

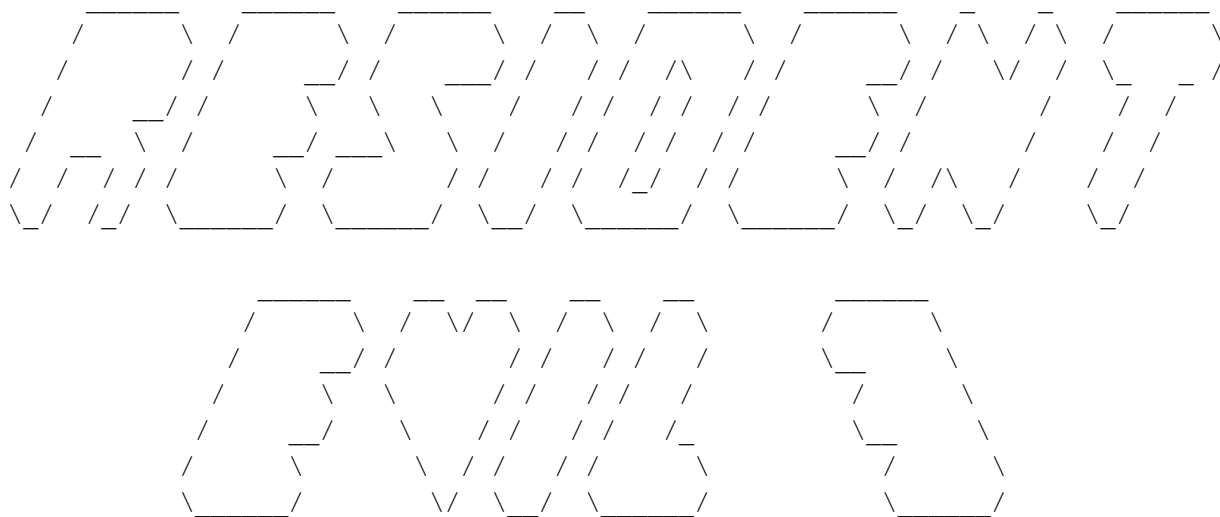
# Resident Evil 3: Nemesis FAQ/Walkthrough

by Duo Maxwell

Updated to v0.9 on Mar 18, 2001

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.

Date: Sun, 18 March 2001 03:16:00



---

RESIDENT EVIL 3 WALKTHROUGH v0.9 (US VERSION)  
for Sony Playstation  
by Stinger 3:16

This FAQ is for private and personal use. It can only be reproduced electronically, and if placed on a web page or site, may be altered as long as this disclaimer and the copyright notice appear unaltered and in full. This FAQ is not to be used for profitable or promotional purposes, etc. Please do not use this FAQ on your website without asking my permission first. And don't take some part or whole part of this walkthrough and put your names on it. I don't made this walkthrough for some damn plagiarist put their names on it. I work hard on making this walkthrough, so please don't rip-off my work.

Resident Evil 3 is (c) Capcom and (c) Sony Entertainment.

**\*\*ATTENTION\*\***

1. For Webmaster

If you want to post my faq in your site, please ask me for permission first. I guarantee that I will give you that permission. However, I have some terms that you must fulfill, which is :

- You don't sell it away or give it for some kind of bonus
  - You don't change anything inside my faq, that's including my name as the author and my disclaimer.
  - You must check for any new updates from <https://www.neoseeker.com> at least once in a month for a new games, or once in 2-3 months for an old games.
- That's all. I'm not asking much and it's not hard to do, so please do that.

2. For Reader

If you want to ask me a question, don't forget to put the game's name in the subject field. I had told this in author's note, but I keep receiving some mail without subject. It's not so hard to do that, right?

Oh yeah, never say this in your mail "Sorry to waste your time for reading my mail". You're NOT wasting my time. Trust me. I like reading your mail (except those assholes that send me flames and hate mail) and helping you (if I can).

One last thing, from now on I will not reply any flames and hate mail. It's only a waste of time.

That's all. I hope you like my faq and can find some useful info.

=====  
T A B L E O F C O N T E N T S  
=====

- 01. R E V I S I O N H I S T O R Y
- 02. I N T R O D U C T I O N
- 03. B A S I C M O V E S
- 04. S A V I N G Y O U R G A M E
- 05. Q U E S T I O N S A N D A N S W E R S
- 06. W A L K T H R O U G H
- 07. M A P S
  - \* MAP #1 : UPTOWN
  - \* MAP #2 : POLICE STATION
  - \* MAP #3 : DOWNTOWN
  - \* MAP #4 : CLOCK TOWER
  - \* MAP #5 : HOSPITAL
  - \* MAP #6 : PARK
  - \* MAP #7 : DEAD FACTORY
- 08. S T R A T E G I E S
- 09. E N D I N G S
- 10. M E R C E N A R I E S : O P E R A T I O N M A D J A C K A L
- 11. M E R C E N A R I E S G U I D E 1
- 12. M E R C E N A R I E S G U I D E 2
- 13. G I F T F R O M N E M E S I S
- 14. G U N P O W D E R M I X I N G
- 15. W E A P O N S L I S T
- 16. A M M O L I S T
- 17. S U P P L I E S L I S T
- 18. I T E M L I S T

19. L O S T A N D F O U N D
20. I T E M U S A G E
21. I N K R I B B O N L O C A T I O N
22. F I L E S L O C A T I O N
23. D I F F E R E N C E B E T W E E N E A S Y A N D H A R D
24. F I L E S
25. E P I L O G U E S
26. A C T I O N R E P L A Y C O D E S
27. S O F T W A R E I N F O R M A T I O N
28. C R E D I T S
29. S P E C I A L T H A N K S
30. V E R Y S P E C I A L T H A N K S
31. L I S T O F T H E D A M N E D
32. I M P O R T A N T N O T E
33. A U T H O R ' S N O T E

=====

01. R E V I S I O N H I S T O R Y

=====

VERSION 0.8/0.9 (14/18 March 2001)

Since I have removed my e-mail address, if any of you have question about RE3 please go to Neoseeker's forum and go to the Resident Evil 3 board and write down your question there. My name there is Duo Maxwell and I will try my best to answer your questions as fast as I can.

The link to Resident Evil 3 board at Neoseeker is :

[https://www.neoseeker.com/forums/index.php?fn=browse\\_forum&d=3465](https://www.neoseeker.com/forums/index.php?fn=browse_forum&d=3465)

VERSION 0.7 (28 December 2000)

Minor update.

VERSION 0.6 (04 April 2000)

Added some text in 'Software Information' section.

VERSION 0.5 (19 March 2000)

Added 'Software Information' section.

VERSION 0.4 (10 March 2000)

Added 'Strategies' and 'Mercenaries Guide 2' section and added another jackass.

VERSION 0.3 (24 February 2000)

I correct the most fatal mistake thanks to Viet Nguyen (vietn2000@yahoo.com). I write Konami in the special thanks section, instead of Capcom. I guess I owe him big time.

Added 'Questions and Answers', 'Mercenaries Guide' and 'Very Special Thanks' section.

VERSION 0.2 (03 February 2000)

Added two more names on my Damned List. Sorry, if this isn't the usual updates but I can't take it anymore. I must put their names here, so people around the world can know. I made a walkthrough, answer every mail sent to me, and this is what I got?

VERSION 0.1 (23 January 2000)

First release. The walkthrough is complete and so is the other section.

=====

## 02. I N T R O D U C T I O N

=====

On this walkthrough you will read OPEN NORTH DOOR, OPEN EAST DOOR, etc. This means you must check your map and then open the xxx door on your current area. Also I won't tell you if the room you're about to enter is filled with zombies or not. That means Nemesis as well. I won't decrease the element of surprise on this GREAT game.

Oh yeah, one last thing. I post this walkthrough soooooo late because I'm getting sick and tired when someone plagiarized my walkthrough. So although I have finished this walkthrough some while ago, I decided not to send it too soon. I will send it on 23 January 2000. Happy birthday Richard.

=====

## 03. B A S I C M O V E S

=====

Up	Move forward
Down	Move backward
Right	Turn right
Left	Turn left
X	Action/Shoot (while holding R1)
Square	Run (while holding forward)
Circle	Open Character Menu
Triangle	Cancel
R1	Aim
R2	Aim barrel or explosives
L1	Move your aiming to another enemy (while holding R1)
L2	Quick Map
Start	Pause
Select	Game Option

=====

## 04. S A V I N G Y O U R G A M E

=====

Just like the previous series of Resident Evil, you need an ink ribbon to save your progress. One ink ribbon for one save. You can find the ink ribbon scattered on the city of Raccoon, usually near a typewriter. So, think first before you save your progress because maybe when you must save, you don't have ink ribbon anymore.

=====

## 05. Q U E S T I O N S A N D A N S W E R S

=====

Q : Stinger, loved your walkthrough! However I have one question : OK, you use the rusty crank to open the gas station with the aid of the wrench, but I

could never figure out what you do with the other crank found near the pharmaceutical office (right after you put out the fire). Please respond :  
.....thanks

by the way....keep it up!

A : You can use that Square Crank on the shutter where you see Brad Vickers the second time (where he shoots some zombies then runaway). Inside that shutter, there are some Grenade Rounds.

Q : Hi there! First of all, i would like to thank u for creating such a great faq 4 RE3. With your FAQ, i can solve the puzzles very easily.

I have a few questions 4 u, hope you can answer them...

1. Can we defeat Nemesis without losing any life, if there is a method, please tell me how to do it.

2. What is the difference between "Continue" and "Restart" after we complete the game once? Does it mean that if i select continue then i can get all the eplilouges but without the aid of special weapons obtained from the merceneries mini game?

Hope that u can help me with my queries. Thanks again.

A : 1. The only method I know is hit and run. So wait until Nemesis attack you When he attack you, quickly run away then shot him. Then just wait and run again. Like that.

2. If you haven't start playing the game again, then it's same. But if you have played it again, then you realized that you want to restart, so reset your game. Load the save file and choose restart.

Q : Hi there! Thanks for answering my questions. Sorry, i have to bother you again:

I played the game again and i got all the files in order with the help of your FAQ. However, i could not get "Jill's Diary" when i restarted the game. My game "instructions file 1" did not get replaced with Jill's Diary. Is there something wrong with my game or what? I got a ranking of erm.. c or d i guess. (think it is because i used the infinite weapons from the mercenary game) Can you please help me with this problem?

Also, if i use the infinite ammo from the mercenary game, (i am refering to normal weapons like shotgun, magnum and the rocket launcher) will it affect my ranking?

Thanks again. I appreciate it. Thank you very much. :-)

A : Jill's Diary appear on the same game where you collect all the files. Just when you picked up the last file (the Rail Gun Picture), the first file in your inventory will be replaced by Jill's Diary and it won't appear on the next game.

And if you use the infinite ammos, it will not affect your rank. I use it all the time. If you want to get grade A, try finishing the game without saving (or maybe only 1-2 save).

Q : hello...

I was play resident evil nemesis. I have a problems with sample water puzzle. could you give me a clue how to make the result graph same. I'm very confuses.

Thank you...

I'll wait your answer...

A : Here's some guide for you :

1. In the sample graph, you will see many columes. Inside each columes there are 0-3 rows of waves.

2. Just pay attention to the columes with 0 and 3 rows of waves.

3. Now arrange the wave A-C to met the requirements (the sample).

4. Never give up, try, try, and try again.

I hope you understand with my explanation, instead being more confused.

Q : the water sample part with you have to match the waves how do u do that  
A : move the wave A-C right or left until the combined three match the sample

Q : Hey,  
Thanks for writing the FAQ it is very informative compared to some of the other ones in the index. I was just wondering if you could confirm a rumor that I heard stating that you could save the dead girl in uptown near the warehouse. I have killed the zombies in the first place you hear her scream but when I get to the next area she is dead. Some information would be greatly appreciated.

A : I don't know if we can save her or can't, but I have tried all the possibilities to save her but it failed. So, I don't think we can save her.

Q : Hi,  
New player to RE3, but did RE1 and RE2 versions.  
After getting out of the STARS room on the 2nd floor of the police station Nemesis shows up again (defeated him the 1st meeting) as I head down the stairs to where the 1st floor save room door is. I have not been able to down him with 6 magnum, 7 shotgun, and at least 20 handgun shots (before dying). Is this a case where I should try to avoid him due to not enough firepower? I would like NOT to ever run away from him. Am thinking I should start over and ultra conserve my arsenal for meetings with him.  
Thanks for your input/opinion,

A : Do you really wants to defeat Nemesis? If this is your first time, then I really suggest you to just runaway because you will need your ammo in other place, or in an inevitable encounter with Nemesis.  
If you have finished the game once, play the mercenaries mode and obtain the infinite ammo for all weapons, then start again and now you can kill Nemesis on every encounter.

Q : your faq was really helpful but i don't think you list where you get the mine thrower. If you do i'm sorry for complaining I just can't find it.

A : You can get the mine thrower at the main entrance of the Clock Tower, but I think it only available when you're playing the Hard mode.

Q : please help me. I got the white fire hose in uptown and can't find the hydrant. I'm looking in the alley on fire in downtown???

A : Check your Uptown map, and find a vertical straight alley. There is the hydrant.

Q : Near the newspaper office there is an alley that I cannot unlock as it says the door is locked from the other side and I found no way to unlock it inside the office or outside. How do I get in?

A : If you want to get there, you musn't meet Carlos in the restaurant. You must meet him inside the newspaper office and when Nemesis came, choose to jump into the window. You will arrive in that alley. There's nothing useful inside that alley, except a red herbs.

You will start in some alley with zombies. Just run forward and climb the trash can. Go down. You will see some scene. After the scene, go upstairs and enter the room. Take the Warehouse Key on your right. Exit from this warehouse. In the alley, just follow the path and open the door. Enter the door in front of you (it's not exactly in front of you, but it's little to the left). In this new area, follow the path until you see Brad Vickers running. Kill all those zombies and go down to the room. Take the Lighter Oil. In this room you will see Shotgun. If you take it, later inside the S.T.A.R.S. Office you will receive a Magnum, but if you don't take the Shotgun now, you will receive a Grenade Launcher. So decide which one you want, Magnum or Grenade Launcher. However, if you receive the Magnum inside the S.T.A.R.S. Office, you can take the Grenade Launcher on the Sub Station. And if you receive the Grenade Launcher inside the S.T.A.R.S. Office you can take the Magnum on the Sub Station. So you can have them both, but which one you want to receive first.

Go back upstairs. Open the south door. Follow the path and you will hear someone screaming. Two zombies attacking him. Enter the door in the end of the path. Head to the Bar. Inside the Bar, you will see a zombie attacking Brad. Don't waste your bullet. After the zombie is dead, you will see a scene.

After the scene, take the Empty Lighter. Combine the empty lighter with the lighter oil. Exit through the back door. Open the north door. Walk left and you will see a bunch of zombie trying to break the barricade. In this area there is an oil drum. If you shoot the oil drum, it will blow anything near it. Get the idea? You will note that the door is tightly roped, so use your lighter to burn the rope. After the rope burns, the zombie behind the barricade trying to attack you. Quickly run to the other end and wait until those poor souls near the oil drum. When they are near the drum, shoot it. BOOM. Now enter the north door.

In this new area, some of the path are on fire, so you can't accross it. Now, remember this area. I call it the burning alley. There's nothing you can do right now to extinguish the fire. The north door lead to a Savegame Room. Now open the east door. Open the north door. You will see a FMV introducing the villain of the game, Nemesis. You will see Nemesis many times in this game. He will be your traveling companion on Raccoon City, so don't get bored with him.

After the FMV, you will introduced with the "choose your path" option. You can try to defeat him or just run inside the station. If this is your first game, then I suggest you to run inside the station. But if you want to play dirty then choose to fight Nemesis, but quickly run into Brad's body and take the S.T.A.R.S. Card from him. After you take it, quickly run into the police station. This will save your time searching for Jill's S.T.A.R.S. Card.

---

#### A) TRY TO DEFEAT NEMESIS

If you choose this option, you must defeat Nemesis. When he goes down, you can take the Eagle Parts A from him. Also check Brad's body to receive the Card Case. Check the Card Case and you will receive the S.T.A.R.S. Card. Enter the Police Station. Use the computer. Write down the code because you will need it soon. Enter the west door. Enter the north door. You're now in the evidence room. You will see a locker with red light. Open it and you will receive the Blue Gem. In the other side of this room you will see another red light locker. Open it. Use the code you found earlier. Several codes that I have met during my journey is :

0131  
0513  
4011  
4312

You will receive the Emblem Key. Exit through the east door. Go upstairs. Hey, a fat zombie. Cute. Enter the west door. Enter the S.T.A.R.S. Office. Take the

lockpick. Take the weapon from the shelf. Go downstairs. Go back to Uptown Area.

B) GO INSIDE THE POLICE STATION

Inside the Police Station, open the west door. Open the north door. You're now in the evidence room. You will see a locker with red light. Open it and you will receive the blue gem. In the other side of this room you will see another red light locker. You can't open it for now. Exit through the east door. Open the door next to the door you came. Follow the path and open the door leading to the Briefing Room. Take the S.T.A.R.S. Card. Now go back to the entrance and use the computer. Write down the code because you will need it to open the red light locker in the Evidence Room. After you write down the code, go back to the Evidence Room and open the red light locker. Several codes that I have met during my journey is :

- 0131
- 0513
- 4011
- 4312

You will receive the Emblem Key. Now go upstairs and go to the S.T.A.R.S. Office. Inside the S.T.A.R.S. Office take the lockpick. Take the weapon from the shelf. Go downstairs. Go back to Uptown area.

-----  
Open the east door. Open the east door. Open the north door. Open the east door. You're now in the Downtown Area. Take the Power Cable from the car. Open the east door. This is a Savegame Room. Open the north door. Open the east door. Open the north door.

