

# Resident Evil 2: Dual Shock Edition Leon Scenario B Walkthrough

by Numbuh 17

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~ B I O H A Z A R D 2 ~

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-----By: Numbuh 17-----
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Resident Evil 2 (Dual-Shock)

PlayStation (Dual-Shock)

Resident Evil 2  
FAQ/Walkthrough Version 1.0  
By: Numbuh 17  
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Table Of Contents \~~~~~
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```

- 01. Introduction
- 02. Controls
- 03. Leon B Walkthrough
- 04. Credits
- 05. Files

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01. Introduction \~~~~~
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```

Do you remember?  
The bizarre mystery that happened in Raccoon City?  
Although it appeared to be solved by the S.T.A.R.S. Team.  
2 months later, the real nightmare begins.

```
~~~~~\
02. Controls \~~~~~
~~~~~
```

Controls:

- >< Button-> Action/Select
- [] Button-> Nothing

() Button-> Status Menu  
/\ Button-> Cancel  
D-Pad-> Move around/Scroll Menu  
L1-> Nothing  
L2-> Nothing  
R1-> Draw Weapon  
R2-> Nothing  
R3 (Right Analog Stick)-> Nothing  
L3 (Left Analog Stick)-> Move Around  
Start-> Pause Game  
Select-> Options Menu

Advanced Controls:

R1 + >< = Fire Weapon  
Up Button + [] = Dash

~~~~~\  
03. Leon B Walkthrough \~~~~~  
~~~~~

This is the walkthrough for Leon B.

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

\_Beginning Cutscene\_

Dodge the zombies and use the door by the blue road blocks.

=====  
RCPD Parking Lot  
=====

Go right dodge the zombies and head for the both. Take the CABIN KEY of the table then head for the other side. Dodge this loser, use the CABIN KEY on the door then enter it.

=====  
Cabin  
=====

Take the H. GUN BULLETS of the table and if you want to take the INK RIBBONx2 then go ahead. Use the other door.

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

There are 4 really easy to dodge zombies here. Use the stairs at the end.

=====  
Roof  
=====

\_Cutscene\_

That could have gone better.

Use the door up here.

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

Use the door that is all the way at the end.

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

Use the first door here.

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

Take the H. GUN BULLETS and the INK RIBBONx2 off the table go to the Item Box and organize like this:

HANDGUN  
H. GUN BULLETS

Leave.

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

Go to the ladder. Activate it then use it.

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

Go to the desk take the SHOTGUN, the H. GUN BULLETS, and the INK RIBBONx2, and then go back up the ladder.

Note: Most INK RIBBONS are located in Typewriters.

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

Go back to the Secretary's Office.

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

Organize like this:

HANDGUN  
H. GUN BULLETS  
SHOTGUN

Leave.

=====  
Crash Site Hallway



\*\*\*\*\*

Boss: Tyrant Mr. X

Difficulty: Easy

\*\*\*\*\*

////////////////////////////////////

If you're camera changed take shots at him with the HANDGUN from there. If he gets TOO close run to a further distance away from him. Take 19-20 shots at him with the HANDGUN. Equip the SHOTGUN and take 1 shot at Mr. X. He's finished. If not shoot him once more with the SHOTGUN.

Note: Mr. X probably eats crow because they're gone.

Note: Mr. X Check Mr. X. Take the ammo that he owes you. It's probably H. GUN BULLETS, SHOTGUN SHELLS, or MAGNUM BULLETS.

Note: you can get around him, if you want to get this over with already. Sorry if I wasted your time.

Use the door at the end.

Note: If you killed him you probably saw a

\_Cutscene\_

He never dies...

=====

Crash Site Hallway

=====

Go to the door behind the helicopter.

Note: Yes I know there's Lickers in her.

=====

Storage Room

=====

Take the BLUE KEYCARD from the next to the female statue. Now head for the-

\_Cutscene\_

This is getting scary. I just wet my pants.

Leave.

=====

Crash Site Hallway

=====

Head for the Secretary's Office.

=====

Secretary's Office

=====

Organize like this:

HANDGUN

H. GUN BULLETS

Healing Item

Go to the bench and take the SMALL KEY.

Leave.

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

Go down the ladder.

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

Use the computer at the desk.

\_Cutscene\_

Go to the double doors.

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

Get to the Item Box. Organize like this:

HANDGUN  
H. GUN BULLETS  
Healing Item  
SMALL KEY

Dodge or kill the zombies, either way you need to get to the door behind the divider.

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

Go to the end of the hallway. Take the GREEN HERB off the floor and use the door.

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

Continue down the hall dodge the zombies and enter the red double doors.

=====  
Classroom  
=====

Go to the back use the lighter on the fireplace.

\_Cutscene\_

That painting is disturbing.

Take the VIRGIN HEART then leave.

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

Dodge the zombies and use the door at the other end.

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

Go up the stairs.

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

Go down the hall. Check behind the grey statue for some H. GUN BULLETS.

Use the door.

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

Enter the first door here.

=====  
S.T.A.R.S. Room  
=====

Go to the locker. Check it for a MAGNUM, HELL YEAH!!! Go to the messy desk in the front. Examine the desk x50 for the FILM D.

Leave.

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

Ignoring the zombies use the door at the other end.

=====  
Lounge  
=====

\_Cutscene\_

Maybe that girl is dead. Nah.

Take the PRECINCT KEY, examine it. Now it's a DIAMOND KEY. Check the locker right here for some H. GUN BULLETS.

Run Back.

\_Cutscene\_

Go to the area behind Leon. Use the SMALL KEY on the desk.

YAY!!! We Got HANDGUN PARTS! Combine them with the HANDGUN for the C. HANDGUN.

Use the door we came in.

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

To the 2nd Floor Stairway Area.

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

You know this puzzle.

Do it, take the VIRGIN HEART then leave.

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

Go to the door behind the stairwell.

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

Check the Typewriter for an INK RIBBONx2.

Organize like this:

C. HANDGUN  
SHOTGUN  
H. GUN BULLETS  
SHOTGUN SHELLS  
DIAMOND KEY  
Healing Item  
FILM D

Go to the back. Enter the doorway to find out the main reason of this dark room.

Develop the FILM here for a picture of Rebecca Chambers the rookie S.T.A.R.S. Operative.

Get out of here. Check the Cabinets here in the part of the room with the Item Box for some H. GUN BULLETS.

Save if you want then leave.

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

Go to the grey door on the far side of the brown door to the green corridor.

Use our shiny DIAMOND KEY and unlock it. Enter it.

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



Check the draws over here and you'll find some SHOTGUN SHELLS. Go to the other side. Check the draws for the FILM B. Unlock the other door here.

Enter it.

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

Kill this loser over here. Exterminate the other one if you want. Enter the office that would have Marvin in it. Take the HEART KEY of the table. Kill this loser.

