

The bizarre mystery
that happened in
Raccoon City?

Although it appeared
to be solved by
the S.T.A.R.S. team.

A few months later
the real nightmare
begins...

=====
02. Biographies
=====

The Characters in the game...

Leon Scott Kennedy-> Leon is a new police officer in Raccoon City. He cares a lot for the well being of others, but that habit of him makes him very gullible, when he fell for Ada. For the Record: No one likes to listen to him. He's a Cop.

Claire Redfield-> Claire is the sister of Chris Redfield. She came to Raccoon City to find him. But she doesn't in this game. She does find Chris in Resident Evil Code: Veronica X.

Codename: Hunk-> Hunk is a soldier who works for the Umbrella Corporation. He was sent by Umbrella to recover the G-Virus. The mission was a failure because he was defeated (not killed) by William Birkin G-Malformed.

Sherry Birkin-> Sherry is a 12 year old girl whose mom told her to go to the police station to stay protected. She met Claire in the police station, and continued with her.

Brian Irons-> Brian is a double agent. He is the Raccoon City Police Chief, and on the other hand he works for Umbrella. Umbrella bribed him to keep quiet about the G-Virus, so they gave him 10 Gs to make sure. He dies by William Birkin.

Ben Burtolluci- Ben is a reporter. He locked himself in a cell to keep away from William Birkin G-Malformation. He got killed by him.

Ada Wong-> Ada is woman says she's looking for her boyfriend John, who coincidentally works for Umbrella. But she is actually a spy sent by the agency to retrieve the G-Virus.

Annett Birkin-> Annett is the wife of William Birkin. Annett helps Claire and Sherry and tries to kill Ada and Leon. She thinks Leon and Ada are spies to obtain the G-Virus. But she dies.

Chris Redfield-> Sorry guys, I haven't played Resident Evil
1. You can play as him in Extreme Battle Mode!!!

=====
03. Controls
=====

-----Playstation/Dual-Shock-----

X Button-> Action, shoots weapon while R1 is held down.

Square Button-> Dash when the Up button is held down. Opens/Closes Status Menu.

Triangle Button-> Cancel.

Circle Button -> Nothing.

D Pad-> Control movement of player.

Analog Stick-> Dual-Shock only. Controls movement of player.

Start Button-> Pause game

Select Button-> Opens/Closes Status Menu.

-----Nintendo 64-----

A - Action Button. It is used to open doors, pick up items, and fire a weapon when the R button is pushed. It is also used to select the highlighted option of a menu selection.

B - Run. When the Control Stick is pressed to any direction, hold the B button to run.

Y - Displays the status screen.

C UP - Displays the Map.

C DOWN - Displays Options Menu. It also pauses the game.

R - Draws Weapon (aims at closest enemy if auto-aim is enabled).

L - Nothing (changes target if auto-aim is enabled).

Control Stick - Used to move the character in a given direction and use menus.

Control Pad - used to move the character in a given direction and use menus.

C Stick - 180 Turn (Any Direction)

Start - Displays Options Menu.

-----Dreamcast-----

X - Action Button. It is used to open doors, pick up items, and fire a weapon when the R button is pushed. It is also used to select the highlighted option of a menu selection.

A - Run. When the Control Stick is pressed to any direction, hold the B button to run.

B - Displays the status screen.

Y - Displays the Map.

R - Draws Weapon (aims at closest enemy if auto-aim is enabled).

L - Nothing (changes target if auto-aim is enabled).

Analog Stick - Used to move the character in a given direction and use menus.

Control Pad - used to move the character in a given direction and use menus.

C Stick - 180 Turn (Any Direction)

Start - Displays Options Menu.

-----Gamecube Controls-----

A - Action Button. It is used to open doors, pick up items, and fire a weapon when the R button is pushed. It is also used to select the highlighted option of a menu selection.

B - Run. When the Control Stick is pressed to any direction, hold the B button to run.

Y - Displays the status screen.

X - Nothing.

Z - Displays the Map.

R - Draws Weapon (aims at closest enemy if auto-aim is enabled).

L - Nothing (changes target if auto-aim is enabled).

Control Stick - Used to move the character in a given direction and use menus.

Control Pad - used to move the character in a given direction and use menus.

Start - Displays Options Menu.