Now it's up to you where you want to meet Carlos. You can meet him inside the Restaurant or inside the Newspaper Office. If you want to save some time, then I suggest you to meet him at the Restaurant.

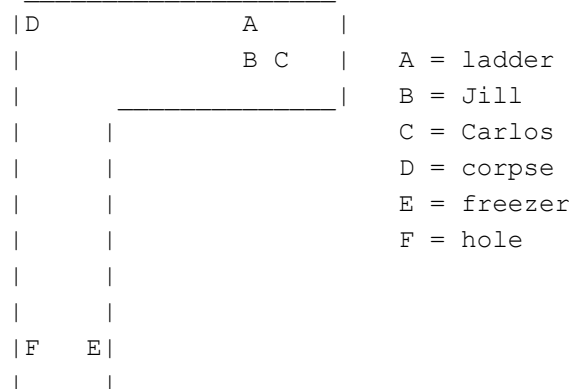
-----  
A) RESTAURANT

Go to the restaurant. Go to the back door and open the shelf. Take the Fire Hook. Now use the fire hook to open the manhole in the kitchen's floor. You will meet Carlos. Suddenly Nemesis also came. This is another "choose your path". You can run into the basement or hide in the kitchen. I suggest you choose the option to hide in the kitchen because it will kill Nemesis and you will receive an item.

=====

A-1) RUN INTO THE BASEMENT

After you come down to the basement, suddenly the pipe are broke and the water will flood the basement. You must enter the ventilation hole before the water height reached your neck or Carlos will call you and then both of you will go back upstairs. Nemesis is still waiting up there. If you succesfully enter the hole, you will arrive in the alley behind the restaurant. Here's a map to help you find the hole.



A-2) HIDE INSIDE THE KITCHEN

You will hide in the kitchen and Jill will throw a lamp into the gas in the



kitchen and BOOM. Nemesis will "die" and give you an item. Exit from this restaurant through the back door.

=====

After the scene, go to the Savegame Room. Take the Rusted Crank. Go back outside and open the west door. Go to the Newspaper Office. Push the ladder to the left. Climb the ladder and then press the red switch. Now press the green switch near the fireproof shutter. Go upstairs. Take the Green Gem.

#### B) NEWSPAPER OFFICE

Go to the Newspaper Office. Push the ladder to the left. Climb the ladder and then press the red switch. Now press the green switch near the fireproof shutter. Go upstairs and enter the office. You will meet with Carlos, and Nemesis will also come. This is another "choose your path". You can hide in the office or jump out to the window. I suggest you to hide, because you will kill Nemesis automatically and receive an item.

#### B-1) HIDE IN THE OFFICE

You will hide behind the Office's wall and suddenly an explosion occur and kill Nemesis. You can take the item from him and go out quickly before Nemesis alive again.

#### B-2) JUMP OUT TO THE WINDOW

You will jump to the window to the alley next to Newspaper Office. There's a red herbs here.

=====

Now go to the restaurant through the back door. Open the shelf and take the fire hook. Now use the fire hook to open the manhole in the kitchen's floor. Descend the ladder and take the Green Gem from the dead body.

-----

Now go to the machine to open the Gate (near the Newspaper Office). Use the Blue Gem on the machine near the Gate. Then use the Green Gem. That will open the gate. Enter it. In this new area, open the west door. Open another west door. Follow the path and open the door. Go to the trolley. You will see a scene. Enter the other part of the trolley. Scene. After the scene, take the Wrench. Go back to Uptown Area.

Open the south door. Go to the end of this alley. You will see a white hose. Use the wrench and take the Fire Hose. Now go back to the burning alley. Use the fire hose with the hydrant. After the fire gone, open the west door. Follow the path and open the door. Take the Crank. Enter the Sales Office. Scene. After the scene, use the remote control. Write down the name of that product. Use the computer. Input the password. Several password I have met during my tour to Raccoon City is :

ADRAVIL  
AQUACURE  
SAFSPRIN

Open the west door. Take the Oil Additive. Go out. FMV.

Now go to the Gas Station (Downtown Area). On your way there, on the parking lot, there will be a scene and you must "choose your path" again. You can climb up or jump off. Just choose to climb up because it will save a lot of time.

#### A) CLIMB UP

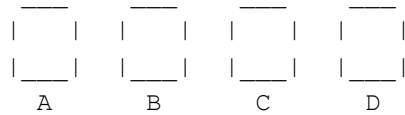
Jill will climb up and evade the boxes. Those boxes will fall into the pits.

#### B) JUMP OFF

Jill will jump down and evade the boxes. Just walks west and climb the ladder. You will arrive in the bus crash area.

-----

Continue to the Gas Station. In the Gas Station, try to open the shutter with the Rusted Crank. After the Rusted Crank broke, use the wrench. Open the door. Scene. Open the glass shelf. Puzzle for you. You will see a panel like this :



You will see that only one letter is bright. Your objective is to make the light above that letter the only one that is on. The others must be off. This is quite an easy puzzle. I can't input the solution because of the random puzzle. But I can give you a tip for solving this puzzle :

- The basic rules are :
  - If you press letter A, it will effect letter A and B.
  - If you press letter B, it will effect letter A, B, and C.
  - If you press letter C, it will effect letter B, C, and D.
  - If you press letter D, it will effect letter C and D.
- For solving the puzzle easier first turn on all the lights.

LIGHTS THAT ON AT THE START OF THE PUZZLE	BUTTON YOU SHOULD PRESS TO MAKE ALL LIGHTS ON
A B	D
A C	D B C A D
A D	B C A D
B C	B C
B D	A B C A D
C D	A
A B C	B A D
A B D	D B A D
B C D	C A D

- After all the lights are on, turn off all the other light besides the target.
  - If the target is letter A, then press the letter C.
  - If the target is letter B, then press the letter A, then C.
  - If the target is letter C, then press the letter D, then A.
  - If the target is letter D, then press the letter B.

You must do this three times. After you solve the puzzle, take the Machine Oil. Combine the Oil Additive with the Machine Oil. You will receive the Mixed Oil. Go outside. FMV.

Now go to the Mayor Statue. Press the switch and take the Bronze Book. Now go to the most northeast area of Downtown. From there walk south until you see some kind of pool. Use the bronze book on the hollow space. Take the Bronze Compass. Go back to the Mayor Statue and use the Bronze Compass. Take the battery.

Since you already have the battery, you can go to the Substation. Go there. Inside the Substation, activate the transformer. You will see there are two shutters. One can be opened with 15-25 volts and the other with 115-125 volts. The volt start with 50 volts.

1	2	3	4
+15	+30	+45	+60
50			

--> RED

	-05	-10	-15	-20	--> BLUE
_____	_____	_____	_____	_____	

If you want to open the 15-25 shutter, press the Red, Blue, Blue, Blue (50 + 15 - 10 -15 -20 = 20). Inside the 15-25 shutter there's a fuse. If you want to open the 115-125 shutter, press the Red, Red, Red, Blue (50 + 15 + 30 + 45 - 20 = 120). Inside this shutter there's a weapon. I suggest you to open both the shutters before you enter any of it. After you open both of them, enter the 15-25 shutter and take the Fuse. When you try to go out, a bunch of zombies trying to destroy the door. You will have another "choose your path." You can increase the electricity output or escape through the emergency door. If you want to take the weapon, then choose to increase the electricity output.

-----  
A) ESCAPE THROUGH THE EMERGENCY DOOR

Jill will break the emergency door and unlocked another door leading to the outside of the Sub Station.

B) INCREASE THE ELECTRICITY OUTPUT

You will increase the electricity output, killing all the zombies automatically. However, if you haven't open one of the shutter and you want to open it now, the electricity has change. This is the electricity now :

	1	2	3	4	
_____	_____	_____	_____	_____	
	+15	+30	+45	+60	--> RED
50					
	-10	-20	-30	-40	--> BLUE
_____	_____	_____	_____	_____	

So if you want to open the 15-25 shutter, press the Red, Red, Blue, Blue (50 + 15 + 30 - 30 - 40 = 25). If you want to open the 115-125 shutter, press the Red, Red, Blue, Red (50 + 15 + 30 - 30 + 60 = 125).

-----

Now, since you have all the ingredients to make the cable car working, go there. On your way there, the ground will shaking and you will fall down. You will meet a new monster. No need to kill it, just press the power supply switches. There are two of them. After you supply enough power, press the switch to pull down the ladder. Climb up and to to the trolley. Use the power cable on the engine. Hey, if the e-mail address on the top of this faq isn't arunraya@centrin.net.id and the name of the author isn't Stinger 3:16, then, this is a faq that has been plagiarized. So please send his name and email address to Stinger 3:16 (arunraya@centrin.net.id). Now you can continue reading this walkthrough. Use the fuse on the engine. Use the mixed oil on the engine. Carlos will enter. Go to the other part of the trolley. There will be some more scene. After the scene, go back to Mikhail. You will see your old pal Nemesis. No need to kill him, just go back to Carlos. FMV.

Now you must "choose your path" again. You can jump out of the window or you can use the emergency brake. If you choose to jump out, later on the clock tower Carlos will give you a Freeze Rounds, but you must fight Nemesis with bazooka. If you choose to use the emergency brake, you won't receive the Freeze Rounds but you will fight Nemesis without bazooka. You decide what you want.

-----

A) JUMP OUT OF THE WINDOW

Walk north and you will see a painting. Approach the painting and make it fall.

Then take the Clock Tower Key. Now open the north door. This is a Save Game Room so save if you want. Open the north door. This is the Library. You will meet Carlos here, and he will give you the Freeze Rounds. Open the west door. This is the Main Hallways of the Clock Tower. There is a stair to 2F, but don't go there yet. Open the west door. This is the Dining Room. Open the south door. This is the Piano Room. Open the south door. Another Save Game Room. Take the Clock Tower Key on the shelf. Now go to the second floor. On the second floor, just follow the path and open the door. Press the switch to pull the ladder. Climb up to the third floor. In your right there's a typewriter, and on your left there's a music box. Activate it and here comes a puzzle for you. Just listen to the music carefully. After the music is over, you will see six buttons, marked by letter A - F. You must choose to push every button up or down to make a correct tone. After you arrive at button F, you can choose to play it. If you done correctly, the gold plate will open, and you can take the Chronos Chain. Then combine the Chronos Chain with the Clock Tower Key to make a Chronos Key. Now since you have the Chronos Key, go back to the Library on first floor. But on your way there, Nemesis will come and you must "choose your path". You can use the lights or use the cord. I suggest you to use the cord, because it will "kill" Nemesis and he will drop an item. After you arrive in the Library open the north door. Follow the path and open the door. In this room you will see three clock pictures on your left, and in front of you there are three statues. Go to the statues and take the Amber Ball, Obsidian Ball, and the Crystal Ball from each of the statue. Now go to the clock picture. Actually this is another puzzle for you. The left clock represent the past, the middle clock represent the present, and the right clock represent the future. To solve this puzzle you must make the middle clock's hand point at 12 o'clock. This is also a random puzzle, but you can use this as a reference :

BALL NAME	Left Clock	Middle Clock	Right Clock
Amber Ball	-3	+3	+6
Obsidian Ball	-2	+2	+4
Crystal Ball	-1	+1	+2

That means that if you put the amber ball on the left clock, you will reduce three hours from the middle clock. If you put the amber ball on the middle clock, you will add three hours to the middle clock. Please note that only the middle clock can change, the left and right clock can't.

And now for the solution.

POINTED AT	Left Clock	Middle Clock	Right Clock
5 o'clock	Crystal	Obsidian	Amber
7 o'clock	Obsidian	Crystal	Amber
9 o'clock	Obsidian	Amber	Crystal
11 o'clock	Amber	Obsidian	Crystal

That means if you see that the middle clock pointed at 5 o'clock, then you place the crystal on the left clock, obsidian on the middle clock, and amber on the right clock ( $5 - 1 + 2 + 6 = 12$ ).

After you solve the puzzle, the middle clock will open and revealed a Gold Gear. Take it and go back to the third floor. On the third floor, take the Silver Gear

from the shelf near the typewriter and combine it with the Gold Gear to make the Chronos Gear. Now use the Chronos Gear on the machine near the inventory chest. Go down. FMV. After the FMV you must fight Nemesis with bazooka. After you defeat him, there will be a scene.

B) USE THE EMERGENCY BRAKE

Open the west door. This is the Piano Room. Open the south door. This is the Chapel and a Save Game Room. Take the Clock Tower Key from the shelf. Go back and open the north door. You will meet Carlos here. Open the east door. This is the Main Hallways of the Clock Tower. There is also a stair to the second floor, but don't go there yet. Now open the east door. This is the Library. Open the south door. This is another Save Game Room. Open the south door. Walk forward and the painting will fall. Take the Clock Tower Key. Now, go to the second floor. In the second floor, just follow the path and open the door. Press the switch to pull the ladder. Climb up to the third floor. In your right there's a typewriter, and on your left there's a music box. Activate it and here comes a puzzle for you. Just listen to the music carefully. After the music is over, you will see six buttons, marked by letter A - F. You must choose to push every button up or down to make a correct tone. After you arrive at button F, you can choose to play it. If you done correctly, the gold plate will open, and you can take the Chronos Chain. Then combine the Chronos Chain with the Clock Tower Key to make a Chronos Key. Now since you have the Chronos Key, go back to the Library on first floor. But on your way there, Nemesis will come and you must "choose your path". You can use the lights or use the cord. I suggest you to use the cord, because it will "kill" Nemesis and he will drop an item. After you arrive in the Library open the north door. Follow the path and open the door. In this room you will see three clock pictures on your left, and in front of you there are three statues. Go to the statues and take the Amber Ball, Obsidian Ball, and the Crystal Ball from each of the statue. Now go to the clock picture. Actually this is another puzzle for you. The left clock represent the past, the middle clock represent the present, and the right clock represent the future. To solve this puzzle you must make the middle clock's hand point at 12 o'clock. This is also a random puzzle, but you can use this as a reference :

BALL NAME	Left Clock	Middle Clock	Right Clock
Amber Ball	-3	+3	+6
Obsidian Ball	-2	+2	+4
Crystal Ball	-1	+1	+2

That means that if you put the amber ball on the left clock, you will reduce three hours from the middle clock. If you put the amber ball on the middle clock, you will add three hours to the middle clock. Please note that only the middle clock can change, the left and right clock can't.

And now for the solution.

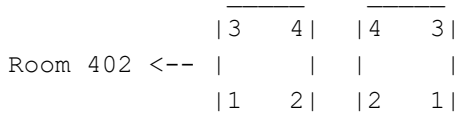
POINTED AT	Left Clock	Middle Clock	Right Clock
5 o'clock	Crystal	Obsidian	Amber
7 o'clock	Obsidian	Crystal	Amber
9 o'clock	Obsidian	Amber	Crystal
11 o'clock	Amber	Obsidian	Crystal

That means if you see that the middle clock pointed at 5 o'clock, then you place the crystal on the left clock, obsidian on the middle clock, and amber on the right clock (5 -1 + 2 + 6 = 12).

After you solve the puzzle, the middle clock will open and revealed a Gold Gear. Take it and go back to the third floor. On the third floor, take the Silver Gear from the shelf near the typewriter and combine it with the Gold Gear to make the Chronos Gear. Now use the Chronos Gear on the machine near the inventory chest. Go down. FMV. After the FMV you must fight Nemesis. After you defeat him, there will be a scene.

-----  
After the scene, you control Carlos. Go to the room with the Clock Puzzle. Go to the other part of this room and push the bell. Open the door. Go to the hospital.

Inside the hospital, open the north door. This is a Save Game Room. Open the west door. Take the Tape Recorder from the desk. Now press the switch next the elevator to activate the microphone. Use the tape recorder. Enter the elevator. Go to 4F. In the east alley there are two rooms. Don't go there yet, instead open the southwest door. Scene. Take the Sickroom Key from the back room. Go out and go to the alley with two rooms. Open the west one. Inside that room, there's a doctor's corpse. Check his corpse and write down the code. Now, also take notice where is the medical drawer. Remember the location. Go out and open the east door (Room 402). Inside this room, you will see another medical drawer. What you must do is to push the medical drawer in the opposite position from the drawer in the next room.



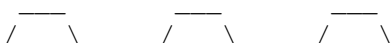
So, if you see the drawer is on 1, then on Room 402 you must push the drawer to 1 too. When you have done this correctly, the picture will fall revealing a hidden safe. Open the safe. The combination number is the number that you get from the doctor's corpse on the next room. This is several codes I have met during my general check-up to the hospital : 104

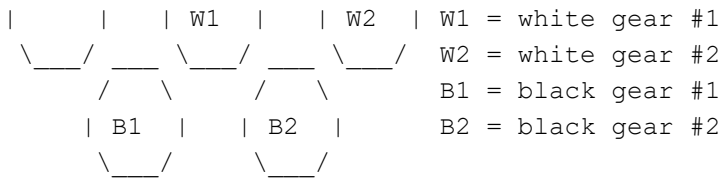
- 253
- 325
- 531

Inside that safe, there's a Vaccine Base. Take it. Go back to the elevator and go to B3. Open the east door. Open the north door. Take the Medium Base. Press the red switch near the tube. Now use the medium base on the machine near the red switch. Another puzzle for you. However, this isn't a random puzzle. Just activate Lever I, III, and A. You then will receive Vaccine Medium. Now combine the Vaccine Medium with the Vaccine Base. You will get the Vaccine for Jill. Just go back to the Chapel (Clock Tower 1F) and talk to Jill.

