of claire and make your way back to the gate where you came in this room from, now he's gonna throw the axe at you , and for every second time you get hit make a full heal cause it hurts badly. Keep in mind that the gate is closing behind you all the time so its necessary to be quick.

#### ALEXIA FIRST MUTATION :

##### Description :

Alexia in her first form, not much difficult in battle, but appearence wise this looks like a good boss, looking a little like nosferatu you can clearly see alexia's feminine features still intact, other then taht she stops talking in her annoying voice once she turns into the boss. The baddest thing about her is however that she can throw fire at the command of her finger tips. Even the almighty wesker has a hard time comparing with her.

##### Strategy :

This is quiet an easy battle if you look at it, all you need to do here is keep at a safe distance away from alexia cause she can do a 1 hit death attack if your too close to her, so remain at a safe distance and take out the magnum, now shoot about 6 to 8 rounds and she should fall down, if your short on magnum ammo or dont have the magnum then the best guns here are the submachine guns, fire from a safe distance and soon this battle should

be over.

#### ALEXIA SECOND, THIRD MUTATION :

##### Description:

This is the final battle in the game, the first part of this battle is quiet similar to the previous battle with alexia, she'll mutata after she takes a couple of hits from some good guns, then she turns into her final form, the one thing she despised when human, a dragon fly.

##### Strategy :

Now the boss fight will start, claire will try to run away but alexia traps her, now shoot quickly at alexia before she can get to clarie, or claire's dead meat. Now alexia will mutata again and claire runs off leaving chris alone. Now alexia will turn into a large, err, thing. If you are playing the game in easy then you just need to fire off 3 rounds from the rocket launcher, but if your playing the game in normal mode then first take out the magnum and put all rounds in alexia, then when the magnum finishes off take out the submachine guns and put all the remaining ammo inside alexia. Now when alexia is hurt enough you'll have another scene in which alexia mutates, once again, this time into a large dragon fly look alike, ok by now the linear launcher will done charging so head over to it and take it, now equip it in your item menu. Now as soon as you equip this thing you'll come into a first person view, groovy, now aim for the dragon fly alexia and let a shot out, just one shot and its all over.

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#### WEAPONS

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#### COMBAT KNIFE :

The combat knife makes another appearence in this game both chris and claire start off with it, but for the first time capcom have increased the potential of this weapon, now zombies are far more vulnerable to the knife then they were ever in any other RE game, an easy way to kill zombies now is to aim low whenever zombies are near you, not only does the character move the knife faster , but there is a high chance that after a few slashes the zombie gets knocked down, and once its down, just slash away at it, also you better learn to use the knife cause this is the only weapon wesker has in the battle game. Overall a good improvement from the part of the knife.

#### M93R HANDGUN :

This is the handgun claire finds first in the game, well she herself picks it off a dead body, this gun is slightly better then the normal handguns we see in the RE games, it shoots a bit faster then

most and is excellent for taking out lone zombies, but once you find its attachments this gun becomes just something else, then it becomes capable of firing 3 rounds at once just like leon's custom handgun from Re2. Once upgraded you can even use the handgun for bigger enemies like bandersnatchers. Normally keep it for zombies and dogs and nothing else.

#### GLOCK 17 HANDGUN :

This is the handgun chris starts off his part of the game with, well he might have found something else if his bag didnt fell but he still has this handgun, it has the same firing power as claire's handgun, a little slow at most but once you get the parts for this gun it also improves, well not all that much but still , its a handgun for crying out loud. Use this gun only and only for dogs and zombies, and if you dont have anything else then it becomes a must for chris to use it agianst the worm boss, kills the boss surprisingly quickly, but dont think that this gun is good.

#### SHOTGUN :

Well its a shotgun, what more can i say about it, this is like the other shotguns from other RE games, these things area deadly at close range and can take out multiple number of enemies at once, but this gun also has the range problem and the damage reduces as far away you are from the enemy, and it can hold limited number of ammo at a time meaning that you would have to go through the painfully slow reloading animations, make sure that you dont go on and reload while your fighting something cause, believe me the reloading takes alot of time. Good against hordes of zombies and if there are single hunters. Whenever you shoot at a zombie be sure to aim up to blow the zombies heads clean off.

#### CROSSBOW :

Crossbow's are the ideal weapons for slaying demon's .. rright so CV see's the return of the crossbow after RE2, but this one is alot improved then that sucky one from Re2. This one cant fire 3 arrows at a time only a single one, and the good thing about this is that this gun fires as fast as you can press the button, alot of darts are present throughout the place so wasting ammo shouldnt be a problem, be sure to make as much explosive arrows as you can with claire because this will be the main weapon against the tyrant on the plane fight otherwise the standard arrow's are too weak to hurt anything. The main use of this gun is to fire off explosive arrow's.

#### .357 MAGNUM :

This gun can only be found during chris's game and for the right reason cause this is the most powerful gun in the world for real and its recoil is more then enough to send an ordinary man hurdling back to the ground, but since chris is a veteran and the marksman award winner he can handle this gun better then most poeple can, there is very little ammo for this gun in the game so i guess you already figured out that we should save it for the end boss of the game, using it on any other monster will be a mistake, precious ammo only made to enter the final boss.

#### GRENADE LAUNCHER :

The grenade launcher is one of the only few guns which has made its appearance in all of the RE games, and always it has proven itself to be an excellent gun, here it does the same thing, retrieving the 3 types of grenades from RE2, the acid, the flame and the grenade rounds, i really wished that capcom included the freeze rounds from Re3 aswell, but well. The normal grenade rounds are best saved against zombies and spiders, cause they are the weakest of the three rounds, or save some for the tyrant in the plane fight aswell. The flame rounds work best against the bander's and for some reason kill them in one shot only. The final acid rounds should be saved for chris's game later on cause he faces the hunters and the acid's work best against the hunters and sweepers.

#### M-100 DUAL PISTOLS :

Another new addition to the RE series are these new cool looking dual pistols, claire finds them early on in the game in the military training facility, these things can fire off rounds quickly at a power slightly more then the normal handgun can deliver, so its best to use these things when you are up against a large horde of zombies, but on the other hand its also good to save them for the banders and other powerful things, use them well as claire and save for chris if you can. These babies can be used as far in the game as nosferatu's battle.

#### SUB MACHINE GUNS :

Now this is what im talking about, these babies are my favourite guns in the whole game and only the men can handle this gun ie steve and chris, when you are in brief control of steve he has these guns equipped, that is the right tim to test these babies out, they shoot very fast and the good thing is that because of the two guns the player can aim at more then 1 enemy and hit more then 1 enemy at a time, really cool. This gun is especially useful when you enter a room and its full of zombies, but in less then a minute the room will be cleared, chris also finds a separate pair later on in the game and with chris this gun can ever be used for the bosses, even up to the final boss. Excellent guns My pick of the crop.

#### GOLD LUGARS :

These are another cool pair of guns which only steve can handle, but the player cant use them in the main game, the only part where these guns are used in the maingame are in a scene where steve blasts a bander, otherwise the guns claire gets are always empty, if you want to test these babies out then you have to start the battle game with steve, matrix, here we come.

#### AK-47 :

Anoter new addition to the RE series these guns remind me somewhat of the assault rifle from RE3, but that was only fast and lacked in combat power, this gun is fast aswell as powerful meaning taht it can be used on both weak and strong enemies, another gun which should be taken to up till the final boss, the awesome power can help clean out rooms in an instance.

#### SNIPER RIFLE :

This is a completely new addition to the RE series

the sniper rifle will first be seen in the hands of alfred in the cutscenes but after he dies claire can take his rifle and use it, this gun will only have 7 bullets, but the pariscope can be used to zoom in and out for better viewage, my recomendation is to keep the 7 bullets safe for the fight with nosferatu because if you can get a clean shot to his heart then he will die instantly making that battle a short one, otherwise this gun cant be found anywhere else in the game. sorry.

#### LINEAR LAUNCHER :

This is the alternative to the normal rocket launcher in the normal Re games, this time we use this gun to end the final battle, as soon as you equip this gun the game will turn into first person mode itself, then all you have to do is fire and the battle is over, this gun can also be unlocked in the battle game with getting an A rank, makes the battle mode helluva lot easier.

#### ROCKET LAUNCHER :

The rocket launcher is only a cheat in this game and can only be unlocked if your playing the game in very easy mode, in the game almost all of the enemies and bosses will take only one rocket to die, but the stve tyrant and the final alexia cant be killed with this baby so just use it on the other things.

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BASIC

SURVIVAL

TIPS

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#### \* Save your ammo :

Sure you may come across lots of ammo during the course of this game but you should also know that there are alot of enemies in this game, so dont go off blasting every other thing you see , this isnt a shooter game, this is a survival horror game meaning that you will fall short of ammo sooner or later, so its better to be safer then sorry, so save your ammo when ever you can.

#### \* Save your ribbons :

Well this is something which has been passed on from one resi game to another, always have a spear ink ribbon in the item box and be sure to save as many as you can, not just to save your game more often, but also because less saving is the sign of a good player.

#### \* Distance does matter

Whenever you have a gun like the handgun or magnum in your hand then be sure to use them from as far as you can, because these are single projectile guns and they will do the same damage from any distance you take them, the shotgun on the other hand is a different matter, the closer you use the shotgun from, the more damage that gun



PRISON  
GROUNDS

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When the game finally starts here's the first thing you should do, go to your inventory and use the lighter and you'll see a cutscene, the injured prison guard will let claire out but he warns her that there is no way she can get off this island, hmm, that was nice. Once your finally in control of claire after that head back to the cell area and take the items in there, namely the green herb, the handgun ammo and the knife.

Once you've taken all this head out, remember that his name is rodrigo and he takes hemostatic medicine, and if you get him some then its gonna do you good later on in the game, so remember. When your finally done here exit .

Now run down the hall to the typewriter and take the ink ribbons off the table, then take the handgun bullets on the ground there, now head down the hall again and make sure that you have the knife equipped then climb the stairs and get ready for some carnage.

Your in the open again, somewhat actually. Head forward across the burning truck and you'll see a cutscene in which you'll see a briefcase and err ZOMBIES !!. Clarie almost gets killed instantly but she manages to save herself somehow, when your finally back in control of claire ignore the zombies and head for the other door, remember that you dont have any guns right now and fighting with the knife is almost useless so its best to ignore them for now, keep an eye on your health cause its very easy to get bitten here. No ned to use the herb unless needed.

Now dont worry about that case, you'll get it back in a little while for now exit the door. Now you'll have another scene in which the oh- so fabulous STEVE burnside will be introduced, after some nice dialogue \* wee wee dont shoot \* steve will walk away and claire will be left alone. Once your back in control you'll have the handgun equipped now take the ammo from the truck and head towards the only open door. The large door will lead to other area's on this island and we'll get back to it in a while. Head through the door.

Now this place is entirely optional if you wnat to , but the end reward will be some good guns to i would really like it if you just go as the walkthrough is going, head to the small stairs and climb them, now head forward and you'll see a door, ignore it for now and head forward, take the green herb and head back to the door you saw, now enter this door.

NOW this is a nice place, aint it ?! Once inside yo'll see that there are some zombies here, shoot them, and when i say shoot them i mean kill them all, once they are all dead head up the small stairs, take the green herb off the table, then down again, be sure to take the map off the corner and head to the door which is on the right of the door you originally came in from.

Now in here you'll see bunk beds, so head forwrd and take a look at the bed second to claire right, you'll see a file, take it and read what it has to tell you, then continue forward, take a left and then take another left, take the handgun ammo from here, now head back to the window with the bangin, near it will be some more handgun ammo

take it and suddenly zombies will break in through the window, kill it and the 2 others which will come out of nowhere. Kill them all and once this easy errr.. not so easy battle is over take the guns which are the spoils of war, these are some nice double guns, but for now we dont need to use them, save them for now, head back to the main hall of this barracks.

Once your back in the main hall you'll see that some more zombies have arrived here, its your call now, if you want to kill them then do so , otherwise head towards the main exit and exit out of the barracks.

Okay now once your out of the barracks head foward and head down the small stairs again, small scene, now turn to the path and head down it, keep on heading until you come to one locked and one open door. Enter the door.

Ok in this place you should kill all the zombies you see, kill em all. There should be zombies behind the gate too but ignore them for now and ignore the door to your right aswell, that is the same door which is nailed in the place where you first met steve. Now head to the little hidden door in the alley and enter it.

Now here run forward and you'll see a cutscene in the end of which you'll have to place everything you have in the security box, yes everything means everthing, now once your clear head forward and you'll see another one of those boxes, dont take anything out yet, now head to claire's right and you'll see a table with flame rounds and grende rounds and a first aid spray, take all of these things and put them back in the security box, now once done here head to the nearby door and enter it.

Once in here head forward and take the file, now head more and you'll see another scene with yet another appearence by the magnificent steve burnside, after some dialogue and steve showing emotions he'll run off and claire will be left alone again, once your back in control of claire check the small yellow box thingy and you'll get an emblem its the hawk emblem, take it , now press the little switch and you'll be able to open the gate with the zombies, head back to the previous hall, ignore the other door here cause its blocked and cant be entered.

Once back in the secutiry box hallway head to the 3D duplicator machine it is to the right of the table where you found the goodies, examine it and then place the hawk emblem in the machine, now head back to the original exit of the room and take the handgun , its ammo and some herbs from the first ever secutiry box, now exit this room. Head to the gate and you'll see a blinking light near it, check it and its a switch, open the gate with it, once the gate opens quickly shoot the closer zombies with the help of the barrel and kill any zombies which remain after that. Once they are all killed head to the garage area and enter it.

Here take the fire extinguisher and the padlock key from inside the cage, now head back outside. Now we have to do some backtracking, head back all the way to the first room with the zombies, remember the place where you saw the burning truck ? remember ? head there. Along the way in the barracks hallway you'll be attacked by some doggies, ignore them and head back through the steve area which will be infested with zombies now, and head back to the burning truck room.

Once back here kill all the zombies, yes all the zombies with the

handgun and head for the truck, use the extinguisher on the truck and you can take the briefcase now, take it and check it, examine it and turn it so the front part of the briefcase is facing you. Now press the action button and claire will open the case, revealing 2 items, one file and a TG-01. Take em both. Now head back to the steve courtyard.

Head back to the barracks hallway but this time head to claire's right from where you enter the door, open the locked door with the key you found inside the cage, this is actually a shortcut and when you reach the end you'll see where it led, no need to fight off the doggies now. From where you come out of the shortcut head back to the security box rooms and again place all of your items inside, except the TG-01. The file says that it cant be detected, so its time to test that. Keep this item with you and head to the 3D duplicator machine where you placed the hawk emblem, remember ?!

Now check to the right and you'll see a golden machine, place the TG-01 item in there and you'll have another cutscene at the end of which go and check out the place where you put the TG-01. Now it should have turned into the alloy emblem. Take it and try to exit this place again. Some zombies will attack claire now, she's prolly unarmed right now so its best to dodge the zombies and head towards the first security box near the exit. Take all of your items from inside, dont forget the lighter and the fire extinguisher, now head out of this room.

Backtracking time again and again head to the courtyard where you first met steve, now check the large doors and use the new alloy emblem on it and the doors shall open. Enter it.

Now cross the large iron bridge before you and turn left at the first small pathway, then turn right and take the 2 green herbs Once done take a look at the crates, pushing time now, first push the crate closest to the truck to the other crates then push them all to the right allowing you to make a path to cross them safely, then head towards the truck and take the handgun ammo, now head to the crates, up and over and head up the stairs. Now we are officially out of the prison grounds.

Now you'll see a hall with some zombies in it, you should have plenty of ammo now and it shouldnt be a problem in killing them all so do it. Now its a small choice time for you, either take the door to the military facility or head down the hall for the palace. Again i would like you to follow the path im taking for this walkthrough, makes it easier for me too.

Ignore the door for now and keep on heading down the hall and enter the doors, now you'll see some doggies here, ignore them all and head down the hall, dont take anything here, head to the stairs and climb them. Then make a dash for the palace doors and enter them.

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ROCKFORT  
PALACE

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Now in the palace main hall head straight for the computer terminal and enter this code NTC0394. Dont ask why were doing this right now but it'll save alot of time and were being cheeky. The door nearby will unlock but dont enter it right now, take the handgun ammo and head up the stairs.

Once up the stairs turn to the right and enter the first door you see, its a save room and officially the first save room for claire in this game, save your game if you wish and setup your inventory, make sure you place the knife in the box for good and try to keep the herbs in there too so you could have some free space in your inventory.

Now head back to the previous hall and head round the corner from the door and take the file, now keep heading down and you'll come across a locked door with a green herb near it. Take it and its time to get back all the way to the main hall of the palace. Once your back in here head to the door to the extreme left, it will lead you to a bathroom, once in the bathroom take the first aid kit from the sink and search the cabinets for some handgun ammo's now take the case, its the duralinum case and exit the bathroom.

Now head to the door which the computer unlocked, remember ? enter it and your in a hallway with some zombies now, kill them all now and head down the path for some handgun ammo and a red herb, if you have any greener left then use them with this red, now head down the hallway and you'll pass a double door but its locked now so head forward and enter the first single door you see.

In this room press the blinking switch and take the steering wheel, now exit back and head back to the main hall, try to exit the palace doors and you'll hear someone scream, head back to the room where you got the steering and you'll see that good ol steve is trapped, time for a small puzzle, we have to free steve, check the computer terminal besides the place and simply press these switches. C and E. After your done here some more amazing dialogues from the mouth of steve.

Once your back in control of claire head back outside and head towards the main hall of the palace, try to exit and again you'll see a scene in whcih clair will be introduced to mr alfred ashford, after some nice chit chat and the goat like laughter of alfred he'll leave and claire will be left again. Now head back outside the palace through the main doors.

Back in the courtyard outside the palace take the green herb near you you'll see something green blinking, its the navy proof, we dont need to even touch it right now, so ignore it and head to the stairs, turn to claire's right from them and enter the gate at the end of the hall while ignoring anything in between.

Now head forward and after the U turn take the palace map and some handgun amo off the place, now head to the dock area and take the bow gun darts from ther, then head forward and use the steering wheel on the platform and a sub marine will come up, now nothing else to do then enter it. Once in it take the side pack off the chair, now claire can hold more items then ever before.

Now head to the control panel of the sub and press the switch, after a scene head to the ladder and climb it.

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UNDERGROUND  
AIRPORT

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Your in the airport you've been hearing about, now head forward and down the stairs, then continue your path down and enter the first door you see. This is the airport office, there should be some zombies in here and you should have enough ammo to kill them, if your low on ammo then dont hesitate in using the double guns we've been saving all this time. Enter the first door you see to the right.

Now your on a bridge so head forward it and enter the door at the end you see, in this room head straight for the small elevator in the corner and ascend it, near it should be a panel, check it and you'll come across a small puzzle, your moving the crates here, so do this , first move the crate up as far as it can go , then move it to the left as far as it can go, now exit and head back down the elevator, once back here head back do the place where the crate was.

Press the blinking swith near it and you'll see a cutscene in which a large elevator will rise along with some zombies in it, take care of them all and when all the zombies are dead head to the elevator and take the bowgun darts then take the biohazard card and head back to the airport office.

Now head back to the beginning tunnel and back to the submarine and use it again to get back to the palace grounds, once back here head back to the original stairs which you came to this place from, dont go down the stairs to the iron bridge, but insted enter the door on the side.

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MILITARY  
TRAINING  
FACILITY

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Your in the military training facility now. As soon as you enter here you'll see a cutscene in which you'll be introduced to gravedigger's brother from RE3. Its another huge worm, no time to fight it right now though so ignore it as soon as your in control of claire and head to the left and enter the double doors.

Now turn to claire's right and climb the staircase, then head to the left and you'll pass a door without a knob, ignore it and head down the hall to enter the door leading to the lab. In here you'll be attacked by the large worm, ignore it and quickly dodge then exit the door to area.

Now head to the back area of this room and you'll see a shutter here, use

the biohazard card you found earlier and open the shutter with it, then head through the shutter and you'll have a cutscene and the shutter will close behind you, no choice but to enter the door leading to the other courtyard.

Once you're in the courtyard you'll see another scene in which Alfred will try and almost successfully shoot Claire with his sniper rifle, so save your ass quickly head up the stairs, then run forward and you'll pass a brown locked door and a blue box, ignore them both and head forward and enter the door which Alfred took to get away from Claire.

Now you're in a simple hallway with no enemies for now, head down the hall and enter the gray doors you see, this is actually a save game room with an item box as well, now head to the item box and make sure that you have at least 3 empty spaces with you, once you're done here save your game and exit the room, head down the hall and enter the brown door.

Once you enter it another small scene in which Alfred will lock Claire in and make that god-awful goat-like laughter, once you're back in control of Claire head through the other brown doors. Head forward and to Claire's right will be a pair of Ingrams, take them and head towards the stairs, once you try to go down a new type of monster makes his first appearance it's a Bandersnatch, and DAMN it's hard, kill it with any means possible and a door at the bottom of the stairs will open up, head down the stairs and take the door.

Another scene will start now in which you'll see another Bandersnatch grab Claire and almost kills her but good ol' Steve makes another appearance and saves Claire after doing the amazing matrix. Once the Bander is dead Steve makes his classic dialogue

" your knight in shining armor is here " Claire completely blows him away and makes an offer he can't refuse, now Steve has the Ingrams and Claire has the Lugars and she can open the door in the palace now. Now the elevator will lower and once it's down there Steve will ask Claire to wait and you'll be in control of the magnificent Steve now.

Once you get in control of Steve don't worry about wasting ammo cause it's literally sick fun to kill a lot of zombies with him. Now you're in control of Steve, but only for a short while, kill all the zombies you see in the first room and enter the door at the left, kill all the zombies here as well and take a look at the bottle remember it, you won't be using it for now but later on in the game Chris will use it. Head back to the previous hall. Now head to the other door and enter it.

In here kill all the zombies again and head forward and climb the stairs, head forward and after some more excellent dialogues from Steve you're back in control of Claire and they head up the elevator, once you're out of it head forward and once you're near the door another cutscene starts in which Steve says some emotional things and heads in the door after wasting some ammo.

Once you're back in control of Claire head after Steve and you'll enter a door actually a balcony of some sort, head forward and you'll see Steve standing, head towards him and the floor gives away and Steve and Claire fall down, another cutscene now in which you'll see Steve shooting his dad zombie almost as he is about to eat Claire, a very emotional scene I must say and some of the best dialogue work by Steve, once the scene is over and you're back in control of Claire head to the door left of Steve and enter it.

Now kill the zombies in here and enter the door at the end of the hall, this has alot of models, take the eagle plate here and head back to the previous hall, then back to the hall with steve and exit through the double doors here.

Ok now your in a tank room, head to the single door and enter it your back in the first room of the military facility where the large worm attacked you for the first time, head back to the double doors you first took, in here head to the far shutters and open them and enter, now head back to the courtyard where alfre tried to kill you with his sniper rifle, there will be dogs here now, head back to the blue box we saw when passing through here and use the eagle plate on it.

NOw you'll get the emblem card, take it and enter the hall which alfred entered again, this time head forward and raise the shutter which alfred lowered on you with the biohazard card, then head to the save room and put the lugars inside the item box, then take the hemostatic medicine off the couch and put it in the itembox as well. Now exit and head back to the courtyard again with the doggies.