-----PC Version-----

The NUM PAD and regular controls are listed:

UP / 8 - Forward/Up

DOWN / 2 - Backward/Down

LEFT / 4 - Left

RIGHT / 6 - Right

X / 3 - Draws Weapon (aims at closest enemy if auto-aim is enabled).

C / 1 - Action Button. It is used to open doors, pick up items, and fire a weapon when the R button is pushed. It is also used to select the highlighted option of a menu selection.

V / 2 - Run. When the Arrow Keys are pressed to any direction, hold the V key to run.

Z / 4 - Displays the Status Screen.

CTRL / 6 - Displays Options Menu.

A / 5 - Displays the Map.

Customize them the way you like, but that's the default.

=====

04. Weapons

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These are the weapons you'll find in the game

-----Leon's Weapons-----

H&K VP70 HANDGUN-> This gun comes in handy. Only waist the ammunition on zombies.

C. HANDGUN-> This gun is a semi-automatic. It can fire 3 rounds at a time.

SHOTGUN-> This gun is really needed to kill Lickers, zombies, spiders and G-Type.

C. SHOTGUN-> Alright the fire power is awesome.

MAGNUM-> This Gun is only needed for bosses, nothing else.

C. MAGNUM-> This weapon is the strongest in the game.

FLAMETHROWER-> The FLAMETHROWER comes with the only supply of ammo. It has a 100% of ammo with it. Only use this on the Ivy's in the game. Sorry I may have spelled "Ivy's" but my computer corrected it. But you know what enemy I'm talkin' bout.

S. MACHINEGUN-> This weapon is really best for lickers. It comes with 100% ammo. Only though you will have a chance to get a clip in Leon B. It's in the basement.

R. LAUNCHER-> Dude...

-----Claire's Weapons-----

BROWNING HANDGUN-> Just a normal handgun. Doesn't have parts to make it any better.

BOWGUN-> This gun is for zombies or Mr. X (stalking mode).

GRENADE LAUNCHER-> This gun is awesome. It has three different types of ammo. Dude...

SPARK SHOTGUN-> This gun is like the FLAMETHROWER, only it shoots sparks shots. No Ivy's though.

S. MACHINEGUN-> Same old, same old. You can get another one though...

R. LAUNCHER-> I'm not saying it again. The word starts with a "D". NOTE: When I said, and I quote " I'm not saying it again" unquote, I said "it" again. Shoot I just did.

=====
05. Enemies
=====

\-\-\-\-\-\Common Enemies/-/-/-/-/-/

Licker-> This thing will jump at you to cut through your chest. It uses its tongue for most attacks. The SHOTGUN is best for him.

Licker-> Instead of having their DNA passed on. They are the original built buy Umbrella. Use the S. MACHINEGUN to kill these bad boys.

Cerberus-> RPD's K-9 squad got infected also. To kill them, please have a shotgun.

Crows-> OH MY GOD, THEY KILLED SPEYER!!! You know, Forest Speyer from Resident Evil 0 who got killed by rabid crows, then comes back to life in Resident Evil 1 as a Zombie. The crows are really annoying though.

Ivy-> The ivies I think had made an appearance in Resident Evil 1. I only think that because my friend asked me to defeat Plant 42 for him. Leon gets the

there is a GATTLING GUN and a R. LAUNCHER in the police station.

Arranged Mode: Easy-> (Only available in Dreamcast, Nintendo 64, PC, and Playstation). Arranged Mode: Easy is the same as Arranged Mode: Rookie.

Arranged Mode: Normal-> (Only available in Dreamcast, Nintendo 64, PC, and Playstation). Arranged Mode: Normal you start out with a HANDGUN. There is F. AID SPRAYS in the police station. There are no special weapons.

Original Mode: Easy-> Zombies are a little hard to kill. 3 F. AID SPRAYS and you start out with a HANDGUN.

Original Mode: Normal-> This is a very hard setting. Don't think it'll work out with Mr. X.

-----Survival Tactics-----

These are good to know when you're a beginner. Even experts may know but a refresher won't hurt.

Save Your Ammunition-> It is really important to save ammo. That way, you won't look like an idiot when you face a Boss.

Dodge the Zombies-> Things can go faster if you dodge the zombies. And it can help save your ammunition.

An X Meeting-> Don't pay any attention to Mr. X. You only have to fight him at the end of the game.

