

Resident Evil 3: Nemesis Quick Spoiler Free Walkthrough

by Nemesis

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

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Resident Evil 3: Nemesis Spoiler-Free Walkthrough

{Fat-Free™ Version}

Written by: Brett "Nemesis" Franklin

nemesis@flipmode.com

Version 1.01

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01. Spoiler-Free Walkthrough

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=== Uptown =====

- Enter Warehouse
- Take Warehouse Key from upstairs office
- Leave Warehouse
- Head into the left alleyway, go downstairs
- Take Lighter Fluid and the Shotgun
- Find the man running from the zombies, follow him
- Take the Lighter from the pay phone in the Bar
- Find the "roped up" gate near a group of trapped zombies
- Combine the Lighter and Lighter Fluid, then use this on the "roped up" gate
- Locate and enter the Police Station
- Choose an option

== Police Station =====

-- OPTION 1 -----

"Fight Monster"

- Kill the monster
- Search it for items, search other body
- Enter Police Station
- Go to "Continue Game"

-- OPTION 2 -----

"Enter Police Station"

- Dodge monster, enter the Police Station
- Go to "Continue Game"

-- Continue Game -----

- Use STARS Card on the computer in main lobby
- If you did not get the STARS Card, you can find it in the meeting room on the main floor
- Get a random code from the computer, write it down
- Enter unlocked door, then locate the flashing red locker in locker-room
- Take the Emblem Key
- Unlock the other locker in the locker room to find the Blue Jewel
- Head upstairs to the STARS Office, search room for a Lockpick, First Aid Spray, and a weapon from the locker
- Go back downstairs, and exit the Police Station

== Uptown (pt. 2) =====

- Locate the Garage area, near some police cars
- Grab the Power Cable from the car
- Leave the Garage through the next door, and locate the Restaurant
- Use the Lockpick on the safe, and get the Fire Hook
- Use the Fire Hook on the pothole in the Restaurant
- Choose an Option

-- OPTION 1 -----

"Run to the Basement"

- Once in the basement, run down path and enter the vent
- Back outside, head left, and into the nearest save room
- Take the Rusty Crank, then return to the Restaurant
- Grab the Green Jewel from inside
- Return to the Save Room
- Go to "Continue Game"

-- OPTION 2 -----

"Hide in the Kitchen"

- Search Nemesis for an item

- Kill him
- Head outside, go left, and into the nearest save room
- Take the Rusty Crank, then return to the Restaurant
- Grab the Green Jewel from inside the basement
- Return to the Save Room
- Go to "Continue Game"

-- Continue Game -----

- Locate the Newspaper Office (refer to your Uptown Map, and only do this if you __DID NOT__ go to the Restaurant earlier. If you have, then skip this)
- On your way, enter the nearest save room and get the Rusty Crank
- Once at the Newspaper Office, push the ladder near the power switch, turn on the power
- Raise the steel shutter by hitting the switch near the shutter door. Enter it
- Go upstairs
- Choose and option

-- OPTION 1 -----

"Jump out the window"

- Back outside, head to the Restaurant, use the Lockpick on the safe inside
- Get the Fire Hook, use it on the pothole, enter it
- Grab the Green Jewel from the basement
- Go back past the save room where you got the Lockpick, and head to the City Hall gates near the Newspaper Office
- Go to "Continue Game"

-- OPTION 2 -----

"Hide in the Back"

- Search Nemesis for an item, then exit the Newspaper Office
- Back outside, head to the Restaurant, use the Lockpick on the safe inside
- Get the Fire Hook, use it on the pothole, enter it
- Grab the Green Jewel from the basement
- Go back past the save room where you got the Lockpick, and head to the City Hall gates near the Newspaper Office
- Go to "Continue Game"

-- Continue Game -----

- Once at the City Hall gates, use the Red and Blue Jewels on the clock
- Enter the gates, then take a left at the fork in the road
- Follow this path until you reach the trolley car near the gas station
- Inside, get the item from Carlos
- Take the Wrench from the bench inside the trolley
- Make your way back to the City Hall gates
- Enter the newly opened door that opens on your way back to the main gates

- Search the statue here to get the Bronze Book
- Head back to the Restaurant, but head south of the outside of the Restaurant to reach the fountain
- Place the Bronze Book in the slot on the wall near the fountain to get the Bronze Compass
- Return to the statue near the City Hall gates
- Place the Bronze Compass in the statue to get the Battery
- Locate the small elevator near the garage, and place the battery in it
- Ride elevator down, then enter the Sub-Station
- Switch the first panel to "Manual Mode", then activate the other control panel
- To open the Low Voltage Room, change the buttons to Red, Blue, Blue, Blue, 20, in that order from left to right
- To open the High Voltage Room, change the buttons to Blue, Red, Blue, Red, 120
- Enter the Low Voltage Room and get the Fuse
- Choose an option