Now head to the gate on the left side of the fire and enter it, once inside you'll see a ladder here so decend it. Now head forward and ignore the lever for now, you'll use it when your playing as chris later on in the game, now head to the door at the end and use the emblem card to open it, down the stairs and your back in one of the rooms which we played as steve. Head back to the first steve room and this time raise the gates next to the door. Now take the grenade launcher from there, if your playing in easy mode then you should already have found one in the item box, but otherwise this is the place where you first get it.

Now head back to the first steve room you came in with claire and head to the balcony room, now take the elevator and ride it to the control room on the second floor. In the control room head forward to the blue gates and use the emblem card again, you'll be asked to get rid of it so do so. Now head forward and ignore the brown door for now and head to the central screen, check the computer and take the army proof. You will need it later on in the game, now check the camera scope and you'll see an infrared room, zoom in on the skeleton picture and remember the code you'll be shown here.

Now head to the brown door and enter it, your in the same hall where you got the emblem card from in the first place, head back down the courtyard back to the first double doors you took in the military facility area, once in here use the biohazard card for the last time on the first shutters you see and discard it, then climb the stairs and past the door with no knob and enter the lab once again.

Now head to the other door and enter the code you found off the skeleton painting to open the door, the code is 1126. Now head forward and take the painting and an albanoid will come out, dodge it quickly and head to the main exit of the lab before it closes, head towards the stairs of the main doors and you'll see a cutscene of claire jumping for the doors. After barely escaping this head back to the main courtyard of the military facility.



In the courtyard outside the private residence are some bandersnatchers ignore them or kill them anywho enter the main door of the residence with the lighter in hand, once inside climb the staircase up and enter the first door you get. Now you'll have another cutscene in which we see alexia for the first time, " She " is talking with alfred but from where claire is standing she only see's alexia. After the cutscene is over enter the door nearest to you.

This is alexia's bed room, take a look at the music box and close it now the bed will go down and reveal a silver key, take it, but you wont be able to climb the ladder over her bed right now so head back to the previous hallway.

Now head back down the stairs, outside the courtyard again, and to the bridge you came in through, and through the study passageway enter back into the palace.

( ^ . . ^ . . ^ )

PALACE

ONCE MORE

( ^ . . ^ . . ^ )

Once your back in the palace head back to the main hall of the palace now climb the stairs and head to the door around the corner to the save room. Inside you'll find that your in a casino room of some sorts now. There is also a piano here, take the explosive powder from here and make 10 explosive arrows out of them, now take the herbs and use them if you are injured, once done in here head back to the main hall of the palace.

Once your back in the main hall head back to the door which the computer opened again, this time head to the first double doors you see and open them with the help of the silver key then discard the silver key as asked. Once in here you'll see some more bandersnatchers here, kill them or dodge them , whatever you do head to the area between the 2 desks and you'll find another eagle plate here, take it and take the nearby file on the desk. These are the orders to hunk.

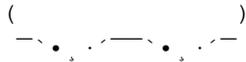
Now head back to the previous hall then back to the main hall of the palace now head up and enter the save room, use the item box and make sure that you have the hemostatic medicine and the eagle plate with you, save your game if you wish, were going for a little back trip to the prison.

Now exit the room and head towards the courtyard outside the palace, head back to the passage and down the stairs, cross the iron bridge again and this time head back to the prison gates.

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REVISITING

THE  
PRISON



You will be back in the room where you met steve for the first time in the game, now head back to the cell area where rodrigo is, namely head back through the burning truck passage, kill the zombies there or dodge them if you think you've gotten that good at it and head to rodrigo. Once you reach him another cutscene starts in which claire hands him over the medicine and he thanks her, claire also trades the lighter for the lockpick. This is very useful so be sure to save rodrigo.

Once your done talking head back to the passage and save your game if you wish then out the burning truck alley again head to the steve room again. This time head to the door with the barrack passageway and enter the door to the right hand side again .

Inside head forward and use the eagle plate on the door, it will open now and some zombies too, kill them before they can hurt you and enter the door. Go through the door and waste all the zombies in this new area then head to the door on the left.

Now you find yourself in the doctors room, head to the next room and again to the next room in order, now your in the torture room, take the duralinum case from here and use the lockpick on it, you'll find handgun parts in it Combine these parts with the handgun and now you are in control of the custom handgun.

Now head back to the doctors room and you'll see that the doctor has rised from the dead, kill him and the other zombie in here, the doctor may cause a little problem in killig, but when he's dead he leaves behind a eye ball. Take it and use it on the slot in the back part of this room, now a secret staircase will appear, use it.

Now down here you'll find some bats, ignore them and head down the hall and enter the door at the end for another torture room, kill allthe zombies in here and head down the stairs and through the door.

This is the sword room, head forward and take the rusted sword and the room will begin to fill up with gas after the statue rises, now look at the center statue, there is a bar, press it anti clockwise and the gas will stop coming , now you can do the thing safely. The centre statue will now spin use the rusted sword on it and a zombie will pop out of no where, kill it and take the piano roll, now our job in the prison area is done.

Now head back to the bat hall, then back to the doctors room, then back to the barracks passage way, then back to the steve room, back through the iron bridge to the palace passageway.

But before we go to the palace head to the military facility.

Remember that we only came here to take ammo and if you want to then you can just skip this part and head directly to the palace, but since a huge boss fight will come not so later on then i suggest that you follow the walkthrogh.

Once in the facility head to the room where you used the tagged key and

open the drawer with the new lockpick and you'll find some handgun ammo in here, take it. Now head to the room where you played as steve remember where i told you about the green bottle, head there and open the cabinet with the lockpick and get the acid rounds inside here, now head to the room where you got the model for the military facility and use the lockpick on the drawer there and you'll get a first aid spray.

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PALACE

AGAIN !!

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Once all this is done head back outside the military facility and continue your path to the palace. Once you try to enter the main doors of the palace a cutscene ( CVx ONLY ) starts in which claire is confronted by someone claiming to be a ghost from the past. Its wesker. He's still alive and somehow he survived the mansion incident. Claire knows who he is and wesker beats the living day lights out of her. Just as he's thinking about killing her someone radio's in to wesker and looks like he had some very important information because wesker leaves claire , and jumps the wall .

Enter the palace and head up the stairs, now head to the casino room and this time use the piano roll you just recovered on the piano, one of the casino machines will reveal something, grab it, its the king ant object. Now head to the save game room , if you dont have the queen ant object then take it and from here head to the study room, take the bridge again and head to the private residence once more.

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REVISITING

PRIVATE

RESIDENCE

( )

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Once your back in the private residence grounds head up the stairs and to the hallway where you heard alexia and alfred talking, now head to alexia's room, once inside use the queen ant object on the music box and a music box plate will be revealed, take it and head back to the previous hall.

This time head to alfred's room, that is the room which is at the end of the hall, once your inside use the king ant object on the music box and it will open up, now use the music plate and alfred's bed will lower revealing a ladder for you to climb. Climb it and you will come across a merry go round, take note of the ant painting and head around the ride, you'll see something shining, take it, this is the dragon fly

object, check it and remove its wings, then head to the ant picture and insert this key in the ant painting, now the ride will start spinning and you'll see another ladderway to climb.

Climb this new ladder and in the new area push the crate under the book shelf now climb it and take the book and the airforce proof from it, now climb down the ladder and back down to the merry go round, here take the other ladder and descend it back down into alexia's room.

Try to exit the room and you'll see another scene in which alexia comes face to face with claire, she has alfred's sniper rifle in her hand, she shoots but misses, when she is about to shoot again our hero steve comes in and makes the save again, almost gets shot himself and shoots alexia in the arm. Alexia flees through a secret passage, you follow in that passage too and you'll end up in alfred's room via the secret passage. In here another cutscene in which AGAIN steve saves claire and this time gives a good kick to alfred, now we know that it was alfred who was pretending to be alexia all this time.

Once alfred sees his own reflection in the mirror he creeps out and escape, steve also gets annoyed and exclaims that now they really need to get out of this place, now all we have to do is head back to the palace, use the same study passage way and when your back at the passage head to the courtyard outside where wesker kicked claire's ass. Now take the green item, it's the navy proof, you have all three proof's with you now and a cutscene starts in which you realize that alfred's turned on the self destruct system.

( \ . . / \ . . / )  
AIRPORT  
AGAIN  
( \ . . / \ . . / )

Remember the passage we took to get to the airport, take that path again and once your in the dock area outside the airport steve will come again and now head with him to the submarine and take it to the airport area.

Once your back in the airport head to the area with the fork and this time take the left side of the fork, you'll come to a plane place and you'll see a plane there, use the three proof's and you'll enter the plane. Climb the stairs of the plane and another scene starts in which steve tells claire that she needs to raise the bridge or else they wont be able to take off, he sits on his butt there and claire has to do the hard work. Nice.

Take the lever and head to the otherside of the fork, go to the bridge again and cross it to enter the cargo room at the end. In here use the elevator, now run past the controls and head to the door at the end.

In here use the lever and raise the bridge, now cross the bridge and enter the door at the end, here take the airport key from the dead bodies and use the lockpick besides the machine to get a first aid spray. Now head back to the cargo room and use the airport key on the gate next to the lift.

Now your in a save room and the only one your gonna find here, save your game here is a must, and then use the item box and put the grenade launcher in your inventory. Once this is done, if you took the duralinum case from the palace's bathroom use it with the lockpick right now and open it to get some explosive powder, combine the powder with the normal bowgun darts to make some explosive darts. Take the bowgun and the explosive darts with you too. Save the game and collect all the first aid's you can cause the worst fight in the game is about to come in a little while.

There is an elevator but there are some crates blocking it, push the crate to the right most inside the elevator, then push the left most crate to the right side first then push it in too. Now ride the elevator up.

Whilst the elevator is going up you'll see another cutscene in which alfred still talking in alexia's voice will swear his revenge on claire then he will release a familiar bloke, its a tyrant with the body of the RE1 tyrant and the face of mr X from Re2. and one more thing is that you have only 5 minutes left till the whole damn place explodes, as soon as claire steps out of the elevator you'll recognize that your in the main courtyard outside the military facility, where you found the worm for the first time.

As soon as you step out of the elevator start running forward and dont stop for anything, well there wont be anything, along the path you'll see another scene in which some debris will block the path behind you after an explosion and in front of you the tyrant will step out of the fences, now as you step up your first tyrant fight has begun, this one is really simple and all you need to finish this one is the grenade launcher, start shooting immediately at the tyrant and dont wait until he's down on his knees.

Once's he's back up start shooting immediately and he should fall down and kiss the dirt just as he should be over claire. As soon as he falls down face first run over it then make your way to the palace passage and head towards the airport, once at the dock use the steering wheel to call up the submarine again and take it to the airport once more.

Now at the fork take the path which leads to the seaplane and enter it now you'll have a FMV in which steve will fly the plane right off the island as it is exploding behind them, after some nice claire and steve talk with each other and steve apologizes, now you'll see another scene in which you'll see alfred, still in the base and still talking in alexia's voice, he opens up a secret path via the tank in the military facility and heads down to a hanger with 2 harrier jets standing in it. He takes off in one and proclaims

" Now im going to show you what real terror is all about "

After alfred's take off another scene back in claire and steve's plane and steve tells her that the cargo door is open, claire agree's to check it out. Now make your way to the typewriter and immediately save your game check the item box and take all your explosive arrows with you, if you were playing the game in easy then just take the rocket launcher with you.

Now after your game has been saved head through the door at the side of the item box, you'll see another scene in which claire see's that the tyrant has gotten onboard the plane and now your first kick ass boss



and a mouse will pop out of one of the lockers, his name is DIJ and he's actually very important, now check the lockers and claire will find a locker with a button, but that button isnt working now and you need power to use it.

Now head back to the previous room, this room will be classified as the moth room because all the time when you enter here a new moth will be ready, now in easy equip the rocket launcher and the normal players take out the handgun, now head around the corner and you'll see your first moth, kill it quickly and dont let it poison claire or lay its parasite on claire, once you've killed the moth head to the door and enter it.

Now your in a room with some zombies, ignore them for now and turn to the left and run forward, you will pass 2 doors but ignore them for now and turn right, enter the door you see here, in here kill the zombies and take the mining room key and the assault rifle from the green drawers. Be sure to take the rifle if your playing in normal mode cause it will be usefull.

Now head back to the previous room and head to the 2 doors you passed enter the first one with the mining room key and once your in here climb the 2 stairs, once on top check the hole where a valve is required be sure to examine this hole for now, now head down the stairs and turn right and a door, this is the door to the power room, enter it.

In this room you'll find some doggies, kill them and in this room what you have to do is find the generator and turn it on, now to get there take this path, from the entrance take left then take a right, then continue down the path and take another left, then take another right you'll find what your looking for, turn it on and head back to the entrance door of this room, now you'll find a blinking switch there, press it and you've got the power back online.

Now once the power is back online head back to the room where you had the 2 doors and now enter the only door remaining, once you enter it head forward and use the grenade launcher to finish the spiders, once they are done check on top of the silver craters and you'll find a bar code sticker, now take note of the gas mask near the entrance of this room, you cant take it for now but you'll get it later, so head back to the previous room.

Ok now head to the door where you used the mining room key, remember ? now check near it and you'll find a convayer belt here, use it and it will power up and a crate will fall into the room where you got the assault rifle. Ok now use the bar code sticker on the crate on the belt and press the switch, now this crate will go to the room where you fought the spiders.

Go there and take the gas mask now then exit this room again. Now head back to the save game room, remember where the mouse popped out, now go there and press the locker button and the area will move to reveal an area behind you'll see a cutscene now in which you'll be introduced to nosferatu, you will have to fight him a little while later so take one good look at it. Now in the same area there is a pot, take it then examine it , check its bottom and you'll get a key. Its the machine room key.

Now head back to the save room, then back to the room where you fought the moths, then back up the stairs, then run forward past the door, dont enter it, now head forward until you see a double doors, enter it. Now head to the door left of claire and use the machine room key to open the door. Now your in the upper part of the mining room, head to the only other door

in this room and your in the upper part of the power room now.

Here take the valve handle, now head back to the previous room, here you will find steve and another steve scene begins, he will screw up the machine now and gas will fill the area, after this scene your back in the first room of this new area, now head to the only other door in this area. Now in this room head to the machine in the back and turn the valve handle into the octagon valve handle.

Now head back to the save room, remember its the only save room in this whole damn place, now here you must do something for chris later on, if your playing the game in very easy mode then place the rocket launcher in the item box now and instead take the magnum and magnum bullets and the assault rifle. Now if you are playing the game in normal mode then do this. Put the assault rifle in the item box, keep the sniper rifle with you and take the knife and ANY other gun you have ammo for , no saving time now.

Once your done here save your game and head to the lower area of the mining room, where you originally used the mining room key. Now equip the gas mask and head to the valve handle hole, remember ? now use the new octagon valve handle and a excellent scene begins.

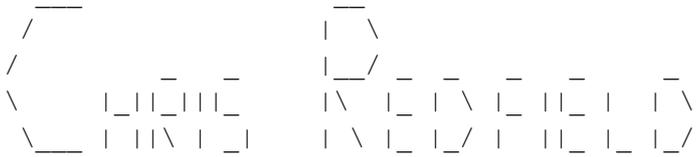
Alfred walks in and threatens to kill claire, but our hero steve walks in and after some nice dodging moves he shoot alfred again, now alfred falls down the railing, but he falls on the rock formation, but the rock formation gives way and he falls down to unknown places, now you'll hear nosferatu scream and another scene in which nobby breaks free from his holding and walks away. When your back in control of clarie head down and take the sniper rifle which alfred dropped.

Head out and a FMV begins in which claire and steve bust through the walls and your out again, they climb the helipad, head to the staircase and another scene in which steve tries to be the hero but gets smacked and hangs for his dear life, its nosferatu. We have to fight it now.

This battle will be hard for those of you who are playing the game in easy mode cause there wont be any rocket launcher to help you, instead use up all of the magnum's round, if it doesnt die even then then use the assault rifle, make sure that you stay as far away from him as possible cause he can poison you and it will affect chris later on. If your playing the game in normal mode then take out alfred's sniper rifle. This part is a little hard but if your a good aim then aim for his large heart, only one straight shot to the heart and the battle will be over, if you dont manage to hit the heart then take out any weapon with ammo and start shooting at nobby from afar. If that doesnt work aswell, then take out your knife and head into nosferatu and start cutting his heart. Soon the battle will be over one way or the other.

After nosferatu is dead another FMV will start in which alfred finally makes it to alexia, so there really is an alexia afterall, he takes alexia's name and the whole system lights up, alexia is finally awake, alfred looks at her sister then falls dead, alexia's eyes fill with rage, meanwhile steve and clarie are chatting and driving in the snow mobile, but a HUGE tenticle burst out of the facility and charges towards the mobile then destroys it. Alexia watches in the monitor as the mobile burns and she cradles her brother.

Rememed leon forwarded claire's message to chris, chris comes to the island to find his sister but she's already in antartica by this time.



Now a very very excellent cutscene starts in which chris makes his heroic entrance to the rockfort island, climbing the ledge, but his bag falls down, chris dont mind that and climbs up, he reaches the top and promises to find claire.

Once the scene is over chris will be inside a cave, head forward and chris finds rodrigo, remember i asked you to save him when we were playing as chris well hope to god that you did , now a scene later the large worm which attacked clarie will be back and it will swallow the man in whole. Head to the itembox and take any good guns which claire left , remember i asked you to. If you have the bowgun with explosive rounds, then take it, if not that then take the grenade launcher with the flame rounds, if not that too then just take the assault rifle. If not even that then just arm chris's glock handgun and head to the next door.

Now you have to fight the large worm, the easiest and the only pattern to kill it is to wait till it shows itself then let a rip with the guns you have, the best thing here is the bowgun rounds, otherwise use about 20% of the rifle and it will die, or use a few of the flame grenades, if you dont have any then just shoot with about 30 glock rounds and the battle will be over. There are some handgun rounds in this room.

Once the battle is over if you saved rodrigo with claire then he will be spat out by the worm and he will give you your lighter back, if you didnt save him then he's dead by now. Take the lighter and head back to the previous room.

Now here head to the area where rodrigo was swallowed, you'll find a torch here, use the lighter on it and you'll find the submachine guns, these are just like the one's steve had, amazing guns these, so its best to take them. Now head back to the boss fight room and turn on the lift at the end, take the lift up and you'll end up in the room where steve shot his dad .

Now here the single door will be blocked by the crates, so no choice but to take the double doorrs which lead to the tank room, now here you cant head back to the main courtyard cause there are more crates blocking the place. Instead remember what alfred did in the scene, he pressed a button on the crates, now you do the same thing and press the button and the tank will slide revealing a lift down, take it and your in the hall with the harrier.

Now here take a look at the double doors first, you'll find that you need a helbred to open the door, but for that we would need the eagle plate and the last eagle plate was used by claire in the balcony where alfred tried to shoot her, so that is our destination. Dont think of taking the battery right now and head into the only other open door in this room.

This is a save game room, here take all the items you can find around which include some herbs and acid rounds, now put the submachine guns in the itembox cause we'll be using them a little later, now you'll see there's a small drawer puzzle in this room, dont screw it up, open them in this order, first open the red, then open the green, then open the

blue, the brown one will open up with a click, check it and inside you'll get the lugar replica's. These babies cant be used in the main game but you've already done something for the battle game after the main game.

Now save your game if you want to and put the lugar's in the itembox cause they cant be used, now head back to the previous room, ok this time take the battery and some spiders will attack you, ignore them and quickly head up the elevator.

Back at the tank room head back to the room where steve shot his dad, once here look around the elevator you used to get to this place as chris, there should be a small yellow elevator too, take it and you'll reach the second floor balcony area of this room, take a look at the desk to the left of the elevator you drop from and you'll find a file and a chemical storage key, take it and enter the nearby door.

In this room you'll see a scene in which chris see's alexia cradling and singing to alfred through a monitor, wesker also see's it and he sends something after chris, something very familiar !.

Go through the brown door and your back at the balcony, but the eagle plate is gone, it went down the sewers, but you cant go to the main courtyard of the military facility yet

Now head back to the hallway alfred took to escape from claire, the same one which leads to the room where you find rod's medicine, head inside and you'll see that the wall is broken, a crack in the wall will lead you to the room where claire got the painting of the skeleton from. In here take the side pack off the table, then head back out to the balcony and back again to the room where you saw alexia singing.

Now back in this room take the elevator to the sewer area's, back to the area's where you controlled steve, once your down here dont think of going to any other room, take a look and you'll see a new set of stairs which werent here the last time you crossed, take the stairs down and here you'll see a shotgun, but dont take it now, instead head to the door near it.

This is the room where the tyrant was released from, see. Now head through this room to the next one, simple. Now here just head to the door to the left, this is a lab of some sorts, here just go on through the roll-up-doors until you finally come to a room called the chemical storage room, once in here find the storage refregirator then open it with the chemical storage key, check inside and it will ask you to set the temperature, set it to 12.8 Now you'll get an item named clement E.

Take this item and head back to the previous room. In this room take a look and you'll find a door knob on the floor, take it and a scene starts in which some hunters will attack chris, so this is what wesker sent, well the best way to deal with hunters is acid rounds from the grenade launcher, once your done here head back to the tyrant room.

There's a herb in here if you were wounded in the battle, take it and head back all the way to the room where you saw alexia singing.

Once your back here take the brown doors to the balcony, once your in the balcony head back to the hall where alfred ran. Now head in that room and you'll see a small machine, those are the hunter senders if they catch you then they'll call for a hunter, so its best to stay very very away from them as possible. In this room avoid the machine

and head to the only other door.

Once your in here find the door which needs the knob and use the knob on it, now open that door and you'll see that your on the other side of the balcony where steve and claire fell down from, ok now look at the left and you'll see a desk, take the mini tank from it and head back to the previous room, now dodge the machines again and make your way back to the room where you saw alexia singing.

Now take the elevator here and head to the first floor, once you step out of the elevator make your way to the room where you found the military facility model as claire, once you reach the room check the model and use the mini tank on the model, a painting on the side will slide up and you can take the turn table key and a file now, there are also 3 proof shaped holes and a lever but behind the laser. You need the 3 proof's claire used now.

NOw head back to the elevator and take it back to the underground area, once back here take the new staircase again and head for the tyrant room. Now once your passing through this room a scene starts in which wesker finally confronts chris, face to face, after some scary dialogues, chris tries to raise his weapon to wesker but he's superhuman now, he runs up in a millisecond and knocks chris 30 feet back, then runs forward and grabs him by the thraot, he tells chris that he knows that claire is in antartic with alexia, but before wesker can finish chris off a screen lights up and alexia laughs , wesker gets freaked up and he throws chris then disappears.

After this amazing scene a bandersnatch will be free, kill it with the help of the grenade launcher if you have, now head to the room with the turntable, the one where you fought the first hunter, then use the turntable key and it will rise, once it stops rising head through the hole in the wall. Now your in the main hall of the military facility.

Now make your way to the courtyard outside, here kill the hunters, now make your way to the large elevator which led to the save room of the airport, remember it ? you cant head to the palace now cause the path is blocked. Anyway, make your way to the airport save room elevator.