Enemies-> ***Enemies*** are enemies at level 5. If you don't see any *s next to the name of enemies don't get it twisted.

Conserve INK RIBBONS-> Better to only use the INK RIBBONS when you think you will die. Experts can beat the game without saving once.

Watch out for Special Attacks-> Enemies can do different special attacks. For example: when a lickler leaps toward you shoot weapons like a Shotgun or Grenade Launcher to make it fall back down.

-----Cool Way-----

Leon1251

Near Zombie Encounter-> Okay, when in a near zombie encounter you won't have much time to react. At these times just whip out the old 9mm and start shooting.

Encountering Groups of Zombies-> When encountering groups of zombies what I find works is if you use machine guns or shotguns.

Surrounded by Zombies-> Dodge as many as you can and try to get to certain positions to kill them.

H@x0r745

Dude, you only know about zombie encounters?

Leon1251

I just got Resident Evil 2, and I have had no other Resident Evil games except this one.

H@x0r745

Well let me tell you don't ever put your self in Resident Evil Outbreak File #1 or File #2.

Leon1251

Why?

H@x0r745
Because those games suck.

Leon1251
Oh...

H@x0r745
Why can't you advance in the Game Leon? You're in the Game.

Leon1251
Because I can't beat the G-Mutation & Offspring. The Mutation is Easy but the Offspring... Argh!

H@x0r745
Well read that part in the FAQ/Walkthrough.
Leon1251
Okay, thanks. See you!

H@x0r745
Anytime now, anytime!

H@x0r745
That was Leon from Resident-What the. I'm still in my online chatting room. Hold on...

H@x0r745 has logged out.

There we go. That was Leon from Resident Evil 2. I asked Jill but she has only played Resident Evil 1 and Resident Evil 3. So lets get to the next basic.

-----Ranks-----

Like in some video games this one uses ranks. Try and get an A in the 1st scenario and a B in the 2nd scenarios.

-----Puzzles-----

Like all RE games this one has puzzles.

Alright the next Chapter in this FAQ/Walkthrough is going to be the Leon A scenario walkthrough. Be ready...

=====
07. Leon/00/Scenario 1st
=====

Alright This is the beginning of CAPCOM's 2nd survival horror videogame.

Beginning Cutscene

=====
Market Street
=====

Oh snap! Dodge the zombies and continue down the street. Make the turn at the end and continue down there. Enter the door at the end that says Kendo Gun Shoppe.

=====
Kendo Gun Shoppe
=====

Someone please say we're through with the worst of it. Walk forward.

Cutscene

Robert's SHOTGUN is cool. He won't give it up eh? There is some H. GUN BULLETS on one of the broken shelves behind a messy counter. There is some more H. GUN BULLETS behind the other counter. I want you over there. Take the H. GUN BULLETS from behind that counter. If you don't then just run back to the door. If you did this you probably saw a

Cutscene

Do your best to dodge the zombies and take the SHOTGUN out of Robert's dead hands. Hurry up and leave!

=====
Alleyway
=====

If you didn't do anything I said in the Gun Shoppe and just left you probably saw a

Cutscene

Continue on to a white van.

Mini Cutscene

What took them so long. Kill the zombies and enter the Basketball Court. Does any of have game. Dodge the phony then enter the door behind him.

=====
Garbage Dumping Area
=====

It stinks in here. Continue on and don't stop. When you get to the other end of the fire escape check the garbage can for some H. GUN BULLETS. Climb on top of the dumpster, dodge the zombies to a door at the end.

=====
Raccoon City Street
=====

Keep going and don't stop. If you keep running the zombies won't notice you until you're at the bus. Enter the bus.

=====
Bus
=====

Take the H. GUN BULLETS of the bag (what the hell is that doing in there anyway). Shoot low to kill the zombie on the floor. Then aim strait to kill the zombie strait to kill the zombie strait ahead. Continue down and use the door at the end.

=====
Dangerous Area
=====

Dodge the zombies and use extreme caution. Use the door at the end.

=====
RCPD Front Yard
=====

Go strait then down the stairs and up the next pair. Check the bush for a GREEN

HERB. Take it then enter the police station.

=====
Main Hall
=====

Enter the door at the further left side of the hall.

=====
Information Office
=====

Cutscene

=====
Main Hall
=====

That cutscene just got us kicked out. Take the H. GUN BULLETS of the Table. Use the computer in the middle of the desk. Alright take the double doors we just unlocked.