-- OPTION 1 -----

"Head to the Emergency Exit"

- Either kill or avoid Nemesis, then head back into the Sub-Station
- Get the new weapon from the High-Voltage Room
- Go to "Continue Game"

-- OPTION 2 -----

"Increase the Electrical Output"

- Get the new weapon from the High-Voltage Room
- Go to "Continue Game"

 -- Continue Game -----

- Head back to the Uptown Area
- Go outside of the Garage, and head through the door near it
- Head forward to the fire hose on the wall
- Use the Wrench on it to get the Fire Hose
- Run all the way back to the area near the beginning of the game, where the giant fire is
- Put out the fire by hooking the Fire Hose to the hydrant nearby
- Head through the next two doors, and enter the Sales Office
- Use the remote control to watch something, and remember the product name
- Use the nearby computer, and enter that name into it. Enter the newly opened door
- Take the Oil Additive, then head back to the Trolley
- On the way back, you will encounter a live-selection:

-- OPTION 1 -----

"Climb Up"

- Continue back to the Trolley
- On the way, enter the Save room that is on the way there
- Go to "Continue Game"

-- OPTION 2 -----

"Jump Off"

- Kill the enemy down here, then climb up the ladder
- Enter the Garage, and then head towards the Trolley, but enter the Save Room that is on the way
- Go to "Continue Game"

-- Continue Game -----

- In the Save Room, get these items:

- Wrench
- Power Cable
- Oil Additive
- Rusted Crank

- Head to the Trolley
- Once near the Trolley, go left instead of right, and head to the Gas Station
- Use the Rusty Crank on the shutter door, then the Wrench to open it
- Solve the puzzle with the random solution (get the lit-up letter get a red light above it)
- Take the Oil
- Combine it with Oil Additive
- Get the Fuse from the Magic Box in the save room
- Make sure you have the Power Cable, Mixed Oil, Power Switch
- Go back to the Trolley
- When you fall in the hole on the way, hit the three switches, climb the ladder, then go back to the Trolley
- Inside the Trolley, place the Fuse, Mixed Oil, and Power Switch in the broken panel
- Head to the back of the Trolley
- Choose an option

== Clock Tower =====

-- OPTION 1 -----

"Jump out of the Window"

- Take the Clock Tower Key from the picture in this room
- Exit through the only unlocked door to enter the main hall
- Take the item from the corpse, then listen to the giant musicbox
- Go to "Continue Game"

-- OPTION 2 -----

"Hit the Emergency Brake"

- Go through the west door
- Leave, then re-enter the piano room to activate a cut-scene
- Go through double doors to enter Main Hall
- Search the corpse for an item, take the Clock Tower Map
- Go through the east door, and enter the library
- Enter the next save room, then head into the bedroom that is next
- Take the Clock Tower Key from the picture in this room
- Go back into the Main Hall
- Listen to the Music Box here
- Go to "Continue Game"

-- Continue Game -----

- Go up the stairs in the Main Hall, then go left and out onto the balcony
- Climb the ladder
- Take the Silver Gear, then check out the Music Box
- Hit the switches until it plays the same song you heard in the Main Hall
- Take the Chronos Key
- Go back down the ladder and onto the Balcony
- Choose an Option

-- OPTION 1 -----

"Use the Light"

- Watch the cut-scene
- Go to "Continue Game"

-- OPTION 2 -----

"Use the Cord"

- Watch the cut-scene
- Take the item from Nemesis
- Go to "Continue Game"

-- Continue Game -----

- Enter the Main Hall again
- Go into the Library
- Use the Chronos Key on the locked door (it's a green door)
- Head down the hall, take an item from the corpse, then enter the next room
- Approach the three statues, and take the three balls: Obsidian Ball, Amber Ball, and Crystal Ball
- Place the balls in each clock to make the center clock read 12:00 (refer to my full FAQ for Resident Evil 3: Nemesis to find out how to do this)
- Take the Gold Gear

- Return to the Gear Room above the Clock Tower balcony
- Combine the Silver and Gold Gears to create the Chronos Gear
- Place the Chronos Gear inside the panel near the music box, then save your game, and head downstairs to the Clock Tower Courtyard
- Fight the monster down here, and survive
- Head into the room with the three statues and the three ball puzzle from earlier
- Move the giant bell out of the way, then enter the door
- Follow the right side of the street, and enter the Hospital