Once your in the save room make sure that you have atleast 3 spaces in your inventory, then head to the cargo storage room. Here just enter the door which is past the controls, once you enter this door your in the upper part of the bridge. Right now the lever which controls the bridge wont be working so make your way to the door at the end where claire got the airport key from.

In this room there is a small puzzle which claire couldnt do, to the left of the door is a machine, press the buttons in this order.

button 3 twice  
button 5 once  
button 10 once  
button 3 twice  
button 5 once

This puzzle is over now, some of the zombies will rise now but you dont need to fight them so head back to the previous room again.

Here just go to the lever and press it now, it will lower the bridge now head back to the cargo storage room and from there head to the bridge itself. Now from this place make your way to the airport office room, from there take the fork to the left, now your at the boarding area, here head to the lift, kill the hunter then take all 3 of the proofs , now head back to the office room.

Now from this office make your way back to the bridge, then back to the cargo storage room, and then head back to the airport save room, here save your game if you wish and be sure to take the bowgun and explosive arrows if you have them.

Ok now take the elevator back up to the courtyard area again, and now head back to the main hall of the military facility again, from here head to the brown door, dont go anywhere else.

In this place kill all the zombies and head for the open door, then head through the hole in the wall and then head through the final door in this place, in this new room just kill the zombie and take the ladder down.

Now your in one of the rooms where you came as when playing as steve, look at your right and you'll see a lever, quickly press it and you wont have to worry about the gas anymore, now make your way to the room with the green liquid, remember i told you about it when we were playing as steve, we couldnt take it before now head to that room, once your in that room take the green liquid , its the clement A. Combine it with the clement E and you'll get the clement mixture.

Ok now head back to the steve room you came in from right now then make your way to the balcony room where the elevator is located, when your there take the elevator to the first floor and then make your way back to the room with the military facility model.

Now place all 3 proofs in their slots and the model will move and you'll see a ladder, now its time to go down the ladder so do it, your in some tunnels now, there are spiders here, kill them with your grenade launcher and dont forget to take the grenade ammo along the path, then continue until you come to another ladder take it down again.

Here you'll have another boss fight, its the same little albanoid which claire found, but it aint no little anymore, its reached maturity in the span of a few hours.

Now there are 2 methods of finishing this battle, one is the sure but slow method, the other is the quick but risky method, if you want to go sure then this is what you do , as soon as then fight starts equip your grenade launcher or the submachine gun if you have it, then wait by the edge of the water for the albanoid to come close, as soon as it comes close and rises shoot it with a grenade or submachine ammo, now continue this pattern each time he comes close, and after some time it should be dead, when the thing is dead head in the water and take the eagle plate then quickly head out the water.

The other method is risky but its gonna make this battle alot shorter make sure that you have some full healing items with you, now quickly

enter the water and make your way to the eagle plate, you will get shocked some times, for every second time that you are shocked use a full healing item cause it takes you to danger, quickly grab the plate and make your way out of the water, and the battle is over . capiche.

Now make your way back through the tunnels and back to the model room then go back to the elevator and take it to the underground sewer area's again, this time head down the staircase and take the shotgun, the stairs will rise up and it becomes the same as it was in claire's scenario, now head into the water which was behind the stairs, now dive in and climb up on the other side on the ledge, here climb the ladder and you'll find yourself back in the harrier hallways.

Now before you do anything mix the eagle plate with the clement mixture and you'll have the halbred remaining, take it and head for the save room of the harrier halls, enter the save room and save your game immediately then go to the drawer puzzle and if you didnt do it before then its a must that you do it now, the result will be you getting the lugar replica's which arent usefull in the main game but it unlocks steve in the battle game, save your game, put the grenade launcher back into the item box then head back out.

Head to the double doors and use the halbred on them, the doors will open now and chris finally see's the final harrier, and another good scene in which chris takes the harried and heads for antartica, chris is a good pilot aint he.

Chris finally reaches antartica and sets the harrier down.

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( ^ . , ' ^ ^ . , ' ^ )  
  
CHRIS IN  
ANTARCTIC  
  
( ^ . , ' ^ ^ . , ' ^ )
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Now when the scene is over run forward and enter the double doors. In this room kill the tentacles then run forward and you'll see the plane wreckage, run forward and head down the ladder, and make your way to the save room.

Once here check the display cabinets and you'll see that there is a hole to put in the halbred in here, put the halbred and the bottom cabinet will open, check inside it for a paper weight and a file, take them both and now its time for a little long walk.

Now we have to make our way all the way to the room where claire used the machine to turn the valve into the octagon valve, once you have reached that room you'll notice water along the path, that water came from the drilling steve and claire did, when you reach that room take the duralinum case, now for some more backtracking.

Now its time to head to the upper part of the mining room, remember the room where claire used the octagon valve handle, head to that room and once your there take the handle, you'll be attacked by some zombies, kill them all and head to the previous room.

Now head for the door which leads to the room where claire changed the handle, but dont enter it, look for the broken catwalk here, drop on the ice and climb the ledge to the other side of the broken catwalk.

Now enter the door near you, this room has more of those wesker's machines you'll be caught and hunter will come out and try to kill you, dispose of it and run forward, ignore the double doors for now and head down the hall you'll come across an elevator, take it down.

When you are out of the elevator your in another one of the merrig go round rooms, here just go to the door directly infront of you, in this new room again head for the closest door.

Once in here you'll see that this is a save room, but also a power room head to the itembox and take out the empty fire extinguisher from it, also take out the combat knife, now put the duralinum case back in the itembox and save your game now, ok now check in the room and you'll find a hole you can insert the valve in, do that and insert the valve in and the power will come back online in the lower area's of the facility.

Ok now head back to the previous icy room, and this time make your way down the hall with carefullness , kill any zombies you may encounter on your way and enter the door at the end of the hall.

Now your in a very familiar room, you dont know why now but in a moment you'll find out, just run down the hall ignore the door you see for now and head down, you'll come across a tiger head statue exactly similar to the one in the spencer mansion. \*\* See i told you \*\*. What the hell is it doing here, baah. Ok do this, check the statue and first take out its blue eye, the statue will spin to one side and you'll be able to take the item, its the square valve handle socker, combine it with the octagon valve and now your valve is back to its square roots again. Now put the blue eye back in, now check the statue again and take out the other eye this time, the statue again spins and you can take some magnum bullets now, take them and put the eye back in again, once done here head back to the door which you just left, its actually an elevator.

Now head down this elevator and you'll come out on a platform of some sort with alot of ants on it, no time to stop just run over them and run forward you'll see a scene in which you'll see the large anthill. Now grab the wing object lying there somewhere, now turn left and continue, then turn right and continue until you see a wall with blood on it, enter the door it lead to.

Now this is the storage room, enter it and run forward, go up the small stairs and run forward till you see a container, check the terminal to the right side of the container and you'll come across a small puzzle, here you have to press the buttons in the right order to finish it. Press them in this order

1. AA
2. Crown
3. Heart
4. Spade

Now once you done this a small compartment will open up in the computer, put the paperweight inside it and the container will open up and out falls the dead body of mr alfred ashford, check the hand of the body and chris will take the ring from his hand, check the ring now and it will turn into alfred's

jewel.

Ok now once your done in here time to do a little backtracking, make your way back to the room where you found the first of wesker's machines here, the hall where we left a double doors, remember ? ok head there. Once you reach there enter the double doors, your in a water room now.

In this room head forward and press the small button which is near the elevator once done a large barrel will rise up, now go to it and use the empty fire extinguisher on it, now you'll have the full extinguisher again. Once this is done head to the lift in the far end and take it up, once up head forward until you see a hole where you can put in the square crank in, do so and the water will disappear. Once this is done climb down the ladder and take the key from the tank , once done a sweeper will drop down on you, these are like the hunters but they can poiso you so be careful, kill this one with anything you have and once your done head to the other elevator and take it down.

Ok now down here you'll probably remember where we are right now, use the fire extinguisher on the fire and take the magnum from the place where you originally found the mining room key.

Ok now its time to do a little back tracking, remember the hall where you jumped the catwalk to get to this new place, head back there, the hall which has the door leading to the upper mining room, ok go there and check near the door and you'll find a crane here, use the crane key on it and another scene starts, chris will use the crane and along it mr nosferatu's body will rise up, he will drop his jewel too . But before you can do anything alexia makes her appearence and she unleashes a large large spider on chris, the boss battle begins.

Ok now this battle is extremely easy, trust me, when i say easy, i mean easy, now if your playing the game in easy mode then just one shot from the rocket launcher and the fight is already over, however if your not playing them game in easy mode then take out the handgun, if you have the advanced handgun which claire left then its even better for you, take out the handgun and shoot away, no more then 30 or so shots and the battle is already over.

Or there is another method to finish this boss battle, just simply head over to the place where nosferatu's jewel is dropped and take it and exit back to the previous room leaving the spider all alone. This method will save you some ammo too.

Ok now we need to do some backtracking, remember the hall where you found the first of wesker's machines here, head down there and to the lift again at the end of the hall, ok now you'll come back in the room with the other merry go round, look around the room this time and you'll find another wing object, take it and you'll be attacked by another sweeper, kill it by any means necessary and this time enter the double doors.

Ok now once you enter the double doors prepare to get shocked cause this looks just like the main hall of the mansion from RE1, exactly i mean, surprisingly chris doesnt faint or anything, well i was surprised by this ALOT. Anyway control the shock for now and head up the stairs check the large painting and you'll see that you need 3 jewels to put in it and the best thing is that you already have 2 of them, so insert alfred's jewel and alexander's jewel.

\*\* For those of you who still havnt figured this out alexander/nosferatu was alexia and alfred's father, but they performed some wicked experiment

on their father and turned him into this thing \*\*

Once your done with this part head down the stairs again and this time head to the backside of the grand staircase, here chris will finally meet claire, use the combat knife to free claire and a cutscene start claire and chris have a tearful reunion.

Now remember back at the heliport and the clarie nosferatu fight, i told you to watch out and not get poisoned, now if claire was poisoned then she will faint after this scene and chris will have to get the serum for her.

\*\*\* !! Claire serum part :::

If claire was poisoned then you would have to get the serum for her, now to get to the serum head back all the way to the room where you got the crane key from, ok once your there take the elevator back down to the room where you got the magnum from, now check on top of the barrel here and chris will find what he's looking for !.Now head back to claire and she will be cured.

\*\*\* !! Claire serum part END :::

Wether if claire was poisoned or not it wont affect the upcoming part now you'll have another scene in which alexia will make her appearance on top of the staircase, she mocks the redfield siblings then runs off now claire and chris give chase and a FMV shows that chris falls down after a huge tentacle smashes the staircase, claire can still make it to the other side but chris cant.

Now chris will stay behind and you can control claire again, but for a brief time i might add.

( ^ . , . ^ . , . ^ )

BACK AS  
CLAIRE

( ^ . , . ^ . , . ^ )

Now once your as claire you'll start the game in the room with the shotgun rack, the main objective claire has now is to find steve, once your in the rack room, ignore it for now and head for the item box, in it, from the itembox take atleast 2 or 3 first aid sprays and also take the handgun which chris started the game originally as, and if you were poisoned as claire then use something else to heal yourself, but keep the 2 FAS's with you at all time now.

Ok now once your done in here head to the other door in this room, this is a halway, run forward in it and kill any tenticles which appear then keep on running, ignore the door along the path cause its already locked and enter the door at the end of the hall.

Now this room is a strange one, run forward ignore the steelish

door you see now and run forward, you'll see a cannon, take the file near it and push the cannon and claire will reveal a crystal.

Ok now this part requires you to be quick, now a large piece of concrete will fall down from above and pulled back up again, now as soon as its being pulled up take the crystal quickly then head to the place where the concrete falls down, use the crystal on that place and claire will back off automatically, the concrete will fall down and shatter the crystal, revealing the security card inside.

Take the card now and head back to the door you just passed and enter it. You will see a gate with a card reader with it, use the card here then run forward after the gate rises, claire will finally find steve but he's trapped with a chair and an axe.

Now another nice scene begins in which steve struggles to free but suddenly starts to mutata, he turned into a large nosferatu look alike monster and tries to kill claire, now all you have to do is run away from him cause there aint no way on god's green earth you can kill him.

Now this boss fight is kinda wacky if you look at it, if you were playing the game in easy mode and brought the rocket launcher with you still you wont be able to even stop him for a second, so the only rational thing to do in this battle is to run away from him as soon as your back in control of claire and make your way back to the gate where you came in this room from, now he's gonna throw the axe at you , and for every second time you get hit make a full heal cause it hurts badly. Keep in mind that the gate is closing behind you all the time so its necessary to be quick.

Once you get back a FMv will start in which steve almost kills claire but seeing her brings out his human side again and instead of killing claire he hits the tentacle with the axe, and the tentacle smashes him with the wall before leaving, very emotional scene later steve says that he loves claire and then he dies. Claire bursts into tears.

( ^ \ . , : ^ \ . , : ^ \ )

CHRIS

AGAIN

( ^ \ . , : ^ \ . , : ^ \ )

Now as the scene finishes the action goes back to the main hall of the mansion replica and this time we see chris hiding behind some pillars and wesker and alexia have a showdown. This is probably the best scene in the entire game, wesker demands that alexia come with her but she laughs at him and mutates into a monster, wesker is a little surprised, alexia slaps him across the hall but he lands on his feat, then wesker does an amazing matrix move and knocks alexia's teeth right back to their place, but then he notices chris . Wesker acts smart and asks chris to take care of this mess since he was one of his best men and runs through the main doors.

Now chris tries to run up the stairs but alexia stops him and your first

fight with alexia begins.

This is quiet an easy battle if you look at it, all you need to do here is keep at a safe distance away from alexia cause she can do a 1 hit death attack if your too close to her, so remain at a safe distance and take out the magnum, now shoot about 6 to 8 rounds and she should fall down, if your short on magnum ammo or dont have the magnum then the best guns here are the submachine guns, fire from a safe distance and soon this battle should be over.

Now once this battle is over head over to the stairs and you'll find alexia's choker there, check it and it will turn into alexia's jewel, now head up the stairs and use the final jewewl on the painting and it will slide, revealing a door behind it, enter it and after chris has left for that door you'll see that alexia isnt dead yet and she rises .

Now in this new area just run forward, you'll come across some double doors but ignore them then turn around the corner and enter the first door you see. Now in this room there should be some desks, search the desk which dont have the typewriter on it and you'll get the sterile room key.

Now head all the way back to the mansion main hall, noticing that alexia isnt here anymore, head to the double doors and open them with the help of the sterile key, pass through them and you'll see taht your back at the hall with the tiger statue, now head back to the power room, which also was a save game room.

Ok now this part can be a little tricky at times, head to the power room and turn off the power, now head back to the main hall of the mansion, take the path from the other merry go round arae, now once your back at the mansion hall head through the double doors to the tiger statue, take both of its eyes, now head back to the mian hall through the double doors.

Once back at the main hall climb the stairs again and enter the painting room, run past the double doors again, and also past the door which we entered last time, now enter the door next in line to it, once you enter it you'll see that this is exactly similar to alfred's private room back at rockfort, anyways, head over to the music box and put the blue jewel which we just took from the tiget into it, the box will now open.

Now enter the door which has a woman onit, this is just like alexia's room here head to the music box and place the red jewel from the tiger statue. Now take the music box plate and head back to alfred's private room. Once back here simply use the music plate on the music box in here, now alfred's bed will move and you'll see another ladder for the climbing.

Ok in this new room find a container, check in it and you'll find a dragon fly object, remember the two wing objects we found earlier, combine them with the dragonfly object and you'll get a incomplete dragon fly. Now head back to the painting room, ok now its time to enter the double doors which we have ignored for the past 2 runs.

Ok now in this new room head to the elevator and take it down, once down here you'll see another one of the wing objects in a glass, now check the computer terminal near it and you'll unlock the final wing, take it and combine it with the dragon fly object and you've got the full gold dragonfly now. Ok head back up the elevator, now take the small stairs and enter the door at the top.

Once your back at the top you'll find that your in a very familiar hall,

we just came here as claire a little while ago, now head to the right side and enter the door which led to the shotgun rack room and to the item box, check the item box and take out both the submachine guns and the assault rifle if you already didnt have them, then head back out the door and head to the area where claire went after steve.

Once you reach the steel door you'll have a scene in which chris hears claire crying from behind the door, she tells chris that steve is dead and that she is trapped, now to get her out chris would need to set the self destruct system which will cause all the doors to open up themselves now she will toss a file from under the door. Check the file and you'll get a security card.

Now run down this room, ignore the double doors for now and at the end you'll come to some stairs, climb them and now you'll be directly over the large ant hill on a metal grating. Now in this room head to the other door and use the gold dragonfly on it to open the door, your in a security room now, here just simply kill all the zombies then head to the computer terminal, use the card on it and then enter the code, which is, umm VERONICA !!! .

Now you would have turned on the self destruct system, now head back to the previous room, another cutscene now in which claire and chris finally meet together again, but a cool FMV starts in which alexia makes her appearence again, and this time she looks really p'loed. Chris and claire will unlock the linear launcher but its gonna take some time for reloading.

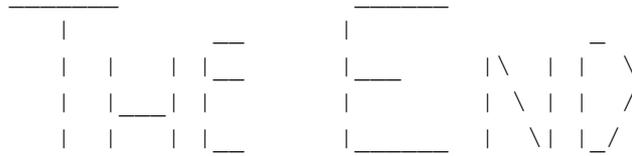
Now the boss fight will start, claire will try to run away but alexia traps her, now shoot quickly at alexia before she can get to clarie, or claire's dead meat. Now alexia will mutate again and claire runs off leaving chris alone. Now alexia will turn into a large, err, thing. If you are playing the game in easy then you just need to fire off 3 rounds from the rocket launcher, but if your playing the game in normal mode then first take out the magnum and put all rounds in alexia, then when the magnum finishes off take out the submachine guns and put all the remaining ammo inside alexia. Now when alexia is hurt enough you'll have another scene in which alexia mutates, once again, this time into a large dragon fly look alike, ok by now the linear launcher will done charging so head over to it and take it, now equip it in your item menu. Now as soon as you equip this thing you'll come into a first person view, groovy, now aim for the dragon fly alexia and let a shot out, just one shot and its all over.

You have finished CVx.

Now sit back and watch the AMAZING new ending FMV, chris after killing alexia runs down the stairs and see's that wesker has hold of claire, he pushes her through some holes in the walls and chris gives chase. Chris comes across some zombies, but he literally pushes them aside and runs for a large double door and bangs them open. Now he comes to some sort of a submarine dock. Wesker is here with claire. He states that he still has steve which really gets claire mad. Chris asks her to leave and when she does the battle begins.

Well not a battle, actually a physical assauly by wesker to chris, somehow chris manages to put wesker under alot of I beams and before they can start at it once again one of the explosions cuts wesker's face horribly and he exclaims that he'll get chris the next time they meet, and chris runs off to the harrier, from now its the same old ending in which chris flies the jet and the best explodes behind them, so i guess were through with

the game.



## ## Introduction ##

Well this is the battle game section from CVx, the battle game is probably the funnest mini game in any RE to date cause it lets you make your way in first person and you also have inf ammo for atleast one weapon, to get the battle game all you have to do is finish the game once, no matter which version of CV your playing the battle game will still be there.

In this fun game you can take on the role of 5 different characters which are, claire, chris, claire in alternate dress, steve and the infamous albret wesker, this game can be both easy and hard depending on the player you star the game off with, claire both forms are really easy to finish the game, chris is a bit moderate steve is a bit more harder and wesker is ass hard cause he starts the game off only with the knife.

Along the course of the battle game you'll find out that this is a twisted game, cause you'll come in random rooms from the actual game but if you step out of one door you'll come out in a completely new enviroment, during the course of the battle game there is a slot machine which can give each character some extra special items which can be from guns to the secret DIJ diary, wesker gets the awesome magnum which is a neccesity to kill the final boss, oh i forgot to mention that at the end of each player's battle mode there will be a boss. 19 rooms in total all filled from head to toe with zombies or other monsters and you have to kill them all to be able to go to the next door, but it shouldnt be a problem cause each player has their own infinite ammo.

Another thing about this game is that in all versions you can win yourself a Linear launcher, but in the DC version you find that you start off this game with the linear launcher in your inventory, but in the PS2 version of the game you would have to

get an A rank to get this baby but the thing is that if you even equip the linear launcher then you wont be able to get any rank anymore.

The GC version of this game is however very similar to the PS2 version so no questions asked there.

## ## Characters ##

Claire redfield :

Age = 19

Game level = Easy

Final boss = Nosferatu

Starts off with :   Bow gun with inf explosive arrow's  
                          Handgun  
                          Infinite handgun ammo  
                          Knife  
                          Full healer  
                          Full healer  
                          Full healer  
                          Full healer

Slot machine

items :               Sub machine guns  
                          DIJ's diary

NOTES : Claire redfield is defaultly unlocked in all versions of the game, we dont have to do anything to unlock her, her game is like the easy version of the battle game, she has the easies gun to use in all characters, the bowgun, and that too with the explosive rounds, so that would be the gun you should use with all enemies no matter what comes .

Alternate Claire Redfield

Age = 19

Game level = Easy again

Final boss = Tyrant

Starts off with :   Grenade launcher  
                          Inf grendade rounds  
                          Inf acid rounds  
                          Inf flame rounds  
                          Assault rifle  
                          Knife  
                          Full healer

Slot machine

items :               Gas rounds  
                          First aid spray  
                          DIJ's diary

Notes : In the PS 2 version of the game this claire wont be unloceked

from the start and you would have to beat the normal clair's battle game with an A rank. Again this claire is also an easy mode, slightly harder then the default claire, she has the grenade launcher, another excellent weapon, but the gas rounds which you find in the slot machine are the one's who do the trick for the final boss, be sure to take them or the final boss will be more harder to beat.

Chris Redfield

Age = 25

Game lever = Intermediate

Final boss = Alexia second and third form

Starts off with : Magnum with inf ammo

Shotgun

Inf shotgun shells

Knife

Full healer

Full healer

Slot machine

items : Sub machine guns

DIJ's diary

Notes : Chris's game is a bit more harder then claire's game but still he has the magnum with inf ammo which should prove more then enough for the normal baddies, as far as the slot machine item goes, its just better that you keep the magnum at almost all times, all normal enemies take 1 shot to die so keep it in chris's hands at all times.

Steve Burnside :

Age = 17

Game level = Hard

Final boss = Gulp worm

Starts off with : Gold lugars with inf ammo

Sub machine guns with inf ammo

Knife

Full healer

Full healer

Slot machine

items : DIJ's diary

M100 inf

Notes : Steve wont be unlocked in the battle game from the start and to get him here you must have gotten the lugar replica's in the main game as chris, remember the drawer puzzle, steve starts off with two of the best guns, the submachines and the lugars, you can actually do headshots with lugars if you aim up and shoot at zombies while very close to them at the same time. Other then that steve's final boss is quiet easy .

Albert Wesker :

Age : 38  
Game level : Expert's only  
Final boss : Alexia first form

Starts off with : Knife  
Full healer  
Full healer  
Full healer

Slot machine  
items : Magnum with 6 shots  
DIJ's diary

Notes : Wesker can be unlocked in the playstation 2 version by finishing chris's game with an A rank, all he has is the knife from the start and his game is one helluva tough game, anyone who can finish this game should consider themselves expert, the slot machine lets out the 6 shot magnum which should only be used to take care of the final boss who is none other then, alexia.