Go to the front of this room. Take the Memo to Leon of the table, the SMALL KEY of the table close by, then check the locker for some H. GUN BULLETS.

Unlock the door then use it.

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

Head for the Info Query Room.

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

Organize like this:

SHOTGUN  
SHOTGUN SHELLS  
DIAMOND KEY  
HEART KEY  
Healing Item  
SMALL KEY

Go to the desk by the divider.

Use the SMALL KEY on it. Take the H. GUN BULLETS then put them in the chest.

Leave.

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

Go to the door next to the Main Entrance.

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

Kill the 2 zombies right here. Dodge the rest and use the door at the end of the hall.

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

Unlock the door with the bars on it and discard the DIAMOND KEY.

Enter the door.

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

Go to the back. You want to have both items leave and have a quick reach for the door; I suggest you take the ROOK PLUG of the bookcase first before you take the F. AID SPRAY. Quickly leave if you don't want to be "Licker Chow"

NOTE: The lickler will only come out in this room on the B scenarios is only if you take the F. AID SPRAY.

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

Go to the Vending Machine Hall.

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

Kill the zombies if you have trouble with them.

Enter the blue double doors.

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

Go to the back, behind the divider. Use the HEART KEY on the brown door here. Discard the KEY.

Enter the door.

=====  
Yellow Shutter Hall  
=====

The shutters are down.

There's a Cerberus in here. Dispose of him if you please.

Use the stairs at the end.

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

Run out into the hall. Use the red double doors right-side of the hall.

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

Take the GREEN HERB.

Use the machine in the back.

-----Basement Power Puzzle-----

Order the witches like:

Up, Down, Up, Down, Up

\_Cutscene\_

Leave.

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

Continue down this side of the hall. Use the door at the end.

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

Run strait ahead.

\_Cutscene\_

Leon?s in love. It's obvious.

Get behind the truck and start a pushin'.

\_Cutscene\_

Enter the door.

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

\_Cutscene\_

Ada wait!!!

Go all the way down the hall and use the fence-like doors.

=====  
Cell Block  
=====

Run forward.

\_Cutscene\_

Ben, listen to Leon. We've gotta-WHAT THE HELL WAS THAT!!!

Take the MANHOLE OPENER of the shelf and leave.

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

Use the door here we haven't been through yet.

=====  
Kennel  
=====

The dogs are in there cells, you don't have to kill them.

Use the MANHOLE OPENER and go down the ladder.

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

Get around the Spiders and use the stairs at the other side.

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

Go to the first door here.

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

Go to the Item Box. Organize like this:

SHOTGUN  
SHOTGUN SHELLS  
ROOK PLUG  
Healing Item

Take the BLUE HERB from off the floor.

Save if you want, then leave.

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

Go to the other door here.

=====  
Septic Room  
=====

The coast is clear... Go to the back, check the Chess Board looking panel.

Put the ROOK PLUG in its place.

\_Cutscene\_

That?s about all we can do... for now.

Leave.

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

\_Cutscene\_

If you noticed how Leon isn't holding his SHOTGUN. That can only mean one thing (if you don't know, then you're slow); We're playing as Ada now!

\_Cutscene\_

You better give it back Ada. It doesn't belong to you.

Note: Ada doesn't know yet but the G-Virus Sample is in the pendant.

Okay we're playing as Ada.

Use the door.

=====

Cerberus/Zombie Walkway

=====

Because this is Leon B there are zombies here.

Do your best and dodge the zombies. If you want to kill them then get to a safe distance to shoot them.

Use the other door here.

=====

Box Puzzle Room

=====

Go to the panel and flip the switch.

\_Cutscene\_

Hmm... What if we put the boxes in a strait order to make a bridge?

Flip the switch again to drain the water.

Go down the "stairs" and start RE's Classic Box Bridge Puzzle.

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

Here there are two boxes touching each other. Climb over into the space between them. Now push the box on the right to the right until you can push the other box against the wall. Then climb out, push the other box against the wall so it lines up with the other one, then push the final box into its place with the other boxes.

Go back up the "stairs", flip the switch.

\_Cutscene\_

Cross the "bridge", take the CLUB KEY of the shelf and leave.

=====

Cerberus/Zombie Walkway

=====

Go to the area that is red and use the lift.

=====

Construction Area

=====

Take the SHOTGUN SHELLS and go back up the lift.

=====

Cerberus/Zombie Walkway

=====

Go back to Leon.

=====

Septic Hallway

=====

\_Cutscene\_

She can't get back over here. The radio is ringing. It's Claire! We have to get upstairs.

Take the CLUB KEY and the SHOTGUN SHELLS.

Use the stairs.

=====

Spider Corridor

=====

You can still get by the spiders. Use the ladder at the other side.

=====

Kennel

=====

Use the door.

=====

Police Station B2

=====

Go to the parking lot.

=====

Parking Lot

=====

Dodging the Cerberuses use the door straight ahead.

=====

Police Station B1

=====

Use the double doors at that look like there for an operation room.

Unlock them then enter.

=====

Autopsy Room

=====

2 lickers in here. Go to the back. Take the RED KEYCARD. Quickly, leave.

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

Remember the door we gave power to. Go to it. Use the RED KEYCARD on the card reader. Use the door.

=====  
Weapon Storage  
=====

Take all of the MAGNUM BULLETS and the SHOTGUN SHELLS in here. Go to the locker.

Take the S. MACHINEGUN.

Leave.

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

Go up the stairs.

=====  
Yellow Shutter Hall  
=====

Unlock the door right here.

Enter it.

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

Take the SHOTGUN SHELLS/H. GUN BULLETS from out of the locker.

Leave.

=====  
Yellow Shutter Hall  
=====

Go to the tiny corridor. The order of rooms is.

Eastern Office  
Vending Machine Hall

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

Go to the Green Door at the end.

Use the CLUB KEY on the door, discard it then enter it.

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

Go to the back. Use your lighter on the stone thingy in the back of the room.

-----Kings, Queens, Jacks-----

Press the switch on the middle statue.  
Press the switch on the right statue.  
Press the switch on the left statue.

\_Cutscene\_

Go and take the G.COG-AHHH!!! MOMMA!!! Hurry up to the front and take the G.COGWHEEL.

LEAVE!!!

=====

Tiny Corridor

=====

Whew!!! That was close!

Hurry back to the Vending Machine Hall. By the time you're almost at the door he'll come back.

Note: When Mr. X busts through the wall he won't be as prepared as you think.

Dodge him then use the door.

=====

Vending Machine Hall

=====

Go to the Main Hall.

=====

Main Hall

=====

Go up the ladder.

=====

Main Hall 2nd Floor

=====

Dispose of the lickier then go to the Secretary's Office.

=====

Secretary's Office

=====

Organize like:

SHOTGUN

SHOTGUN SHELLS

VIRGIN HEART

VIRGIN HEART

Healing Item

Save if you want, then leave through the door over there.