== Hospital =====

- Go right, and enter the save room
- Search area for items and ammunition
- Enter the next door, and search this next room for more items
- Get the Tape Recorder from the desk
- Use the Tape Recorder on the panel next to the elevator and ride it to 4F
- Exit the elevator, and enter the hallway near the red light on the wall
- Inside here, check it for items, and the location of the stand in the corner of the room
- Take the Doctor's Note from the corpse
- Leave this room, and enter the other room at the end of the hallway that leads you to the elevator
- Take the Sickroom Key from this room, then enter the room next to the room you went in first on this floor, using the Sickroom Key
- Move the stand in here to the same location as it was in the first room with a stand
- Enter the 3-digit code you got from the Doctor's Note
- Take the Vaccine Base, go back to the elevator and ride it to B3
- Enter the room at the end of the next hallway, then through the next door
- Take the Medium Base from this room, as well as the Medical Instruction Manual file
- Place the Medium Base into the Synthesizer, turn it on
- First press "I", then "III", then "A".
- Take the Vaccine Medium
- Go back to the elevator and ride it back to 1F
- Leave hospital

== Clock Tower =====

- Return to the Chapel, and use the Vaccine Medium on the person who needs it
- Exit the Clock Tower, and take the route you took to get to the Hospital
- Go the opposite direction of the Hospital, and use the Lockpick on the save room
- Take the Park Key from inside
- Exit, and use the Park Key on the Park Gate near the save room

== Park =====

- Go to the right of the stairs, and take the right-hand path
- Go through the door, and follow the path to the end. Take the Park Key and File from the corpse
- Search the other corpse for some Magnum Rounds

- Go back to the park, cross the bridge, and enter the door opposite of where you just were
- Approach the gear panel near the fountain, and solve the puzzle to drain the fountain (refer to my full guide for RE 3 for the solution to this puzzle)
- Enter the drained fountain, and enter the sewer
- Head up the next ladder, and use the Park Key on the cabin near this graveyard
- Take the Iron Pipe and items from this room, then head into the next room from here
- Use the Lighter on the fire place, then use the Iron Pipe to reveal a new room
- Take the other Park Key and some ammo/items, then leave the Cabin
- Fight the boss
- Go back to the Main Park area, and go back to where you found the first Park Key
- Use the other Park Key on the locked door at the end
- Attempt to cross the bridge
- Choose an option

== Dead Factory =====

-- OPTION 1 -----

"Push him off"

- Enter the Dead Factory
- Take the Facility Key and all items from this room, then enter the next door
- Approach the control panel, and press these buttons in this order:

A, B, C, A, D, E, A, C, Main Switch, B, A
- Enter the save room, then exit it
- Use the Facility Key on the room across from the save room
- Take the System Disc, head through the next door, then take the elevator to 1F
- Exit the elevator, and head down the hallway, and into the next save room
- Take the Water Sample
- Enter the next door, go downstairs, and approach the control panel, and solve the puzzle (refer to my full guide for RE 3 for the solution to this puzzle)
- Go back to the save room, take some powerful ammo and the System Disc, then return to the elevator and take it to 2F
- Enter the door near the elevator, then use the System Disc to open the next door
- Fight the boss in this room, then take the Umbrella Card Key from the dead body
- Exit through the next door, follow the path into the next save room, save your game
- Leave through the next door, enter the elevator, and use it
- Use the Facility Key on the locker in the next room to get a potent weapon
- Return to the elevator, go to 1F to where you fought the latest boss
- Go left and turn into the next hall, and use the Umbrella Card Key on the shutter door
- Head down the ladder and into the next room
- Run down the hallway and into the next large room

- Push the first battery into the rail gun
- Push the next two batteries into the rail gun
- Choose an option...

-- OPTION 2 -----

"Jump Off"

- Go to the room with the Facility Key (read above "Push him off")
- Take the Facility Key and all items from this room, then enter the next door
- Approach the control panel, and press these buttons in this order:

A, B, C, A, D, E, A, C, Main Switch, B, A
- Enter the save room, then exit it
- Use the Facility Key on the room across from the save room
- Take the System Disc, head through the next door, then take the elevator to 1F
- Exit the elevator, and head down the hallway, and into the next save room
- Take the Water Sample
- Enter the next door, go downstairs, and approach the control panel, and solve the puzzle (refer to my full guide for RE 3 for the solution to this puzzle)
- Go back to the save room, take some powerful ammo and the System Disc, then return to the elevator and take it to 2F
- Enter the door near the elevator, then use the System Disc to open the next door
- Fight the boss in this room, then take the Umbrella Card Key from the dead body
- Exit through the next door, follow the path into the next save room, save your game
- Leave through the next door, enter the elevator, and use it
- Use the Facility Key on the locker in the next room to get a potent weapon
- Return to the elevator, go to 1F to where you fought the latest boss
- Go left and turn into the next hall, and use the Umbrella Card Key on the shutter door
- Head down the ladder and into the next room
- Run down the hallway and into the next large room
- Push the first battery into the rail gun
- Push the next two batteries into the rail gun
- Choose an option...

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02. Copyright Information

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