\*\*\*\*\*  
\*  
WALKTHROUGH \*  
\*  
\*\*\*\*\*

Note : For the walkthrough of the battle game i've separated each room with different para's, each para will tell you what to do with all the characters, oh and enjoy.

#### ## ROOM 1 ##

4 zombies here in the first room of the battle game,

Normal Claire  
take out the bowgun with explosive rounds and kill them all,

Alternate Claire  
its best to use the grenade launcher with flame rounds,

Steve  
use the lugars and use the headshots method stated above,

Chris  
Take out the magnum and simply shoot all the zombies

Wesker  
This is a little harder, take out the knife and wait for the zombie to get closer, now start stabbin with the knife to its knees, once its down start stabbin, then do the same with the second, then head to the corner and wait for the zombies to come around them, then start stabbin and get rid of them.

When your done in this room head to the staircase and to the next room.

#### ## ROOM 2 ##

6 zombies in this room, there's also a green herb

Normal Claire

use the bowgun with the explosive rounds to kill them all.

Alternate claire

Use the grenade launcher with the flame rounds to kill them.

Steve

Simply do the lugar headshot trick again.

Chris

Dont think of unequipping the magnum and shoot away

Wesker

Quickly charge into the zombies and start stabbing at their knee's, as they fall you will take some bites, once they are all dead then head to the final zombie besides the door. Kill it.

Once the zombies are daed take the herb if you wish and exit to the next room.

## ROOM 3 ##

3 bandersnatchers here again with 1 first aid spray

Normal claire

Keep the bowgun in hand and kill the banders off one by one

Alternate claire

Flame rounds remain best against them, so fire away

Steve

Take off the lugars and put on the submachine's and fire off at the bander's for quick deaths

Chris

Just one shot from the magnum should do the trick so just use the magnum

Wesker

To kill the bander's quicker with the knife run up to the closest one and start stabbin with the knife on the side without the arm, soon it'll fall, do the same thing for the other 2 banders.

Once all the banders in this room are dead take the first aid spray and head for the exit.

## ROOM 4 ##

5 zombies here, nothing else

Normal claire

Just keep the bowgun in hand and shoot off the zombies

Alternate claire

Still with the flame rounds in hand, start killing

Steve

Take the lugar back out and agian some headshooting should do it

Chris

Nothing but the magnum for chris

Wesker

Run forward and charge at the first group and stab away, then run forward and bait the other zombies to come after you, then stab away at them too and soon this room should be clean

After the zombies are all done head to the elevator.

## ROOM 5 ##

6 zombies in here, nothing else

Normal claire

Just keep the bowgun in hand and shoot off the zombies

Alternate claire

Still with the flame rounds in hand, start killing

Steve

Take the lugar back out and agian some headshooting should do it

Chris

Nothing but the magnum for chris

Wesker

Stab at the zombie right near you first, then go down the stairs and start stabbing, no need to worry about anything, just slash off.

Again after killing the zombies then head to the next area.

## ROOM 6 ##

2 hunters in here, 1 herb

Normal claire

With this claire still keep the bowgun, hunter or no hunter nothing can come in the way of the explosive rounds

Alternate claire

A little change now, take out the acid rounds and use them on the hunters, just 1 round for each hunter and they're done

Steve

Take out the quick shooting sub machine guns and fire off at the hunters and kill them

Chris

Magnum shots, 1 for each hunter and they're done

Wesker

With wesker its alot more harder, run into the first hunter and start slashing at it, never stop hitting it and hope to god that it dies before the other one realizes, the same

for the other hunter, charge in and dont stop stabbing until you hear him die.

Hunters gone, take the green herb and head to the next area.

## ROOM 7 ##

1 sweeper, 1 hunter, blue herb

Normal claire

Again use the bowgun with explosive rounds here, first take out the sweeper quickly then get rid of the hunter

Alternate claire

Use the acid rounds here too, first take the sweeper, then the hunter

Steve

Keep the submachine's equipped, first the sweeper, then the hunter

Chris

Still keep the magnum equipped, sweepers also take 1 shot, so kill it first and then the hunter

Wesker

Do the same as last room for this one, run into the sweeper and stab at it and hope that the other one doesnt notice quickly, kill the sweeper quickly then the same trick for the normal hunter

Once the enemies are dead if you were poisoned take the blue herb from behind the pillars and exit to the next area.

## ROOM 8 ##

4 zombies, nothing else

Normal claire

Same old same old, use the bowgun to kill the zombies, use the barrel

Alternate claire

Take out the flame rounds again and kill the zombies, use the barrel

Steve

Take out the lugars again and kill the zombies with headshots use the barrel

Chris

Magnum is the only thing for chris so use it, use the barrel

Wesker

Stab away at the closer zombies, then run down and stab off at the remaining zombies, kill them all

Once the zombies here are dead head over to the exit.

## ROOM 9 ##

6 zombies in here nothing else

Normal claire

The zombie close can blow up so kill it first and then aim for the other's with the bowgun.

Alternate claire

The zombie nearest can explode so kill it first and then think of killing the other's with the flame rounds

Steve

Headshot the closest zombie quickly cause he can explode, then use the lugar trick on the other zombies

Chris

Magnum kill the first close zombie cause he can explode, then kill the rest off and done.

Wesker

Stab the one closest to you first, then kill the zombies as they come, run forward past the door kill the remaining zombies and your done

Head to the exit once the room is cleared

## ROOM 10 ##

6 more zombies in here

Normal claire

Same old same old, use the bowgun to kill the zombies,

Alternate claire

Take out the flame rounds again and kill the zombies,

Steve

Take out the lugars again and kill the zombies with headshots

Chris

Magnum is the only thing for chris so use it,

Wesker

First knife out the 3 zombies closer, then head round the corner for another 3 zombies, kill them too.

Again head for the exit.

## ROOM 11 ##

5 zombies in this room with 1 first aid spray.

Normal claire

Same old same old, use the bowgun to kill the zombies, dont forget to take the first aid spray off the cabinet.

Alternate claire

Take out the flame rounds again and kill the zombies, Dont forget to take the first aid spray.

Steve

Take out the lugars again and kill the zombies with headshots  
Take the first aid spray before you leave.

Chris

Magnum is the only thing for chris so use it,  
Take the first aid spray.

Wesker

Stab off at the first 2 zombies in this room, then head  
for the final 3 and stab them to death, if you were in  
bad health when you entered this room then never ever  
forget to take the first aid spray.

Once all done head to the exit with the first aid spray.

## ROOM 12 ##

4 zombies in this room with another first aid spray.

Normal claire

Same old same old, use the bowgun to kill the zombies, use the barrel

Alternate claire

Take out the flame rounds again and kill the zombies, use the barrel

Steve

Take out the lugars again and kill the zombies with headshots  
use the barrel

Chris

Magnum is the only thing for chris so use it, use the barrel

Wesker

Head forward and kill the first zombies, then head round  
the corner and kill the other zombie with the knee shots.

Here you will have a choice of 2 doors, but for the love of all  
good enter the silver door, cause there's a slot machine inside.

## ROOM 13 ##

slot machine here with 2 green herbs

All characters

Just head to the slot machine and press it to get your  
item, then just go and take the 2 green herbs

Now head to the next room.

## ROOM 14 ##

1 hunter 1 sweeper and 1 first aid spray.

Normal claire

For the normal claire just take out the first hunter  
with the bow gun rounds then go and take the first aid spray  
and wait for the sweeper, once you see it kill it.

Alternate claire

For the alternate claire just take out the first hunter  
with the flame rounds then go and take the first aid spray

and wait for the sweeper, once you see it kill it.

Steve

Take out the submachine guns and shoot away at the hunter then run forward take the first aid spray and kill the sweeper as soon as its in sight.

Chris

Magnum the first one, then run forward, take the first aid spray, magnum the sweeper and your done.

Wesker

Like all the hunters run forward into the first one and stab till its dead, then run forward and take the first aid spray, then run into the sweeper and kill it with the same method.

Once all this is done head for the exit.

## ROOM 15 ##

7 zombies in here but nothing more

Normal claire

Same old same old, use the bowgun to kill the zombies,

Alternate claire

Take out the flame rounds again and kill the zombies,

Steve

Take out the lugars again and kill the zombies with headshots

Chris

Magnum is the only thing for chris so use it,

Wesker

Stab away at the closer one quickly then run down the hall and you'll see a large groups, no worries just charge into them and kill em one by one if you have to.

Exit to the next door after this.

## ROOM 16 ##

4 zombies here and barrels too, barrels :D

Normal claire

Same old same old, use the bowgun to kill the zombies, use the barrel

Alternate claire

Take out the flame rounds again and kill the zombies, use the barrel

Steve

Take out the lugars again and kill the zombies with headshots use the barrel

Chris

Magnum is the only thing for chris so use it, use the barrel

Wesker

Run past the barrel first so you dont accidentally stab it  
then stab the 4 zombies, shouldnt be much of a problem here.

## ROOM 17 ##

5 zombies in here and nothing else

Normal claire

Aim with the bowgun for the zombie in the middle, shoot it  
and it'll blow, kill any zombies left in the explosion.

Alternate claire

Aim for the middle zombie with the flame rounds then shoot  
and it will explode, kill any remaining zombies.

Steve

Lugars out and aim for the zombie in the middle so that it  
explodes, once dont kill any remaining zombies with the trick

Chris

Magnum the one in the center and it might explode, if so then  
kill the remaining, if it dont explode then just magnum the  
zombies.

Wesker

Run forward and start slashing at the group, by now your health  
should be down a bit so if you have any healers keep em ready  
and after killing the zombies if your in orange then use the  
healer

Once done head to the next room.

## ROOM 18 ##

3 bandersnatchers and 1 first aid spray.

Normal claire

Keep the bowgun in hand and kill the banders off one by one  
Take the first aid spray now.

Alternate claire

Flame rounds remain best against them, so fire away  
Take the first aid spray now.

Steve

Take off the lugars and put on the submachine's and fire  
off at the bander's for quick deaths  
Take the first aid spray now.

Chris

Just one shot from the magnum should do the trick so  
just use the magnum  
Take the first aid spray now.

Wesker

To kill the bander's quicker with the knife run up to the closest one and start stabbin with the knife on the side without the arm, soon it'll fall, do the same thing for the other 2 banders.

Take the first aid spray now.

Now check your player's health cause we are about to have the boss fight for the respective player, ok ?!

## FINAL ROOM ##

Boss

Normal claire

For claire its good ol nosferatu making his appearence the easiest and the simplest method of finishing this boss fight is to keep the bowgun with explosive arrows in hand and keep on rapid firing from the place where you start off in this room and keep your aim at the boss, this is way too easy and soon enough its gonna be over.

Alternate claire

Hope to god that you didnt forget to get the gas rounds for claire from the slot machine, if you got them then this fight is easy, shoot 2 rounds, then run away, shoot 2 more then run away, no more then 7 rounds should do it, if you didnt take the gas rounds then take out the acid rounds and do the same trick as written above and in a while the boss should die.

Steve

This boss is quiet easy compared to the rest of steve's battle game, just take out the submachine guns and start firing off when ever the boss shows itself, when it goes down just start running around in large circles, soon the boss would finally fall over and die and your done here.

Chris

Good ol chris has the only mutating boss in the battle game keep on shooting alexia with the magnum and never stop pressing the fire button, in a whil alexia will scream and turn to her next form, again keep on shooting at it with the magnum and soon this fight should be over.

Wesker

Mr wesker man has the battle we already saw in the main game its him up against alexia 1st, now if you took the magnum from the slot machine then this fight is already over, take out the magnum and start shooting at the boss, before the 6 rounds will finish the boss fight is already over, or if by some huge mistake you didnt take the magnum then the best thing to do is slash alexia from behind with the knife and hope to god she dies quickly, check your health frequently.

End of walkthrough

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GETTING THE \*  
A RANK \*  
\*  
\*\*\*\*\*

If you want to get the A rank in the battle mode then you must finish the battle game in the following times as each player.

NORMAL CLAIRE : Keep the game time under 7 minutes  
ALTERNATE CLAIRE : Keep the game time under 10 minutes  
STEVE BURNSIDE : Keep the game time less then 15 minutes  
CHRIS REDFIELD : Keep the game time less then 8 minutes  
ALBERT WESKER : Keep the game time less then 1 hour.

\*\*\*\*\*  
\*  
TIPS \*  
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- \* Try to get an A rank with any player in the battle game to unlock the linear launcher, it makes the game alot easier but it also takes away any chances for an A rank
- \* When playing as wesker keep in mind to slash the zombies at their knee's so they would fall down quicker, then stab on and they'll soon die
- \* Steve has a trick with the lugar in which if you aim up and fire at the same time when very close to the zombie then steve can get random headshots. Cool.
- \* Be sure to check the slot machine for each character not only does it get you any special items but it also gets you the infamous DIJ's diary.
- \* In this game dont just go on and start using healing items, instead keep on fighting until you are in the red danger or are about to enter any rooms with hunters or sweepers.
- \* Keep in mind that the zombie placings and the health item locations remain same in every game so when your playing the game , memorize the locations for help with the harder player, namely WESKER !!.
- \* When your playing as wesker be extra sure taht you get the magnum from the slot machine, because without it you can imagine fighting alexia with a knife yourself.

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ITEMS  
LISTING  
AND  
LOCATIONS

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ACID ROUNDS

Found : All over the shop

These are the grenade acid rounds to be used with the grenade launcher, work well against hunters.

AIR FORCE PROOF :

Found : Private residence, airport boarding lift

Use it once as claire to open the way to the plane and once as chris to reveal a hidden passage in the military facility.

AIRPORT KEY :

Found : Airport 1F

Use it on the bridge to raise it to level 2 so the plane can take off.

ALEXANDER's JEWEL :

Found : alexander's pierce near nosferatu's dead body

Use it later on in the game on the painting to open up the passageway.

ALEXIA's JEWEL :

Found : alexia's choker, search the choker to get this item.

Use it later on in the game on the painting to open up the passageway.

ALFRED's JEWEL :

Found : Alfred's ring, search the ring in his hand to get this item

Use it later on in the game on the painting to open up the passageway.

ARMY PROOF :

Found : Military facility 1F, Airport boarding lift

Use it first at the boarding lift to get passage to the plane then later on use it on the slot behind the model to open up a passage.

ASSAULT RIFLE :

Found : Antartica, weapons room

This is an awesome weapon and can take care of both strong and weak enemies quickly and easily.

ASSAULT RIFLE AMMO :

Found : Military facility tyrant room

This is the only ammo for the assault rifle and can be found in the game with chris, it will refill your rifle to about 50 %.

BAR CODE STICKER

Found : Antartica with chris

Use it on the crate in the convayer belt

BATTERY

Found : Military facility in the harrier jet hallway

Use this battery to turn the power to the lift on in the room where steve shot his dad.

BIOHAZARD CARD

Found : Airport

Use it on the shutters which have the gray scanners with them, this card is used more then once.

BOW GUN :

Found : Military facility

This is one of the best guns in the game, even though the normal arrows dont do alot the explosive rounds can cause some damage.

BOW GUN ARROWS:

Found : All over the shop

These are the normal arrows for the bowgun.

BOW GUN POWDER :

Found : Alot of places

Combine these with the normal bowgun rounds to make the more powerful explosive arrows.

BLUE HERB :

Found : All over the shop

These herbs can cure any normal poison, except for the random poison caused by nosferatu.

BLUE JEWEL :

Found : Tiger statue in antartica base

Use it in alfred's room on the music box to open it up.

BOW GAS ROUNDS :

Found : Prison grounds

Special ammo for the grenade launcher

BRIEFCASE :

Found : Prison grounds

Open up the case to get another item for later use

CHEMICAL STORAGE KEY :

Found : Military training facility catwalk above room where steve shot his dad

Use it to open the chemical storage room in the military facility.

CLEMENT A :

Found : Military facility chemical storage room

Combine with the clement E for another item

CLEMENT E :

Found : Military training facility one of the rooms where you go as steve

Combine it with the clement A to get another item.

CLEMENT MIXTURE :

Found : Combine the 2 clements  
Use it on the eagle plate to remove the alloy

COMBAT KNIFE :

Found : RE 1 mansion duplicate, chris starts off with one  
Use it to kill single zombies, and also needed to set claire free

CONTROL LEVER :

Found : Airport  
Use this to raise the bridge which allows the plane to fly

CRANE KEY :

Found : Antartica base room where you fill the extinguisher  
Use it on the crane to lift the dead body of nosferatu.

CRYSTAL :

Found : Antartica base prison room.  
Smash it under the concrete to get the security card.

DURALUMIN CASE :

Found : Prison grounds and rockfort palace also antartica  
base where valve is modified.  
Claire gets weapon modifications with her cases and chris  
gets magnum rounds with his.

DETONATOR :

Found : Antartica base  
Use it to blow open the cabinet.

DOORKNOB :

Found : Military facility in the turntable room  
Use it to open the door in the military facility which  
doesnt have a knob.

DRAGONFLY OBJECT :

Found : Antartica base room above alfred's room replica  
Combine it with the wings to get the full dragonfly.

EAGLE PLATE :

Found : Military facility, palace grounds and the water pool  
where you fight the albanoid  
Use it with claire to open some doors and some boxes and use  
it as chris to get the halbred.

EMBLEM CARD

Found : Military facility  
This card can be used to open the doors with the blue scanners  
with them.

EARTHERN VASE :

Found : Palace grounds  
Check this item to get the queen ant object

EXTINGUISHER :

Found : Prison grounds  
Use it to get rid of fires in 2 places in the whole game.

FIRST AID SPRAY :

FOund : All over the place  
Use this spray to heal your health immediately to full

FLAME ROUNDS :

Found : Alot of places

Flame ammo for the grenade launcher, use it mostly against the bandersnatchers, cause they are weak against it.

GOLDEN KEY :

Found : Military facility

Use this key to open the painting room in the palace.

GOLDEN LUGARS :

Found : From steve in prison area, also with chris after the drawer puzzle.

Use it to open the door in the palace save room and also to unlock steve in battle game mode.

GREEN HERB :

Found : All over the place

Use them to gain about 25 % of your health

GLASs EYE :

Found : Prison dead doctor

Use this to open the secret passage in the prison

GRENADE LAUNCHER :

Found : Military facility

One of the best guns in the game, works for all kinds of enemies.

GRENADE ROUNDS :

Found : Alot of places

These are the standard grenade rounds for the grenade launcher

GUN POWDER ARROW's

Found : Alot of places

This is ammo for the bowgun.

GAS MASK :

Found : Antartica base

Use it to prevent from inhaling gas in machine room.

GLOCK 17 HANDGUN :

Found : Chris starts his game with it.

This is a slow gun and should be used to kill zombies only.

HANDGUN AMMO :

Found : All over the place

Standard ammunition for all kinds of handguns.

HAWK EMBLEM :

Found : Prison office

Use it to make an exact copy for opening the main doors of the prison.

HEMOSTATIC CAPSULE :

Found : Military facility in the save game room

Give it to carlos to get the lockpick and soemthing extra for chris later on.

HALBRED :

Found : After eagle plate is combined with the clement mixture  
Use it to open the hanger door and also to open a cabinet in  
the antarctic base.

ID CARD :

Found : Palace save game room  
use it to get the password for the computer

INK RIBBON :

Found : All over the place  
Use it to save your game via the typewriters.

LIGHTER

Found : Rodrigo gives it to chris if you save him  
Use it on the torch to get the SMG's and on the detonator later on

LINEAR LAUNCHER :

Found : Room where the final fight takes place  
Without this weapon you cant beat the final form of alexia

MACHINE ROOM KEY :

Found : Antartica base search under the pot  
Use this key to open the machine room.

MAGNUM :

Found : Antartic base weapons room  
This is the powerhouse, save only for bosses.

MAGNUM BULLETS :

Found : Rarely  
This is the precious ammo for the magnum.

M100P PISTOLS :

Found : Barracks  
These are some quick guns, save for the later enemies in the  
rockfort island base.

M39R HANDGUN :

Found : Prison grounds  
This is the basic handgun

M39R EXPANSION SET:

Found : Prison grounds duralumin case  
This will upgrade your handgun and make it much better

MUSIC PLATE

Found : Private residence alexia's bedroom  
Use this to play the music box in alfred's room

MINING ROOM KEY :

Found : Antartic base  
Use this key to open the door to the mining room.

MUSIC PLATE :

Found : Antarctic base alexia's room replica  
Use it on the music plate in alfred's room.

NAVY PROOF :

Found : Palace grounds, airport boarding lift  
Use it as claire to open the passage to the plane and use it as

chris to open the secret passage in the military facility.

PAPER WEIGHT

Found : Antarctic base cabinet

Use it to open the container where alfred's body is.

PLANT POT :

Found : Antarctic base above nosferatu's graling

Search it to find the machine room key

RED HERB :

Found : All over the place

Use this to boost the power of the green herb

SECURITY CARD :

Found : Inside broken crystal

use it to get to steve aswell as open self destruct mechanism.

SECURITY FILE :

Found : Claire gives it to chris

Search inside the file to get the security card

SERUM

Found : Antarctic base weapons room

Use this to save claire if she was poisoned by nosferatu

SHOTGUN :

Found : Military facility sewers

This is a good weapon, use when there are more then one  
zombies around or a single hunter.

SHOTGUN SHELLS :

Found : Alot of places

These are the standard shells for the shotgun

SIDEPACK :

Found : Submarine, military facility

Use it to gain more item sapce

SILVER DRAGONFLY :

Found : Private residence

To make the ride go around

SILVER KEY :

FOund : Private residence

Use it to open some doors.

SKELETON PICTURE

Found : Military facility

Use it to raise the wall in the model room

SPECIAL ALLOY HAWK EMBLEM :

FOund : Copy it from the real emblem

Use this to open the door leading outside the prison

STEERING WHEEL :

Found : Palace grounds

Use it to call the submarine

SNIPER RIFLE :

Found : Antarctica base after alfred falls down  
Use it to kill nosferatu quickly.

SOCKET :

Found : Antarctic base tiger statue  
use it to turn the valve handle back to square

STERILE ROOM KEY :

Found : Antarctic base  
Use it to open the double doors in the mansion replica

SUBMACHINE GUNS :

Found : Military facility where you meet the first bander  
Room where you meet rodrigo as chris  
These are the best guns in the game, quick and can aim for  
more then one enemy at a time.

TG-01 ALLOY :

Found : Prison grounds  
Use it to help making another thing

TANK OBJECT :

Found : Upper part of the room where steve shot his dad  
reach via the knobless door.  
Use it on the model in the military facility

TURBTABLE KEY :

Found : Military facility model room after using the tank object  
Use it on the turntable

VALVE HANDLE :

Found : Upper part of the power room as claire and upper part  
of the power room as chris  
Use it to first turn on the power, then turn the gas completely  
off then as chris to lower the water .

wING OBJECT :

Found : 4 of them there,  
Use em on the dragonfly object and you'll get the complete golden  
dragonfly..

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FILE LIST  
AND  
CONTENT

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## PLAYING MANUAL

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Found : You start off with it

### CHECK ALL ITEMS

When you obtain a new item, always remember to look at it with the "Check" command on the status screen. Remember, it's always best to rotate the item so you can check it from different angles.