=====
Info Query Room
=====

Go to the Chest. This is called an Item Box. Check it. Organize your Inventory like this.

HANDGUN
H. GUN BULLETS
GREEN HERB

Head back to the Main Hall.

=====
Main Hall
=====

Go up the stairs and use the door next to the Police Station Entrance.

=====
Vending Machine Hallway
=====

Hear them walking. Shoot forward then you'll hear moaning. Walk forward to change the angle so you can see the zombies. Shoot them till they stop coming, then continue down the corridor. Go to the Vending Machine Strait ahead and take the GREEN HERB from right next to it. Continue down the corridor and enter the door at the end.

=====
Tiny Corridor
=====

Walk forward and kill the first zombie you see. Continue down. Dodge the losers right here (it's really easy to dodge them). Continue down the hall, make the first door and continue down. Enter the door next to the zombie.

=====
Questioning Room
=====

This is the room where the cops take you and call you a liar. We've seen the

Classroom

=====

Hey cops got to learn to. Go to the back of the room and enter the opening. Go to the fireplace and light with the lighter. Cool, take the RED JEWEL. Examine it and now it's a VIRGIN HEART. How would Leon know that? Take the Operation Report #1 from right next to the entrance. Leave.

=====

Green Corridor

=====

Continue down the corridor and enter the door at the end.

=====

Stairway Area

=====

CAPCOM sure does like to fit 300 enemies in one room. Eliminate the zombie on Leon's right. After killing her go to the door she was standing next to. The doors locked! Perfect! Kill the rest of the zombies from there. One of them is probably waiting around the corner. Stay at the side the doors are then run down there. He'll then start to move when he can see you. Kill him. Go around the corner and enter the door here.

=====

Dark Room

=====

This is the room the Cops develop film that's evidence. Go to the Item Box and organize like this.

HANDGUN

H. GUN BULLETS

HEALING ITEM (HERBS/F. AID SPAYS)

Take Operation Report #2 save if you want then leave.

=====

Stairway Area

=====

Go up the stairwell.

=====

2nd Floor Stairway Area

=====

Go down the corridor and enter the door at the end.

=====

Grey Corridor

=====

Kill the Zombies then enter the door with the sign that reads "S.T.A.R.S Office".

=====

STARS Office

=====

Check the locker near the communicator. Take the SHOTGUN (if you didn't take Robert's, or you're just taking it to be taking it). Go to the desk right in front of the door. Take Chris's Diary then take the UNICORN MEDAL.

Cutscene

Go to the desk and examine it 40-50 times. Take the FILM A. Leave Claire here because she's going to be here crying.

=====
Grey Corridor
=====

Run back to the area with the statues.

=====
2nd Floor Stairway Area
=====

Let's play with the statues.

-----God of Sun/Moon Puzzle-----

You're going to have to put the statues on the oddly colored tiles in a way they are facing the huge statue. So push the copper colored statue around the big statue to the odd tile and do the same with the gold.

Take the VIRGIN HEART then go down the stairs.

Check behind the statue (H. GUN BULLETS).
=====
Stairway Area
=====

Go to the Dark Room

=====
Dark Room
=====

Use the develop FILM A in the red area. A File eh? It should say "Recruit" with a picture of Rebecca Chambers.

Leave.

=====
Stairway Area
=====

Go to the Green Corridor.

=====
Green Corridor
=====

Go to the shutter-Ahh!!! If you're Vitality is on danger the zombies will pull you through so don't lean against the windows.

=====
Shutter Hallway
=====

Go to the info query room.

=====
Info Query Room
=====

Go to the Item Box and organize like this:

HANDGUN
H. GUN BULLETS
UNICORN MEDAL
SMALL KEY
HEALING ITEM

Leave.

=====
Main Hall
=====

Use the UNICORN MEDAL on the statue.

Cutscene

Take the PRECINCT KEY (SPADE) and go to the Filing Room. The order to get there is:

Info Query Room

Shutter Hallway

Use the grey door here. Unlock it and enter.

=====
Filing Room
=====

Take the Patrol Report of the Shelf in front of you. Go around the shelf and push the latter forward. Climb on top of it and take the CRANK. Examine it, now it's a SQUARE CRANK.

+-----+
|This from Survivor10
|Check the cabinet, F. AID SPRAY/INK RIBBON |
+-----+

Leave.