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

Dispose of the lickers here.

Use the door behind the helicopter.

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

Put the VIRGIN HEARTS in the woman statues.

\_Cutscene\_

Take the KNIGHT PLUG.

If by any chance there?s some SHOTGUN SHELLS in here please take them.

Leave.

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

Use the opening right next to the helicopter.

Use the door there.

=====  
Chief Irons Office  
=====

Use the other door here.

=====  
Tiger Hallway  
=====

Use the door at the end.

=====  
Art Room  
=====

Enter this small area.

Check the treasure chest for the SQUARE CRANK.

Leave.

=====  
Tiger Hallway  
=====

Dodge that big guy in the green trench-coat, and use that door at the other end.

=====  
Chief Irons Office  
=====

=====  
Use the other door here.

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

Go to the Secretary's Office.

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

Check you're inventory:

SHOTGUN  
SHOTGUN SHELLS  
G.COGWHEEL  
SQUARE CRANK  
Healing Item

Leave.

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

Go to the Library.

=====  
Library  
=====

Go up the-

\_Cutscene\_

Leon's got some good hearing.

Go up the stairs and go all the way to the end.

\_Cutscene\_

Bet you didn't see that coming.

Hmmm... This plate has a picture that is above the strangely painted bookshelves. But the bookshelves on this picture are not in the same order as the ones out there.

Push the flickering switch and start the puzzle.

-----Library Bookshelves Arrangement Puzzle-----

Remember that picture we looked at? The book shelves on the picture looked like this:

| || |  
| || |

The book shelves out there look like this:

| | | |  
| | | |

Go out of this small area hit the switch on the book case that is on the inner-left side. Switch it to the right. The shelves should now look like this:

| || |  
| || |

Move the one on the outer-left right too, and now they should look like this:

| || |  
| || |

\_Cutscene\_

Go back into the small area. Take the BISHOP PLUG.

Go up the stairs and use the door.

=====  
3rd Floor Main Hall  
=====

Use the door straight ahead.

=====  
RPD Clock Tower Control Room  
=====

Go to the square hole. Use the SQUARE CRANK.

\_Cutscene\_

Go up the stairs.

Place the G. COGWHEEL in the gap at the area full of gears.

\_Cutscene\_

Go to the shoot.

Take the KNIGHT PLUG.

Now you'll be faced with decisions:

Will you use the dust shoot?

Yes  
No

Choose yes. I wouldn't do this because I hate dust shoots, but who cares? FREE RIDES!!!

\_Cutscene\_

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

\_Cutscene\_

That was-What the...

Hurry to the cell block.

=====  
Cell Block  
=====

\_Cutscene\_

No one listens to Leon. Yep, no one listens to him! Not even Claire. If you don't know why, you're slow.

Leave.

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

Head to the Kennel.

=====  
Kennel  
=====

Head to Storage Room L.

List of rooms/halls:

Spider Corridor  
Septic Hallway

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

Check your inventory:

MAGNUM  
MAGNUM BULLETS  
BISHOP PLUG  
KING PLUG  
KNIGHT PLUG  
Healing Item  
Healing Item

Saving is recommended! (Totally)

Leave.

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

Enter the other door here.

=====  
Septic Room  
=====



Use the lift in the corner of the room.

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

\_Cutscene\_

Now we're playing as Ada again.

Follow the woman and use the door at the end.

Note: I really don't think Ada is as sexy as Anna Williams from Tekken 3 & 5). Seriously, I don't

=====  
Sewerway 2  
=====

\_Cutscene\_

Spiders in here... follow the woman and climb up the ladder.

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

Ignore the Roaches, use the ladder at the other side.

=====  
Upper Bridge Area  
=====

Run forward and keep moving.

\_Cutscene\_

Seriously, I think Anna is sexier than Ada.

Continue down and cross the bridge. Use the ladder at the end.

=====  
Garbage Area  
=====

\_Cutscene\_

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

\_Cutscene\_

We're playing as Leon now... :-)

Use the door we went through as Ada.

=====  
Sewerway 2

=====  
Go down to the dead end of the hall.

Climb up the step. Check the dead bodies for the WOLF MEDAL, and some SHOTGUN SHELLS.  
Ignore the SMALL KEY.

Go back down, and go down the other side of the hall. Dodging the Spiders, use the door at the end.

=====  
Sewerway 3  
=====

Dodge the Spiders and put the WOLF MEDAL in the panel next to the water fall. Use the door behind you.

=====  
Lower Bridge Area  
=====

Note: If you were poisoned by the Spiders out there, then use the BLHE HERBS right next to you. You can't pick them up, but you can choose to use them.

Continue down the walkway. Use the VALVE HANDLE on the hole with the flickering green light.

\_Cutscene\_

Use the bridge and use the VALVE HANDLE on the hole over here.

Take the INK RIBBON and save (if you want to).

Use the door here.

=====  
Wide Corridor  
=====

No there is not an Alligator (You killed it as Claire).

Use the big door at the end of the hall.

=====  
Garbage Area  
=====

\_Cutscene\_

Run to Ada.

\_Cutscene\_

\_Costume Change Cutscene\_

Note: Every Resident Evil Game (2-4) costume changes.

=====  
Upper Bridge Area  
=====

Cross the bridge and go to the left. Continue up to the high area. Take the EAGLE MEDAL from the body.

Go back down. Use the VALVE HANDLE on the hole.

\_Cutscene\_

Climb the ladder.

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

Use the ladder at the other side.

=====  
Sewerway 2  
=====

Dodging the zombies, enter the gate-looking door here.

=====  
Sewerway 3  
=====

Take the WOLF MEDAL and put it in the panel.

\_Cutscene\_

Use the new door.

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

Use the other door here.

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

Okay.

Remember how we turned that train on with-Hey, wait a second! How did Claire get by us that fast?!

Anyway, use the panel.

\_Cutscene\_

Board the train.

=====  
Tram  
=====

\_Cutscene\_

Ada didn't even try to stand. We know who that is anyway. Don't waste any ammo on the



claws. Ada will handle them.

After a while you'll see a

\_Cutscene\_

It's over. Thank Goodness!

=====

Tram Station 2

=====

Do as I say and use the lighter on the flare-gun.

\_Cutscene\_

If you don't want to use the flare gun, then just search that search that corner and you'll get the W. BOX KEY. Either way you'll still get this.

Use the door nearby.

=====

Tight Passage

=====

Whoa momma. There're a lot of zombies in here. Dispose of the ones that are in the way. Go to the left corner. There're 2-3 zombies here. Dispose of them then check the dead body.

Hlp, Hlp Hoor@y!!!

Joo g3t th3 SHOTGUN P@RTS!1!!

(Wh3n dld 1 st@rt uslng 1nt3rn3t t@lk)

Use this formula:

SHOTGUN + SHOTGUN PARTS = C. SHOTGUN

If you don't understand this formula, YOU'RE SLOW!!!