### TRY TO PUSH OBJECTS

If you face an object and press and hold up on the directional button, sometimes you will be able to push it. You may find hidden rooms and items this way.

### USE THE QUICK TURN

You can turn 180 degrees instantly by pressing the Cancel button while holding the directional button down. This is a very effective move when you attack an enemy and then want to turn around and run.

### USE THE MAP SCREEN

When you are lost or are unsure of what to do, check the map screen. You can easily tell where you've been and can see which doors you have unlocked.

### CLIMB/DESCEND

You can climb/descend some objects. To do this, face the object and then push the Action button.

### SECURITY BOXES

The items you store in a Security Box in the prison cannot be accessed through an Item Box. Make sure you remove all important items from a Security Box before exiting a room.

### I CAN'T TAKE THE GOLD LUGERS FROM THE PROJECTION ROOM

You cannot release the trap by yourself. After certain events occur, you will be able to release the trap and obtain the Gold Lugers.

### I CAN'T ENTER THE BIO-EXPERIMENT ROOM

Once the shutter near the bio-experiment room shuts, you can't open it until the ventilation process completes due to the in-room air pollution problems.

### I CAN'T CLIMB THE LADDER IN THE BEDROOM

You will need to place a pair of items onto the two music boxes. Then you will have to...

#### I CAN'T SEND LOADS PROPERLY WITH THE SORTER

The sorter judges which room each load will be sent to by an item that is posted on the load. You should check an already sorted load in the room you would like to send your load to and then...

#### CHARACTER SWITCHING

When your player character changes, make sure to leave enough weapons and ammo for the others.

\*\*\*\*\*  
FAX ON THE FACILITY ACCESS APPLICATION  
\*\*\*\*\*  
Found : Office in prison grounds

Be sure to verify the content of the following facility access application form, and add the applicants's name to the expected visitor's list.

Chief, Prison guard room  
Paul Steiner

I hereby apply for access permission for Prison Area D.

Details follow,  
Visitor's name: Carl Grisham

Purpose of Entry:  
Carrying in the following materials;

1. New product sample from Metal Industries Co: "TG-01".
2. Various daily commodities ordered by the prison.

Note:  
1. Will use a transportation truck.  
2. "TG-01" sample will be stored in a designated briefcase.

\*\*\*\*\*  
"TG-01" PRODUCT DESCRIPTION  
\*\*\*\*\*  
Found : Inside briefcase

Thank you for your continued support and for our products.

This time we have gathered our most advanced technologies, and have succeeded in creating the unique anti-metal detection alloy "TG-01".

-TG-01 features?-

1. Cannot be detected by any metal detectors.
2. Cannot be pictured by roentgenography at the immigration check.
3. Lightweight, yet durable.

We plan to to develop various weapons utilizing this innovative new alloy. We enclosed a sample for you to review. We look forward to hearing from you regarding possible business opportunities.

Metal Industries Co.

Chief,  
Development Planning

Carl Redhill

\*\*\*\*\*

USER'S MANUAL

\*\*\*\*\*

Found : metal detector hallaway

3-D Duplicator User's Manual

Our new product, the "3-D Duplicator" consists of two parts.

\_3-D Scanner Portion\_

This portion scans the 3D object. Simply place the material that you want to have scanned onto the tray of the scanner. The scanned object will be processed into 3D data, which will be transfered to the duplicator portion.

\_Duplicator Portion\_

If you place the material you wish to have converted on the machine, you can begin conversion based on the 3-D data that was scanned portion. The conversion will be executed with complete data accuracy. the result will be an object preciesly true to the original.

\*\*\*\*\*

MEMO ON THE PASS NUMBER

\*\*\*\*\*

Found : Front of military facility lab in facility

The emergency lock system in the biology experiement room can be released with the four digit pass number. I hope you haven't forgotton about it already.

I have just reveived an order from the system administrator requesting us to change the pass number periodically. What bothers me is that you often lose important memos, pass numbers, or even chemicals...

So, in an attempt to solve that problem, I came up with an idea. You know the red human skeleton picture at the back of the biology experiment room?

I have decided to use the number signed on the picture as the pass number. If you happen to lose the memo just use the picture.

Well, I don't think you would ever need to use the emergency pass number anyway. But just in case, now you know. Take it easy Mr. Careless!

\*\*\*\*\*

MESSAGE TO THE NEW FAMILY MASTER

\*\*\*\*\*

Found : Painting room in front of alfred's painting

Sir Alfred,

Congratulations on your succession as master as the Ashford family.

I hereby present you with an earthenware vase, according to the Ashford family tradition.

As you may know, this tradition first began when a butler presented a golden teacup as a commemorative to Veronica. As founder of the Asford family, her intelligence and beauty are legendary.

The second and third, masters, Stanly and his son Thomas were also presented with similar teacups. It was their hope to achieve glory as Veronica did before them.

The position as family master then shifted to Sir Thomas to his twin brother Sir Arthur. It then went to Sir Edward, your grandfather. That was when the Ashford family enjoyed it's golden age.

It was also Sir Edwards acheivement that established the large chemical enterprise, Umbrella Inc.

However, when Sir Edward passed away, and your father Sir Alexander succeeded the position, the glorious Ashford family gradually began to sink...

I sincerely hope that the Ashford family regains it's glory with your guidance, just as this vase continues to shine eternally.

Scott Harman

Butler, Ashford Family

\*\*\*\*\*

REPORT: ENHANCED ANTI-DECAY ALLOY

\*\*\*\*\*

Found : Upper balcony of room where steve shot his dad

Although we planned to utilize the enhanced anti-decay alloy called "Deploid" to create the storage capsule of the new B.O.W., we have had to cancel the plan. This is primarily based upon the fact that despite it's excellent resistance to all kinds of liquid including strong acid, it easily dissolves when soaked with a mixture of the two chemicals, "Clement a" and "Clement E".

Due to the lethal nature of the new B.O.W., we cannot be too careful in choosing the material for their storage capsule.

We have instead decided to use Deploid to create the plate portion of the "Eagle Plate", which shines in indigo-blue.

#### CLEMENT INFORMATION

The a type is used for gun maintenance and possesses no conspicuous characteristics. However, the E type will change it's color to blue at a certain temperature.

(It is an odd coincidence that the temperature is exactly the same as the date of completion of this training facility.)

Based upon our analysis of the E type, we believe that Clement possesses more features. As new information is learned, we will update this file.

\*\*\*\*\*

PRISONER'S DIARY

\*\*\*\*\*

Found : Prisoners barracks bunk bed

May 13th

This room stinks of death. Based upon the information I've found, I believe that I'm far south of the equator.

Lucky for me that Bob in the bunk below me, is one of those interesting types of guys...

May 16th

Today Bob told some crazy story of why he was put this place with me. Bob said that he used to be an attendant of the head of this place. This "boss" named Alfred supposedly placed him in here because of a tiny little mistake.

What does that mean? What's going to happen to me?

May 20th

Without warning, a group of military men took Bob to the building behind the gullotine stand.

At midnight, I'll sneak out of here to see him.

I've been hearing that anyone taken to that building never comes back. On top of that, there are these REALLY large plastic bags being constantly being removed from that place. I'd better pray for Bob...

May 21st

I was wrong. I shouldn't have gone there. What is going on it there?! All I could here was some insanely creepy laughter and the sound of Bob screaming. I don't know what to do. I can't sto thinking about it...

Is that going to happen to me?!

I can't let it...

I just can't...

May 27th

Since my last entry, all of my fellow inmates have been taken to that building! I know that I am next...It's obvious that we are all here to be used as Alfred's guinea pigs. There's no way out!

What am I going to do?!...

\*\*\*\*\*

ANATOMIST'S NOTE

\*\*\*\*\*

Found : morgue in prison grounds

There is a demon in my mind. I can't control the fierce impulses that the demon sometimes drives me to act upon. It is a brutal ceremony. With the demon next to me, I enjoy watching agonize in pain, screaming and convulsing repeatedly as they die...

But, Sir Alfred was kind enough to acknowledge me, and has given me the facilities, the chemicals, and the "equipment" necessary to study everything.

I must never betray Sir Alfred's kindness. It is especially critical that no one discovers the sacred place that only he and I know about. I swear, the basement of this medical building will be kept secret.

Of course, I keep the key to the sacred place with me at all times. Even if an outsider sees it, they will never be able to tell that it is the key. I must remember that my life ends when I lose Sir Alfred's trust.

\*\*\*\*\*

SECRETARY'S NOTE

\*\*\*\*\*

Found : Waiting room in the palace

Four years have passed since I began serving Sir Alfred.

He doesn't trust anyone! Even though I am his attendant, I am still strictly prohibited from entering his private house! What is his problem anyway?!

They say he lives with his twin sister, Alexia in his private house on the hill.

Occasionally, I've seen someone standing by the window of the house. It might have been Alexia, whose extreme beauty is often talked about.

I once asked Sir Alfred about this, but it only enraged him. Even though I am his attendant. He will not show me any lenience. If I ask about her again, I could put my life at risk.

After all, it is a mystery why he so desperately tries to keep his private life with Alexia a secret.

Robert Dorson

\*\*\*\*\*

NEWSPAPER CLIP

\*\*\*\*\*

Found ; Library private residence

A 10 year old girl genius graduated at the top of her class, from a prestigious university.

The international corporation, Umbrella Chemical Inc., offered the position of head researcher.

\*\*\*\*\*

MESSAGE CARD

\*\*\*\*\*

Found : Alfred's bedroom private residence

My dear brother,

I firmly believe that the glory of the Ashford family will be reviewed through your courage and strength as an honored soldier.

Yours faithfully,  
Alexia Ashford

\*\*\*\*\*

HUNK'S REPORT

\*\*\*\*\*

Found : Palace conference room

Attn: Mr. Alfred Ashford, head of the facility

Today at 16:32, I arrived successfully from the Umbrella transport base with the large-scale B.O.W. capsule.

Extreme care was taken during transport, and all 108 check points were confirmed condition "green" in accordance with standard procedures.

It is currently being stored in a freezer.

There's one thing that I don't understand. We are normally assigned to special missions. Why were we ordered to transport a frozen capsule this time?

I understand that this may be classified as top-secret, but without knowledge of the contents, our safety could be at risk during this transport. This is especially important if the contents are potentially harmful.

We would like to ask you provide us with more information, should we be assigned similar missions in the future?

I still remember the good old days in the military training center. Nothing has changed since then.

We will gear up for the next mission today at 23:00.

Umbrella Special Forces Unit  
HUNK

\*\*\*\*\*

WORKER'S DIARY

\*\*\*\*\*

Found : Table in workers bunk room

October 30th

When I joined Umbrella Inc., I thought that I would be able to live care-free for the rest of my life, being employed by this huge corporation.

It's a joke that I ended up being a driver at a place like this. I asked for a position change, but they completely ignored me. It feels more like a prison! Work is extremely demanding, and there's nothing fun about it. I'd rather be dead!

November 3rd

My hard-earned vacation was canceled suddenly. I heard they failed to secure enough manpower due to a mistake made by the facility head, Alfred. That fool doesn't deserve forgiveness. He doesn't even treat us like human beings!

November 5th

I heard an interesting story from a guy who's been working here for 8 years. He must be awfully patient...

He says that there is a man who has been confined for over 10 years, locked deep below here. People call him "Nosferatu" and are deathly afraid of him. What an absurd story!

November 10th

At midnight I woke up to an ominous growling sound that seemed to be coming from deep under ground...I'm so pathetic to have been frightened by such a foolish story.

Then again, I suppose anyone would have a hard time maintaining their sanity if they were confined in a place like this!

\*\*\*\*\*

ALEXANDER'S MEMO

\*\*\*\*\*

Found : Office in antarctic base

My father, Edward, discovered the mother virus in cooperation with Lord Spencer, who was also a nobleman. They studied it for the purpose of military use.

Eventually their study took shape. They named a variation of the mother virus, the "T-virus".

To camouflage their research, they established Umbrella Chemical, Inc.

I majored in biogenetics and have been involved with a top secret project, supporting my father's research.

However, my research went through a difficult phase, and my father died in the middle of the project.

We are now at a major disadvantage against the other researchers, as there is great competition in the field of T-virus research. I have disgraced the honorable name of the Ashford family that our great ancestor Veronica established.

If nothing is done, Umbrella will be taken over by Spencer. I must expedite the project to its fullest, without being detected by Spencer.

After much thought, I decided to establish a large-scale advanced research facility. It will be located in the transport terminal that I created by using the abandoned mine in the Antarctic.

Within the facility, I'll have a room built. It will be similar to the design of my mansion, the legacy of the late Trevor.

I will be able to cherish my sweet memories there...

For security purposes, this confidential project will be given a codename. It is the same name as the beautiful ancestor of the Ashford family, "Veronica" whom I wish to receive so badly.

I am confident that the result of my research will be as glorious as her name, and that honor will be restored to the Ashford family again.

\*\*\*\*\*

BUTLER'S LETTER

\*\*\*\*\*

Found : Antarctic office locker

Sir Alfred,

Please forgive me, as I must tell you of my abrupt departure by leaving this letter.

I first served your father, Lord Alexander, and have for so long shared in the joys and sorrows of the Ashford family. Lord Alexander disappeared unexpectedly 15 years ago, then an accident during an experiment took the life of our dear Alexia.

You were forced to become the master of the family at a very young age, and nearly lost your sanity from the sorrow of having lost all of your family members at once.

There was nothing I could do, and I felt powerless.

I first thought that I should kill myself to apologize. I then realized that it would be an insult to our dear Lord Alexander and Alexia, in the other world...

Scott Harman

Butler,  
Ashford family

\*\*\*\*\*  
CONFESSION LETTER  
\*\*\*\*\*

Found : Library in private residence

Alexia, my sister, is a genius and possesses unmatched beauty. She is everything to me. I would overcome any obstacle and be willing to risk my life for her. For Alexia, I must revive teh glorious Ashford family which fell during the era of my father, Alexandar.

Together, we will restore our family name. Once that has been achieved, I'll build a palace where only nobles may gather. I cannot allow the unwashed to see my dear Alexia, to whom my life is devoted to. She reigns the world as queen, with I as her servant.

That is my dream, and how sweet it will be. Those accomplishments will be proof of my love toward Alexia. It is the purpose of my existance.

All other people are meaningless, and they shall prostrate themselves before Alexia and I.

Devoted to my beloved Alexia,

Alfred Ashford

\*\*\*\*\*  
SECRET PASSAGE NOTE  
\*\*\*\*\*

Found : Behind tank model in military facility

The underground passage which leads to the mansion where Alexia and I live, has been badly damaged. Although I can never allow the unwashed to see Alexia, I cannot go on using the underground waterway that those local people made, either.

Oh yes...I think I'll have those prisoners build a bridge. It must be a gorgeous bridge that benefits the perfection that is Alexia.

Of course, I must kill everyone who's involved in the construction of the bridge after it is done, so that no one will know about the existance of our mansion. But that is okay, as I have no problems executing such matters.

Once the bridge is completed, I'll seal the mansion entrance door at the end of the underground waterway. The entrance of the waterway is locked by the dioama trick, ensuring the secrecy of our mansion.

Alfred Ashford

\*\*\*\*\*

CODE: VERONICA REPORT

\*\*\*\*\*

Found : Alexanders lab on chair

After many long years of research, I finally identified the inheritance element that admisisters the intellegence of man.

I even succeeded in manipulating the absolute value of intelligence aftificially, by recomposing the base alignment of the element.

I then sampled the gene of out great ancestor, manipulated its element, then implanted it into the infertilized egg of a surrogate mother.

What I didn't expect was that twins, a boy and a girl, were born. The boy had higher intelligence than normal, but not high enough for him to be considered a genius.

However, the girl had unmatched intelligence that easily allowed her to be classified as a genius. She was exactly what I had been looking for, the revival of out great ancestor.

I already determined their names: the girl's name, Alexia, and the boy's name, Alfred.

I'm certain that Alexia will elevatte the name of the Ashford family to extreme glory.

Alexander Ashford

\*\*\*\*\*

ALFRED'S DIARY

\*\*\*\*\*

Found : Cabinet which you open with the halbred

January 30th

There's a sealed room in the hallway located inside of the Antarctic facility. I don't know what is hidden there, but I do not know how to get in.

I can use the three jewels that each one of our three members wear as proof of being legitimate descendant of the Ashford family. The only problem is, I do not know how I can gain possession of my father's proof.

February 17th

I finally succeeded in entering that sealed room. I never could have imagined that such an insane secret existed regarding the birth of both Alexia and myself...

I hate my father. That fool, Alexander...Now it is obvious that we were merely created in an attempt to cover my father's blunder. I can never trust him again. I must regain the glory of the Ashford family with my sister.

I have nothing to be afraid of, as long as Alexia is with me.

March 3rd

Alexia carried out the experiment on the human body that we've been talking about. Our useless father must be happy now, since he can finally contribute to the Ashford family.

The only thing we should be careful about is that the butler, Harman, does not become wise to our activities.

April 22nd

The experiment resulted in failure. Our father was useless after all. Even worse, he turned into a dangerous monster that is completely out of control.

We tied him down and locked him up in an underground prison cell. However, Alexia seems to be close to a solution. Beyond all my expectations, she now says that she wishes to conduct the experiment on her own body.

On top of that, she feels she must be kept asleep for 15 years in order to accomplish the experiment. Thanks to that idiot, I can't see my dear Alexia for as long as 15 years.

Alexia is going to sleep, with all of her trust relying upon me. Now, I am the only one who can protect Alexia.

\*\*\*\*\*

QUEEN ANT REPORT

\*\*\*\*\*

Found : Alexia's lab on the desk

After discovering the remains of an ancient virus within the genes of a queen ant, I have been concentrating on the research of ants.

The ecosystem of the ants seems truly ideal to me. There is one queen ant in each anthill, and the soldier and worker ants are the queen's slaves. They dedicate their lives to the queen.

The death of the queen ant means the doom of the entire anthill. However, the soldier and worker ants can be easily replaced as long as the queen ant is alive. This is exactly the same relationship between myself and other ignorant masses.

I have succeeded in creating an ideal virus by implanting the queen ant's gene into the mother virus that Spencer found.

I used my otherwise useless father as a test subject. However, as I expected, the virus caused a rapid change in his cells, triggering the complete destruction of his brain cells and body flesh.

Furthermore, a special type of poison gas was generated inside his body, that the blue herb had no effect against. Because of this, I created an antidote in case of an emergency, and stored it inside of the weapon/chemical warehouse on the B2 floor.

I have decided to name this virus with unimaginable potential, the "T-Veronica" virus. When I find out how I can fully utilize the power of wonderful virus, my great research will finally be complete.

Alexia Ashford

\*\*\*\*\*  
VIRUS RESEARCH REPORT  
\*\*\*\*\*

Found : Counter in front of broken video screen

Work continues on the "T-Veronica" virus which I extracted from the queen ant. The more research I conduct on it, the more I am impressed by how much potential it has.

I have finally implanted the virus into my own body, and discovered how to fully utilize its power. I will avoid making the mistake that I made on my father. I will suppress the activity of the virus at an ultra-low temperature, so that my cells will change slowly.

My calculations indicate that it will take 15 years before my body will gain immunity, and become able to coexist with the virus.

Until then, I have no choice but to trust the capsule that I will be in, to that inept but loyal soldier ant who is my brother. For me to obtain unlimited power, some risks need to be taken.

When I awaken, I will be the queen... And the "T-Veronica" virus will be unleashed upon the entire world by my children. Every last creature on earth will exist to serve me.

At that time, the world will achieve the perfect ecosystem, just like an anthill, but on a much grander scale.

Alexia Ashford

\*\*\*\*\*  
D.I.J.'s Diary  
\*\*\*\*\*

Found : Slot machine, battle game mode.

December 27th

Today, a woman in red was taken to my home on Rockfort Island. I wonder what she did to deserve such a fate? I've lived here for so long and have seen so many people taken to the prison, but rarely have I seen someone released alive...

Out of nowhere, these strange soldiers appeared with weapons in their hands. I suppose that the master of the island is being attacked by an opposing organization. Since I was worried about the woman in red, I ran to her prison but she was not there. I wonder if she is related to the attack on the island...

When I reached the military training facility, the master of Rockfort Island was chasing the woman in red. I got careless and was almost

killed under a shutter. However, thanks to my natural agility, I managed to escape from the danger and went outside. I guess I should be thankful for my nature skills...

When I heard the self-destruct announcement and saw the emergency signal, I know that I had to get off the island. Was this all HER doing? I didn't have time to think about it because I had to hurry to the hanger of the transportation plane to escape...

On my way to the transportation plane, a huge monster appeared in front of the woman in red. It broke through the fences like they were made of paper! Although I wanted to see what happened to the woman in red, I decided to run to my destination...

Even with all the explosions and fires, the transportation plane took off with us on it. I thought that I was safe. But somehow, that huge monster got onto our plane. With help from me, the woman in red was able to drive the monster out of our plane. She is indeed a woman to be respected...

I can't believe it! Our transportation plane landed at an Antarctic transportation base. Worse yet, the crews who took off with another transportation plane before us, have scattered the T-Virus here. Now this base is just like the island, where zombies and monsters wander around...

I won't be able to survive long in a place like this! I must find a way to escape from here as soon as possible!! I will give up on that woman in red and will start searching for another way...

As I was resting in the darkness, I sensed someone approaching. They're right next to me! The door was closed and I couldn't escape so I just kept banging on the door like a maniac. Suddenly the door opened, so I ran for it! But then I realized that I should not be afraid, so I looked back. I found myself looking at the woman in red...

Finally, I found a blond haired man in sun glasses. It seemed he was going to escape in a submarine. I felt that it was my last chance to escape from this crazy place of white terror. So just before the submarine hatch closed, I successfully sneaked into the submarine.

That is my story of how I survived from that insane world of horror.

D.I.J.

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TIPS  
AND  
CHEATS

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IN GAME CHEATS :

#### BATTLE MODE

Complete the game with any difficulty and any rank at all and after the credits end the game will make a save automatically, then check your main menu and you'll find that there is a new option called the battle game, in this game you can play as either chris, claire, steve or wesker. The objective of this game is to kill all the monsters in a room and then head for the next room, this is a really fun game to play with lotsa lotsa shooting action.

#### LINEAR LAUNCHER

Once you have the battle mode game, play it and get A ranks with all your characters, then when you start the next time around with anyone you'll find the linear launcher in your inventory, if you even equip it then you'll loose your ranks, but it will make the game helluva lot of easier.

#### ROCKET LAUNCHER

Finish the main game with an A rank and the next time you play the game you'll find it in your inventory, or if you start the game in very easy mode then you'll also find one in the item box.

TIPS :

- \* This is a really really cool trick, it works best when your playing the battle game, play as steve and kill every zombie in a room but 1 , then auto aim at the final zombie and steve will aim at it, then press the change target button and steve will cross his hands just like the scene before the nosferatu fight, really cool.
- \* CV is the first game which has increased the potential of the knife's power so its best to use a knife in this game if there is only one zombie around either aim up and it will fall down easily, or aim down for quick slashes at the knee area, zombies will stumble and fall to the floor quicker this way, then just keep on slashing to finish them off.
- \* Before you have to fight alexia's second form she will try to kill claire at that time you have to shoot her with any gun's 1 ammo so dont waste important ammo, shoot with a bow or somethin..
- \* If you are in an area with bats then just take out the lighter and the bats wont bother you anymore.
- \* When your playing the game be sure to take the hemostatic medicine from the save room and take it back to rodrigo, he'll hand you the lockpick and claire gives him the lighter, later on in the game chris meets him and gets the lighter, there you can use it to get the sub machine guns.