=====
Shutter Hallway
=====

Go to the second floor lounge. To get there go to these areas.

Green Corridor
Stairway Area
2nd Floor Stairway Area

=====
Grey Corridor
=====

If you killed 2 zombies here ones around the corner kill him then unlock and use the door here.

=====
Lounge
=====

Get around the zombies then use the SMALL KEY on the desk with the flower on it.

H. GUN PARTS, Cool yo! Combine them with the HANDGUN.
C. HANDGUN it can shoot 3 rounds at time. Enter the door right here.

=====
Library
=====

Go up the stairs and go all the way through. Whoa!!! Check the picture the sticks should look like this:

| | |
| | |

-----Library Bookshelf Puzzle-----

But the book case look just like those sticks and the picture is the same except bigger. But the bookcases look like this:

| | | |
| | | |

Push the button. Go out and use the second bookcase of the door. Move it right and do the same with the one behind it.

Take the BISHOP PLUG then leave through the double doors.

=====
2nd Floor Main Hall
=====

There's a zombie right next to, you kill him then go to Leon's left. There's probably another one of those losers down there, ignore him and check the red box hanging of the rail.

Cutscene

So now we have 2 ways to get down there. Continue down there, ignore the rest of these losers and enter the door at the end.

=====
Secretaries Office
=====

This is the secretary's office. Go to the item box and organize like this:

C. HANDGUN
H. GUN BULLETS
HEALING ITEM

Save if you want the leave through the door strait ahead.

=====
Crash Site Hallway
=====

What kind of name is "Helicopter Hallway"? That's something I know DjSiXpAcK14 would do. He's so retarded. Up your ass DjSiXpAcK14!!!
Ignore the zombies here and go to the door at the unlit side of the corridor.

=====
Crow Corridor
=====

This is just a heads up: I will not name this corridor "Crow Corridor" after the

Cutscene with Mr. X. So expect it to be Mr. X meeting Area.
Continue down the corridor and don't stop. Don't use the door in front of you,
continue all the way down. CROWS!!! Keep moving enter the door coming up.

=====
Roof
=====

Leon's probably turned right now. Keep in his current direction and go strait
down there and use the stairs.

=====
Paved Passageway
=====

There are 4 real easy to avoid zombies here. Ignore them and enter a door at the
end.

=====
Cabin
=====

Go to the back and take the VALVE HANDLE of the floor and the H. GUN BULLETS of
the table. Don't open the door. If you did you probably saw a

Cutscene

Quick kill them. Leave.

=====
Paved Passageway
=====

Dodge the zombies and go back up the stairs.

=====
Roof
=====

Enter the opening and use the VALVE HANDLE on the pipe.

Cutscene

Leave.

=====
Crow Corridor
=====

Go to the Crash Site Hallway.

=====
Crash Site Hallway
=====

Go to the Secretary's Office.

=====
Secretary's Office
=====

Go to the Item Box, organize like this:

C. HANDGUN

H. GUN BULLETS
VIRGIN HEART
VIRGIN HEART
HEALING ITEM

Leave.

=====
Crash Site Hallway
=====

Kill the zombies here, go behind the ruins of the helicopter and use the door here.

=====
Storage Room
=====

Go to the back room and put the VIRGIN HEARTS in the statues of the woman.

Cutscene

Take the KING PLUG out of the Giant Statue's chest check the box on the left statue and take the PRECINCT KEY (DIAMOND). Leave.

=====
Crash Site Hallway
=====

Go to the secretary's office.

=====
Secretary's Office
=====

Organize like this:

C. HANDGUN
H. GUN BULLETS
PRECINCT KEY (DIAMOND)
HEALING ITEM

Save if you want leave.

=====
Crash Site Hallway
=====

Use the Door to the Crow Corridor.

=====
Crow Corridor
=====

Go strait and unlock the door here.

=====
Outer Stairway
=====

Take the GREEN HERB here then go down the stairs then take the GREEN HERBS here.
Enter the door here.

=====

Eastern Office

=====

Check the dead body for some H. GUN BULLETS. Leave through the opening right here and enter the small office and kill the zombie. Use the safe. If you didn't take the Police Memorandum from the Info Query Room, the code is "2236" take the SHOTGUN SHELLS and the Police Station Map.