Time to test our new weapon out on the zombies.

Note: If you aim right you can blow their heads and arms off.

Use the door behind those zombies on the other side.

=====

Tight Ladder Passage

=====

Run out of hall and get to the part with zombies. Kill them then go to the right side of the hall. Grab the GREEN HERB RED HERB/BLUE HERB and then go to the left side of the hall.

Climb the ladder.

=====

Turntable Control Room

=====

\_Cutscene\_

Take the SHOTGUN SHELLS and the MAGNUM BULLETS, any Item on top of the computers. Take the F. AID SPRAY out of the cabinet.

Check your inventory:

C. SHOTGUN  
SHOTGUN SHELLS  
Healing Item  
Healing Item

Use the door here.

=====  
Turntable Car (Outside)  
=====

Okay. Go to the lift in front of this tunnel.

Use it.

Go to the door on this level.

=====  
Turntable Sub Control Room  
=====

Run forward. Go to the small area with a bunch of monitors. Take the C. PANEL KEY (when examined, the UP KEY).

Check the Monitors.

\_Cutscene\_

Uh-Oh...

Go out there. Shoot Mr. X at least 5-6 times with the C. SHOTGUN.

When he's down check him for some H. GUN BULLETS/SHOTGUN SHELLS/MAGNUM BULLETS.

Now leave.

=====  
Turntable Car (Outside)  
=====

Use the lift and go back to Ada.

=====  
Turntable Control Room  
=====

Use the C. PANEL KEY/UP KEY on the monitor.

\_Cutscene\_

Hold it Leon.

Go to the Item Box. Check your inventory.

MAGNUM



Now enter the car.

=====  
Turntable Car (Inside)  
=====

\_Cutscene\_

We stopped. No wonder Claire used it 1 minute ago.

Just leave Leon, except the fact that she won't listen to you.

Go to the front of the car. To where it has the Key in Leon/Claire A. There should be some MAGNUM BULLETS. Take them then leave the car.

=====  
Turntable Car (Shaft)  
=====

Go to the part where we met William. Now climb the step and use the ventilation shaft.

=====  
Laboratory B3 Corridor  
=====

\_Cutscene\_

See even the turntable won't listen to you.

Use the bronze metal doors in this corridor.

=====  
Laboratory Steam Area  
=====

Check your inventory:

S. MACHINEGUN  
Healing Item  
Healing Item

That box could be useful, but later.

Use the lift and go down the lift straight ahead.

=====  
Iron Smelting Pool  
=====

Okay... There's \*\*\*Lickers\*\*\* in here. Dispose of them with the use of the S. MACHINEGUN

Either kill them or get around them to use the switch at the end of the walkway.

Leave.

Note: if you checked the plate in front of the Iron Smelting Pool, it says "Iron Smelting Pool. Employees only." Like someone would want to swim in a pool of iron smelting. If that's the case, then they should've put "No Diving" and "No pee in the pool" on that sign too.

=====  
Laboratory Steam Room  
=====

Go up the lift and to the Laboratory B3 Corridor.

=====  
Laboratory B3 Corridor  
=====

Use the elevator.

=====  
Elevator  
=====

Push the switch next the door.

\_Cutscene\_

=====  
The Hanger  
=====

EWWW!!! That's disgusting kill them or get around them. Either way you still need to get to the door in the corridor on Leon's right.

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

Continue down the bridge and use the bridge with blue lighting. Use the door here.

=====  
East Corridor  
=====

Go to the door to the left of the corridor to the door, that is frozen.

=====  
Sub-Zero Lab  
=====

Run down the area. Take the FUSE CASE of the tray-thing and use it on the large panel right next to you.

\_Cutscene\_

Take the MAIN FUSE.

Take the F. AID SPRAY of the barrel-thingy and leave.

=====  
East Corridor  
=====

Head to the Central Power Area.

=====  
Central Power Area

=====  
Use the MAIN FUSE on the central power core thing in the center.

\_24-7 Cutscene\_

Power has been restored.

Use the bridge with the red lighting. Use the Red Door.

=====  
West Corridor  
=====

Use the corridor that is at your right.

Use the door that is all the way at the end.

=====  
Dormitory Room 1  
=====

Check the locker nearby for the FLAMETHROWER. Yet another weapon with 100% ammo.

Take the RED KEYCARD off of the bench.

Go to the corner of the room with the plant vines sticking out of a ventilation shaft.

Either there are vines there or not. If there are, use the lighter on the oil that was coincidentally spilled in front of the vines. Now climb through the vent.

(If there isn't just climb through).

=====  
Dormitory Room 2  
=====

There's 2 \*\*\*Lickers\*\*\* in here. Dispose of them with the S. MACHINEGUN.

Check the lockers in the back of the room for some SHOTGUN SHELLS and INK RIBBONS.

Use the door here.

=====  
West Corridor  
=====

Tee Hee... There's Ivies behind the shutter.

You know what need? Our Handy-Dandy... FLAMETHROWER.

After equipping the FLAMETHROWER, push the switch next to the shutter.

\_Cutscene\_

Wait a second! These are \*\*\*Ivies\*\*\*!!! Kill them with the FLAMETHROWER and use the door behind them.

=====

Upper Plant Platform

=====

Dispose of the \*\*\*Ivy\*\*\*, take the GREEN HERBS that were behind him.

Use the ladder here.

=====

Lower Plant Platform

=====

If there's an \*\*\*Ivy\*\*\* here, burn it.

Use the door.

=====

Thick Shutter Corridor

=====

Run out and dispose of the \*\*\*Lickers\*\*\*. I mean all of them with the S. MACHINEGUN.

Take the 3 GREEN HERBS against the wall. Use the other door at the end of corridor the corridor.

=====

Monitor Room

=====

Go to the end of the octagon shaped hall. Stop at the Item Box.

Check your inventory:

C. SHOTGUN

SHOTGUN SHELLS

MAGNUM

W. BOX KEY

RED KEYCARD

Healing Item

Healing Item

Save if you want, then use the door here.

=====

Moth Corridor

=====

Run out of the nook.

Use the door on the side of the hall that is not disgusting.

=====

P-4 Laboratory

=====

Use the W. BOX KEY on the locker with the flickering light above. You got the MAGNUM PARTS. Use the formula:

MAGNUM + MAGNUM PARTS = C. MAGNUM

Again if you don't understand this, too bad...





Leave through the door at the other end of the hall.

=====  
Thick Shutter Corridor  
=====

Dispose of the \*\*\*Licker\*\*\* that falls off of the ceiling.

Use the door at the end of the corridor.

=====  
Lower Plant Platform  
=====

Go up the ladder.

=====  
Upper Plant Platform  
=====

I thought Plant-42 was bad.

Use the door here.