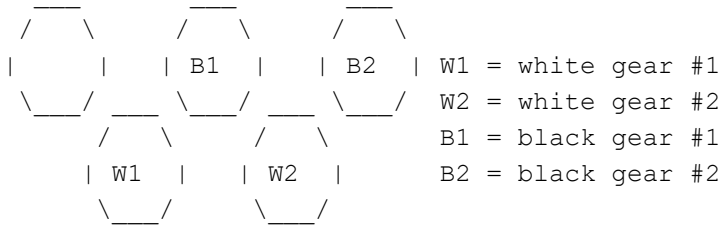
Now you control Jill again. Get out from the Clock Tower. Enter the small room near the Park. Take the Main Gate Key. Now go to the Park. Go to the right path. Follow the path and open the door. Follow the path until you see a mercenary corpse. Check his body. You will receive the Park Key. Now go back to the Park entrance.

Take the left path. In this area you will find a machine to control the fountain so activate it. What you must do is set the gear so the machine will drain the water. Inside the panel you will see four gear like this :



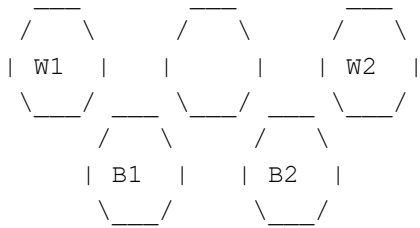


Your objectives is to make the gear like this :

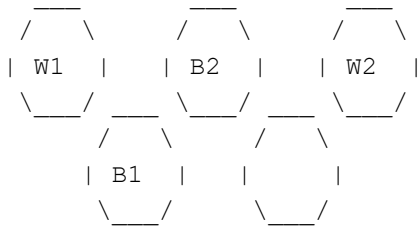


Here's the solution step by step :

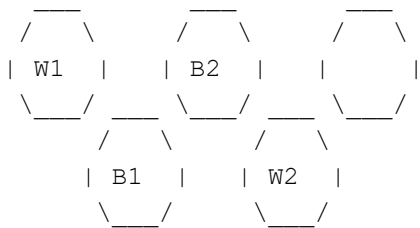
1. Move W1



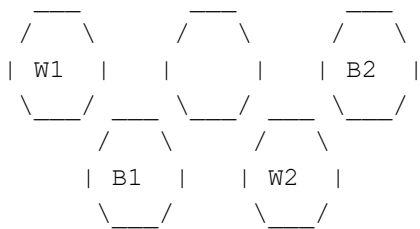
2. Move B2



3. Move W2

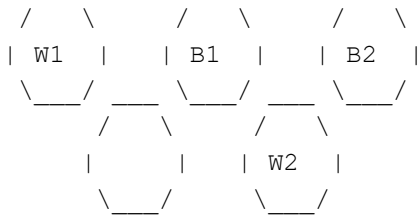


4. Move B2

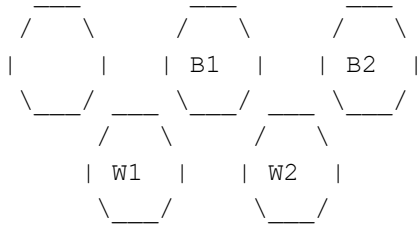


5. Move B1





6. Move W1



Then press the START. After the water is gone, climb down the ladder. Follow the path and climb up the ladder. Follow the path and open the north door. Take the Iron Pipe. Use the lighter on the fire-place. After that, use the iron pipe on the loose brick. Enter the hole.

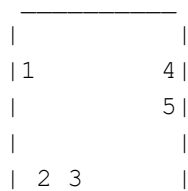
In this secret room, take the Park Key. When you're trying to go out from this room, a scene will occur. After the scene, go out from this room. Another scene. After the scene, go back to the graveyard. Walk forward. FMV. Another monster for you to exterminate. After you defeat that monster, the steel fence will drop. Climb up the steel fence.

Go back to the Park entrance and this time take the right path again. Go to the place where you find the Graveyard Key, but this time keep following the path and open the door. Follow the path to the bridge. Another "choose your path". You can either push him off or jump off. Remember, this time your option will determine your ending. If you choose to push him off you will receive the first ending (Carlos and Jill). If you choose to jump off you will receive the second ending (Barry came to rescue Jill and Carlos).

-----  
A) PUSH HIM OFF

Open the north door. Scene. Take the Facility Key. Open the east door. You will see many steam coming from the pipe. Your goal is to reach the machine in the end of the path to supply the energy. Now this is a little map I hope can help you solve this puzzle :

X --> entrance door



The number 1 - 5 represent the switch. Now push the switch in this order : 1, 2, 3, 1, 4, 5, 1, 2, 3. Activate the machine. Open the west door. Open the south door. Open the nearest door from your current position. Take the System Disk. Use the elevator to the first floor. Open the south door. Follow the path and open the east door. Take the Water Sample and open the east door. Descend the staircase and use the water sample on the machine in the end of this room. This is another puzzle for you. On the top you will see a graph. This is the sample graph. In the middle screen you will see three graph marked by letter A - B - C.



And on the bottom you will see another graph. This is the result graph. What you must do is arrange graph A - B - C so the result graph is same with the sample graph. This is another random puzzle so I can't give you the exact answer, but here's a little tip for you : just take notice the column with 3 blocks and the column without any block.

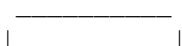
After you solve the puzzle, use the facility key on the machine near the water quality check machine. Go back to second floor. Open the east door. Walks forward and you will see Nicholai. After the scene, use the system disk on the device with the red light. Another scene involving your pal Nemesis. Take good notice of the scene, because it gives you hint how to defeat Nemesis. After the scene, you must defeat Nemesis, and there's a time limit too. Remember the scene when the pipe valve opened and the liquid (acid I think) hit Nemesis and he lost almost his tentacle? Now what you must do is lure Nemesis into one of those pipe and wait until Nemesis is in front of it, shoot the valve. But Nemesis also not a stupid foes, if the acid has burst, he won't come any closer. He will wait until the acid stops then continue to kill you. So timing is the key. Also each time the valve close, you can use it again but you must wait until the lights on that pipe is all red. You must do this three times to kill Nemesis. If you don't want to do that trouble just bring many ammos with you and shoot Nemesis until he can't stand anymore. After you defeat him, a card key will fall from one of the researcher's pocket. Take it. Use the card key on the card reader. Open the door and go back to the Resting Room. Open the east door. Use the card key on the card reader near the elevator. Go down to the first floor. Use the facility key on the steel door. There's a Rocket Launcher inside. Take it if you want. Go back to the entrance and open the shutter using your card key. Open the south door. Scene. Open the manhole. Scene. Climb down the ladder. Follow the path and open the east door. Follow the path and open the east door.

Inside this room there are three power distribution unit, marked by number 1 - 2 - 3. In the east side of this room, there's a device to control the Paracelsus' Sword (the Rail Gun). Activate it. Now you must push all the three power distribution unit starting from number one. Scene. Gross, isn't it? Now continue to push the second and then the third. When you have push all the three, the Paracelsus' Sword will start working. Now you must lure Nemesis so he's on the Rail Gun's path when it shots. After Nemesis got hit by the Rail Gun, open the east door. This is your last "choose your path". You can exterminate the monster or ignore it and evacuate. Choose whatever you like. Activate the control panel. Walks forward and you will see the ending. Congratulations!

#### B) JUMP OFF

Climb the waterfall and follow the path until you see a ladder. Climb up the ladder. Open the south door. You're now in the Monitor Room. Take the water sample and open the east door. Descend the staircase and use the water sample on the machine in the end of this room. This is another puzzle for you. On the top you will see a graph. This is the sample graph. In the middle screen you will see three graph marked by letter A - B - C. And on the bottom you will see another graph. This is the result graph. What you must do is arrange graph A - B - C so the result graph is same with the sample graph. This is another random puzzle so I can't give you the exact answer, but here's a little tip for you : just take notice the column with 3 blocks and the column without any block. After you solve the puzzle, go back to the Monitor Room. Open the west door. Walks east and you will see a scene. After the scene, open the north door. Use the elevator to the second floor. Take the System Disk and open the north door. Another scene. Open the north door. You're now inside the Resting Room. Take the Facility Key. Open the east door. You will see many steam coming from the pipe. Your goal is to reach the machine in the end of the path to supply the energy. Now this is a little map I hope can help you solve this puzzle :

X --> entrance door



```
|1      4|
|      5|
|      |
|_2_3_____|
```

The number 1 - 5 represent the switch. Now push the switch in this order : 1, 2, 3, 1, 4, 5, 1, 2, 3. Activate the machine. Go back to the Monitor Room and open the east door. Use the facility key on the machine near the water quality check machine. Go back to the elevator at 2F. Open the east door (near the elevator). Use the system disk on the device with the red light. Another scene involving your pal Nemesis. Take good notice of the scene, because it gives you hint how to defeat Nemesis. After the scene, you must defeat Nemesis, and there's a time limit too. Remember the scene when the pipe valve opened and the liquid (acid I think) hit Nemesis and he lost almost his tentacle? Now what you must do is lure Nemesis into one of those pipe and wait until Nemesis is in front of it, shoot the valve. But Nemesis also not a stupid foes, if the acid has burst, he won't come any closer. He will wait until the acid stops then continue to kill you. So timing is the key. Also each time the valve close, you can use it again but you must wait until the lights on that pipe is light. You must do this three times to kill Nemesis. If you don't want to do that trouble just bring many ammos with you and shoot Nemesis until he can't stand anymore. After you defeat him, a card key will fall from one of the researcher's pocket. Take it. Use the card key on the card reader. Open the door and go back to the Resting Room. Open the east door. Use the card key on the card reader near the elevator. Go down to the first floor. Use the facility key on the steel door. There's a Rocket Launcher inside. Take it if you want. Go back to the entrance and open the shutter using your card key. Open the south door. Take the radar receiver. Try to go out and a chopper will come. You have a good news and a bad news. The bad news is Nicholai is inside that chopper. The good news is now you have the chance to kick his ass. You will have another "choose your path". You can negotiate with Nicholai or return fire to the chopper. Choose whatever you want.

=====

B-1) NEGOTIATE WITH NICHOLAI

Jill will try to negotiate with Nicholai. After some chit-chat, Nicholai will go away.

B-2) RETURN FIRE TO THE CHOPPER

Now it's your chance to kick Nicholai's ass. If you shoot the chopper with the Rocket Launcher, with one shot it will fall. However, you can use another weapon like the Shotgun or Magnum. If after some time you can't destroy the chopper Nicholai will fly away.

=====

Open the manhole. Scene. Climb down the ladder. Follow the path and open the east door. Follow the path and open the east door. Inside this room there are three power distribution unit, marked by number 1 - 2 - 3. In the east side of this room, there's a device to control the Paracelsus' Sword (the Rail Gun). Activate it. Now you must push all the three power distribution unit starting from number one. Scene. Gross, isn't it? Now continue to push the second and then the third. When you have push all the three, the Paracelsus' Sword will start working. Now you must lure Nemesis so he's on the Rail Gun's path when it shots. After Nemesis got hit by the Rail Gun, open the east door. This is your last "choose your path". You can exterminate the monster or ignore it and evacuate. Choose whatever you like.

=====

B-1) EXTERMINATE THE MONSTER

Jill will take a Magnum from the floor and keep shooting the monster. After it dies, enter the elevator.

B-2) IGNORE IT AND EVACUATE

Jill will enter the elevator and ignore the monster.

=====

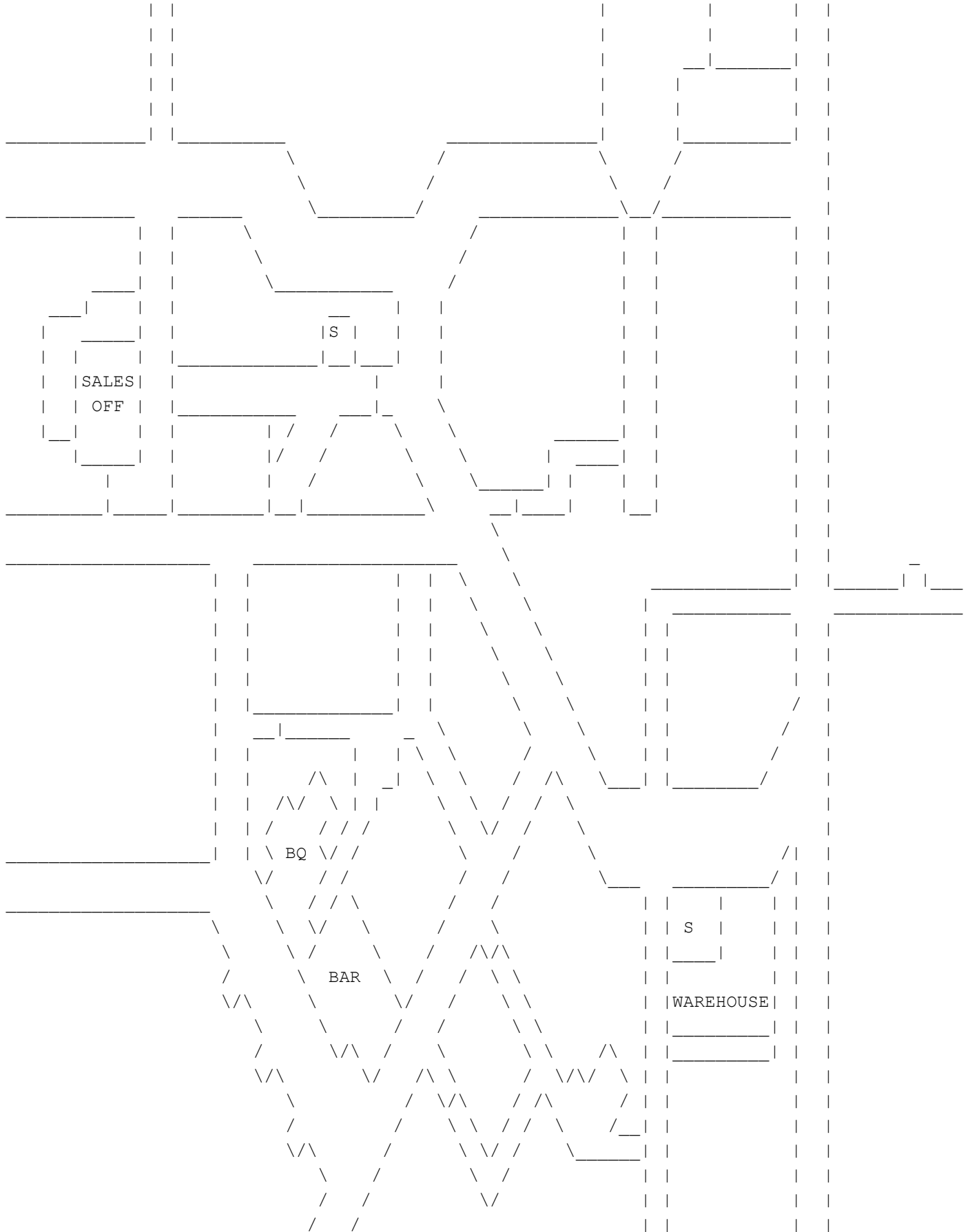
Activate the control panel. Walks forward and Carlos will come from the elevator

then you will see the ending. Congratulations!