- \* You can find rodrigo in the battle mode if you look, in the room where you fight the first 2 hunters, look through the crates in first person and you'll see him standing there with his mouth wide open.
- \* When playing as chris in battle mode, head to the room with the hunter and sweeper in it, kill them both and head for the broken mirror, press action with it and chris will do his hair.
- \* When playing as steve head for the room where you have to make a choice for the casino room and the other room, there check the soda machine and steve will lose it cause he dont have any money to get a soda.
- \* When playing as wesker in the battle mode in the mad doctors office take a look at the body and wesker will shake his head as if he's disgusted.
- \* When playing as claire in the battle mode stand in the icy room for a while and she begins to shiver.
- \* Finally as chris in battle mode head to the room with the tiger statue and press action with it, chris will get his hand cut.
- \* When your in the fight against the mutated steve then know this that you cant kill him no matter what, just run away.
- \* This is an abvious tip, but to save shotgun ammo wait till any zombies are close to you and then fire headshots, sometimes you can get headshots off more then 1 zombies if they are all close together.
- \* Here's a good tip to follow, make sure that you have the right distance for the right kind of enemy, whenever dealing with hunters make sure that you are at a good distance cause they can jump directly at your head, zombies should be killed closely if your with the shotgun, otherwise with any other gun keep far, same goes for the other enemies.

CHEAT CODES :

NOTE :

Sorry but currently there are NO Gamecube Resident evil code : Veronica X cheat codes available, but as soon as they are discovered im gonna put them here.

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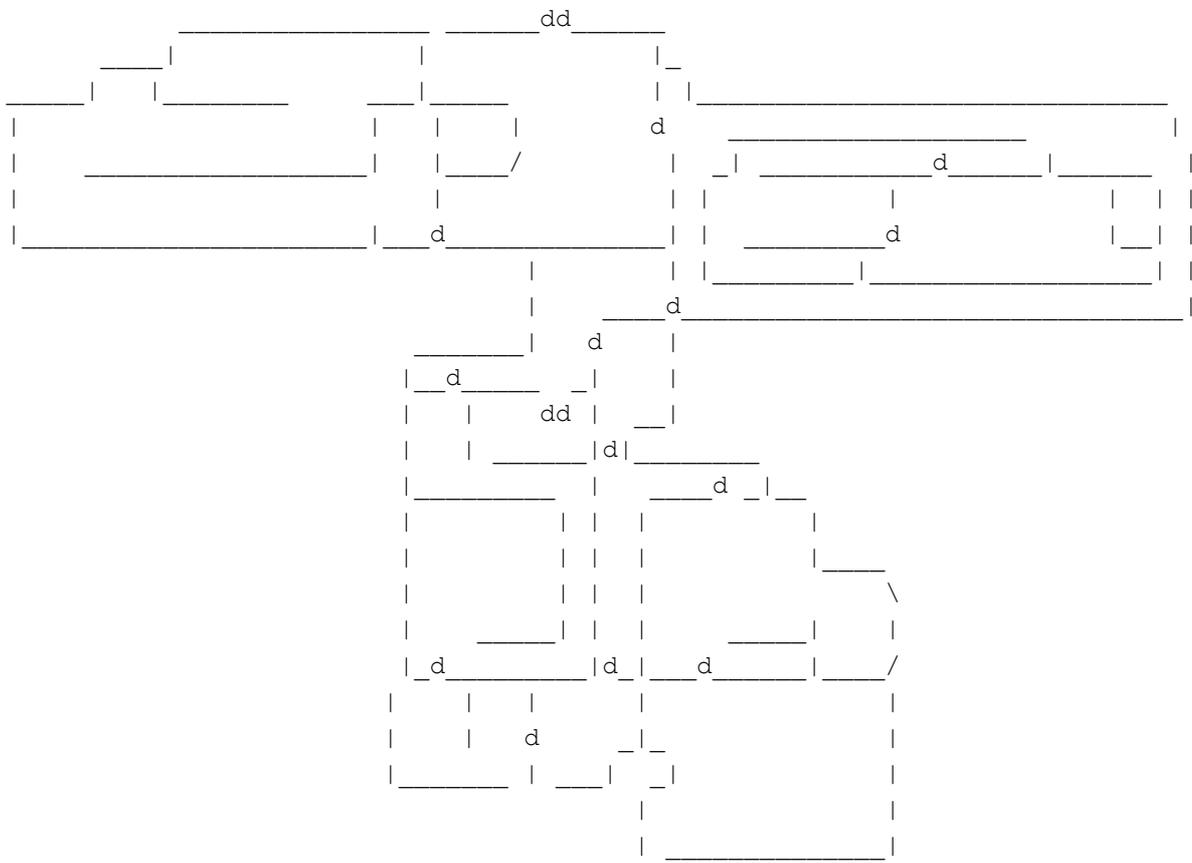
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CLAIRE SCENARIO MAPS #  
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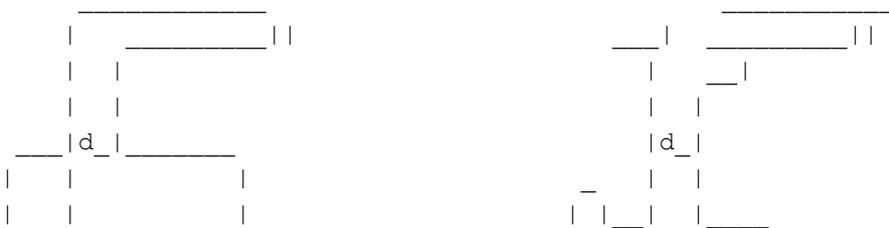
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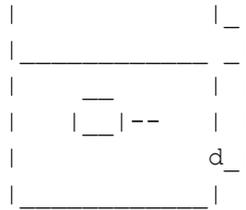
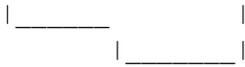
D = DOORS

PRISON GROUNDS  
FIRST FLOOR

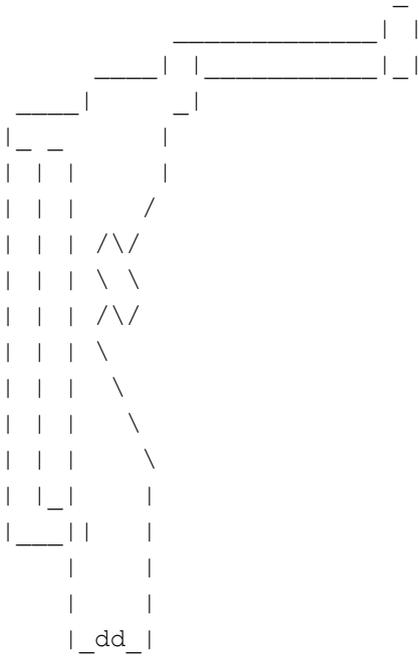


PRISON GROUNDS  
B1 AREA

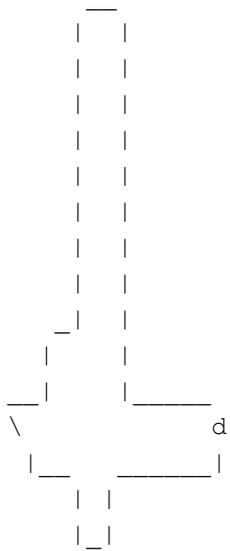




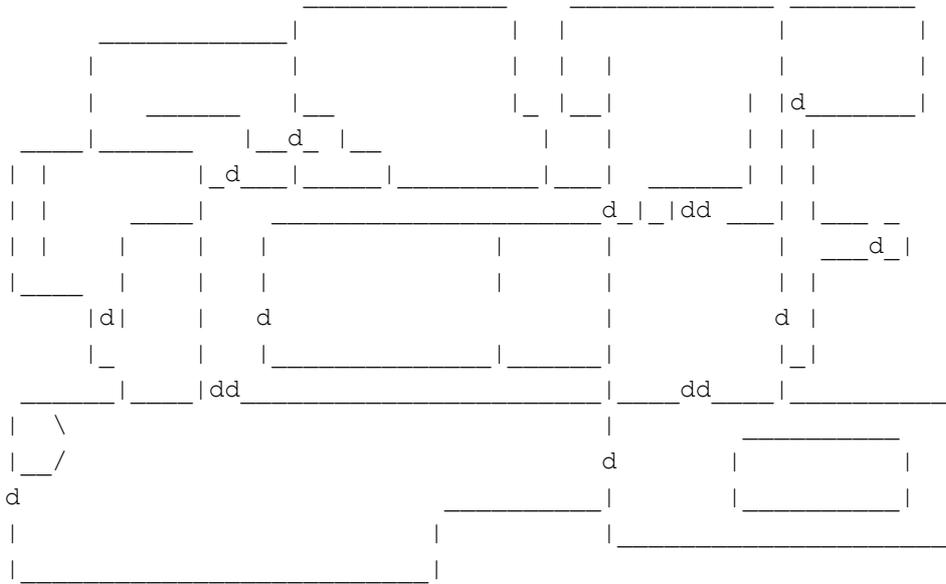
LARGE BRIDGE



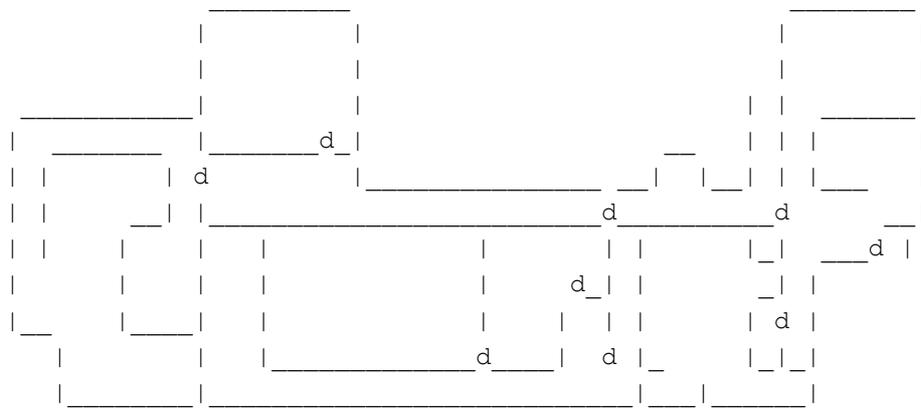
PASSAGE TO PALACE AND MILITARY FACILITY



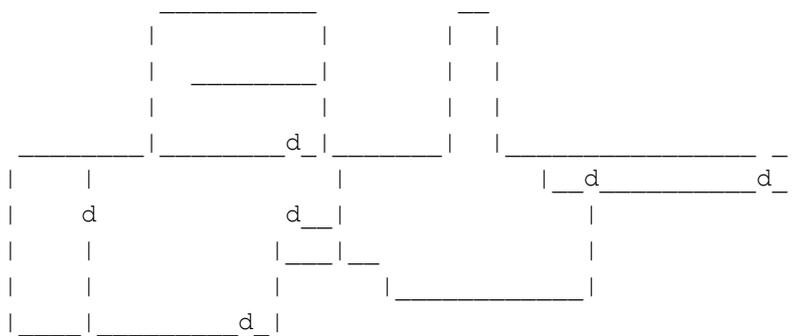
MILITARY FACILITY  
FIRST FLOOR

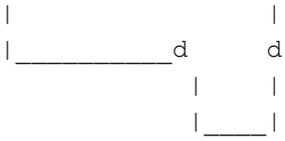


MILITARY FACILITY  
SECOND FLOOR

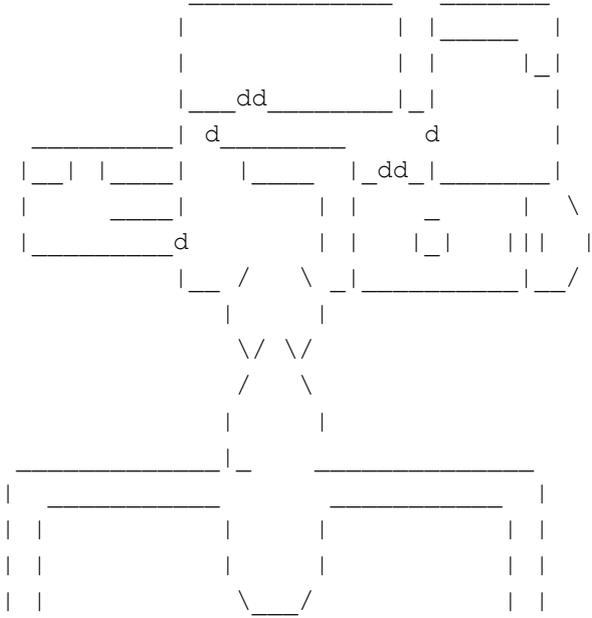


MILITARY FACILITY  
B1 AREA

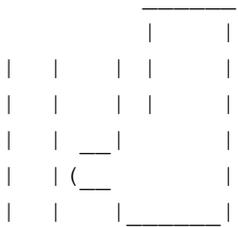




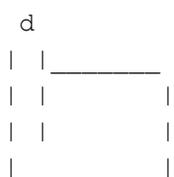
PALACE  
FIRST FLOOR

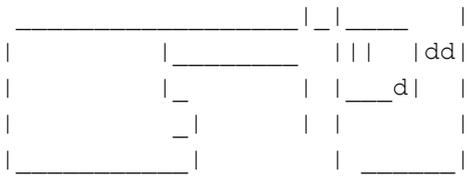


PALACE  
B1

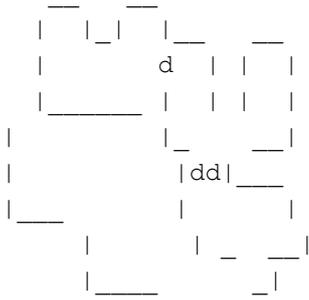


PALACE  
SECOND FLOOR

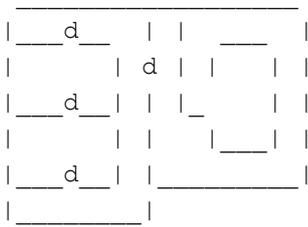




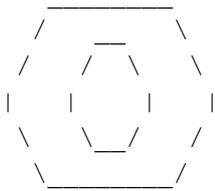
PRIVATE RESIDENCE  
FIRST FLOOR



PRIVATE RESIDENCE  
SECOND FLOOR



PRIVATE RESIDENCE  
THIRD FLOOR

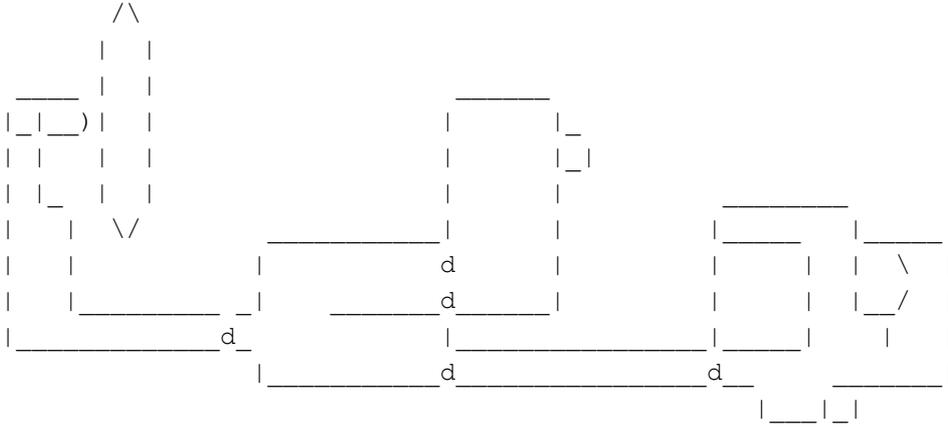


PRIVATE RESIDENCE 4F

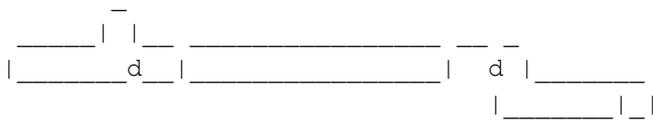




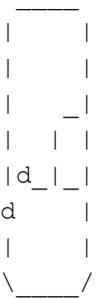
AIRPORT  
FIRST FLOOR



AIRPORT  
SECOND FLOOR

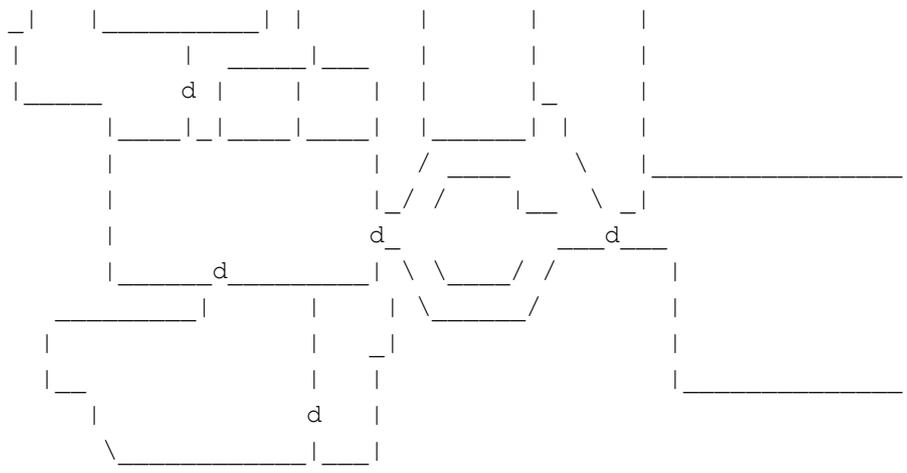


PLANE



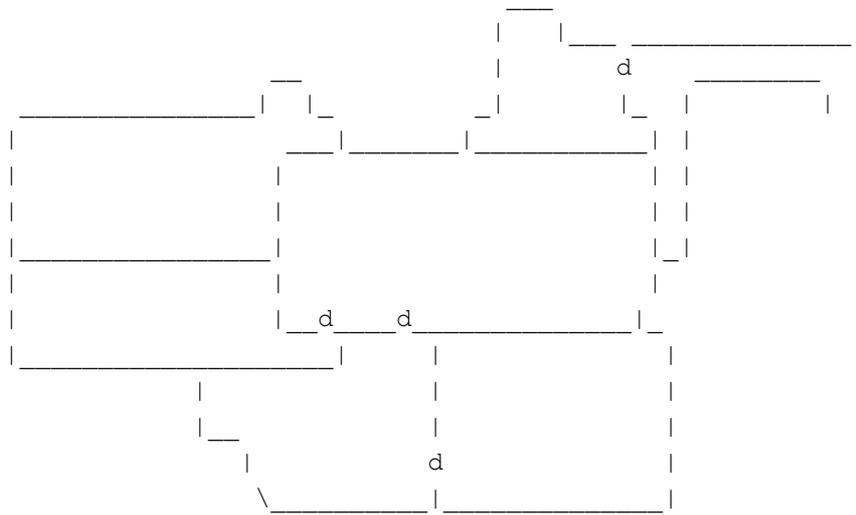
ANTARCTICA  
B1 AREA





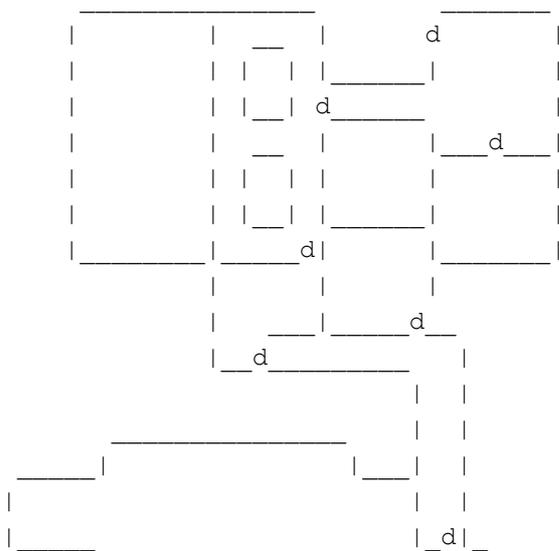
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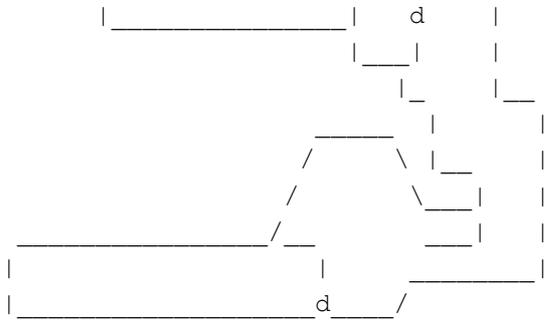
B 2 AREA