=====  
West Corridor  
=====

After running out of the hall dispose of the \*\*\*Ivies\*\*\* with the FLAMETHROWER and don't be afraid to get close. Better in front of them than being sprayed by their poison.

Use the door to central power area.

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

Run down this bridge and use the East Bridge.

=====  
East Corridor  
=====

Activate the shutter.

Use the panel. If you registered Claire and put her fingerprint on it, do the same now.

\_Cutscene\_

Enter the door.

=====  
The Lab  
=====

There's S.M. BULLETS in here and three \*\*\*Lickers\*\*\*.

Dispose of them and take the S.M. BULLETS from the Soldier's now dead body.

Leave.

=====  
East Corridor  
=====

Use the door in front of the entrance. Discard the RED KEYCARD and enter it.

=====  
Vaccine Process Room  
=====

Dispose of the 2 \*\*\*Ivies\*\*\* in here. Take the F. AID SPRAY and the MAGNUM BULLETS off of the stretcher.

Leave.

=====  
East Corridor  
=====

Go to the Laboratory B3 Corridor

The order of rooms is:

Central Power Area  
Hanger  
Elevator

=====  
Laboratory B3 Corridor  
=====

Run down the hall to the Laboratory Steam Room.

\_Cutscene\_

MMMMIIIISSSTTER EEEXXXX!!

LEAVE! LEAVE! LEAVE! LEAVE! LEAVE! LEAVE! LEAVE!

=====  
Laboratory Steam Room  
=====

Check your inventory:

S. MACHINEGUN  
S.M. BULLETS  
POWER ROOM KEY  
Full-Healing Item  
Full-Healing Item

Push the box onto the lift.

\_Cutscene\_

-----Box Stair Puzzle-----

Puzzle Diagram

```

      |-----|
      | *****F |
      | *  -----|
      | *  |
      |-----| *  | |
      | LIFT  | *  |
      |S  LB  | *  |
      |-----| *  |-----|
      |      *      |
      |              |-----|
      |              |
      |              |-----|
      |              |
      |              |
      |              |
      |-----|

```

Map Key:

- L- Leon
- B- Box
- S- Start
- F- Finish
- \*'s- Move this way

Explain:

Step 1- Move the box off of the lift.

Step 2- Move the box to the wall left of the lift.

Step 3- Get to the back of the box and push it strait down the hall.

Step 4- Once you've push the box to the end, push it in front of the stacked boxes right here.

Climb on top of the box and use the KEY on the door. Enter it.

```

=====
Power Room
=====

```

Run all the way down the walkway and come to the very end.

\_Cutscene\_

Uh-oh... Leon's pwned.  
I really need to know how to talk with my mouth closed.

Take the MASTER KEY from Ada's corpse.

Leave.

```

=====
Laboratory Steam Room
=====

```

"THE SELF-DESTRUCT SEQUENCE HAS BEEN ACTIVATED!!! REPEAT: THE SELF DESTRUCT SEQUENCE HAS BEEN ACTIVATED!!! THIS SYSTEM MAY NOT BE ABORTED!!! ALL EMPLOYEES PROCEED TO THE EMERGENCY

CAR AT THE BOTTOM PLATFORM!!!"

Come'on let's go.

Use the only other door here.

=====  
Laboratory B3 Corridor  
=====

Use the elevator.

=====  
Elevator  
=====

Push the switch.

\_Cutscene\_

=====  
The Hanger  
=====

Unlock the door in front of the turntable.

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

\_Cutscene\_

=====  
The Hanger  
=====

\_Cutscene\_

=====  
Elevator  
=====

Use the MASTER KEY on the Panel.

\_Cutscene\_

=====  
M-1 Station (Entrance)  
=====

\_Cutscene\_

=====  
M-1 Train (Front Car)  
=====

\_Cutscene\_

Use the door in the back.

Now use the double doors.

=====  
M-1 Train (Rear Cars)  
=====

Go to the back of the car.

Check your inventory:

C. MAGNUM (Full)  
MAGNUM BULLETSx16  
C. SHOTGUN (Full)  
FULL-HEALING ITEM  
FULL-HEALING ITEM  
FULL-HEALING ITEM  
[Empty]  
[Empty]

Time to end this.

Take the PLATFORM KEY off of the crate and save.

Leave.

=====  
M-1 Train (Front Car)  
=====

Use the door.

=====  
M-1 Station (Entrance)  
=====

Use the PLATFORM KEY on the gate looking door.

Use the door.

=====  
M-1 Station (Stairs)  
=====

\_Cutscene\_

Quickly, go up the stairs, and then go up the next. Go down the next stairs and down the next.

Go to the panel with the bars that are blocking something. The panel is strait ahead.

Activate the panel and take JOINT S PLUG and JOINT N PLUG from there.

Now use the door behind the stairs.

=====  
M-1 Station (Power Room)  
=====

\_Cutscene\_





////////////////////////////////////

Fire your Rockets. Depending on your console version of this game you might have 1 rocket left, because I have 5. When you're done firing your rockets shoot him with the S. MACHINEGUN or the C. MAGNUM. with the S. MACHINEGUN it should take you 20% and with the C. MAGNUM things will be difficult.

When he's finished he'll become big slab of meat. Leave.

=====

M-1 Station (Front Car)

=====

Run forward.

\_Cutscene\_

\_True Ending Cutscene\_

That's it for Leon... At least until Resident Evil 4, MWA HA, HA, HA, HA!!!

And for Claire, play Resident Evil Code: Veronica (X).

~~~~~\  
04. Credits \~~~~~  
~~~~~

~ C R E D I T S ~

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Inspiration  
My Dad

Special Thanks  
My Cousins  
Family Guy (For giving me comedy to keep me from being scared)  
CAPCOM (For creating this game)  
Mutato Muzika (Publisher of Crash Bandicoot Music from 1-3 and CTR, but because I could hum the music while playing)  
Naughty Dog (For creating games like Jak & Daxter and Crash Bandicoot)

Cast

Paul Haddad - Leon Scott Kennedy  
Alyson Court - Claire Redfield

Voice: Leon Kennedy - Paul Haddad  
Voice: Claire Redfield - Alyson Court  
Voice: Sherry Birkin - Lisa Yamanaka  
Voice: Ada Wong - Sally Cahill  
Voice: Brian Irons - Gary Krawford  
Voice: Ben Bertolucci - Rod Wilson  
Voice: Annette Birkin - Jennifer Dale  
Voice: William Birkin - Diego Matamoros



Voice: Robert Kendo - Gary Krawford  
Rebecca Chambers as Announcer (archive footage) Lynn Harris

~~~~~\  
05. Files \~~~~~  
~~~~~

<(----- (Chief?s Diary) -----)>

September 23rd

It's all over. Those imbeciles from Umbrella have finally done it... Despite all their promises, they've ruined my town. Soon the streets will be infested with zombies. I'm beginning to think that I may even be infected myself. I'll kill everyone in town if this turns out to be true!