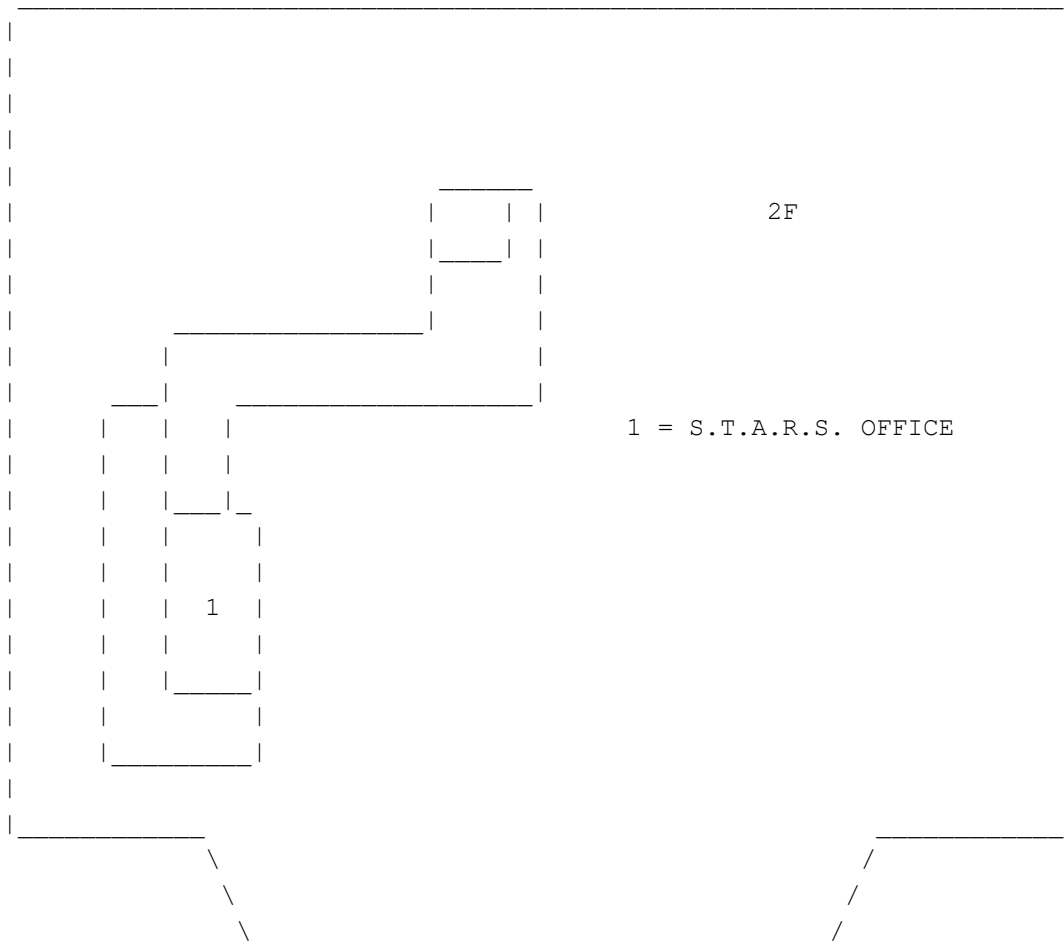
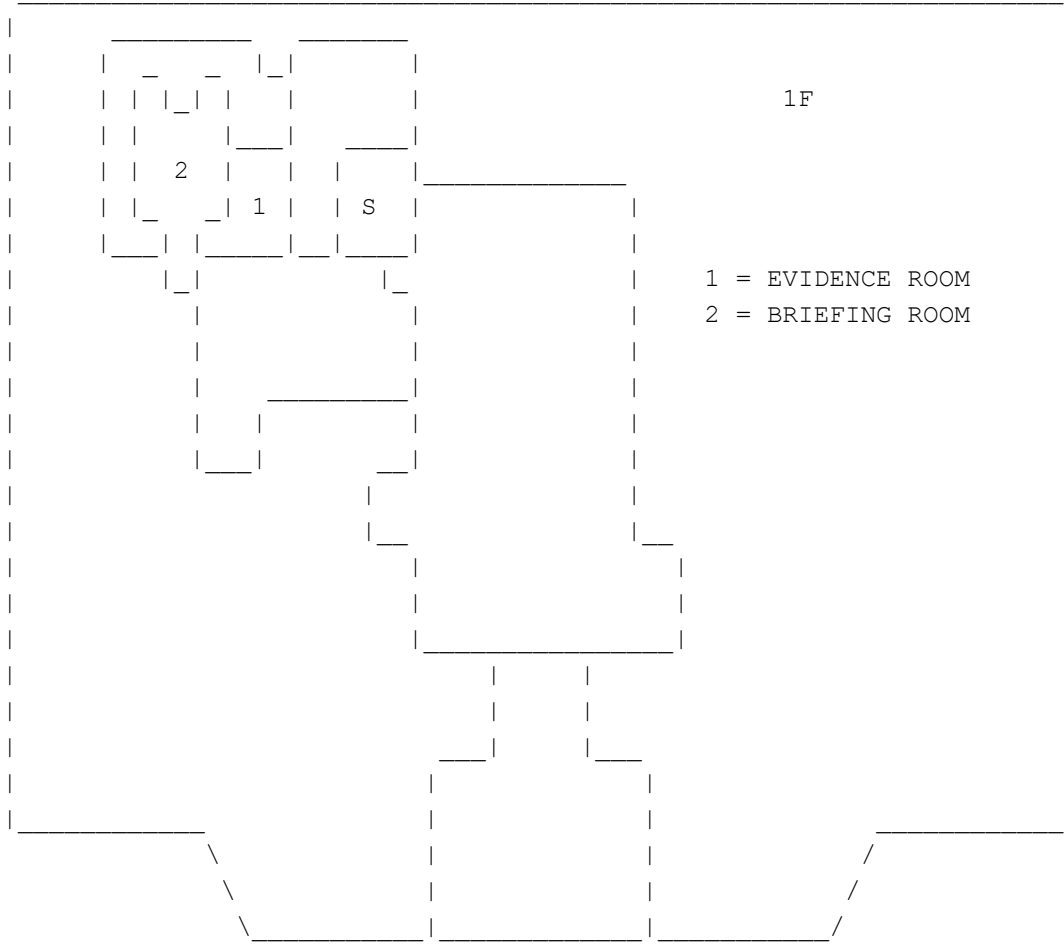
-----  
Don't forget to save your clear data, pal.

=====  
07. M A P S  
=====

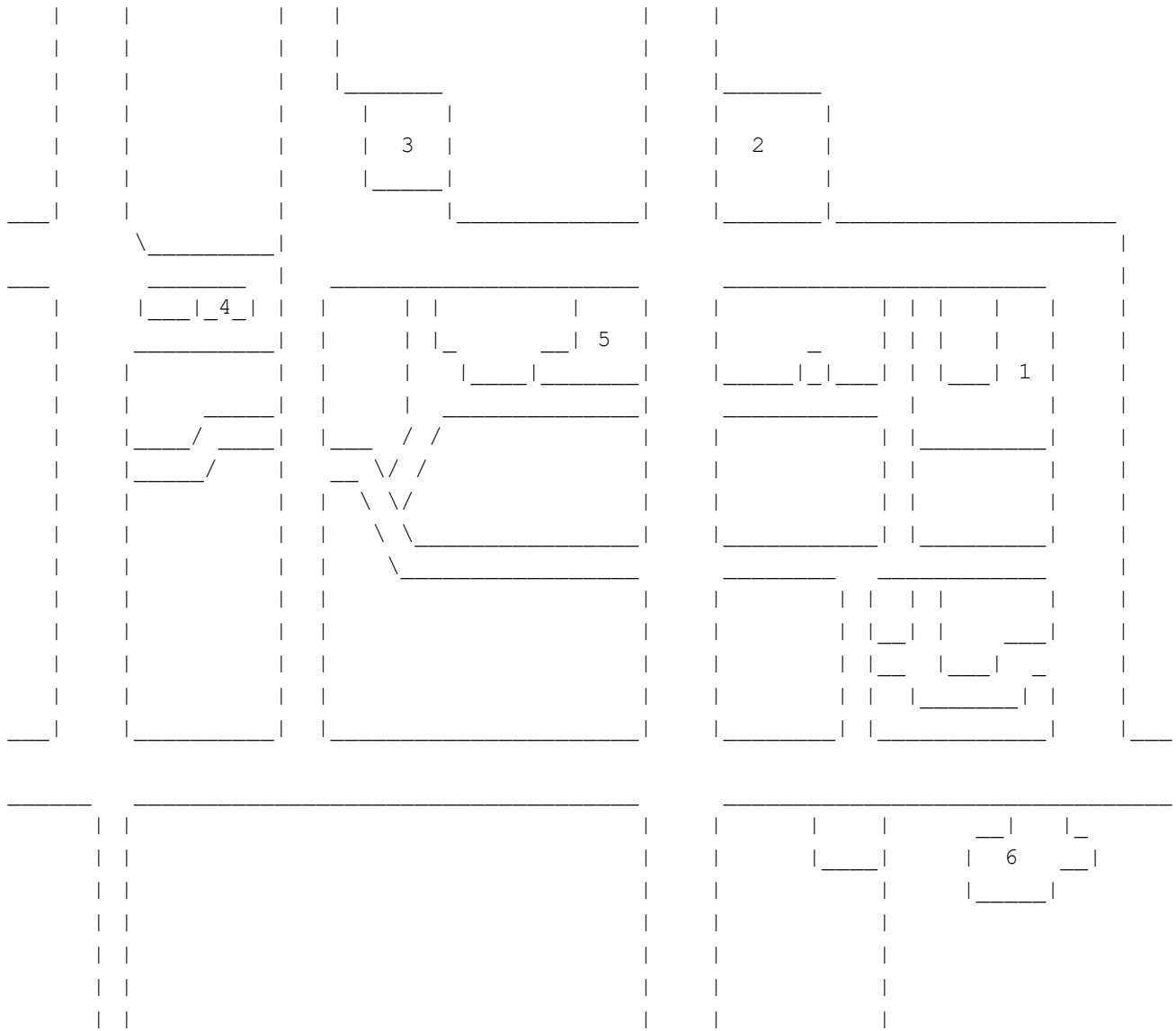
M A P # 1 : U P T O W N



/ / | | | |  
M A P # 2 : P O L I C E S T A T I O N

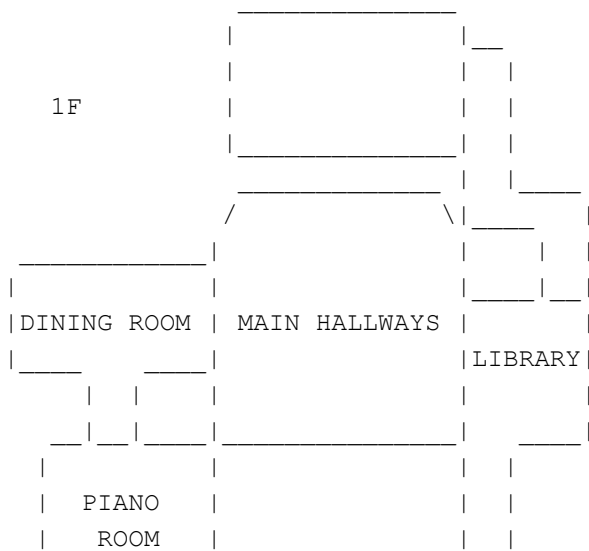


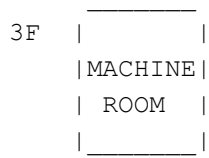
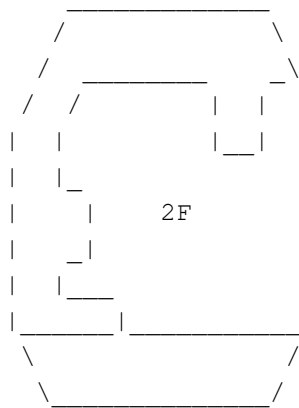
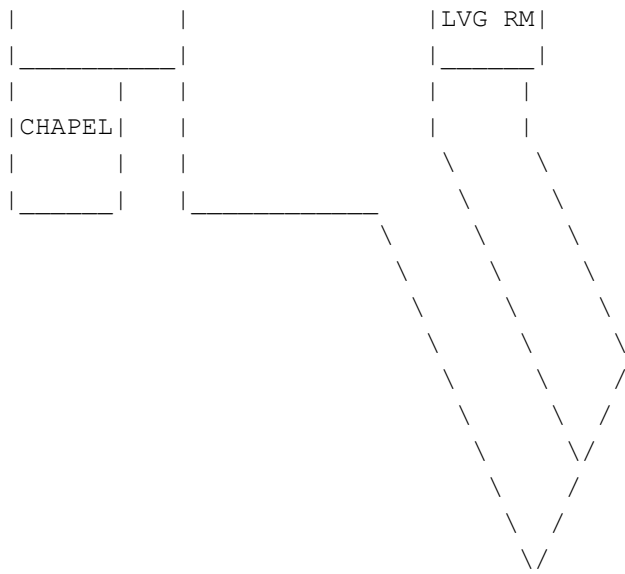
MAP # 3 : D O W N T O W N



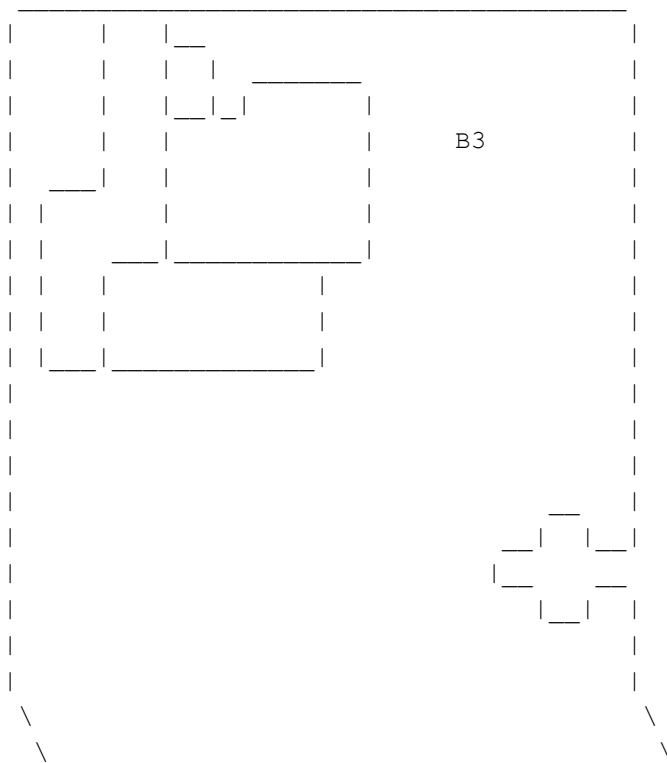
- 1 = RESTAURANT
- 2 = NEWSPAPER OFFICE
- 3 = GAS STATION
- 4 = TROLLEY / CABLE CAR
- 5 = MAYOR STATUE
- 6 = SUB STATION

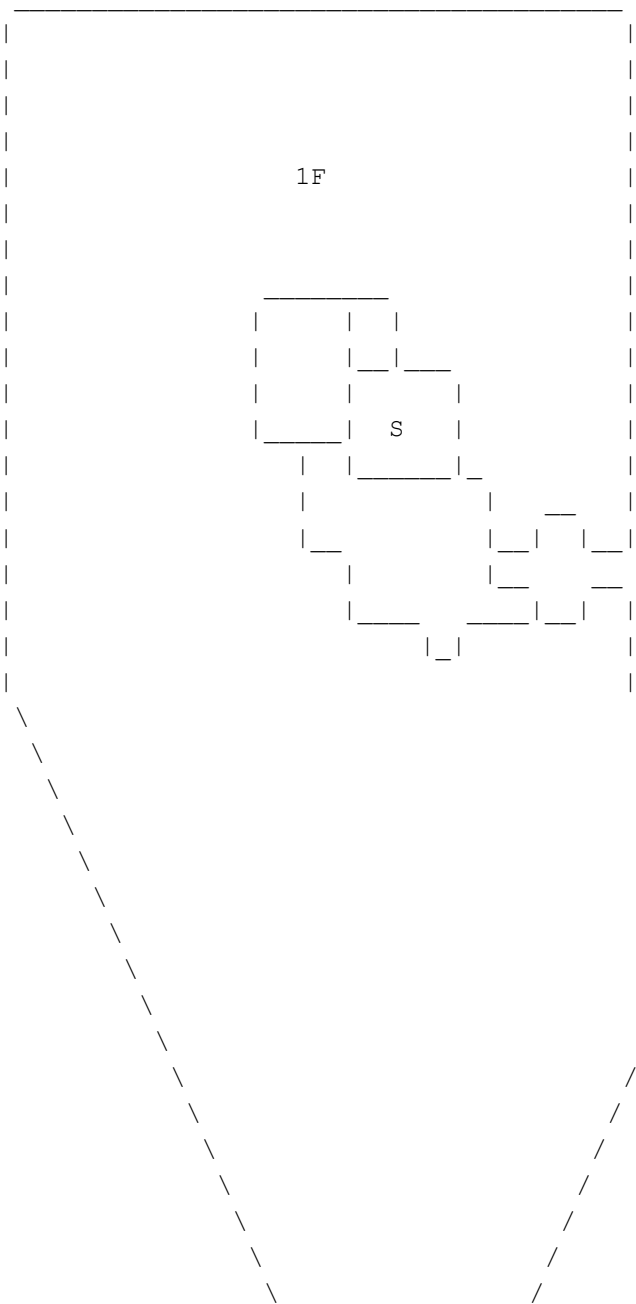
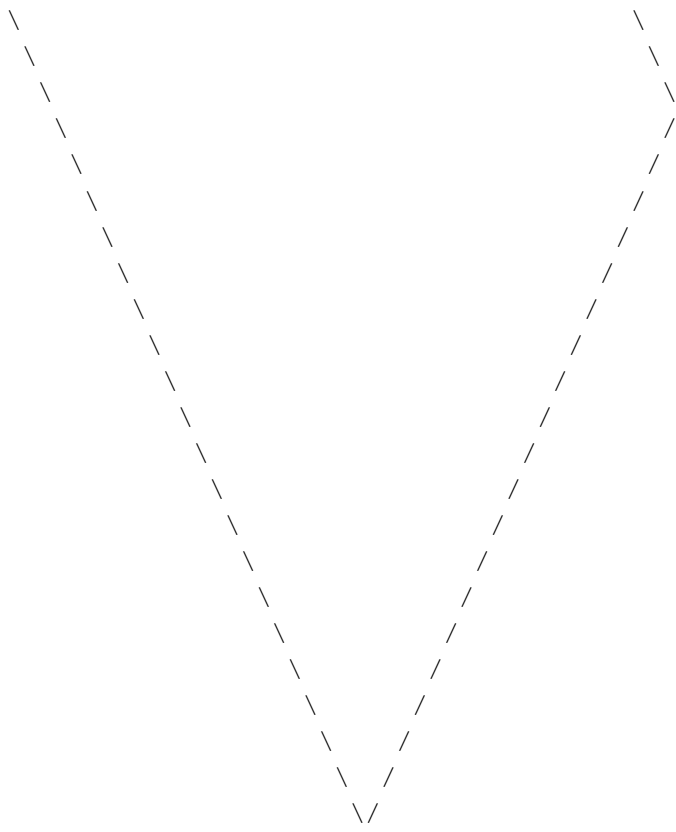
MAP # 4 : C L O C K T O W E R