Map Key:

-----Doors-----

Blue Squares-> Locked. Use the PRECINCT KEY (SPADE).
Purple Squares-> Locked. Use the PRECINCT KEY (DIAMOND).
Red Squares-> Locked. Use the PRECINCT KEY (HEART).
Green Squares-> Locked. Use the PRECINCT KEY (CLUB).
Yellow Squares-> Unlocked/Open Doors.

-----Area-----

Blue Areas-> Already entered.
Black Areas-> Never entered.

Leave this small office and leave through the blue double doors.

=====

Vending Machine Hall

=====

Things will be easier if you had already killed the zombies here. If not, this will suck more than when Peter Griffon (from Family Guy) had his homosexual birthday with Jake Ryan from Sixteen Candles. Jake raped him. Continue down the corridor and go to the Tiny Corridor.

=====

Tiny Corridor

=====

Go down the corridor and use the PRECINCT KEY (DIAMOND) on the first door here.

=====

Questioning Room (2)

=====

Go to the table and take the CORD and the F. AID SPRAY. Now go to the bookcase and take the ROOK PLUG. GET OUT OF THERE!!!

=====

Tiny Corridor

=====

Go to the Vending Machine Hall.

=====

Vending Machine Hall

=====

Go to the Main Hall. Go to the Stairway Area. The order of rooms to get there is:

Info Query Room
Shutter Hallway
Green Corridor

=====
Stairway Area
=====

Unlock the Grey Door, discard the PRECINCT KEY (DIAMOND) then enter the door.

=====
Evidence Room
=====

Ah! Kill the Zombies go to Leon's right side. One of those losers is still over here. Kill him too. Check the draws over here. Eventually you'll find the Film B. Go back to the other side and examine the first draw. Take the SHOTGUN SHELLS. Unlock the door and enter it.

=====
Information Office
=====

Take the GREEN HERB of the floor and continue down from in front of the grey door. Enter the Small Of- Hey is that Marvin!

Cutscene

Poor Marvin. Kill him then take the PRECINCT KEY (HEART) of the table. Go to the front of the room and check the locker for some H. GUN BULLETS. Unlock the door here and enter it.

=====
Main Hall
=====

Go to the Info Query Room.

=====
Info Query Room
=====

Organize like this:

C. HANDGUN
H. GUN BULLETS
SHOTGUN
SHOTGUN SHELLS
PRECINCT KEY (HEART)
CORD
HEALING ITEM

Leave.

=====
Main Hall
=====

Go back to the Vending Machine Hall.

=====
Vending Machine Hall
=====

Enter the Blue Double doors.

=====
Eastern Office

=====
Use the Wooden Door behind the divider. Use our PRECINCT KEY and discard.

=====
Yellow Shutter Hallway
=====

Take the GREEN HERB(S) of the floor and head down the thin corridor. Go to the junction box and use the CORD.

Cutscene

Go down the stairs.

=====
Police Station B1
=====

Go down the hall. Don't mind the Cerberus (it'll take till the leader is like "get him you fool"). Enter a pair of red double doors.

=====
Basement Power Room
=====

Take the GREEN HERB of the floor go to the back of the room. Lets play with this machine here.

-----Power Machine Puzzle-----

Just flip the switches like this:

Up, Down, Up, Down, Up.

Cutscene

Leave.

=====
Police Station B1
=====

Continue down the hall and use the door at the end.

=====
Parking Lot
=====

Run forward.

Cutscene

Go to the corner behind the truck. Pick up the GREEN HERBS. Remember: if you have too many HERBS combine them.

Get behind the truck and start a pushin'.

Cutscene

Enter the door.

=====
Police Station B2

=====

Cutscene

"Ada wait!". Continue down the corridor. Check the table for some H. GUN BULLETS, and enter the door right here.

=====

Jail Cells

=====

Run all the way down.

Cutscene

Come on Ben, we're-WHAT THE HELL!!!

Check the stand and take the MANHOLE OPENER. Enter the other cell. Take the GREEN HERB and BLUE HERB. Leave.

=====

Police Station B2

=====

Enter the door we haven't entered yet.

=====

Kennel

=====

Go to the cells and kill the dogs in them. Go all the way down this alley and take the RED HERB.

Combine the GREEN HERB with the BLUE HERB and then combine this MIXED HERB with the RED HERB. Now you have a MAX HERB.