September 24th

I was successful in spreading confusion among the police as planned. I've made sure that no one from the outside will come to help.

With the delays in police actions, no one will have the chance to escape my city alive. I've seen to it personally that all escape routes from inside the precinct have been cut off as well.

There are several survivors still attempting to escape through the lower levels, but I'll make sure no one gets out.

September 26th

I've had a change of heart about the remaining survivors inside the precinct. I've decided to hunt them down myself.

I shot Ed in the back through the heart less than an hour ago. I watched him writhe in pain upon the floor in a pool of his own blood. The expression on his face was positively exquisite. He died with his eyes wide open, staring up at me. It was beautiful.

I wonder if the mayor's daughter is still alive. I let her escape so I could enjoy hunting her down later...

I'm going to enjoy my new trophy. Yes, frozen forever in the pose I choose to give her.

<(----- (Chris? Diary) -----)>

August 8th

I talked to the chief today once again, but he refused to listen to me. I know for certain that Umbrella conducted T-virus research in that mansion. Anyone infected turns into a zombie. But the entire mansion went up in that explosion; along with any incriminating evidence.

Since Umbrella employs so many people in town, no one is willing to talk about the incident. It looks like I am running out of options.

August 17th

We've been receiving a lot of local reports about strange monsters appearing at random throughout the city. This must be the work of Umbrella.

August 24th

With the help of Jill and Barry, I finally obtained information vital to this case. Umbrella has begun research on the new G-virus, a variation of the original T-virus. Haven't they done enough damage already?!

We talked it over, and have decided to fly to the main Umbrella HQ in Europe. I won't tell my sister about this trip as doing so could put her life in danger.

Please forgive me Claire.

<(----- (Federal Police Report) -----)>

FEDERAL POLICE DEPT. - INTERNAL INVESTIGATION REPORT (Mail To Chris)

Mr. Chris Redfield  
Raccoon City Police Dept.  
S.T.A.R.S. Division

As per your request, we have conducted our internal investigation and discovered the following information:

1) Regarding the G-virus currently under development by Umbrella Inc.

So far it is unconfirmed that the G-virus even exists. We're continuing with our investigation.

2) Regarding Mr. Brian Irons, Chief of the Raccoon City Police Dept.

Mr. Irons has allegedly received a large sum of funds in bribes from Umbrella Inc. over the last five years. He was apparently involved in the cover up of the mansion lab case along with several other incidents in which Umbrella appears to have direct involvement.

Mr. Irons had been arrested under suspicion of rape on two separate counts during his years as a university student. He underwent psychiatric evaluation as a result of the charges but was released due to circumstantial evidence as well as his phenomenal academic standing.

As such, extreme caution is advised when dealing with him.

Jack Hamilton,  
Section Chief  
Internal Investigations  
United States Federal  
Police Department

<(----- (Film A) -----)>

~Picture of a G-Mutated Human's Arm in a Chamber~

Code G Human Body Experiment 9/15 15:24

<(----- (Film B) -----)>

~Picture of a Zombie~

Pictured in front of the Arukas tailor. Regressed into a zombie within 2 hours. Subject repeatedly complained about severe agitation of the epidermis in addition to feelings of nausea. This happened up to the moment he lost conscience.

Picture by R.Lambert

<(----- (Film C) -----)>

~Picture of Tyrant-103~

Development Code: T-103

Due to accelerated metabolism relative to the earlier 00 series, this subject possesses exemplary regenerative capabilities.

PH-X016

<(----- (Film D) -----)>

~Picture of Rebecca Chambers (Rookie S.T.A.R.S Operative)

Recruit.

<(----- (G-Virus Antigen) -----)>

INSTRUCTIONS FOR SYNTHESIS OF THE G-VIRUS ANTIGEN: G-VACCINE, CODENAMED "DEVIL"

Any beings infected by the G-Virus will reproduce through impregnation of an embryo within another living being.

Unless rejected by the host, the embryo will undertake a process of gradual cellular invasion, infecting the host's cells on a molecular level as it rewrites their DNA.

Once the metamorphosis is complete, the host will be capable of continuing this cycle of self-replication. The duration of time for the process to run its course will vary from subject to subject.

In the early stages of cellular invasion, it is possible to halt progression of the metamorphosis through the administration of the G-Vaccine antigen.

The following procedure details its synthesis.

The vaccine creation requires the base vaccine. This can be arranged by the activator VAM. First set the empty cartridge to the VAM and activate it. After several moments the process will be complete and the white-colored base vaccine will be set in the cartridge automatically. Then confirm the green light is on, remove the cartridge, and proceed to the next step.

Once the base vaccine has been prepared, set it in the vaccine synthesis machine located in the P-4 level experimental room.

The machine is fully automated and only requires the user to push the sequence start switch. At this point, the program will run automatically and synthesis will be complete within approximately 10 seconds.

As the synthesis of DEVIL is an extremely delicate process, the quality will vary with slight shocks or changes in temperature. Careful handling is required for the proper results.

<(----- (Hint Files) -----)>

HINT FILES FOR THE ROOKIE MODE

~A Statue Of A Woman Bearing A Water Vessel~

There's an inscription and a hole on the pedestal...

~The Statue Holding A Red Jewel...~

The two statues against each wall appear to have been moved before. Police staff have been told not to move either unless necessary.

~The Water Tank On The Roof~

The tank ruptured on one occasion where the regulator valve was tightened too much. The valve handle was removed after the accident.

~The Door That Has Been Destroyed By The Helicopter~

The only way to open the sealed door is with explosives. There is a report that recently

confiscated explosives have been stored on the premises.

#### ~A Picture In The Chief's Room~

Word around the campfire is that there is a reason why the chief collects all these morose pictures as a hobby. He supposedly becomes furious if anyone touches them. He's even erupted at the cleaning staff.

#### ~A Gas Light In The Press Room~

The main fire must be lit before turning on the gas lights. Turn them on in the correct order or they'll go out.

#### ~Clock Tower~

The ladder must be lowered to gain access to the upper level. The clock has not been functioning since one of the gears was lost.

#### ~Sewage Disposal Plant Door~

The lock device is supposedly shaped like a chess board because the manager loves chess obsessively.

#### ~A Waterfall Blocking The Sewer~

The water flow must be blocked to allow access to the other side of the waterfall. The small device on the wall off to the side is probably the key...

#### ~The Ventilation Fan And Mobile Bridge In The Sewer~

Both devices are operated with the use of special handles that are usually detached.

#### ~The Train Turntable At The Factory Site~

The control panel for the turn table is set on the turn table itself. A custom key is required to activate it. Access is strictly prohibited.

#### ~Restoring The Power To The Lab~

The shutter can't be opened unless the breaker system has been restored. The fuse consists of super conductive materials that can withstand high electrical output and must operate at extremely low temperatures. An insulated case is required during its transport. Low temperature conditions must be maintained during their installation.