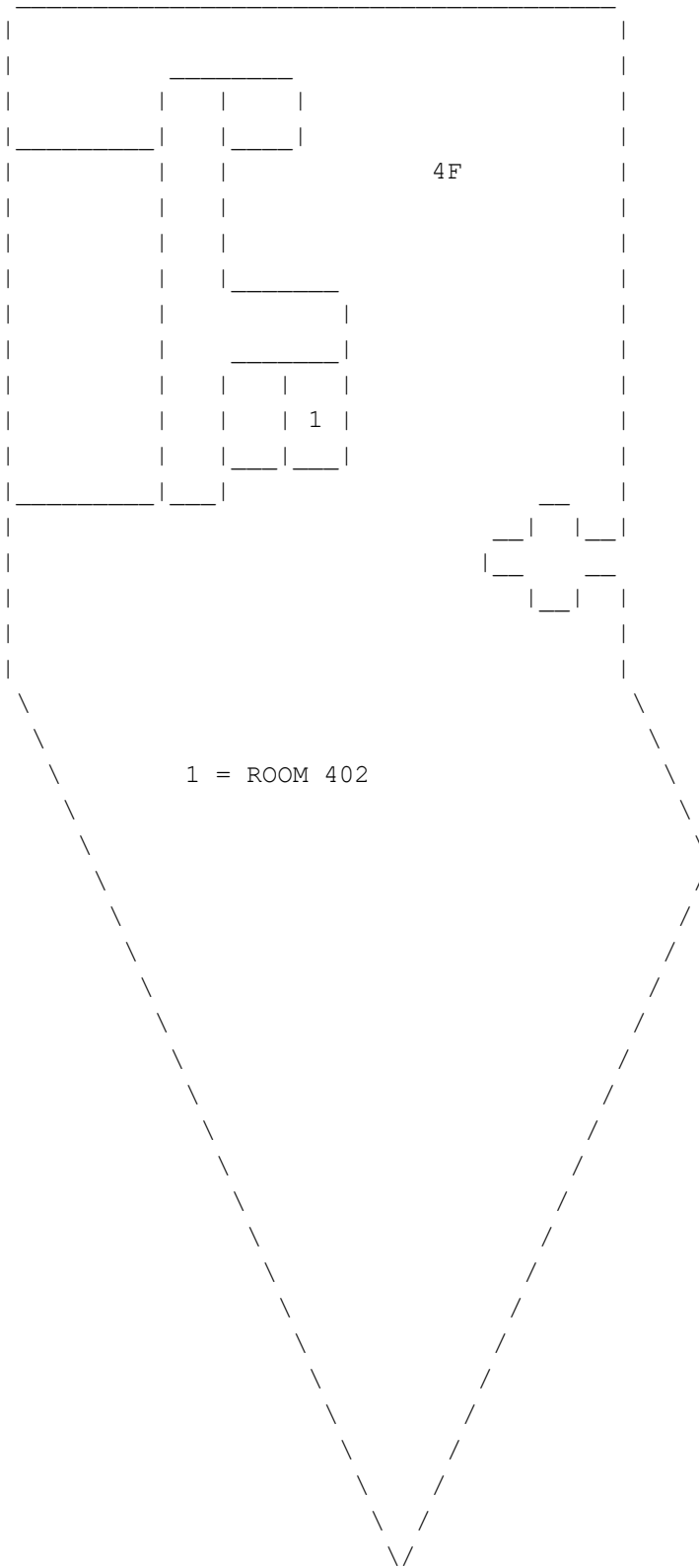
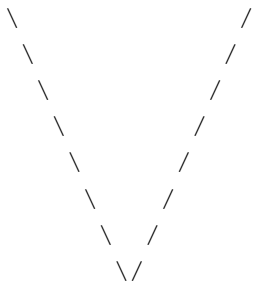
MAP # 5 : HOSPITAL



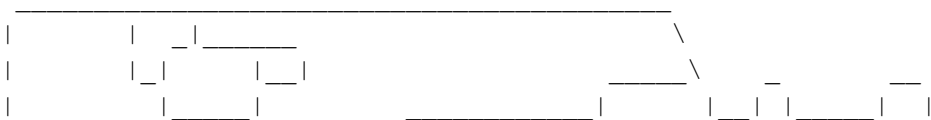


1F

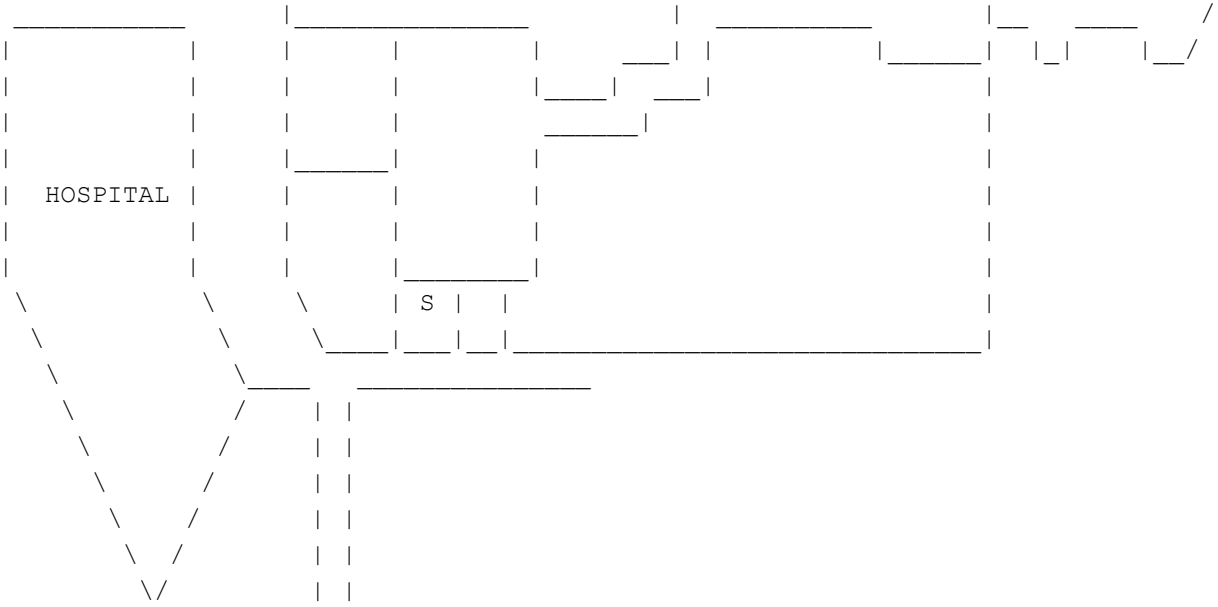
S



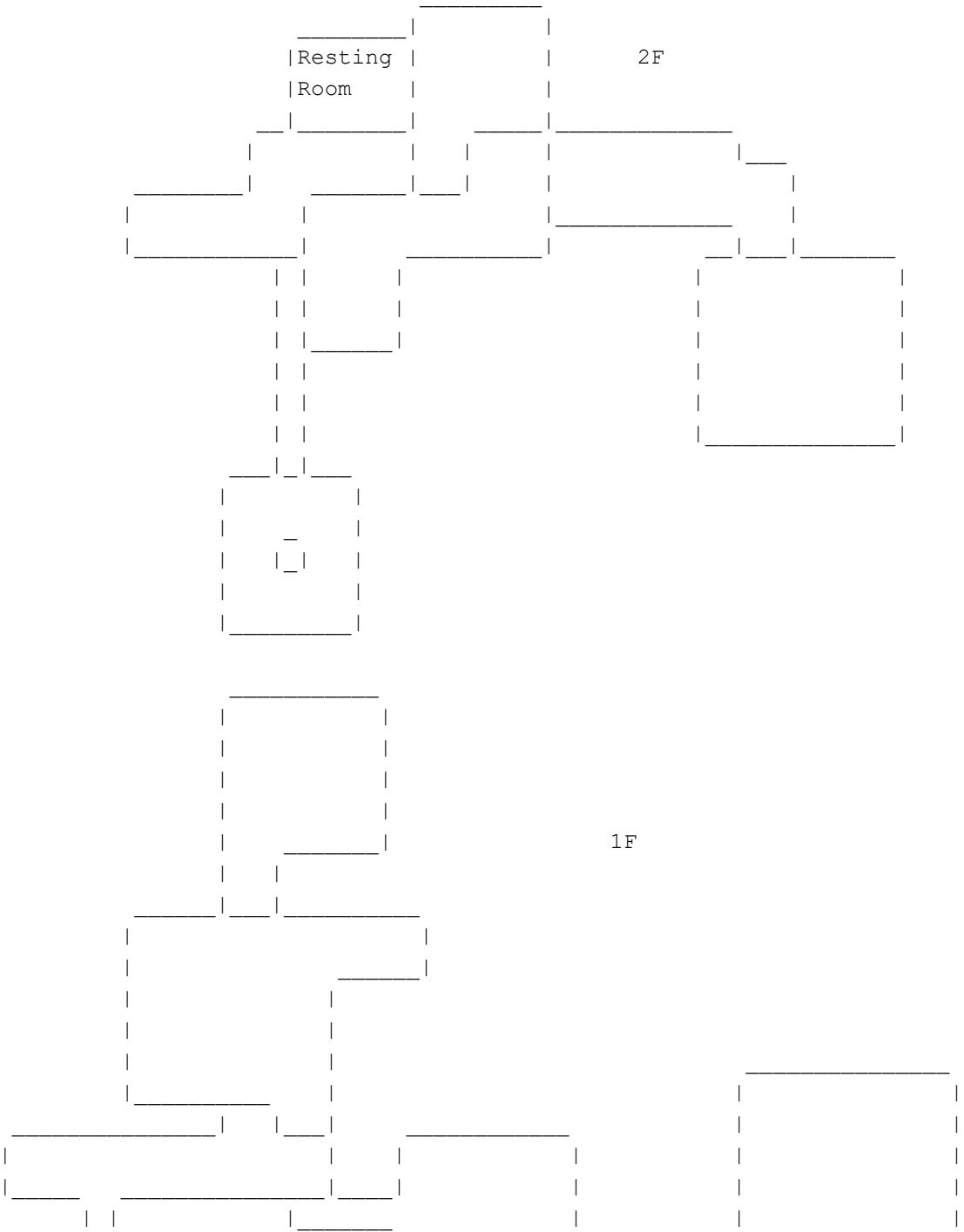
M A P # 6 : P A R K







MAP # 7 : D E A D F A C T O R Y





arrive in the warehouse. Go to the inventory chest and open it. You will find the boutique key there. You can use the boutique key to open the boutique (isn't that obvious?). Inside the boutique there are five costumes you can use. However to obtain all the costumes you must finish the game on different difficulty and different rank.

#### EPILOGUES

Finish the game on hard difficulty to receive an epilogue. There are eight of them. So, to obtain all of them, finish the game eight time.

#### THE MERCENARIES MINI-GAME

To unlock the Mercenaries mini-game, just finish the game and then save your clear data. To play the Mercenaries, load your clear data and choose the Mercenaries.

#### ENDING MESSAGE

"The Raccoon City menace has come to its ultimate conclusion. Nevertheless, as long as their insidious research continues, the terror of Umbrella Inc. shall live on forever..."

You will see that message if you have finished the game eight times (got all the epilogues).

=====

#### 10. M E R C E N A R I E S : O P E R A T I O N M A D J A C K A L

=====

In this mini game, you can play as Carlos, Nicholai, or Mikhail. You will start from the trolley (Downtown). Your objective is to arrive at the warehouse (Uptown) in one piece and with a lot of time. You will start with two minutes. You can obtain more time by killing zombies. Nemesis will also make his appearance several times. You can also obtain more time by saving the civilians scattered around Raccoon City. Everytime you save a civilian you will receive 20 seconds time bonus and an item. In order to save the civilian you must kill all the enemies in his/her location. After you kill them all, go to the civilian and press the X button.

#### A) CARLOS

Weapon : M4A1 (Assault Rifle)  
          EAGLE 6.0  
Ammo : 90 Hand Gun Bullets  
Supplies : Mixed Herb (1 Green, 1 Red, 1 Blue)  
          Mixed Herb (1 Green, 1 Red, 1 Blue)  
          Mixed Herb (1 Green, 1 Red, 1 Blue)  
Civilians :

WHO	LOCATION	ITEM
Fat Guy	Gas Station (Downtown)	60 Hand Gun Bullets
Girl	Newspaper Office 2F (Downtown)	First Aid Spray
Brad Vickers	Restaurant's basement (Downtown)	60 Hand Gun Bullets
Marvin Branagh	Sub Station (Uptown)	60 Hand Gun Bullets
Nicholai	Sales Office (Uptown)	60 Hand Gun Bullets
Mikhail	Bar (Uptown)	First Aid Spray

#### B) NICHOLAI

Weapon : SIGPRO SP2009 (Merc's Handgun)  
          Knife

Ammo : None  
 Supplies : Blue Herb  
           First Aid Spray  
           First Aid Spray  
           First Aid Spray

Civilians :

WHO	LOCATION	ITEM
Fat Guy	Gas Station (Downtown)	60 Hand Gun Bullets
Girl	Newspaper Office 2F (Downtown)	60 Hand Gun Bullets E
Brad Vickers	Restaurant's basement (Downtown)	60 Hand Gun Bullets
Marvin Branagh	Sub Station (Uptown)	60 Hand Gun Bullets
Mikhail	Sales Office (Uptown)	60 Hand Gun Bullets E
Carlos	Bar (Uptown)	60 Hand Gun Bullets

C) MIKHAIL

Weapon : Benelli M3S (Shotgun)  
           M629C (Magnum)  
           Rocket Launcher  
 Ammo : 21 Shotgun Shells  
           10 Magnum Bullets  
 Supplies : Mixed Herb (1 Green, 1 Red, 1 Blue)  
 Civilians :

WHO	LOCATION	ITEM
Fat Guy	Gas Station (Downtown)	14 Shotgun Shells
Girl	Newspaper Office 2F (Downtown)	14 Shotgun Shells
Brad Vickers	Restaurant's basement (Downtown)	12 Magnum Bullets
Marvin Branagh	Sub Station (Uptown)	First Aid Spray
Nicholai	Sales Office (Uptown)	First Aid Spray
Carlos	Bar (Uptown)	14 Shotgun Shells E

Everytime you finish this mini-game (or dead on your way there) you will be rewarded with money. With that money you can buy :

Assault Rifle : US\$ 2.000  
 Gatling Gun : US\$ 3.000  
 Rocket Launcher : US\$ 4.000  
 Infinite Ammo : US\$ 9.999

You can use that weapon in the main game. Just go to the inventory chest and you will find the weapon you have bought. And the infinite ammo is for all the weapons, not only for one weapon.

=====

11. M E R C E N A R I E S G U I D E 1

=====

by Melesio Mejia Contreras

There's no walkthrough explaining on how to get to a point here, I only provide basic guide in this section. You can choose from the three persons in the following, each with their own difficulty (BTW, these soldiers has lost their edge):

No. Person	Equipment
01. Carlos	Machine Gun (100 % bullets installed) Desert Eagle (15 bullets installed) Handgun's bullets (105) Advance Herb (3)
02. Mikhail	Rocket Launcher (8 rockets installed) Shotgun (7 shells installed) Shotgun Shells (28) Magnum (7 bullets installed) Magnum Rounds (24) Advance Herb (1)
03. Nicholai	Handgun (15 bullets installed) Knife Blue Herb (1) First Aid Spray

Note:

-Advance herb can be used to cure poison.

The Mercenaries: Operation Mad Jackal is not an easy game to be completed if you want to get a higher grade. But it is easy to be completed if you're only heading to the destination, which will give you grade D. Getting a grade is greatly depends on the amount of enemies you'd killed, and the amount of civilians you'd saved. Refer to "The Mercenaries Game" in rank/grade section for the grade information.

In order to get more incomes throughout the game, you are required to save civilians including your members (Mikhail, Carlos, and Nicholai). Killing enemies will also greatly increases the incomes. Try to kill Nemesis along the way, but I think that it is quite impossible to kill Nemesis using either Carlos or Nicholai. I would say that it is possible for Carlos but in order to finish the whole game, it is not possible as his weapon ammo is not enough (at least for me, yet). It's difficulty is almost the same as "The 'To-Fu' Survivor" in Biohazard 2.

There's a time constraint for you to save the civilians. For instance, in order to save Brad in the tunnel, you're required to arrive in the tunnel within the time limits. If you didn't fulfil this condition, Brad will die there! I had found out that it is not exactly based on the time limit but based on your progress in the game. I had notice that in order to save Brad, you're not required to arrive at the location before of 00:50:00 but based on time you'd used before arriving at the location of Brad. There is no exact time limit for saving civilians in other words. Civilians and the location of the civilians is listed in the following:

No. Person	Location
01. Fat guy	Gas station
02. Young girl	Newspaper office
03. Brad	In the tunnel below the restaurant
04. Marvin	Electrical substation
05. unknown	Sales office
06. unknown	Bar shop

Total civilian: 6

The fifth and sixth person depends on who you're controlling. It could be either Carlos, Mikhail or Nicholai. For example if you choose Mikhail, the fifth is Nicholai and the sixth is Carlos. Saving civilians will directly affect your grade and income. Once everytime you'd saved a civilian you will receive a reward such as bullets, or first aid spray.

The incomes is approximately 1000 plus if you complete the game with all the civilians saved. You will get grade A if you'd saved all the civilians and arrived to the target destination for about 01:30:00 plus. There's grade S in the mercenaries game, and it can be obtained if you save all the civilians, shot more enemies along the way (as many as you can) and complete the game.

Note:

-Please refer to "The Mercenaries Game" in rank/grade section for the grade for the mercenaries game.

#### Rank/Grade

##### The Mercenaries Game

##### Grade Condition

E	Die on the way without any civilian saved
D	Complete the game without any civilian saved
C	Complete or die on the way with at least 1 civilian saved
B	Complete or die on the way with at least 3 (or more) civilians saved
A	Complete the game with all civilians saved
S	Complete the game with all civilians saved, kill more enemies

Note:

-The mercenaries game's rank/grade above is solely based on my assumption.

=====

## 12. M E R C E N A R I E S G U I D E 2

=====

by Sean Fitzhugh (EYEMSEAN@aol.com)

Okay this faq may seem a little odd at first because you don't rescue ANY hostages. Forget all that other crap you've heard about getting the hostages they're just a waste of time. I can easily and effortlessly get \$1100+ dollars without getting a single hostage. I always use Mikhail for the mercenary's mode because he has the most ammo. Even though he only has one healing item, with a lot of practice you can find out just how far one healing item can go. I made it through the entire mercenary's mode and didn't even use the healing herb that he has. I thought that was quite an accomplishment until I made it all the way through and finished still in fine mode. Okay enough with the talk, here's the Mercenary's FAQ for Mikhail.