ANTARCTIC TRANSPORT TERMINAL

B 4 AREA



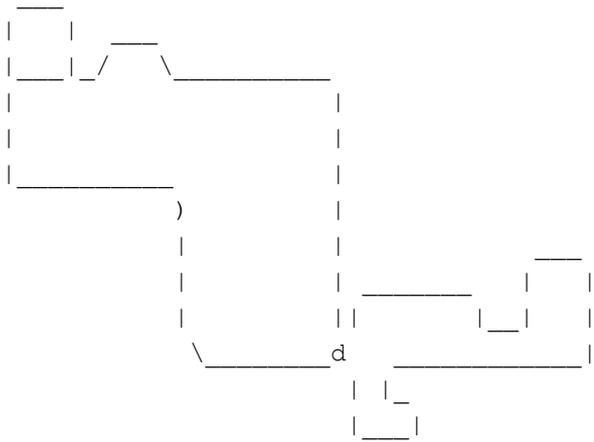


#####  
 #  
 CHRIS SCENARIO MAPS #  
 #  
 #####

LEGEND

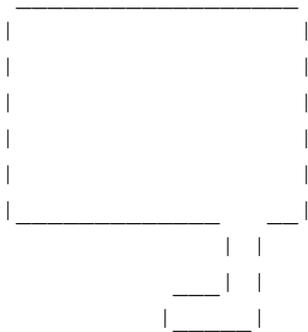
D = DOORS

CAVES

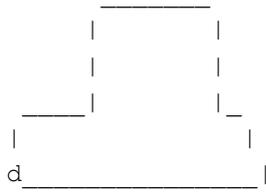


MILITARY FACILITY

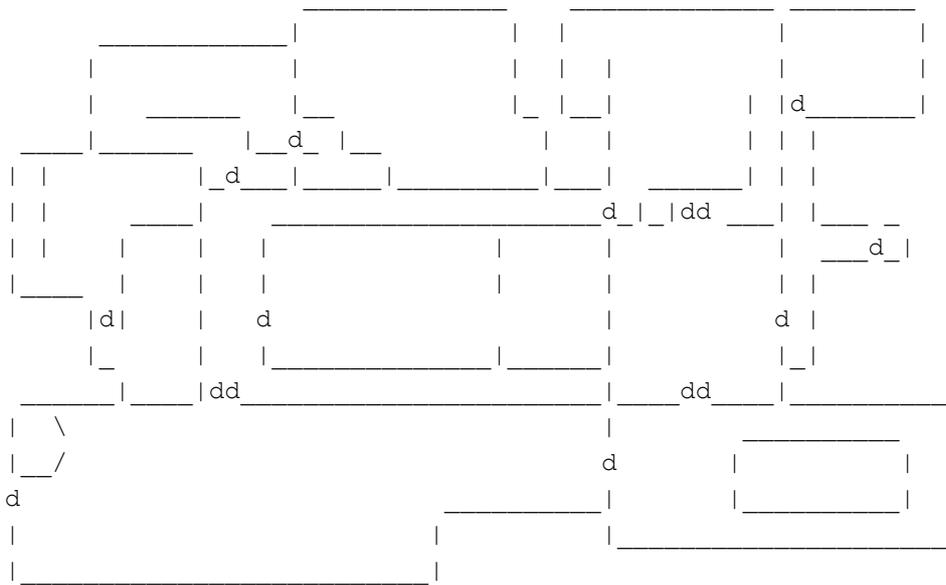
B 2 AREA



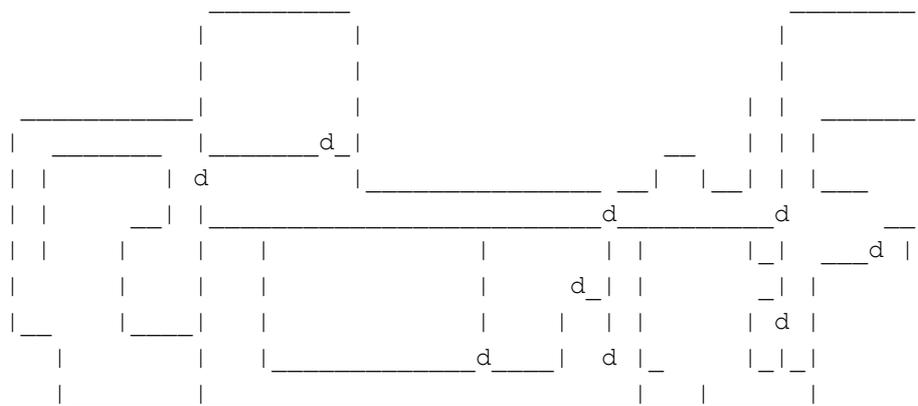
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SEWER AREA



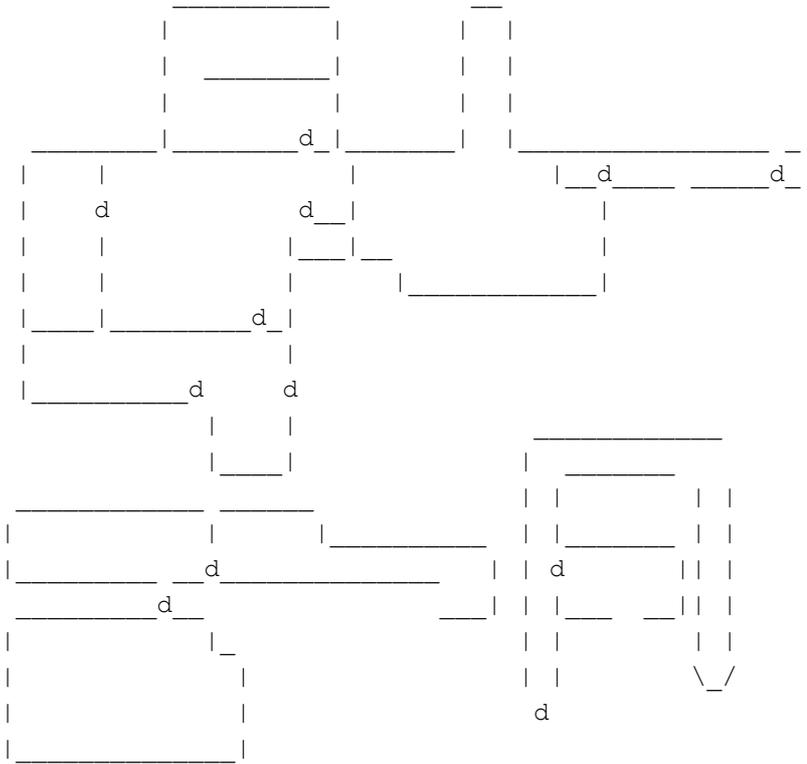
MILITARY FACILITY  
FIRST FLOOR



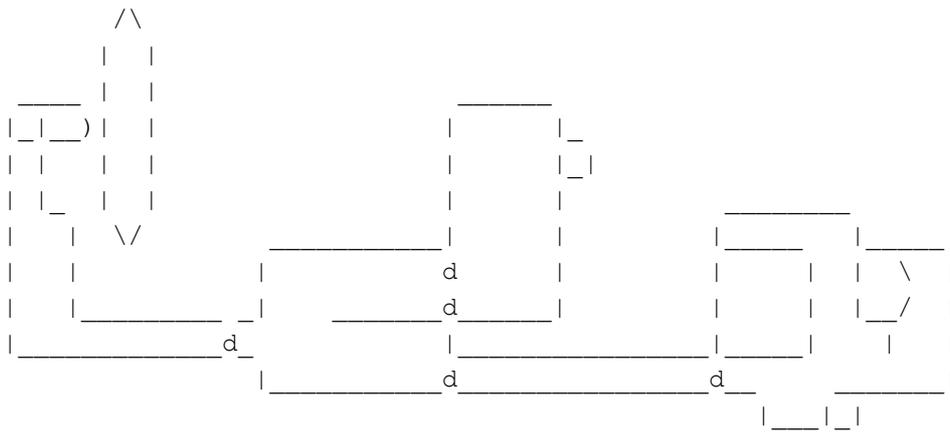
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SECOND FLOOR



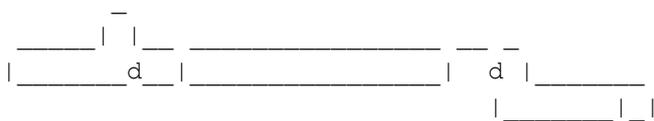
MILITARY FACILITY



AIRPORT  
FIRST FLOOR

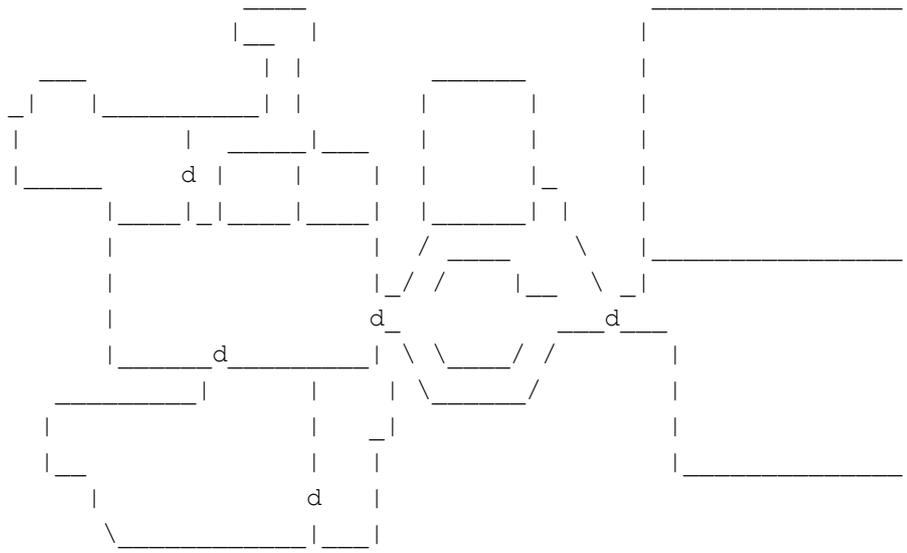


AIRPORT  
SECOND FLOOR



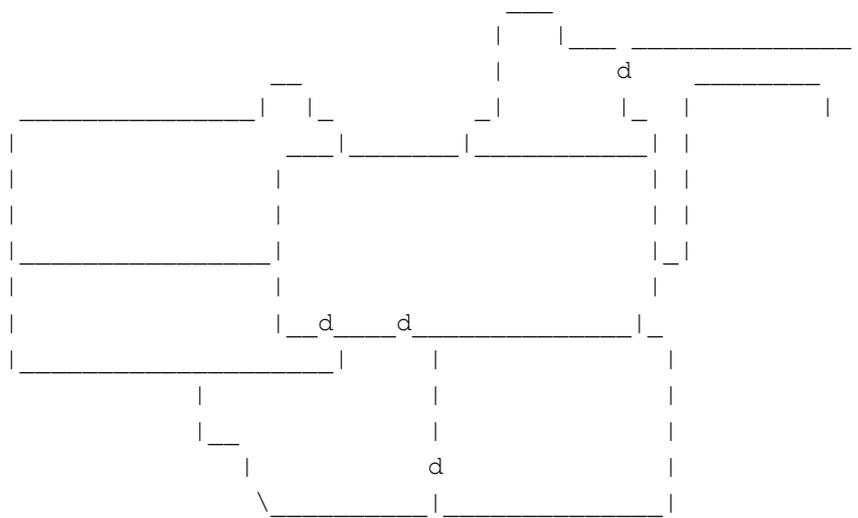
ANTARCTICA

B1 AREA



ANTARCTICA

B 2 AREA



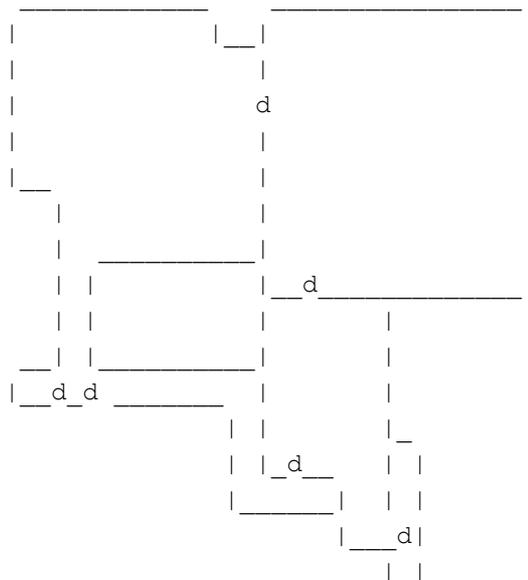
ANTARCTICA

B 3 AREA



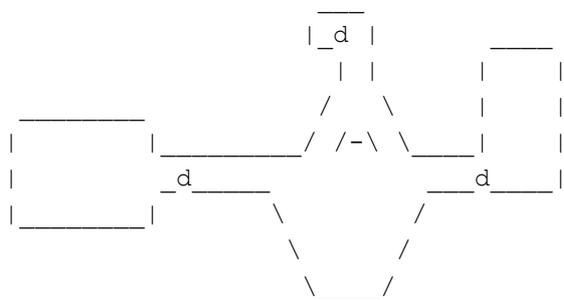
ANTARCTICA

B 5 AREA

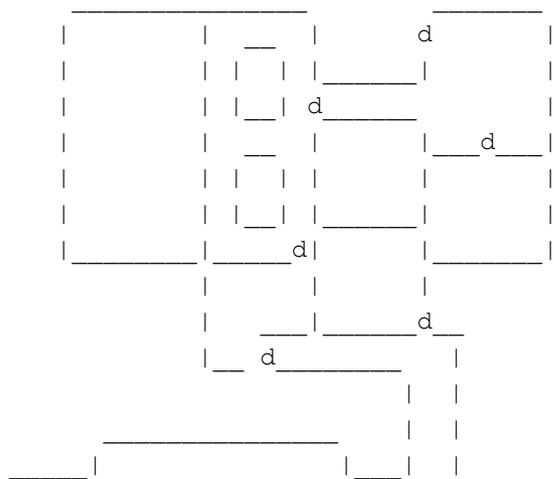


ANTARCTICA

B 6 AREA



ANTARTICA 4F





1960's

Birth of Albert Wesker, captain of STARS Alpha team

Early 1960's

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

1960

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

1961

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

1963

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

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

1967

November 10, 1967

Progenitor Virus administered to Jessica and Lisa Trevor, wife and daughter of famed architect, George Trevor. Kidnapped and held in the Spencer Mansion, Jessica eventually dies, Lisa lives. Trevor's Diary: George Trevor's aunt becomes ill and is sent to a nearby hospital. Jessica and Lisa Trevor intend to visit her.

November 13, 1967

Trevor's Private Papers: Architect George Trevor arrives at the Spencer Mansion, which he designed over a five-year period for Lord Ozwell E. Spencer. Spencer tells Trevor that Trevor's family has recently departed to visit a sick aunt. Both gentlemen feast in the dinning room before viewing the mansion's art collection. Trevor mentions the house's "numerous secrets."  
Lisa Trevor's Letters: Part torture subject, part bio-experiment, Jessica Trevor writes a final, emotional note to her daughter, pleading for an escape plan and fearing the worst is upon them.

November 14, 1967

Trevor's Private Papers: Trevor views Lord Spencer's collection of European paintings and parchments. Spencer tells Trevor he is contemplating turning the residence into a seaside resort. He also wishes to start an "international industrial medicine company." The company's name would be "Umbrella."  
Lisa Trevor's Letters" Lisa Trevor feels dizzy from the shot she was given four days ago. She wants to escape the mansion, but her mother hasn't returned.

November 15, 1967

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

November 18, 1967

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

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

November 20, 1967

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

November 21, 1967

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

November 24, 1967

**Trevor's Private Papers:** Trevor is imprisoned in the room' the man in the white coat brings him "revolting" food. Only he and Spencer know the mansion's terrible secrets. He mentions preternatural entities roaming the manor grounds. Trevor wonders if Spencer is testing the mansion's "secret mechanisms" on him. A strange ant-like creature lands on Trevor tramples a number of them. Trevor's Diary also notes these occurrences.

November 26, 1967

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

November 27, 1967

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

November 29, 1967

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

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

November 31, 1967

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

Sometime in 1967

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

Sometime in 1967

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

1969

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

1970

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

1971

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

1972

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

1973

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

1975

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

14th Feb 1975

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

1978

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

1980

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

1981

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

of Umbrella, Inc.

July 27, 1981

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

1983

January 30, 1983

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

February 17, 1983

Alfred's Diary: Alfred manages to secure the brooches and enter the sealed room. He makes a shocking discovery-his DNA was spliced from a family ancestor and surrogate mother; both Alfred and Alexia are experiments. Angry and jealous that his father chose Alexia (she exhibits genius intelligence, but Alfred does not), Alfred is determined to avenge his blundered birth.

March 3, 1983

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

April 22, 1983

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

December 31, 1983

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

1986

Birth of Sherry Birkin, daughter of Umbrella scientists, Doctor

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

1987

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

1988

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

1992

After five years as mayor of Raccoon City, Michael Warren begins to rely heavily on Umbrella's "charitable" donations. The money helps to build a hospital, a public utility works, a municipal building, and helps "keep the public peace."

1993

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

1995

July 31, 1995

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

1996

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

1997

Barry Burton leaves his job as S.W.A.T. team sergeant to become a full-time member of S.T.A.R.S. Burton recruits Chris Redfield, and both move to Raccoon City to revamp the S.T.A.R.S. team there. Ada Wong, a spy infiltrating the Umbrella organization to gain more

information on their viral experiments, manages to become intimate with an Umbrella researcher named John. The Raccoon City Police Department moves into the disused Raccoon City Art Gallery. Artwork remains in the building during the move, but many more expensive paintings and statues arrive shortly afterward. They belong to Chief Irons.

1998

April 25, 1998

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

May 10, 1998

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

May 11, 1998

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

May 12, 1998

Keeper's Diary: the Keeper feels "musty" and "itchy" after 24 hours in the haz-mat suit.

May 13, 1998

Keeper's Diary: The Keeper goes to the laboratory clinic when his itchy back becomes swollen. He removes his haz-mat suit, and they bandage his back. Prisoner's Diary: On Rockfort Island, a prisoner complains that his cell "stinks of death." He shares a bunk bed with an "interesting" fellow named Bob.

May 14, 1998

Keeper's Diary: A blister appears on the Keeper's foot; he hobbles to the dog pen. Some of the hounds have escaped. Manager's Diary: Arklay Laboratories tests a special, but unstable, gas that decomposes living cells.

May 15, 1998

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

May 16, 1998

Keeper's Diary: A scientist is shot trying to escape from the secured Laboratory. That night, a piece of rotting flesh falls off the Keeper's arm. Prisoner's Diary: Bob says that he was the assistant to Alfred Ashford, but was imprisoned over "a tiny little mistake."

May 17, 1998

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

May 19, 1998

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

May 20, 1998

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

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

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

May 21, 1998

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

May 27, 1998

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

June 7, 1998

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

June 8, 1998

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

June 16, 1998

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

July 9, 1998

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

July 16, 1998

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

July 22, 1998

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

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

July 23, 1998

Raccoon City television runs a story about 10 families missing in the Arklay Mountains. Human remains have been found in the area. A military police vehicle is discovered inside the Arklay Mountains. Rebecca Chambers reports that corpses of Military Police, plus an unidentified body, are uncovered near the vehicle.

Alpha and Bravo S.T.A.R.S. teams are ordered to look for any survivors.

The teams assemble on the evening of July 23rd. Bravo Team makes an initial sweep of the lower-lying forested areas.

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

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

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

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

After saving her life once more Billy finally tells Rebecca about the people he killed, he actually didn't kill them, but Billy was the man they all put the blame on, Rebecca knew it. The two heroes find several things regarding one doctor James Marcus throughout the training facility, who is he!? The two make their way across the facility then go through Umbrella's own private little church. During this course they find some more things related to this doctor Marcus.

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

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

July 24th, 1998

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

The ALPHA team's pilot Brad Vickers chickens out and leaves the team alone in the forest, chris spots an old abandoned mansion in a distance and asks the team to head for the mansion, along the way they dont stop for anything, this was supposed to be an old abandoned mansion and luckily they could find a hiding spot in there.

Jill, Barry and wesker enter the mansion and discover that chris is not with them, suddenly they hear a gun shot and thinking it might be chris jill and barry head out to investigate, but all they found is kenneth J sullivan's body, being eaten by something or someone. Upon dispatching the zombie the 2 return back to wesker only to find out that he's missing too.

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

When chris and rebecca return to the mansion they find out that its been taken over by a new kind of enemy, the hunters, while chris and rebecca take care of these things jill has managed to find a way out of the mansion, she makes her way to a cemetary and a cottage outside the mansion, there she finds a new monster , it looks alot like the hunchback from the fairy tales, but this one isnt a nice one and jill cant seem to kill her at all.

Escaping the place jill makes it to the guardhouse where she

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

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

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

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

August 7th, 1998

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

August 13th, 1998

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

August 15th, 1998

Chris invites jill over to his apartment where he shows her

some confidential pictures of a new umbrella virus in testing the G virus. jill cant believe what she see's.

August 24th, 1998

Chris and barry leave for the umbrella base in Europe, chris lasts the last note in his diary for his sister, jill elects to stay behind in case of any emergencies and she quits the RPD.

September 28th, 1998

After chris and barry had opted for going to umbrella's europe branch jill decided to stay behind in the city and investigate more on this new rumored G virus, but suddenly near the end of september the whole town was infested with zombies, an outbreak of the T virus, the same virus which cause all the residents in tne mansion to turn into zombies had been leaked into the city, nearly all the townfolks had turned into zombies, and those who hadnt were being eaten alive by them. Jill surprisingly escapes infection and begins her escape from this town from her appartment.

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

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

Jill along with carlos find the necessary parts neded to run the trolley and together they all ride to the clocktower, once reaching the tower they find that its also infested with zombies, solvnig puzzles there and obtaining the mechanic parts needed to operate the clock tower bell jill gives the extraction team the signal, but before they can land their c hopper a rocket fired by nemesis blows up the chopper and jill is left to fight the monster, with some help from carlos and after an extraordinary

fight jill finally gets rid of nemesis , for now. But during the battle nemesis had injected her with the T virus and as soon as the fight is over jill collapses and carlos takes her to the chappel.

September 29th, 1998

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

Not far from the crash leon comes up to a human , the owner of a gun shop, but he doesn't live long as zombies break through the glass and eat him before leon's eyes, he runs for his life and after some running through the city streets leon finally makes it to the front entrance of the RPD. Claire has a shorter run to the station but when she gets there she has to go via the roof. When she climbs to the roof via a back alley staircase she sees a failed chopper rescue attempt which ends with the chopper crashing into the RPD. Claire quickly scatters into the station and finds the tool needed to put out the fire, but before she can go back in another chopper comes overhead, and it drops a large capsule on the station. Claire goes in and spots what it was, a huge human like monster which just doesn't give up. Claire dodges it and continues her journey into the RPD.

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

Meanwhile back in the RPD claire finds the stone pieces she needs and heads back to iron's office where she meets sherry again, this time she doesn't run away, leon on the other hand also makes his way to the sewer system . Claire encounters iron's in a torture room of some sort but he is pulled down by something hideous, claire goes down and she finds what did it, a humanoid monster with a large claw which had an eye on his right side. Claire fights off this monster and he throws himself over the railing. Claire and sherry make their way to the sewer system.

Leon on the other hand runs into a woman in a lab coat but she tries to shoot ada, leon gets in the way and takes the shot. Ada runs off to get the shooter. She finally does and finds out that she is the wife of the man responsible for all this. After some talking and a little fight annete falls down into water and ada goes back to searching.

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

Leon on the other hand runs into william birkin again, but using his skills he kills him and makes it to the emergency train just as claire is leaving, together they ride the train, which is ambushed by william again, the train's auto destruct system goes on and it blows along with william as the hero's run for safety.

September 30th, 1998

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

October 1st, 1998

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

Jill along with carlos's help in several occasions finally make it to the control room of the plant, but not before she gets rid of nemesis for good. At the control room jill confronts nicholai for the last time and he escapes in a helicopter after telling jill that she's as good as dead. Not long after that jill and carlos receive a message from someone on the radio that he is looking for jill. They both get happy at this hope of life, and make their way to the helipad behind the plant. Along the way jill finally runs into nemesis for the last time but this time she gets permanent rid of him with the help of a rail cannon which blows nemesis

into bits. Upon reaching the helipad carlos and jill see the chopper coming in at a distance, when they get in it jill finds that the pilot is someone who she knows very well, barry. They make it just in time as the city is attacked by the nuclear bomb.

?? November, 1998

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

Vincent continues on with his passage through an arcade where he comes up with some cleaning squad which are apparently sent to clean everything, which means killing everything. Getting rid of them and making his way through the sewers he finds the sewer chief's diary in which he finds out what he thinks about vincent. Spotting an unknown boy vincent gives chase and comes out in a prison, while making his escape he runs into a large monster, but it goes down after a fight. Vincent makes his way through several more of these large monster and goes through a night club and turns out in front of a large complex owned by umbrella. Entering the complex he makes it to the top floor where he finds an office which was apparently vincent's. Then vincent spots another child through some monitor's and gives chase. The 2 kids run away from him and lead him to their house, here vincent spots the little girl and some talk later she tells him that her brohter went out himself.

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

December 17th, 1998

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

ammo and a guard captures here and she is taken to a prison.