#### ~How to use the computer in the lab~

When typing the letter "A" move the cursor to "A" and then push the action button. When typing multiple letters move the cursor over "\*" and then push the action button.

#### ~Vaccine Synthesis~

Vaccine synthesis is a delicate process. Find the "cartridge" containing the vaccine precursor components and create the "base vaccine" using the activator -VAM-. Place this into the synthesis machine in the lab to prepare the completed vaccine.

#### ~Elevator Loading To The Transport Facility On The Bottom Floor~

The transport facility and lab are connected by a large elevator lift located at the warehouse. It can be reached from the passageway to the south of the control room [downward on the map]. A key is needed to open the shutter.

~Transport Train On The Bottom Floor Of The Lab~

The emergency power has not been activated. The high output generator will require the appropriate plug before it can be operated. The tunnel gate can't be raised until power has been supplied.

<(----- (Lab Security Manual) -----)>

~Security Measures In Case Of An Emergency~

In the instance of an uncontrollable biohazardous breakout, all security measures will be directed toward the underground transport facility.

In the instance that any abnormalities are detected among cargo in transit, all materials will automatically be transported from the loading zone to the designated high-speed train. At which point, all materials will be isolated and disposed of immediately.

In the instance of a Class 1 emergency, the entire train will be purged and disposed of without delay.

In the instance that the lab itself becomes contaminated, the northern most route currently used to transport materials to and from the facility will be designated as the emergency escape route. This route will secure passage to the relay point outside the city limits.

Disclosure about any information regarding research conducted here, or the existence of this facility, is strictly prohibited.

Since it is top priority to keep all research classified, escape access may be denied under certain extenuating circumstances.

<(----- (Mail To The Chief) -----)>

~Letter 1~

To: Mr. Brian Irons, Chief of the Raccoon City Police Dept.

We have lost the mansion lab facility due to the actions of the renegade operative, Albert Wesker.

Fortunately, his interference will have no lasting effects upon our continued virus research.

Our only present concern is the presence of the remaining S.T.A.R.S. members: Redfield, Valentine, Burton, Chambers, and Vickers.

If it comes to light that the S.T.A.R.S. have any evidence as to the activities of our research, dispose of them in such a manner that would appear to be purely accidental.

Continue to monitor their progress and make certain their knowledge does not go public.

Annette will continue to be your contact through out this affair.

William Birkin

~Letter 2~

To: Mr. Brian Irons, Chief of the Raccoon City Police Dept.

I have deposited the amount of US \$10,000 to the account for your services this term as per

our agreement.

This development of the G-Virus scheduled to replace the T-Virus, is near completion. Once completed, I am certain that I will be appointed to be a member of the executive board for Umbrella Inc. It is imperative that we proceed with extreme caution. Redfield and the remaining S.T.A.R.S. members are still attempting to uncover information on the project. Continue to monitor their activities and block all attempts to investigate the underground research facilities.

William Birkin

~Letter 3~

To: Mr. Brian Irons, Chief of the Raccoon City Police Dept.

We have a problem. I have received information informing me that Umbrella HQ has sent spies to recover my research on the G-Virus. There are an unknown number of agents involved. They must not be allowed to take this project away from me as it represents my entire life's work. Search the city thoroughly for any suspicious persons. Detain any such individuals by whatever means deemed necessary and contact me immediately through Annette.

With these precautions, any possible threat should be eliminated.

I will not allow anyone to steal my work on the G-Virus.

Not even Umbrella...

William Birkin

<(----- (Memo To Leon) -----)>

To Leon S. Kennedy,

Congratulations on your assignment to the Raccoon City police department. We all look forward to having you as part of our team and promise to take good care of you. Welcome aboard!

From all the guys at the Raccoon City Police Department.

<(----- (Operation Report 1) -----)>

September 26th

The Raccoon Police Dept. was unexpectedly attacked by zombies. Many have been injured, even more were killed. During the attack, our communications equipment was destroyed and we no longer have contact with the outside world. We have decided to carry out an operation with intent of rescuing any possible survivors as well as to prevent this disaster from spreading beyond Raccoon City. The details of the operation are as follows: Security of armaments and ammunition. Chief Irons has voiced concern regarding the issue of terrorism due to a series of recent unresolved incidents. On the very day before the zombie attack, he made the decision to relocate all weapons to scattered intervals throughout the building as a temporary measure to prevent their possible seizure. Unfortunately, this decision has made it extremely difficult to locate all ammunition caches. It has become our top priority to recover these scattered munitions.

To unlock the weapon storage. As stated earlier, it will be extremely difficult to secure all the ammunition. However, a considerable supply still remains in the underground weapon storage. Unfortunately, the person in charge of the card key used to access the weapon storage is missing and we have been unable to locate the key. One of the breakers went down during the battle and the electronic locks are not functioning in certain areas. It has become first priority to restore the power in the power room and secure those locks.

Recorder: David Ford

September 27th

1:00 PM. The west barricade has been broken through and another exchange ensued. We sheltered the injured in the confiscation room on the first floor temporarily. 12 more people were injured in the battle.

Recorder: David Ford

-Additional Report-

Three additional people were killed following the sudden appearance of a yet unknown creature. This creature is identified by missing patches of skin, and razor-like claws. However, its most distinguishing characteristic is its lance-like tongue, capable of piercing a human torso in an instant. Their numbers as well as their locations remain unknown. We have tentatively named this creature the "licker" and are currently in the process of developing counter-measures to deal with this new threat.

<(-----Operation Report 2)-----)>

~Operation Report~

September 28th

Early morning 2:30 AM. Zombies overran the operation room and another battle broke out. We lost 4 more people, including David.

We're down to 4 people, including myself. We failed to secure the weapons cache and hope for our survival continues to diminish. We won't last much longer...

We agreed upon a plan to escape through the sewer. There's a path leading from the precinct underground to the sewage disposal plant. We should be able to access the sewers through there. The only drawback is that there is no guarantee the sewer disposal plant is free of any possible dangers.

We know our chances in the sewer are slim, but anything is better than simply waiting here to die.

In order to buy more time, we locked the only door leading to the underground, which is located in the eastern office. We left the key behind in the western office since it's unlikely that any of those creatures have the intelligence to find it and unlock the door.

I pray that this operation report will be helpful to whoever may find it.

Recorder: Elliot Edward

\_\_..+\*- (P. Epsilon Gas Report) -\*+..\_\_

INVESTIGATIVE REPORT ON P-EPSILON GAS

- This Report Demands Immediate Attention -

The P-Epsilon gas has been proven capable of incapacitating all known B.O.W.s (Bio Organic Weapon(s)). As such, it has been designated for emergency usage in the event of B.O.W. escape.

Reports based upon data collected during prior incidents indicate the potential for negative side effects.