After that guy is done talking (you can skip it by pressing select a few times) exit the cable car. Climb up the wooden thing and kill the zombie on the right of the screen with the magnum. In the next room combo the zombies with the shotgun, then combo the other two. Next run past all the crows into the first room with an explosive barrel. Blow off the first zombie's head with the shotgun Run forward so you can see the barrel wait for all the zombies to approach it and blow 'em all up for a 72-98 second combo. Skip the gas station and head to the next room. Wait at the top of the white line for all the zombies to come close, level all of them for a 64 second combo. In the next room run around the dogs and exit (skip the restaurant). Go through the next door to find the Nemesis! Blow him up twice with the rocket launcher. Go out the DOOR not elevator (just in case you haven't caught on, we're skipping all the hostages). Shoot as many hunters as you want in the next room, just don't get hurt. In the next room

face the wall in front of you and fire the shotgun while pointing down for a combo. In the next room run past the first 2 zombies and blow up the barrel. Kill or avoid the rest of the zombies. Next you'll find a mutated Nemesis as soon he jumps off the bus hit him with a rocket. While he is down on one knee most people would just hit him with a rocket to kill him but that costs valuable money because rockets subtract money. So I've got an easy way to get the full 250 dollar reward for killing him. Hit him with a rocket FROM FAR AWAY just as he starts to stand up. If it's any earlier or later you'll kill him. Since he is still alive shoot him with the magnum to kill him sweet 2 minutes and \$250 reward. In the next room shoot the zombie with the magnum. Wait until Nemesis kills the zombie in front of him. Shoot him with rockets until he dies. In the next room avoid the drain demios. After that avoid the very slow crows in the next room. Finally another room with some action. Go straight past the barrel until you see a bunch of zombies by the exit (not the hostage door) blow them all up with the shotgun. Now those other zombies are probably near the barrel. Blow them up. In the next room kill the dogs with the magnum. After that room go left around the door in front of you, you'll come across some hunters if you're in caution use the herb kill them all. In the last room kill all the zombies. And wow you beat it after a lot of practice. My best record for the way I just told you is B 6:57 \$1261 it takes a lot of practice.

=====

13. G I F T F R O M N E M E S I S

=====

On your journey to escape from Raccoon City, you will meet Nemesis several times. Everytime you kill Nemesis, he will give you a gift. The gift you will receive is different on how much you have killed him. Here's the complete list.

# KILLS	GIFT
1	Eagle Parts A
2	Eagle Parts B
3	First Aid Box
4	M37 Parts A
5	M37 Parts B
6	First Aid Box
7	Infinite Bullets

- And now, this is where you will meet Nemesis, in order of appearance :
1. Outside the Police Office.
  2. Inside the Police Office, near the staircase.
  3. Restaurant (choose to hide in the kitchen) or Newspaper Office (choose to hide inside the office).
  4. Burning Alley or outside the Sub Station.
  5. Near the Mayor Statue.
  6. Clocktower 2F (choose to use the cord).
  7. Clocktower 1F, in the Piano Room or in the Main Hallways (depending on Nemesis location while you controlling Carlos to cure Jill).

You also will meet Nemesis somewhere else, like inside the Cable Car, or outside the Clock Tower, but he won't give you anything.

=====

14. G U N P O W D E R M I X I N G

=====

You can create various kinds of bullets by mixing the different Gun Powders. There are 13 different kinds of Gun Powders in all.

TYPE	ORIGIN	RESULTS
A	A	Hand Gun Bullets
AA	A + A	Hand Gun Bullets
AC	A + (A+B)	Flame Rounds
AAA	A + A + A	Hand Gun Bullets
AAB	A + A + B	Shotgun Shells
B	B	Shotgun Shells
BB	B + B	Shotgun Shells
BC	B + (A+B)	Acid Rounds
BBA	B + B + A	Hand Gun Bullets
BBB	B + B + B	Shotgun Shells
C	(A+B)	Grenade Rounds
CC	(A+B) + (A+B)	Freeze Rounds
CCC	(A+B) + (A+B) + (A+B)	Magnum Bullets

To made the enhanced version of Hand Gun Bullets or Shotgun Shells, just made that ammo for seven times. The eight attempts to made that ammo, you can make the enhanced version of that ammo. However, there is no enhanced version of Grenade Rounds. But I still don't know if there's any enhanced version of Magnum Bullets because I can't find enough Gun Powder A and Gun Powder B to make eight CCC type of Gun Powder. But I guess there is no enhanced Magnum Bullets.

=====

15. WEAPONS LIST

=====

Assault Rifle	M4A1 assault rifle. It uses 5.56 m NATO rounds.
EAGLE 6.0	STI EAGLE 6.0. A custom made gun for competitions. It uses 9mm parabellum rounds.
Gatling Gun	A powerful weapon that enables you to scatter bullets with single trigger action.
Grenade Launcher	Hk-p Grenade Launcher. A small size grenade launcher developed for police use. It is loaded with burst rounds.
Hand Gun	M92F Custom. A custom handgun made for S.T.A.R.S. It uses 9mm parabellum rounds.
Knife	Dagger knife for self-defense.
Magnum	S&W M629C. A large stainless steel revolver. A classic type equipped with weights to reduce the recoil. It uses .44 Magnum bullets.
Merc's Handgun	SIGPRO SP2009. It's mainly made of plastic and is very light. It uses 9mm parabellum rounds.
Mine Thrower E	A mine thrower loaded with special bullets that have auto-trace feature.



Rocket Launcher	M66 Rocket Launcher. An old but powerful weapon.
Shotgun	Benelli M3S. An easy to carry sawed-off shoutgun. It uses 12 gauge shot shells.
Western Custom	Western Custom M37. Equipped without special reload system and is effective for close range battle. It uses 12 gauge shot shells.

=====

16. A M M O L I S T

=====

Acid Rounds	Grenade Acid Rounds. Special bullets whose warhead is filled with anti-creature sulfuric acid. Used for Hk-p Grenade Launcher.
Assault Rifle Bullets	5.56mm NATO rounds. Army bullets for the assault rifle. Used for M4A1.
Flame Rounds	Grenade Flame Rounds. Special bullets whose warhead is filled with powerful napalm gel. Used for Hk-p Grenade Launcher.
Freeze Rounds	Grenade Freeze Rounds. Special bullets whose warhead is filled with ultra low temperature liquid nitrogen. Used for Hk-p Grenade Launcher.
Grenade Rounds	Grenade Burst Rounds. Standard bullets that scatter fragments when they hit the target. Used for Hk-p Grenade Launcher.
Hand Gun Bullets	9 x 19 parabellum rounds. Used for either the M92F Custom or the SIGPRO.
Hand Gun Bullets E	9mm parabellum rounds added with powerful powder created with the Reloading Tool. Used for either the M92F or the SIGPRO.
Infinite Bullets	When combined with a weapon, an unlimited number of bullets become available.
Magnum Bullets	.44 Magnum rounds. Powerful bullets for the revolver. Used for S&W M629C.
Mine Thrower Rounds	Special bullets that burst if anyone other than the user approaches, thanks to the equipped sensor. Used for Mine Thrower.
Shotgun Shells	Shot Shells. Used for Benelli M3S.
Shotgun Shells E	12 gauge shot shells added with powerful powder created with the Reloading Tool. Used for Benelli M3S.

=====

17. SUPPLIES LIST

Blue Herb	A rare herb that can neutralize poison. Several herbs can be mixed to enhance their effect.
First Aid Spray	This will completely restore your vitality.
First Aid Box	It can hold up to 3 First Aid Sprays.
Green Herb	A rare herb that can restore your vitality. Several herbs can be mixed to enhance their effect.
Gun Powder A	One of the items used for making ammunition. It can be combined with the Reloading Tool or the Grenade Rounds.
Gun Powder B	One of the items used for making ammunition. It can be combined with the Reloading Tool or the Grenade Rounds.
Gun Powder C	One of the items used for making ammunition. It can be combined with the Reloading Tool or the Grenade Rounds.
Ink Ribbon	I could save my progress with this if I use it with a typewriter.
Red Herb	A rare herb that can enhance the effect of green herb. Several herbs can be mixed to enhance their effect.

18. ITEM LIST

Amber Ball	A ball made of amber.
Backdoor Key	A small key with a tag attached to it. It says "Backdoor" on the tag.
Battery	An old style battery. It seems to be as powerful as a modern one.
Bezel Key	It's a key ornamented with a clock part.
Blue Gem	A Sapphire shining in blue.
Book of Wisdom	A bronze - made book - shaped object. It says "Given Knowledge" on it.
Boutique Key	It's a key for an uptown boutique.
Bronze Book	A bronze - made book - shaped object. It says "Given Knowledge" on it.
Bronze Compass	A bronze - made compass. It says "Future in My Hand" on it.
Card Case	A card of some kind is inside the card case.

Card Key	It is used for the card reader at the disposal facility.
Chronos Chain	A chain made to adore a god of time. There's a small screw hole near the ornament.
Chronos Gear	A gear designed after a god of time.
Chronos Key	It's a key designed to adore a god of time.
Clock Tower Key	It's a key ornamented with a clock part.
Clock Tower Key	It's a key ornamented with a clock part. It has a screw shaped ornament to put around shaped object.
Crank	A square-edged crank.
Crystal Ball	A ball made of crystal.
Emblem Key	S.T.A.R.S. emblem is engraved on it.
Emerald	An Emerald shining in green.
Empty Lighter	It has no oil left and cannot be used by itself.
Facility Key	A plastic card engraved with an ID is attached to it. It seems to be coated with some kind of special painting.
Fire Hook	Its edge is in the shape of a hook. It must be used to hook something.
Fire Hose	A hose to be connected to a fire hydrant.
Fuse	A fuse for the high power supply to be used for large size machinery.
Future Compass	A bronze - made compass. It says "Future in My Hand" on it.
Gold Gear	A beautiful gear made of gold.
Graveyard Key	It's a key give from a mercenary. It says "Raccoon Park Graveyard".
Green Gem	An Emerald shining in green.
Iron Pipe	An iron pipe for gaspiping. It's tough and long enough to be used as a pry.
Lighter	An oil lighter.
Lighter Oil	It's a fuel for a lighter.
Lockpick	I can unlock the simple locks with this.
Machine Oil	Oil for small machines. It can't be used for the large size machinery by itself.
Main Gate Key	It's a key for the main gate of the Raccoon Park.
Medium Base	Material used to create the cultivation medium needed

	for the vaccine creation. It creates the vaccine cultivation medium combined with several chemicals.
Mixed Oil	Oil mixed with the oil additive. It can be used for the power source of the large size machinery.
Obsidian Ball	A ball made of obsidian.
Oil Additive	Adding this to the machine oil turns it into the ideal oil for use with large size machinery.
Park Key	A small key with an iron ring attached to it. It says "Rear Gate" on the ring.
Park Key	It's a key for the main gate of the Raccoon Park.
Park Key	It's a key give from a mercenary. It says "Raccoon Park Graveyard".
Power Cable	A large capacity power cable for use with large machinery.
Rear Gate Key	A small key with an iron ring attached to it. It says "Rear Gate" on the ring.
Rust Hex Crank	A hex-edged crank. Its grip is heavily rusted.
Rusted Crank	A hex-edged crank. Its grip is heavily rusted.
Sapphire	A Sapphire shining in blue.
Sickroom Key	It seems to be a key for the sickroom. Its tag says "402".
Silver Gear	A beautiful gear made of silver.
S.T.A.R.S. Card	An ID Card for S.T.A.R.S. with Brad's picture on it.
S.T.A.R.S. Card	An ID Card for S.T.A.R.S. with Jill's picture on it.
S.T.A.R.S. Key	S.T.A.R.S. emblem is engraved on it.
Square Crank	A square-edged crank.
System Disk	It seems to be a system disk used to release the treatment room lock.
Tape Recorder	A portable tape recorder. A patient's diagnosis is recorded onto here.
Vaccine	Vaccine that is effective against the virus infection.
Vaccine Base	Core material used to create the vaccine. It needs to be mixed with the vaccine medium.
Vaccine Medium	Cultivation medium used to make vaccine. It needs to be mixed with the vaccine base to create the vaccine.
Warehouse Key	A small key with a tag attached to it. It says "Backdoor" on the tag.

Water Sample	Sample from the treated drainage of this factory. It shows it has passed the water pollution test.
Winder Key	It's a key ornamented with a clock part. It has a screw shaped ornament to put around shaped object.
Wrench	An instrument to wrench hex-shaped objects or bolts.

=====

19. L O S T A N D F O U N D

=====

I made this section for those of you that already play the game and now you want to play it again but you stuck somewhere because you don't find the proper key or card. So rather you read all my walkthrough, it's better for you read this section. I hope this section is useful for someone out there.

NAME	LOCATION
Amber Ball	Clock Puzzle Room (Clock Tower 1F)
Battery	Mayor Statue (Downtown)
Blue Gem (Sapphire)	Evidence Room (Police Station 1F)
Boutique Key	See "Endings" section
Bronze Book (Book of Wisdom)	Mayor Statue (Downtown)
Bronze Compass (Future Compass)	Fountain near the Restaurant (Downtown)
Card Case	Brad Vickers' body (Police Station)
Card Key	Disposal Area (Dead Factory 2F)
Chronos Chain	Machine Room (Clock Tower 3F)
Chronos Gear	Combine Gold Gear with Silver Gear
Chronos Key	Combine Chronos Chain with Winder Key
Clock Tower Key (Bezel Key)	Chapel / south from Living Room (Clock Tower 1F)
Clock Tower Key (Winder Key)	Chapel / south from Living Room (Clock Tower 1F)
Crank (Square Crank)	Outside the Sales Office (Uptown)
Crystal Ball	Clock Puzzle Room (Clock Tower 1F)
Emblem Key (S.T.A.R.S. Key)	Evidence Room (Police Station 1F)
Empty Lighter	Bar (Uptown)
Facility Key	Resting Room (Dead Factory 2F)
Fire Hook	Restaurant (Downtown)
Fire Hose	Straight Alley (Uptown)
Fuse	Sub Station (Downtown)
Gold Gear	Clock Puzzle Room (Clock Tower 1F)
Green Gem (Emerald)	Restaurant's Basement or Newspaper Office
Iron Pipe	Graveyard's house (Park)
Lighter	Combine Lighter with Lighter Oil
Lighter Oil	Basement Room (Uptown)
Lockpick	S.T.A.R.S. Office (Police Station 2F)
Machine Oil	Gas Station (Downtown)
Medium Base	Laboratory (Hospital B3)
Mixed Oil	Combine Machine Oil with Oil Additive
Obsidian Ball	Clock Puzzle Room (Clock Tower 1F)
Oil Additive	Sales Office (Uptown)
Park Key (Graveyard Key)	Mercenary's body (Park)
Park Key (Main Gate Key)	Small room (Outside Park)
Park Key (Rear Gate Key)	Graveyard's secret room (Park)

Power Cable	Parking Lot (Downtown)	
Rusted Crank (Rust Hex Crank)	SaveGame Room near Restaurant (Downtown)	
Sickroom Key	Storage Room (Hospital 4F)	
Silver Gear	Machine Room (Clock Tower 3F)	
S.T.A.R.S. Card (Brad's)	Brad Vickers' body (Police Station)	
S.T.A.R.S. Card (Jill's)	Briefing Room (Police Station 1F)	
System Disk	Room with elevator (Dead Factory 2F)	
Tape Recorder	Office (Hospital 1F)	
Vaccine	Combine Vaccine Base with Vaccine Medium	
Vaccine Base	Room next to Room 402 (Hospital 4F)	
Vaccine Medium	Solve puzzle at Laboratory (Hospital B3)	
Water Sample	Monitor Room (Dead Factory 1F)	
Warehouse Key (Backdoor Key)	Warehouse 2F (Uptown)	
Wrench	Trolley (Downtown)	

=====

20. I T E M U S A G E

=====

NAME	WHAT FOR	
Amber Ball	To solve the puzzle at Clock Puzzle Room (Clock Tower 1F)	
Battery	To activate the elevator to the Sub Station (Downtown)	
Blue Gem (Sapphire)	To open the gate to Raccoon City Hall (Downtown)	
Boutique Key	To open the boutique (Uptown)	
Bronze Book (Book of Wisdom)	Manipulate the pool so you can take the Bronze Compass (Downtown)	
Bronze Compass (Future Compass)	Set in the Mayor's Statue to receive the Battery (Downtown)	
Card Case	Check it to receive Brad's S.T.A.R.S. Card (Police Station)	
Card Key	To open several locks in the Dead Factory	
Chronos Chain	Combine it with Bezel Key to make Chronos Key	
Chronos Gear	To ring the bell at Clock Tower (Clock Tower 3F)	
Chronos Key	To open the north door from the Library (Clock Tower 1F)	
Clock Tower Key (Bezel Key)	To lower the ladder to the third floor (Clock Tower 2F)	
Clock Tower Key (Winder Key)	Combine it with Chronos Chain to make Chronos Key	

Crank (Square Crank)	To open the shutter on the alley behind the bar (Uptown)
Crystal Ball	To solve the puzzle at Clock Puzzle Room (Clock Tower 1F)
Emblem Key (S.T.A.R.S. Key)	To open the S.T.A.R.S. Office (Police Station 2F)
Empty Lighter	Combine with Lighter Oil
Facility Key	To open the steel door containing the Rocket Launcher (Dead Factory 1F)
Fire Hook	To open the manhole in the restaurant (Downtown)
Fire Hose	To extinguish the fire in the burning alley (Uptown)
Fuse	To fixed the engine of the Cable Car (Downtown)
Gold Gear	Combine with Silver Gear to make the Chronos Gear
Green Gem (Emerald)	To open the gate to Raccoon City Hall (Downtown)
Iron Pipe	To destroy the fireplace in the Graveyard house (Park)
Lighter	To burn the rope (Uptown) and to burn the woods in the fireplace (Park)
Lighter Oil	Combine with Lighter
Lockpick	To open several simple locks
Machine Oil	Combine with Oil Additive to make the Mixed Oil
Medium Base	Set in the machine inside the laboratory to make the Vaccine Medium (Hospital B3)
Mixed Oil	To fixed the engine of the Cable Car (Downtown)
Obsidian Ball	To solve the puzzle at Clock Puzzle Room (Clock Tower 1F)
Oil Additive	Combine with Machine Oil
Park Key (Graveyard Key)	To open the house at the graveyard (Park)
Park Key (Main Gate Key)	To open the main gate of the Park (Park)
Park Key (Rear Gate Key)	To open the rear gate of the Park (Park)