Go to the manhole and use the MANHOLE OPENER on it and go down the ladder.

=====

Spider Corridor

=====

Do your best and dodge the spiders. Try and get around them (if you're nervous about getting by them equip your SHOTGUN and blast them). Either way get to the other side and go up the stairs.

=====

Septic Hallway

=====

Enter the first door here.

=====

Storage Room L

=====

Go to the Item Box and organize like this:

C. HANDGUN

H. GUN BULLETS

SHOTGUN

SHOTGUN SHELLS

HEALING ITEM

Save if you want and leave.

Enter the other door here.

=====
Sewer-Way Entrance
=====

Go back.

=====
Septic Hallway
=====

Cutscene

You're playing as Ada know. Enter the door here.

=====
Multi Walkway
=====

Don't mind the Cerberuses here. Go to the other side. Enter this red area and use the lift at the end.

=====
Construction Area
=====

Go down, take the SHOTGUN SHELLS and get back on the lift

=====
Multi Walkway
=====

Go to the side strait down and enter the door.

=====
Box Bridge Area
=====

Go down the "stairs".

-----Classic Box Bridge Puzzle-----

Climb on top of the box joined with another. Push the box out of the way but not to far. Push the box you climbed on top of in the. And take the final box and push it strait in. Climb back up the "stairs" and activate the panel. Cross the Box bridge, take the PRECINCT KEY (CLUB) of the shelf. Leave.

=====
Multi Walkway
=====

Go back to the Septic Hallway.

=====
Septic Hallway
=====

Cutscene

Now you're playing as Leon again. Take the PRECINCT KEY (CLUB) and the SHOTGUN SHELLS of the floor and go down the stairs.

=====
Spider Corridor
=====

Get to the other side and use the ladder.

=====
Kennel
=====

Use the door here.

=====
Police Station B2
=====

Go back to the parking lot.

=====
Parking Lot
=====

Get to the other side and use the door.

=====
Police Station B1
=====

Go to the double doors that look like the ones you'd see in a hospital. Unlock it then enter it.

=====
Autopsy Room
=====

Get to the back and check the cabinet for a RED KEYCARD. Get the hell out of here.

=====
Police Station B1
=====

Remember the door that had the card reader next to it. Use the keycard on it and open it.

=====
Weapon Storage Room
=====

Take the H. GUN BULLETS and the SHOTGUN SHELLS of the counter and go to the locker. Choose the S. MACHINEGUN and leave the SIDE PACK for Claire. Leave.
NOTE: You can take the SIDE PACK and the S. MACHINEGUN if you want.

=====
Police Station B1
=====

Go up the stairs.

=====
Yellow Shutter Hallway
=====

Go to the wooden door right here. Unlock it and enter it.

=====
Watchman's Room
=====

Go to the back. Take the Watchmen's Diary of the bed. Go to the table and take the...

~20th Century Fox (Movie) Theme~

MAGNUM. Check the locker for some H. GUN BULLETS. Leave.

=====
Yellow Shutter Hallway
=====

Leave through the only other DOOR here.

=====
Eastern Office
=====

Leave through the blue double doors.

=====
Vending Machine Hall
=====

Go to the Tiny Corridor.

=====
Tiny Corridor
=====

Go to the end of the corridor. Unlock the green door. Enter it.

=====
News Room
=====

Go to the back. Use the lighter on the stone thing here.

-----Jack, Queen, King Puzzle-----

Turn on the one in the middle.

The one on the right.

The one on the left.

Cutscene

Take the G. COGWHEEL. Leave.

=====
Tiny Corridor
=====

Go back to the Vending Machine Hall.

=====

Vending Machine Hall

=====

Go to the Main Hall.

=====

Main Hall

=====

Go to the Info Query Room.

=====

Info Query Room

=====

Organize like this:

C. HANDGUN

H. GUN BULLETS

G. COGWHEEL

SQUARE CRANK/CRANK

HEALING ITEM

Leave.

=====

Main Hall

=====

Go up the ladder.

=====

2nd Floor Main Hall

=====

If you're on guard you can get by this lickier without getting hurt. Head for the Library.

=====

Library

=====

Go up the-

Cutscene

That's some good hearing Leon has. Go up the stairs and enter the door here.

=====

3rd Floor Main Hall

=====

Go to the door strait down here.