December 27th, 1998

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

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

After managing to get herself the right keys claire escapes from the prison and comes up to a training facility, most of the doors here are locked however to she heads up to a nearby palace. Reaching the palace claire finds a strange room with a lock which needs 2 guns to be opened a little while after that she finds a childs room where she reveals a secret door by playing a movie of 2 blonde childs torturing a dragonfly. She finds the 2 guns she was looking for but taking them out releases a trap so she puts them back in. But before claire can leave she hears steve scream from that place, using her quick thinking claire sets him free from the trap and asks steve for the guns but he isnt trading until he gets something better. Again before claire can escape she encounters a new man, alfred ashford. After some threatning alfred leaves. After that claire uses a submarine to find the underwater seaport, she finds a plane but its locked so she has to get the keys for it.

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

Once they wake up in antarctica they split up, soon after claire finds a huge monster trapped inside a floor and later she finds out from some files that its actually alfred's father, finding an ice digging vehicle they start raising it but steve causes a blunder and the whole area fills up with gas, claire finds a gas mask and as soon as she shuts off the gas valve she is attacked by alfred, this time steve shoots him down a huge chasm, alfred drops his rifle before falling. Claire and steve use the ice digger and they blow a hole in the wall allowing them escape via a heliport. On top of the Helipad claire comes face to face with alexander but using alfred's sniper rifle she fires at his overgrown heart

killing it instantly. Soon after alfred still alive from an unknown place goes to see alexia, but he cant live long to see alexia coming out of the sleeping pod. Alexia is awake. !

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

Chris arrives in rockfort island as claire and steve are in the antarctic. not long after arriving he comes face to face with rodrigo but before he can tell chris alot a huge worms swallows him, chris fights off the worm which spits out rodrigo's dead body before it dies, chris continues his journey and finds most of the island already destroyed, he finds a hanger which still has a harrier jet standing, but he needs the right key to open the hanger door. Soon after wards while exploring the base chris comes face to face with his worst nightmare, albret wesker, apparently albert has somehow gained superhuman powers and he kicks chris's ass, but after seeing alexia on a monitor he lets chris go.

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

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

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

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

##### WESKERS REPORT #####

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

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

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

Then at last, opportunity knocked.

July 1998

The freak murder incidents had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret BOW laboratory and it was clear that the in development T-Virus was the cause of the murder. Initially, Umbrella instructed me secretly to keep S.T.A.R.S. out of the case, but with the heightened emotions of the citizens S.T.A.R.S. had no choice but to move in.

That was when my next order was given. Dispatch S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so that their combat with the B.O.W. could be used for data analysis allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

From the 2 S.T.A.R.S. teams I first pitched in the Bravo Team. As expected, the top elite of S.T.A.R.S. gave all they had and became useful sample data. Then following, I geared up the Alpha Team to search and rescue the lost Bravo Team. The members of the Alpha Team also proved their worth and as expected many died.

There were 5 survivors from the initial 11 S.T.A.R.S. members. From the Alpha Team were Chris Redfield, Jill Valentine, and Barry Burton. And from the Bravo Team were Rebecca Chambers and Enrico Marini. It was time to begin executing my plans. In the midst of the whole affair I could take Umbrella's ultimate Bio-Organic Weapon, the Tyrant, and join forces with an opposing corporation of Umbrella. To buy into that opposing corporation I would need the actual combat data of the Tyrant.

The surviving privileged members of S.T.A.R.S. were just the perfect bait. I decided to have one of them play the Judas and draw them to the Tyrant. That Judas was Barry.

Barry was the strong truth and justice kind and cherished his family

more than anything. His type is easy to manipulate. I just took that most important thing away from him. My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas the scheme went as planned. Then the winds turned unexpectedly.

I had to eliminate Enrico who found out what was behind it all. I used Barry to get to him. After I successfully got rid of that nuisance I awaited the sample specimen that Barry would bring to me in the Tyrants room. I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation. According to Birkin the virus had profound effects. It would put my body in a state of temporary "death." It would then bring me back to life with super human powers. Therefore I unleashed an awesome Tyrant from its slumber and let it attack me.

As my consciousness faded away I was certain that the whole scheme would end in success. Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and the plan I devised which cost me my humanity ended in failure. Now anything and anyone who stood in my way would be terminated. It's been that way for a long time and it always will be. At all costs I had to make S.T.A.R.S. pay.

September 1998

Two months had passed since the mansion incident. To regain everything I had lost in my new organization I joined hands with Ada Wong, a female agent who was also sent to spy on Umbrella.

I knew in my bones that the key developer was William Birkin, but what he didn't know was that Umbrella did not play games... with anyone. Eventually, Birkin would be assassinated, and the G-Virus would be in the hands of Umbrella.

But the salvage team led by Hunk was ahead of us. By the time they got to Birkin, he'd already injected himself with the G-Virus... he became his own creation, and decimated them. Soon after, the T-Virus carried by rats spread throughout Raccoon City, and Umbrella faced its worst scenario.

September 28th

The good citizens became zombies, and the city had headed for its devastating fate. Humans were no match against zombies. In the chaos, Umbrella Europe applied a new type B.O.W., called "Nemesis". The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S., Jill. It became imperative that our organization would also obtain the Nemesis data.

September 29th

To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets. Then, a new revelation. Birkin used to hide the findings of his studies in his daughter Sherry's pendant. It was very possible that the G-Virus was there. While Umbrella was busy with their cover up, we had to capture Sherry before they did. I sent Ada undercover to seek the location of Sherry. I, the "dead man" on the other hand, had to work in the shadows.

A spy's obligation and priority is in the mission, to carry out the mission like a machine without any emotional interference. But through her interaction and involvement with Leon S. Kennedy, there'd been

an affection growing inside her.

My instincts sensed danger, something had to be done, quickly. My instincts did not disappoint me. Even though Ada almost had her hands on the G-Virus, which Leon had acquired from Sherry, that affection of hers drove her to her death. But she was still of some use. I had to save her life. My people hurried to retrieve the G-Virus that Leon threw away. But Hunk, the only survivor of Umbrella's salvage team, was there before us.

September 30th

Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish off Leon and Claire in order to obtain his combat data. Although Birkin lost the battle to Leon and Claire, we succeeded in gathering samples of the G-Virus from his dead body.

October 1st

In the morning the government bombed Raccoon City in an attempt to stop for the viral outbreak. This was, of course, their feigned reason. Later, Claire left for Europe to find her lost brother Chris, and Leon joined forces with a underground anti-Umbrella organization. Sherry is safe in our hands. I would never underestimate Birkin.

There's something about this little girl...

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##### WESKERS REPORT #####

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

1978 July 31(Monday)

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

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

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

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

It is known if a person is infected with the Ebora, that the chance of dying is 90%. It has the quality to destroy the physical structure within 10 days and even now, a cure hasn't been found. If used as a bio-weapon it would display incredible destruction. But because making a bio-weapon is against the law we would not use the virus as a weapon. But I'm certain that someone out there would use this as a weapon. So to prepare for a case of that nature it is good to do research on it now. But the line between finding a cure and making a bio-weapon is thin. This is because the actual research conducted do not differ at all between the two. So one could say that they are reseaching for a cure and be making a bio-weapon.

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

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

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

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

The original virus was an RNA virus and would cause abnormalities

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

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

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

I heard Birkin whisper something. Whether those words were cursing/ swearing or praising I do not know. We had come to a place we could never leave. We didn't know whether we were to take the research to its completion or if we would end up like her. For us we, only had one choice. The woman who lied on the pipebed had moved something within both of our minds. Is this also a part of Spencer's plan?

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

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

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

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

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

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

were miserable.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

what about the seeds the plants give out?

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

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

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

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

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

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

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

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

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

We had received the package a few days later with a number of precautions written on it. The package brought to heliport was in a small box labeled "Nemesis Project". To gain this sample from the France facility required

quite there effort, and credit for this accomplishment went to Spencer for backing us up. Birkin took no interest in the package till the end but had at least admitted to tests. The sample was new and was for test purposes.

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

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

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

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

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

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

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

it had been 17 years since I first came to this place. Every time I come here, I remember the smell of the wind from that day. The buildings and the surroundings all looked the same as before. On the heliport, I could see Birkin. It has been a long time since I've seen him. Four years have passed since I left Arklay labs.

4 years ago, when Birkin's G-virus project was authorized, I requested to be transferred to the secret (intelligence) service. This was easily authorized. Most people saw it as a natural change, going from the research profession to another field. In reality, the research conducted on the G-virus was far above my level. Even if I wasn't out to discover what Spencer was truly thinking, I could feel my limits as a researcher had reached their peak.

Even as the wind blew, Birkin didn't take his eyes off of his research files. He came to Arklay quite often, even though he was not employed here anymore. Not too long ago, an underground lab under Racoon City

was built. This was the place that Birkin's G-virus project would take shape. To be honest, I didn't think that Spencer would authorize "G". I thought this because "G" was considered far from being a weapon, and had too many unknowns about it.

"G" was slightly different from "T-virus" because the host would spontaneously react to the virus at a repetitive rate. It was very easy for a mutation to occur since the DNA would be open to a virus. But this is isolated to the virus itself and not the host's DNA. Even if the virus could cause some form of change, it would be rare for the host's DNA to become mutated. Enter an outside force such as radiation, and it would be a different story. But in the case of "G" it was different. Even without an outside force the "G" would keep mutating the host until death.

Something very similar in nature did exist within the T-virus though. When a bio-weapon is put in a specific area, the virus inside the host would cause some form of mutation. This has already been confirmed. But for this an outside force was always needed. But the "G" has no need for such an element. No one can predict the pattern of the mutations. And even if we could think of a way to stop the mutation, the virus would just improvise.

7 years ago Birkin discovered this in that woman. At first look the woman appeared to have no physical changes. But inside of her various mutations had occurred, each consuming every kind of virus we injected her with, and had continued to live on. Over a period of 21 years, it had mutated so much that it would even consume the Nemesis. The G-virus project was to take this mutation to highest point possible. But this could lead to the "Ultimate life form" or it could end in complete disaster

.....could this be called a weapon?

What was Spencer thinking when he authorized this project? Even when I moved to the secret intelligence service I could not find out anything about Spencer's train of thought during these 4 years. Spencer hasn't been to Arklay labs in a while now. Almost as if he is expecting something to happen there. Spencer was slowly drifting away from me, just as an oasis in a desert. But my chance will come soon enough. That's if I can live until then.

The elevator took Birkin and I to the highest level in the lab. To that place where we first saw that woman. There, we met the new research leader, John. He had come from a Chicago lab and was an excellent researcher, but he was too normal to work in a place like this. He had started to question the motives of the research, and had repeatedly questioned the superiors.

This news reached my ears in the secret (intelligence) service. If information had been leaked out, he would be the first to go? This was the general opinion amongst the masses.

We both ignored John and started the clean-up of that woman. We had to kill her. When she had consumed Nemesis she started to regain some intelligence and exhibited some peculiar behaviors. The behavior would worsen. She would rip off another woman's face and would wear it herself. According to the records she showed the same behaviors when she was first injected with the original virus. Recently three researchers had been killed as a result of her behavior, and this is what prompted her immediate termination. Because the "G project" was progressing so well, we had

no use for her.

Her death was confirmed over the course of 3 days, and her "dead body" was carried somewhere by the president. After all was said and done, no one knew who she was or why she was here. But this was also true of any of the other test subjects. If she had not been here the G-project would not have existed. Both Birkin and I would had be in completely different situations. I had this on my mind as I left the Arklay labs.

How far was Spencer planning on taking this?  
(the "incident" would happen 3 years later)

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###          ###  
##### HERB MIXING #####  
          CHART  
###          ###
```

# Herb Mixing Chart #

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

1 green + 1 green = 2 greener  
This will restore medium health at once

1 green + 1 green + 1 green = 3 greener  
This combo will restore full heath without question

1 green + 1 red = full healer  
This combo will restore full health without question

1 green + 1 red + 1 blue = Super healer  
This combo will not only restore your health but also  
poison cured and makes you temporarily invulnerable.

1 green + 1 blue = Small poison curer  
This combo will restore small amount of health aswell as the poison.

1 green + 1 green + 1 blue = meduim poison curer  
This combo will restore half of your health and poison cured aswell.

1 green  
quarter of your health is restored

1 blue  
poison is restored

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

first aid spray  
instant full health but no cure for poison

The health meter in this game is very similar to any other Resident evil

game, you'll see the similar green line thingy which i dont know the exact word for, but the rest of it is pretty obvious, here are the health status's.

GREEN FINE :

This means that your character is in top shape and they have their health between 75% and 100%, its best to always keep your character in green fine status, cause they run the fastest, they dodge the quickest and they can turn around much quicker, otherwise shooting is not affected.

YELLOW CAUTION :

This means that your character is suffering a little bit and that their health is between 50 % and 75 %. Now in caution mode your character's running speed is effected a little bit and your character will hold their side and run with a limp as a sign of them being hurt. If your health is in status then its best to use just a green herb as most. Turning around gets alot slower in this mode.

ORANGE CAUTION :

This means that your character is not in a bad way and that their heath is between 25% and 50 %. The character stance and running action in this mode will remain same as the yellow caution but if your in this mode then its best to use a double herb healing item immediately. Hunters are able to do head removing shots from this level on.

RED DANGER :

This is the death row, when your character is between 0 % and 25 % they go from bad to worse, they start limping like hell and their running speed is even slower then a zombies speed. If in this mode immediately find something to heal and use it, no need to be the hero now. Hunters will definetly kill you if you wander into them .

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REVIEW

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##### GAMESPY

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REVIEW

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It has been sixteen months since Capcom's masterpiece of survival horror, Resident Evil: Code Veronica, was released for the Sega Dreamcast. That game was heralded as the best of the series, and went on to be a major success for Capcom. When the PlayStation 2 version was announced, Capcom declared that the game would have an X added to the title, and that it would be an "extended" version of the original, complete with the restoration of deleted scenes

featuring the infamous Albert Wesker. Additionally, it was going to contain a playable demo of Capcom's upcoming Devil May Cry, and, for a limited time, a mysterious "Wesker's Report" DVD. Well, dear fans, the entire package has hit the streets and it delivers all that was promised. But does the game itself (after all, you wouldn't spend fifty bucks for a demo disc and a DVD you know nothing about, would you?) measure up to its original Dreamcast incarnation? The answer, my friends, is blowing in the wind... with the stench of T-Virus infected corpses.

Lets begin at the beginning, shall we? After all, that is exactly what the "Wesker's Report" DVD does. This disc is a non-interactive "designed to watch" DVD that can be played on any commercially-available DVD machine, just like a typical movie disc. It runs about twenty minutes in length, and plays out in a very dramatic fashion. This disc is essentially a recap of the entire series' plotline, in chronological order (RE3 took place both before and after RE2), from the first title all the way to Code Veronica. It reveals several details about good old Albert himself, including his miraculous resurrection after being slaughtered by the Tyrant in the first game.

The disc runs like a short noir film (think Blade Runner) with Albert Wesker doing the off-screen narration). It is quite entertaining in its own right, and worth a watch or two even if just to see the series' graphical evolution. Included in this short is the "extra gory" FMV that was cut up in the original title, and it's quite interesting (even for non-fans of the series) to watch Resident Evil's story evolve before your eyes, from the FMV (with real actors) of the original to the breathtaking intricacy of the rendered cut scenes used in today's games. It is, in effect, not only about Resident Evil, but about the evolution of gaming as a whole since 1996. Fans will love it, non-fans should like it.

The meat-and-potatoes of the package, the game itself, is still the masterpiece the Dreamcast version was, with a few more expository Wesker passages (including another bullet-time sequence) thrown in for good measure. The game's story takes place three months after the events of RE2, with our heroine, Claire Redfield, traipsing off to Europe in search of her brother Chris. She is caught trespassing by the Umbrella Corporation and whisked off to their isolated prison colony on a remote island. It just so happens that this island is also the site of the Ashford Mansion, the home of Umbrella's original founders and now their rather disturbed descendants. The installation is attacked, and before you know it, the T-Virus is leaked all over the joint. How long before the fun begins? About four minutes.

When the game is first started, players are treated to one of the best pre-rendered cutscenes ever created for a video game. Claire evades countless troops and a minigun-equipped chopper, only to bring the whole thing to a close with a bit of John Woo style action. Her facial expressions are truly awe-inspiring. Every emotion is not only conveyed properly, but with detail worthy of the cutscene masters, SquareSoft. You have to see it to properly appreciate it. After this sequence, she awakens in her cell with a mysterious character entering the room. This is where players get to take over.

Code Veronica also makes new use of the attempted "zapping" feature of RE2. Items that Claire takes will not be available for Chris later in the game, when he travels over familiar territory. Gamers should plan ahead for this by keeping a weapon or two, extra ammo and health aids in an item box. If Claire is carrying two "powerful" weapons, try and deal with carrying only one. You'll be glad you did later when you swing by with Chris.

The ultimate question is whether or not Resident Evil: Code Veronica X is worth a second purchase for veterans of the Dreamcast title. The answer, simply, is no. The added sequences do not justify a second purchase for owners of the original. Even the "unlockable" modes after beating the game are the same. However, if you never owned a DC or never played that version, then by all means run right out and buy CVX. It is another fantastic foray into survival horror by Capcom, who have successfully taken the genre started by Alone in the Dark and turned it into four of the most thrilling and fun-filled gaming experiences around.

pros: One horrifying yet compelling sequence after another, and a solid storyline; Wesker Report DVD bonus very interesting.  
cons: Not enough "extras" to warrant a second purchase for seasoned CV veterans.

pros: Real-time scene rendering a good advancement for the series; great music and sound effects.  
cons: Control a bit jerky at times; graphics not up to DC versions; characters still move stiffly.

Resident Evil: Code Veronica X is an excellent package for those who have missed out on the DC version. The extra features are nice especially the extra DVD), but, once again, will not really enhance the experience for vets. Newbies should run right out and purchase the title for their collection, but vets should only rent it if they feel they would like to relive the experience with a few new additions.

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FUN  
STUFF

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#### OBSERVATIONS

# Why is chris still wearing his STARS uniform can anyone answer me this ?  
i mean raccoon city is gone, so is the STARS, then why ? dont tell me  
that he doesnt have any other pair of clothes.

# How fast can alfred change his clothes for gods sake, i mean he changed his clothes in the time it took claire to go from one room to another while he had a bullet in his hand and he managed to climb on top of the bed too. Weird.

# Some people may complain like this that steve is only a 17 year old boy and he knows alot of things alot adults dont know, he can handle guns aswell as heavy machinery and snow machines, now that is really not steve's fault cause im also 16 and i've handled guns before too driven cars too, but err.. a airplane, thts a bit too much to ask.

# If you take a look at claire's jacket logo it says " let me live " These are the same words and the same design as in her alternate outfit in Resident evil 2.

# If you have watched MI:2 then you would understand when i say that capcom took alot of things from that movie. for example

- \* The way claire shoots the drums

- \* Chris's rock climbing actions

# The wesker alexia fight is clearly a matrix rip off, nuff said.

# The way alexia changes in mid stairs and turns into all fire totally reminds me of eve from parasite eve 1, and the hall before the final fight room also reminds me of silent hill 1.

# One thing which really really bothers me about alfred changing into alexia is that HE COMPLETELY transforms, down to his chest and figure NOW THATS's FREAKISH !!!

#### MEMORABLE QUOTES :

" Sure i may not be human anymore, but just look at the power i've gained magnificent dont you think "

Wesker has the best voice in the game... BOO YEAH !

" Lets just say im a ghost from the past, coming back to haunt... your dear brother "

Another one of wesker's spooky lines.

" Say hello to my team mates, who you killed "

Chris got some nice one's too.

" Dont worry claire, your knight in shining armor IS here "

STEVE ROCKS !!

" Wait here claire, time to test out my new toys "

STEVE ROCKS SOME MORE

" claire redfield, i will take aim for you with this sniper rifle and badly miss for I am alfred ashford "

ALFRED .. THE GOAT MAN.

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LEGAL

MUMBO

JUMBO

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# THE ALLOWED - UNALLOWED LIST #

First off before i say anything about the Legal issues let me make one thing clear, on the whole face of the internet there are only 2 sites which have the permission to edit this walkthrough and change it and do whatever they want with it, except of course call it their own :) And those two sites are the following.

1 : [www.planetdreamcast.com/residentevil](http://www.planetdreamcast.com/residentevil)  
2 : [www.rebiohazard.com](http://www.rebiohazard.com)

# LEGAL MUMBO JUMBO #

mucho's boredome thingy..

This guide was made only for the purpose of helping other people, and i dont intend to use it for profit, and i would really really appreciate it if no one else does it too. This guide is as free as everyone of us is. Use it nicely. The following sites have are the special sites who this guide belongs too in full right... (( PS ... this doesnt mean that other sites cant use the guide, any site which i want this guide to go to and any site which tells me before using it shall be allowed ))

[www.planetdreamcast.com/residentevil](http://www.planetdreamcast.com/residentevil)  
[www.gamefaqs.com](http://www.gamefaqs.com)  
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#### # CONTACTING INFORMATION #

If you want to contact me just mail to this address  
returnofthemaniac@Hotmail.com

I will reply only to those mails which have something important for me , or  
which will ask me some decent questions. No funny stuff.. that is my  
family e mail add for gods sake.

the address again is :- returnofthemaniac@Hotmail.com

#### # CREDITS AND THANKS #

- \* First and foremost God for making us all and giving me the power to do  
this work
- \* Secondly my friend kad... without kad my internet life would never have  
been the way it is right now. Your my true love.. capiche.  
:D heehe "
- \* Thirdly another good friend sean for making his superb side and MI trooper  
along him for making the RP spencer mansion, its all cause of you people.
- \* CVXFREAK for letting me use his wesker's report 1 and 2. appreciated
- \* Now the formal thanks.. Thanks capcom for making this game
- \* Thanks Nemesis for keeping me to the edge of my seat along the whole game
- \* Thanks myself for playing this superb game and finishing it.
- \* Thanks to claire for looking better then she did in RE2. WOO HOO
- \* THANKS TO STEVE FOR BEING IN THIS GAME.. YE HAW
- \* Thanks to all the other FAQ writers, needed them someday.
- \* Thanks to any one who uses this with permission on their site

and thats it i thinks.

Closing moments :

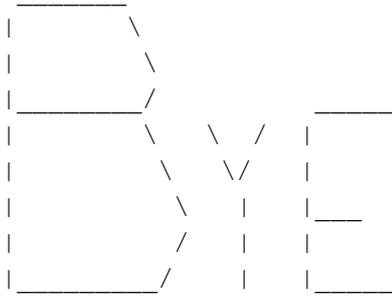
RESIDENT EVIL RULES  
NEMESIS KICKS ASS  
WESKER IS THE GOD OF RE  
CHRIS AND STEVE ARE THE BEST THING EVER HAPPENED TO RE  
LEON SUCKS SOOOOO BADLY  
CLAIRE ROCKS BIG TIME TOO

JILL IS PLAIN AND SIMPLE HOT

BROCK LESNAR IS GOD !!! MAHAHHAHHA !!!

This has been fun... will do it sometime again soon... for now its  
curtains i tells ya .. curtains...

PEACE.. LOVE AND FRIENDSHIP FOR ALL  
ENOY YOUR LIFES WHILE THEY LAST



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