Power Cable	To fixedthe engine of the Cable Car	
	(Downtown)	
Rusted Crank (Rust Hex Crank)	To open the shutter at the Gas Station	
	(Downtown)	
Sickroom Key	To open the Room 402 (Hospital 4F)	
Silver Gear	Combine with Gold Gear to make the Chronos	
	Key	
S.T.A.R.S. Card (Brad's)	To operate the computer (Police Station1F)	
S.T.A.R.S. Card (Jill's)	To operate the computer (Police Station1F)	
System Disk	To open the door of the disposal area	
	(Dead Factory 2F)	
Tape Recorder	To manipulate the microphone (Hospital 1F)	
Vaccine	To cure Jill at the Chapel (Clock Tower1F)	
Vaccine Base	Combine with Vaccine Medium to make the	
	Vaccine	
Vaccine Medium	Combine with Vaccine Base to make the	
	Vaccine	
Water Sample	To operate the water quality check device	
	(Dead Factory 1F)	
Warehouse Key (Backdoor Key)	To open the door of the warehouse (Uptown)	
Wrench	To open the shutter on the Gas Station	
	(Downtown) and to open the bolt of the	
	hose (Uptown)	

=====

21. I N K R I B B O N L O C A T I O N

=====

This is the place where I found the ink ribbon. If I missed a place, please tell me. My e-mail address is arunraya@centrin.net.id

01. Warehouse 2F (Uptown)
02. Garbage in the alley behind the Bar (Uptown)
03. Briefing Room (Police Station 1F)
04. Dark Room (Police Station 1F)
05. Parking Lot SaveGame Room (Downtown)
06. Newspaper Office 1F (Downtown)
07. Sales Office (Uptown)
08. Library (Clock Tower 1F)
09. Machine Room (Clock Tower 3F)
10. Hospital 1F
11. Small room outside the park (Park)
12. Graveyard's secret room (Park)
13. Monitor Room (Dead Factory 1F)
14. Resting Room (Dead Factory 2F)



=====

22. F I L E S L O C A T I O N

=====

If you have managed to collect all 30 files in order, then you will receive the Jill's Diary. It will be replace the Game Instructions A.

FILE NAME	LOCATION
Game Instructions A	In your inventory
Game Instructions B	In your inventory
Clock Tower Postcard	Bar (Uptown)
Photo A	Go south from the burning alley (Uptown)
Marvin's Report	Office (Police Station 1F)
David's Memo	Dark Room (Police Station 1F)
Fax from Kendo Gun Shop	S.T.A.R.S. Office (Police Station 2F)
Mercenary's Diary	Alley with barrel and mercenary's body (Uptown)
City Guide	Restaurant (Downtown)
Photo B	Newspaper Office entrance (Downtown)
Photo C	Newspaper Office 2F (Downtown)
Reporter's Memo	Newspaper Office 2F (Downtown)
Mechanic's Memo	Trolley (Downtown)
Manager's Report	Sales Office (Uptown)
Business Fax	Sales Office (Uptown)
Dario's Memo	Warehouse (Uptown)
Operation Instruction	Clock Tower Main Hall (Clock Tower 1F)
Art Picture Postcard	Library (Clock Tower 1F)
Mercenary's Pocketbook	Clock Puzzle Room (Clock Tower 1F)
Director's Diary	Office (Hospital 1F)
Photo D	Storage Room (Hospital 4F)
Medical Instruction Manual	Laboratory (Hospital B3)
Photo E	Small Room (outside the Park)
Written Order to the Supervisor	From the park, take the right path and keep following the path until you see a mercenary's body then check it (Park)
Supervisor's Report	Graveyard's secret room (Park)
Fax from the H.Q.	Graveyard's secret room (Park)
Manager's Diary	Resting Room (Dead Factory 2F)
Security Manual	Monitor Room (Dead Factory 1F)
Incenerator Manual	From the control room go down the ladder, its next to the ladder (Dead Factory 1F)
Classified Photo File	Parking Lot, the area before the Rail Gun Room (Dead Factory 1F)

=====

23. D I F F E R E N C E B E T W E E N E A S Y A N D H A R D

=====

EASY MODE	HARD MODE
Start with : Assault Rifle (100%) First Aid Box (3)	Start with : Hand Gun (15)
Inventory chest : Ink Ribbon (Inf)	Inventory chest : Knife

Magnum (6)	
24 Magnum Bullets	
Shotgun (7)	
56 Shotgun Shells	
Hand Gun (15)	
250 HandGun Bullets	
AR Bullets (100%)	
AR Bullets (100%)	
Knife	
Start with 10 slots	Start with 8 slots
Infinite Ink Ribbon	Limited Ink Ribbon
If you kill Nemesis you will get nothing	If you kill Nemesis you will get an item.
The timer in hospital is 20 seconds	The timer in hospital is 5 seconds
No grade/rank	Receive grade/rank
No epilogues	Receive epilogues

=====  
24. F I L E S  
=====

01. GAME INSTRUCTIONS A

We hope you improve your chances to survive!

(Shooting Objects)

You may get different reactions from shooting objects, such as oil drums and bombs.

\* Press the R2 button to aim directly at these objects.

(Quick Turn)

You can perform quick 180 degrees turns.

\* Press the Run button while retreating.

(Emergency Escape)

When you're trapped by enemies, you can push them away to escape.

\* Press the Directional buttons, Action button, Cancel button, Run button, R1, R2 and L1 buttons rapidly.

(Emergency Dodging)

Just before an enemy attacks, you can perform a dodge move to evade it!

\* Press the R1 or R2 buttons.

\* Press the Action button while aiming.

(Getting on/off an Object)

You can get on or off certain objects that appear in the game.

\* Press the Action button while you are moving forward to the edge of an object that you wish to get on or off.

(Map)

Press the L2 button to view the map.

\* You can zoom in or out of the map by pressing the Action button.

\* While the map is zoomed in, use the Directional buttons to move the screen.

\* Press the Select button to switch between maps.

(Live Selection)

At certain points in the game, the screen fades into B&W. At these points, you will be prompted to choose between two different options.

\* Use the Directional buttons to move between the options and use the Action button to make your decision.

(Event Cancel)

It is possible to skip certain scenes.

\* Press the Select button to skip these scenes.

## 02. GAME INSTRUCTIONS B

(Ammunition Creation System0

To create various ammunition, you need to use the "Reloading Tool" and "Gun Powder."

(Reloading Tool)

This is a necessary item if you want to create different types of ammunition. By combining the Gun Powder and Reloading Tool, various type of ammunition will be created.

(Gun Powder)

Mix materials to create various types of amunition. There are three type of basic Gun Powders : A, B and C. Please note that Gun Powder C is created by mixing A and B types.

(How to Mix Gun Powders)

You can create various kinds of bullets by mixing the different Gun Powders. There are 13 different kinds of Gun Powders in all.

(Example of Gun Powders)

A : Hand Gun Bullets  
B : Shotgun Shells  
C : Grenade Rounds  
A + C : Grenade Flame Rounds  
B + C : Grenade Acid Rounds  
C + C : Grenade Freeze Rounds  
C + C + C : Magnum Bullets

(Mixing Gun Powder with Grenade Rounds)

If you combine a certain type of Gun Powder with Grenade Rounds, special types of Grenade Rounds will be created.

(Mixing Level Improvement)

If you repeatedly create the same kind of ammunition, your skill will be improved, and you will be able to create more powerful ammunition.

## 03. CLOCK TOWER POSTCARD

A picture postcard of a clock tower.

The following explanation is printed on the backside : "A landmark spot : Saint Michael Clock Tower."

## 04. PHOTO A

The policeman are pressing forward.

It's dated "September 27"

## 05. MARVIN'S REPORT

"Report"

September 24th

There are reports of a theft in the municipal building before dawn. A jewel decorated clock at the main gate was damaged. Two of twelve gems that are installed on the face of the clock are missing.

Due to lack of available officers at this time, I have no choice but to suspend the research of this case.

Signed,

Marvin Branagh

"Report"

September 26th

Based upon an autopsy report of a 42 year old restaurant owner, I have discovered that he has one of the missing gems.

He apparently took shelter in the police department at about 10 am, where he was shot to death within 10 minutes of having developed the symptoms.

Since the city is currently under martial law, we are forced to suspend

this case. At this time, we'll keep the gem as evidence.

Signed,

Marvin Branagh

06. DAVID'S MEMO

My sanity is at its end... I still can't believe this is happening. We lost another man yesterday. Meyer; one of our better marksmen. He saw me panic once we were overrun by the zombies but he came back to save me.

But when the time to return the debt, I ran. I can still hear him calling out my name. I can still hear the screams coming from behind. The sound of his flesh being stripped from its bones. I was afraid... terrified...

It's the 27th. The fight to stay alive continues. I took out several zombies who managed to break through the barricades. Now I'm cutting through the chill with whisky, unloading my Mossberg on anything undead. That shotguns become a close friend of mine. I've blasted many a zombie into fertilizer with it.

We've lost 13 men as of yesterday. In 3 hours, we'll bicker over trivial things in the meeting room. It's a total waste of time. When I finish this bottle, my old friend Mossberg will be turning one last body into fertilizer.

Peace at last.

I can hardly wait...

07. FAX FROM KENDO GUN SHOP

To the boys of S.T.A.R.S.,

I have some good news for you from my brother Joe. He has finalized the new hand-gun for official use. It's the M92F S.T.A.R.S. Special, but he call it the "Samurai Edge." It's the most balanced of the Kendo custom guns. Joe said, if you miss the targets with this, you should carry a teething ring instead of a gun in your holster.

The goods will be delivered along with their proper documentation. I'm sure you'll be surprised when you see what kind of excellent parts are used for the M92F. I know that you'll want to thank the good people who developed it.

Sincerely,

Robert Kendo

Kendo Gun Shop

08. MERCENARY'S DIARY

September 1st

Following six months of intensive training, my body's edge had returned.

I was a good soldier, but they ordered my execution with no reason given. I was tortured and forced to give a false confession.

But on the morning of my execution, a miracle happened. The company had helped me out, giving me a second lease on life.

September 15th

I ended my vacation short and returned to the HQ office. It looks like my IBCS unit's been called into action. Umbrella maintains its own paramilitary unit to counter corporate terrorism and V.I.P. abduction. In addition, they have nightmen who specialize in handling problems caused by illegal products.

I'm currently a member of the latter.

September 28th

Dawn's here, but we're still slogging through this nightmare. There are no provisions of any kind here. The undead walk the streets feeding upon the flesh of the living.

Given the choice again, I would rather have been executed. Death row was a heavenly asylum compared to this place.

I've chosen to pull the trigger myself, in the hope that my dead body won't come back to life.

09. CITY GUIDE

City Guide

The Tracks of Our City

Dear citizens,

Thanks to kind and generous people of Umbrella Inc., this is a peaceful and friendly city. The vast donations from Umbrella Inc., have been used for welfare work, the construction of public utilities, and to help maintain public peace.

In 1992, it was my fifth year as mayor of our beautiful city. It was then that through many donations and hard work our city was able to rebuild the municipal building, create a state of the art hospital.

In honor of these fine accomplishment, I was awarded with a grand statue that same year. The statue rests in the municipal building.

I came to this city as an engineer more than 35 years ago. I made contributions to the electric systems, and to the installation of the cable car. I pledge to follow the tradition of this fine city and will devote my life to its prosperity.

The mayor of the city  
Michael Warren

10. PHOTO B

A close-up shot of a zombie.

It says, "SCOOP!" on the backside.

11. PHOTO C

The police have been destroyed.

12. REPORTER'S MEMO

At last I have found the evidence I need to prove that the "cannibal disease" is indeed happening in this city.

One man actually ate people to death. He was like a savage animal tearing away a new flesh. It was completely disgusting. I have heard rumors that many people are also suffering from this disease now. However, the causes of the disease is not yet known. Is this another mystery of the present disease? I will have to check on it...

They have placed Raccoon City under martial law because of the cannibal disease. I have lost contact with the media outside of the city, but I won't keep my eyes shut and walk away. I have a duty to the people and my profession. I don't think the disease has spread nationwide yet. I believe that this city holds the key to its creation and cure. In fact, I'm sure of it.

The military has setup blockades around the city to keep people from escaping and spreading the disease. Most of the citizens have either died or have come in contact with the disease. I know that it is the right decision to quarantine the city, but I can't help but pity myself. If I am infected or eaten, it doesn't matter. My fate is already sealed. All I have left is my journalism. I won't give up until I solve the mystery of this deadly disease. I have just discovered that the disease is not spread through the air, but by some other means.

13. MECHANIC'S MEMO

I know that you're intimidated by your new job Kevin, so let me tell you how to make sure that you and your trains get along just fine. You see, these carriages were made in 1968, and then imported from Europe. Sometimes they get rickety, but they still work because they are simple, stubborn, and strong. We can always depend on them. If they have a bad day and are malfunctioning, you'll need to take a good look at their circuits for any trouble. Once you discover what's wrong, you'll be able to fix it easily.

I'm sure that you'll be able to avoid those nasty little malfunctions if

you check the parts every day. These old trains will surely have problem if you don't remember to check them out. Just remember that if you need to replace anything, you have to choose a suitable part. When I say suitable, I mean that even if you can't find another original part, you'd better find something that works good enough. Even with regard to oil, you must always prepare good quality oil for these trains.  
Never forget kevin that a man may betray others, but a machine won't.

#### 14. MANAGER'S REPORT

Before you begin your new position, please allow me to give you some advice. Some of the medicine in the storage room are unstable and their quality will deteriorate under changing temperatures or humidity. Therefore, you must remember to keep the temperature the same in the storage room at all times. You should personally check it everyday. Although the computer checks it around the clock, a machine is not perfect. Try and remeber that a machine is no more than a tool to be used by people. You must check all personnel coming and going to the storage room. Many dangerous drugs are stored there, if any of them are missing you have a serious problem on your hands. The door to the storage room is always locked, but when you let personnel into it, you will beed to have them hand in their documents. And above all else, remember that if you find anything suspicious, contact your boss immediately.

If you forget the password to lock the door, try and remember that it is a word that everyone is familiar with. Don't forget that once a new product is shipped, the password will be updated again. You can always enter the password from the terminal of the PC for administration.

#### 15. BUSINESS FAX

##### "Order Sheet"

The liquid medicine named VT-J98 is suitable to cultivate the NE-T type virus. Therefore, we will need to order additional quantities of it.

U.E. Sixth Laboratory

#### 16. DARIO'S MEMO

I can't help but wonder if anyone will read these words, but writing them will help me maintain my sanity if nothing else.

After I've become a meal for those undead monsters, will the G.I.s responsible for sealing off the town laugh upon discovering my corpse?

So is this how it's supposed to end? I don't want to die. I'm just not ready...

My wife, daughter, mother... My entire family has been killed. But none of that matters anymore. Right now, my life is the only important thing. That's all that matters.

I never would have pictures my end to be like this. I had so much left to do. Rather than becoming a salesman, I should have tried my hand at being a novelist. It's what I've always wanted, but my mother would only tell me you have a long way to go.

Why did I ever listen to her? But this looks like the end for the great Dario Rosso, novelist extraordinaire. Cut down before his prime...

#### 17. OPERATION INSTRUCTION

Order for UBCS Echo Team :

Wipe out the downtown area of the infestation and then evacuate the remaining citizens to the clock tower. Among the civilians, remember to give priority to the employees of Umbrella's affiliates. Remember to stay alert because the infected have a high endurance rate and will strike without hesitation.

Evacuation Procedure :

1. Once the mission is complete, or when it becomes too impossible to accomplish, evacuate immediately.

2. We'll deploy a helicopter that is waiting in the suburbs, to the yard in front of the clock tower.
3. When you are ready for evacuation, ring the bell of the clock tower to signal the helicopter.

18. ART PICTURE POSTCARD

A picture postcard of antique clocks.

The following verse is printed "Give your soul to the goddess. Put your hands together to pray before her."

19. MERCENARY'S POCKETBOOK

September 26th

It's only been there hours since the mission started, but the team is down to me and Campbell. The number of the zombies is far greater than we expected. There is no hope left for this city. We have already injected the antibody for the virus, but I'm not sure that it will work. I don't know if I will survive...

September 27th

We managed to reach the clock tower. Out of desperation we robbed some wounded members of their weapons and used the surviving citizens as decoys. We were taught to do this in order to survive in the battlefield, but I never enjoyed it.

However, a girl showed up at the clock tower before me. She is one of the survivors. She looks just like my sister before she starved to death...

September 28th

I wanted to evacuate as soon as possible, but the girl didn't. Her father insisted that he wouldn't leave the city. Where his beloved wife rests in peace. I really wanted to save the girl, but Campbell said, "All I care about is our lives." That's how I felt before, but now...

The clock tower has become a dangerous place and I don't want to make anymore mistakes...

20. DIRECTOR'S DIARY

September 10th

These patients suffer from gangrene and congestion of their blood at first. Then their mind slowly deteriorates. In the end, there is nothing left on their mind. When that happens even mercy killing seems pointless. After all, they are already dead...