=====

Clock Tower Machinery Room

=====

Go to the side you can't really see. Use your SQUARE CRANK on the wall.

Cutscene

Go up the stairs. Use your G. COGWHEEL on the hole where a gear is missing. Push the switch.

Cutscene

Go to that door. Take the KNIGHT PLUG and go down the shoot.

=====
Police Station B2
=====

Cutscene

Go to the Jail Cells!!!

=====
Jail Cells
=====

Cutscene

A miserable death...

Leave.

=====
Police Station B2
=====

Go to the Kennel.

=====
Kennel
=====

Go down the manhole.

=====
Spider Corridor
=====

To the Septic Hall!

=====
Septic Hall
=====

Go to the closest door to you.

=====
Storage Room L
=====

Organize like this:

- SHOTGUN
- SHOTGUN SHELLS
- BISHOP PLUG
- ROOK PLUG
- KNIGHT PLUG
- KING PLUG
- HEALING ITEM
- HEALING ITEM

Recommended: SAVE!

=====
Warehouse
=====

Go light the lanterns with your LIGHTER. There's a zombie in here but he's a loser. Take all of the Items in here leave.

=====
Sewer Control Room
=====

Save if you want then use the lift.

=====
"T" Hallway
=====

Cutscene

Ada is such a caring person.

Now we're playing as Ada again. Follow that woman.

=====
Sewer Area 3
=====

Cutscene

Go up the ladder.

=====
Ventilation Shaft
=====

Run strait through and go down the ladder. Don't give a rodents smear end about those cock roaches.

=====
Upper Pool Area
=====

Continue down the walkway.

Cutscene

Extremely Cool Informative

Cutscene

Boring, less graphic

Cutscene

Ada is cold, cold woman. Cross the bridge and go down the ladder.

=====
Garbage Collection Area
=====

Cutscene

ADA!!!

not a war tank. Take a few steps back but not to many. Wait for the Gator (Gay-tour. The purpose of that was to say the Alligator is gay) to come up and mistake the tank for beef. Note: The Gator won't swallow the tank. He'll be greedy and ride up at you with his mouth open. Now shoot him. Damn! That's exactly how they killed Jaws.

Go to the big door at the end. Use the panel to open the door. Use it.

=====
Garbage Collection Area
=====

Come to think of it why would garbage be in a sewer. That's lazy. Sewage goes in a sewer. Maybe that's the reason that gator got the T-Virus (if you're slow, the "T" in T-Virus means Tyrant. Tyrant Virus.
Go to Ada.

Cutscene

=====
Upper Pool Area
=====

Cross the bridge and go to the opposite side of where the fan is. Continue and go all the way to the top. Take the EAGLE MEDAL and the Sewer Maintenance Man's diary. Go to the Fan and use the VALVE HANDLE on the hole there and climb up the ladder.

=====
Ventilation Shaft
=====

The roaches are gone. Maybe they got sucked up by the fan. Use the ladder her.

=====
Sewer Area 2
=====

Don't worry about the zombies. Ada will kill them if she wants. Go to sewer area 3.

=====
Sewer Area 3
=====

Go to the panel, put in the EAGLE MEDAL.

Cutscene

Enter the door.

=====
Mining Corridor
=====

Go down the corridor. Use the other door here. Note: The area was shaking. Leon needs to layoff the Coffee Donuts.

=====
Tram Station 1
=====

Go to the panel beside the train and use it. Board the tram!

Turntable Landing
=====

Cutscene

=====
Security Room
=====

Cutscene

You know Ada's is not going to stay right. Organize like this:

SHOTGUN
SHOTGUN SHELLS
SHOTGUN PARTS
HEALING ITEM
HEALING ITEM

Combine the SHOTGUN with the SHOTGUN PARTS.

~Final Fantasy Victory Theme~

You get the C. SHOTGUN. Save if you want then leave.

=====
Turntable Landing
=====

Go to the door that is strait from Leon's right.

=====
Central Power Area
=====

Run strait. Use the bridge illuminated with blue lighting. Use the door.

=====
East Area
=====

Use the double doors that are frozen at the end of the corridor on the left.

=====
Subzero Area
=====

Continue down this lab. Take the FUSE CASE off the counter thing and use it on the machine right here.

Cutscene

Take the MAIN FUSE then take the F. AID SPRAY off the barrel. Leave.

=====