The P-epsilon gas has been proven to weaken B.O.W.s' cellular functions. However, prolonged or repeated exposures will result in the creation of adaptive antibodies to the agent.

Furthermore, some species have been observed to absorb the P-epsilon gas as a source of nutrition and use the toxins extracted against anything perceived as a threat.

Use of the P-epsilon gas should be severely limited to extreme cases only.

We strongly request the authority to re-evaluate the P-epsilon gas deployment system. We would like this reevaluation to take place immediately.

2nd R&D Room/Security Team.

<(----- (Patrol Report) -----)>

September 20th 9:30 PM

Reporter: Sgt. Neil Carlsen

-Patrol Report-

We received a report of a suspicious individual skulking around the sewers in the outskirts of Raccoon City. I searched the area and located the individual, but he ran away before I was able to question him.

I recovered the following items:

- \*A small amount of C4 plastic explosive.
- \*An electronic detonator.
- \*9x19 parabellum rounds.
- \*infrared scope (broken).

End of report.

<(----- (Police Memorandum) -----)>

8/23/1998

This letter is just to inform you about the recent movement of equipment during the precinct's rearrangement.

"Safe with 4 digit lock" has been moved from STARS office on the second floor to the eastern office on the first floor.

"2236"

Raccoon Police Liaison Dept.

<(----- (Secretary's Diary A) -----)>

April 6th

I accidentally moved one of the stone statues on the second floor when I leaned against it. When the chief found out about it, he was furious. I swear the guy nearly bit my head off, screaming at me never to touch the statue again. If it's so important, then maybe he shouldn't have put it out in the open like that....

April 7th

I heard that all the art pieces of the chief's collection are rare items, literally worth hundreds of thousands of dollars. I don't know which is the bigger mystery: where he finds those tacky things, or where he's getting the money to pay for them.

May 10th

I wasn't surprised to see the chief to come in today with yet another large picture frame in his hands. This time it was really disturbing painting depicting a nude person being



hanged. I was appalled by the expression on the chief's face as he leered at that painting.

Why anyone would consider something like that to be a work of art is beyond my comprehension...

<(----- (Secretary's Diary B) -----)>

June 8th

As I was straightening up the chief's room, he burst through the door with a furious look his face. It's only been 2 months since I've started working here, but that's the second time I've seen him like this.

The last time was when I bumped into that statue, only this time he looked even more agitated than ever. I seriously thought for a moment that he was going to hurt me.

June 10th

The chief has been locked inside his room for the past two days. He won't come out for any reason and people are beginning to spread rumors.

June 15th

I discovered what the chief has been hiding all along... If he finds out that I know, my life will be in serious danger. It's getting late already. I'm just going to have to take this one day at a time...

<(----- (Sewer Manger's Diary) -----)>

June 28th

It's been a while, but I saw Don today and we talked after completing our work. He told me he had been sick in bed until yesterday.

It really doesn't come as much of a surprise given how long he's been working here.

He was sweating like a horse and kept scratching his body while we were talking. I asked if he was hot, but he just looked at me funny. What's wrong with him anyway?

July 7th

Chief Irons has been visiting the lab often lately. I don't know what he's doing over there but he always looks grim.

The expression on her face has been even more unsettling than usual...

My guess is that it's because of Dr. Birkin's impossible requests. The chief has my sympathies though. After all he's done for the town, he doesn't deserve this.

July 21st

I rarely drink because I'm on the grave yard shift, but don't suppose I have much to complain about since this is how I make my living.

I saw this new guy working at the lab today. He was tall, skinny and well dressed. His annual bonus is probably bigger than my salary.

The world ain't fair...

August 16th

Chief Irons came in late today, looking grimmer than his usual self. I tried to joke with him to cheer him up but he wasn't amused. He pulled out his gun and threatened to shoot me! I was able to calm him down, but that guy must have some serious problems. He knows he can't enter the lab without my help and medal.

This is what it means for the chief to ?serve and protect!?

August 21st

William informed me that the police and media have begun their investigation on Umbrella's affairs. He said that the investigation will be citywide and that there is a possibility that they'll even search through the sewers. He asked me to suspend all Umbrella sewer facility operations until the investigation has concluded.

The sewer will still be used for passage, but he stressed that I have to be extremely cautious and that I'd lose my job if anyone finds out about this operation.

<(-----Sewer Manager?s Fax)----->

~User list of the Connecting Facility~

On the first and third Wednesdays of the month, Angelica Margaret, chief of maintenance, will make use of the facilities. Be sure to reduce the moisture levels in the facility by activating the fan, as the equipment she will be using is susceptible to the effects of water vapor.

On the 28th every month, the chemical transporter Don Weller will use the facility. The chemicals he will be transporting are extremely volatile. Extreme caution should be observed throughout their transport.

On the 6th and 16th of every month, police chief Brian Irons will visit the facility to attend regular meetings that take place in the lab.

On the fourth Friday of every other month, William Birkin will use the facility to conduct a training seminar for the Chicago branch of Umbrella Inc. As the probability of an attack upon Dr. Birkin will be high, take every measure conceivable to guard his life.

You will be informed of all other potential visitors and the time they will arrive as needed. Guide these individuals to their destination safely. We expect nothing but the best from you.

Charles Coleman  
Secretary Chief  
Umbrella Headquarters

<(-----User Registration)----->

Temporary User Registration for the Culture Experiment Room.

User Name: "GUEST"

Password: None

Valid for 24 hours.

<(-----Watchmen?s Diary)----->

August 11th

I finally had the chance to see blue skies for the first time in ages, but it did little to lift my spirits. I was reprimanded by the chief for neglecting my duties while I was up on the clock tower.

There's only one thing I still don't understand: the chief seemed to be more concerned about the fact that I was up on the tower rather than I was neglecting my duties. Why was access to the tower prohibited in the first place anyway?

September 5th

I recently talked to the old man who works in the scrap yard out back. His name is Thomas. He's a quiet man and really seems to enjoy chess. He even went so far as to design a special key and lock engraved with chess pieces on them for one of the doors in the disposal yard.

We made plans to play chess tomorrow night. I can't help but wonder how good he is. One thing that's been bothering me about him is the way that he's always scratching himself... Does he have some sort of skin disease or is he just rude?

September 9th

Thomas was a much better player than I had imagined. I used to think of myself as a fairly decent player, but he did a pretty good job of humbling me.

About the only thing I imagine that could match his skills in chess is his appetite. All the guy did was talk about food throughout the entire game. He sounded fairly healthy, but he didn't look quite right...

I wonder if he's okay.

September 12th

I was supposed to play another game of chess with Thomas, but we had to cancel it because he hasn't been feeling too well.

He stopped by to see me, but I told him to go back and rest since he literally looked like the living dead.

He insisted that he was just fine, but I could tell he was really having problems.

Come to think of it, I haven't been feeling too good myself lately..