This disease is unlike anything I have ever witnessed. Once the patient's mind is gone, they become flesh hunger monsters and act like wild animals who are on some type of bloodlust.

September 18th

Another patient has been admitted to the hospital. He is showing symptoms of the first stages of the disease at this point, but... I haven't been able to sleep at all these past few days. I refuse to let these patients become "zombies." I am not just an ordinary citizen. I am a doctor. Even if I die, my clinical charts will contribute to finding a cure.

September 26th

We lost most of the doctors and staff during the battle against the "zombie" patients. It's impossible to maintain the hospital under these conditions. And, I know that it's too late for me. I am beginning to feel that same itchy and hungry desire that all of my patients felt. It's too late for me...

21. PHOTO D

The zombies are walking.

It says, "The effect of the T-virus" on the backside.

22. MEDICAL INSTRUCTION MANUAL

Umbrella Medical Service

North America Division

Douglas Rover

In order to activate the synthesizer to cultivate the vaccine, please follow the procedure as detailed below :

1. Supply enough energy to the system.
2. Set the medium base to the device.

When the device is ready, you can start mixing the vaccine medium. To mix the vaccine, you will need to control the five levers. This will cause the two gauges so that they stop at the center, the vaccine medium will then be produced automatically.

23. PHOTO E

The zombies are attacking.

24. WRITTEN ORDER TO THE SUPERVISOR

Mission Requirements : Bravo 16

1. Obtain and secure sample of all the information pertaining to this case. Observe and record combat data on the UBCS.
2. Destroy all the evidence including the medical facility that has the medical treatment data.
3. Check the guinea pig's ability to accomplish the mission.

Once your mission is complete, evacuate the area. Remember that you must not help anyone who is not a supervisor, nor bring anything back that might be traced to where it belongs.

25. SUPERVISOR'S REPORT

The endurance ability of the contaminated guinea pigs is truly incredible. Even when shot in a vital area, they can sometimes survive for several days without taking care of the wound. However, after prolonged exposure to the virus, the guinea pigs' intelligence level decreases to that of an insect. Even though reviving the dead seems to disgusting, the virus may still be of use. If we inject the virus into our POWs and release them, they would return to their units and then turns into zombies. This plan may work well for us in the future.

In certain areas, the virus seems to have caused the mutation of animals and plants. It may be difficult, but it'll make a good sample for the bio weapon development. I've heard that there is a giant alligator, but I have only encountered a giant creature moving under ground. I don't even want to imagine what creature spawned that monster.

I encountered "NEMESIS." If I didn't know about it, I'd have been contaminated and would have become one of them by now. If it is still walking around the city, its mission is not yet over. S.T.A.R.S. members must be very tough, since they have survived until this point. However, they cannot hold out forever.

26. FAX FROM THE H.Q.

Attention. The Raccoon City Project has been abandoned. Our political maneuvering in the senate to delay their plans are now futile. All supervisors should evacuate immediately. The US army is going to execute their plan tomorrow morning. The city will be obliterated at day break for sure.

27. MANAGER'S DIARY

April 25th

Today is my 30th birthday. I was transferred to this facility today. I am very happy because the work environment is very different from life in the university.

May 14th

The disposal system has been completed. Using a special kind of gas, it can decompose the cells of the guinea pigs. We have to try this out before



beginning practical usage of the system, since it is not 100% stable yet.

May 20th

While I was checking the treatment room, the door shut, and I was locked inside. I couldn't get out for one hour. I guess even if you have the key card, it's useless when you are locked inside.

June 7th

The guinea pigs we have to dispose of are increasing. The system is not working smoothly. The laboratory staff doesn't listen to my opinions and I am getting extremely frustrated.

July 16th

We can't dispose of all the bodies and the quality of the liquid medicine is not good enough, either...

July 29th

Though the function of the system decreases, the number of the bodies we have to dispose doesn't. The infection level has increased and the antibodies we are using is no match for the new mutation of the virus. Some of the workers have been infected by the disease. I have continued to work, but I always keep a gun with me. I must remember to save one bullet for me. I want to weep. I don't want to die here. I swear that I'll lose my mind if I imagine how painful the death will be...

## 28. SECURITY MANUAL

"Security of the Plant"

Since this plan is a facility under the disguise of a deserted factory, civilians will sometimes enter. If this should occur, do not hesitate to shoot them. If they choose to surrender, arrest and then transfer them to the laboratory as a guinea pigs. You will be rewarded.

"Maintain of the Device"

This entire plant is controlled by an epidemic prevention system. When contamination is detected in the treatment room or decomposed specimen pool, the plant will automatically be locked down for isolation. In that case, you must follow the manual to unlock it. If the contamination is over the limit, the whole system will automatically lockdown. Then, you must remain in the plant and wait for subsequent orders. Those who leave the facility without permission will suffer extreme consequences.

## 29. INCINERATOR MANUAL

The incinerator plant is one of the facilities that burns the disposable items which are sent from the laboratory. The incinerator burns the waste materials that cannot be decomposed at the treatment room. It also supplies electricity to the facility by a thermal power electricity generator. Part of the electricity is stored in the big battery installed in the facility's underground area. The electricity is used as an auxiliary power source. The auxiliary power circuit will be activated once the three "auxiliary circuit units" are properly placed in their sockets. In case the circuits are not connected automatically, a person can connect them manually to activate the system.

## 30. CLASSIFIED PHOTO FILE

In my opinion, I feel that it's too early to use this, "Paracelsus' Sword" in actual fighting. However, in order to acquire the G-Virus that Umbrella has developed, it will be a great help to us.

The power of the "Rail Cannon" is satisfactory, but please note that it is still having a few remaining problem.

Technology Division Colonel

Franklin Hart

## 31. JILL'S DIARY

August 7th

Two weeks have passed since that day. My wounds have been healed, but I

just can't forget it. For most people, it's history now. But for me, whenever I close my eyes, it all comes back clearly. Zombies eating peoples flesh and the screams of my teammates dying. No, the wounds in my heart are not healed yet...

August 13th

Chris has been causing a lot of trouble recently. What's with him? He seldom talks to the other police members and is constantly irritated. The other day, he punched Elran of the Boy's Crime department just for accidentally splashing Chris' face with coffee. I immediately stopped Chris, but when he saw me he just gave me a wink and walk away. I wonder what happened to him...

August 15th

Midnight. Chris, who has been on a leave of absence for a "vacation," called me so I visited his apartment. As soon as I walked into his room, he showed me a couple of pieces of paper. They were part of a virus research report entitled as simply as "G". Then Chris told me that "The nightmare still continues." He went on to say that "It's not over yet." Ever since that day, he has been fighting all by himself without rest, without even telling me.

August 24th

Chris left the town today to go to Europe. Barry told me that he would send his family to Canade and then he would follow Chris. I decided to remain in Raccoon City for a while because I know that the research facility in this city will be very important to this entire case. In a month or so, I'll be joining with then somewhere in Europe. That's when my real battle begins...

=====  
25. E P I L O G U E S  
=====

1. JILL VALENTINE

After escaping the city, Jill set out to join Chris Redfield. However, all she found was an empty hideout of Chris'. On the floor was Chris' knife. Jill left without hesitation because she firmly believes that Chris is still alive She will search for him until she finds him. Then they can go and put an end to Umbrella...

2. CHRIS REDFIELD

"Please forgive me Claire." Chris Redfield has just finished this letter with his signature phrase. As he removes his sunglasses, a lady walks by him with light steps. "She looks about the same age as Claire," he thinks. A short time later, Chris discovered that his sister was looking for him but was caught...

3. BARRY BURTON

Barry Burton looks at his young daughters and says, "I'm sorry but my comrades are waiting for me." He knows that he must repay his teammates for forgiving his betrayal. Even if that means leaving his family for now. His wife tries to hide her fear so she smiles and says, "Don't worry. We'll be OK..."

4. LEON SCOTT KENNEDY

Leon Scott Kennedy is confronted with a man who claims to be a US government agent. Leon says, "Leave Sherry alone. She is innocent." "She knows too much," the man replies. He looks at Leon and says, "But you have value. This is a good deal. Make your choice." Without regret or hesitation, Leon closes his eyes and then sharply responds...

5. CLAIRE REDFIELD

"Leave us alone." Claire Redfield couldn't believe Leon's words. Leon

continued, "You're looking for your brother, right? Just go!" Claire knew that Leon and Sherry needed immediate medical attention, but she could not waste anymore time. "I... I'll be back. I promise!" She said as she disappeared into the wilderness alone...

6. SHERRY BIRKIN

"Do you have any relatives?" When the army officer asked her, Sherry Birkin did not respond for she has no immediate relatives. Her father and mother died because of the G-virus. And so, this little girl holds herself with her arms and bites her lip tight. She thinks, "I'm sure she will come back. She won't forget about me..."

7. ADA WONG

A woman looks at herself in the mirror. She used be called Ada Wong. But this morning she will say good-bye to the name. "I'm not Ada Wong anymore." She feels her ab and thinks, "This is Ada's scar, not mine." And as she says good-bye to Ada Wong, she can't stop her tears. However, there isn't much time left before her next mission...

8. HUNK

"Once again, only you survived, Mr. Death," the chopper pilot speaks with a cold bitterness. "Always, only you survive, Mr. Death," the pilot continues. But Hunk does not respond to the pilot. He doesn't care. "The Death cannot die..." the survivor thinks to himself with a warm smile...

=====

26. ACTION REPLAY CODES

=====

I got these codes from Cheat Code Central ([www.cheatcc.com](http://www.cheatcc.com)) and I have got their permission to put these codes in my walkthrough.

US VERSION

Joker Command	D00CC830	????
Infinite Health Jill	800CCC90	00C8
Condition Always Fine	300CCC97	0004
Secret Mode	800D1F32	FFE0
Hyper Mode	800D454C	0002
Infinite Item Usage in All Slots	8006D0CA	2400
Have 10 Slots	800D225E	000A
Have All Pictures in Epilogue	800D1F3E	0008
Have All Maps	300D2127	00FE
	300D212B	00FE
Have All Files	800D212C	FFFF
	800D212E	FFFF
Infinite Ink Ribbons in Chest	800D21A0	6381
	800D21A2	0001

Rapid Fire (Press R1 + R2 + X)	D00CC830 004A	
	800CCC8C 1E02	
Total Time is 0 (Get Grade S)	800D1F28 0000	
	800D1F2A 0000	
Save Anywhere (Press L1 + Triangle)	D00CC830 0014	
	800D1D18 13CC	
	D00CC830 0014	
	800D1D1A 8005	
Access Chest Anytime (Press L1 + Square)	D00CC830 0084	
	800D1F2C 0200	
	D00CC830 0084	
	800E01C4 0002	
View Ending (Press L1 + L2 + R1 + R2)	D00CC830 000F	
	800CC858 C000	
	D00CC830 000F	
	800CC85A 0001	
All Weapons in Chest	800D215C 0001	
	800D2160 0002	
	800D2164 0003	
	800D2168 0004	
	800D216C 0005	
	800D2170 0006	
	800D2174 000A	
	800D2178 000B	
	800D217C 000C	
	800D2180 000D	
	800D2184 000E	
	800D2188 000F	
	800D218C 0010	
	800D2190 0011	
	800D2194 0012	
	800D2198 0013	
	800D219C 0014	
Infinite Ammo All Weapons	800D215E 0003	
	800D2162 0003	
	800D2166 0003	
	800D216A 0003	
	800D216E 0003	
	800D2172 0003	
	800D2176 0003	
	800D217A 0003	
	800D217E 0003	
	800D2182 0003	
	800D2186 0003	
	800D218A 0003	
	800D218E 0003	
	800D2192 0003	
	800D2196 0003	
	800D219A 0003	
	800D219E 0003	
THE MERCENARIES MODE CODES		
Infinite Time	800D1F98 0078	

Get Reward	800CC852 FFFF
Max Reward Total	800D25EC 967F
	800D25EE 0098

JAPANESE VERSION

Allows Game to Play in a Mod-Chip System	D01840E2 1040
	801840E2 1000
Infinite Health	800CC338 00C8
Infinite Health Everyone	8003E6AA 0060
Infinite Ammo	D006D974 FFFF
	8006D974 0000
	D006D994 FFFF
	8006D994 0000
Condition Always Fine	300CC33F 0004
Have 10 Slots	300D1906 000A
Have All Pictures in Epilogue	300D15E6 0008
Have All Maps	300D17CF 00FE
	300D17D3 00FE
Have All Files	800D17D4 FFFF
	800D17D6 FFFF
One-Hit Kill	D0045720 0006
	80045720 0001
Saves = 0	D01C35BA 2662
	801C35B8 0000
Total Time is 0 (Get Grade S)	800D15D0 0000
	800D15D2 0000
Start New Game And Have All Secrets	800D15DA FFE0
Invisible (Press L2 + R2 to Enable)	D00CBED8 0003
(Press L1 + R1 to Disable)	301E4358 0000
	D00CBED8 000C
	301E4358 0001
Access Chest Anytime (Press L2 + Square)	D00CBED8 0081
	800D13C0 1E24
	D00CBED8 0081
	800D13C2 8005
	D00CBED8 0081
	800DF874 0002
Rapid Fire (Press L2 + R1 + Square)	FFFFFFFF 0001
(Caetla Users Only)	E00CBED8 0089

		E10CBED9 0001	
		E10CBED9 0008	
		D00CC270 0501	
		800CC272 0102	
	ALTERNATE COSTUMES ANYWHERE CODES		
	Jill's 1st Dress (Press Up + L1)	D00CBED8 1004	
		800D162E 0000	
	Jill's 2nd Dress (Press Up + L2)	D00CBED8 1001	
		800D162E 0001	
	Jill's 3rd Dress (Press Up + R1)	D00CBED8 1008	
		800D162E 0002	
	Jill's 4th Dress (Press Up + R2)	D00CBED8 1002	
		800D162E 0003	
	Jill's 5th Dress (Press Up + L1 + L2)	D00CBED8 1005	
		800D162E 0004	
	Jill's 6th Dress (Press Up + R1 + R2)	D00CBED8 100A	
		800D162E 0005	
	Jill's 7th Dress (Press Up + L1 + R1)	D00CBED8 100C	
		800D162E 0006	
	Carlos (Press Up + L2 + R2)	D00CBED8 1003	
		800D162E 0008	
	Mikhail (Press Up + L1 + R2)	D00CBED8 1006	
		800D162E 0009	
	Nicholai (Press Up + L2 + R1)	D00CBED8 1009	
		800D162E 000A	
	THE MERCENARIES MODE CODES		
	Infinite Time	800D1640 0078	
	Get Reward	800CBEFA FFFF	
	Max Reward Total	800D1C94 967F	
		800D1C96 0098	
	Save Anywhere (Press L1 + Square)	800D13C0 1D00	
		800D13C2 8005	

=====

27. S O F T W A R E I N F O R M A T I O N

=====

by Melesio Mejia Contreras

Well this section has been created by all user that wanna know about the software from RE3 this section is for all that wanna see the movies or wanna heard the audio files from Resident Evil 3 i provide the name of the most important files for example :

all files with extension;

\*.xas this is a popular audio file for psx in this file you can heard the dialogs from the game and background music

\*.str this is stream file you can find here all the movies from the game and you can discover secrets movies that you can't find in normal game (not at all games of course) so you can save in format bmp and put it as a wallpaper too.

\*.tim this is a file with some images from game so you can save in format bmp and put it as a wallpaper.

Ok you maybe said, well that's cool but how I do that?

If you contact me I can send you the software free but you got to send me your entire profile real name not nickname and your country, don't try to fool me because don't gonna give you that software..

Here is the analysis for RE3

Megabytes: 637.047361

Audio files:

there are:

d:\CD\_DATA\STAGE1\voicem1.xas  
d:\CD\_DATA\STAGE2\voicem2.xas  
d:\CD\_DATA\STAGE3\voicem3.xas  
d:\CD\_DATA\STAGE4\voicem4.xas  
d:\CD\_DATA\STAGE5\voicem5.xas  
d:\CD\_DATA\VOICE\voicem0.xas  
d:\CD\_DATA\VOICE\voices0.xas

This are the audio files so you can hear everything you want the times that you want for example in the file voices0.xas in the track one you'll find the ending theme in piano.

Video files:

there are:

d:\CD\_DATA\ZMOVIE\enda.str this is the end movie for Jill and Carlos  
d:\CD\_DATA\ZMOVIE\endb.str this is the end movie for Jill, Carlos, Barry  
d:\CD\_DATA\ZMOVIE\ins01.str you'll find Nemesis by first time killing Brad  
d:\CD\_DATA\ZMOVIE\ins02.str discover by yourself  
d:\CD\_DATA\ZMOVIE\ins03.str discover by yourself  
d:\CD\_DATA\ZMOVIE\ins04.str discover by yourself  
d:\CD\_DATA\ZMOVIE\ins05.str discover by yourself  
d:\CD\_DATA\ZMOVIE\ins06.str discover by yourself  
d:\CD\_DATA\ZMOVIE\ins07.str discover by yourself  
d:\CD\_DATA\ZMOVIE\ins08.str discover by yourself  
d:\CD\_DATA\ZMOVIE\ins09.str discover by yourself  
d:\CD\_DATA\ZMOVIE\opn.str here is the large intro for RE3  
d:\CD\_DATA\ZMOVIE\roopne.str here is the small intro for Nemesis

Images files:

there are :

d:\CD\_DATA\ETC\\*.tim

Well sorry but here is a lot of files and to much for mention it so you'll find some cool images like the jackal mode.

This FAQ is for private and personal use. It can only be reproduced electronically, and if placed on a web page or site, may be altered as long as this disclaimer and the copyright notice appear unaltered and in full. This FAQ is not to be used for profitable or promotional purposes, etc. Please do not use this FAQ on your website without asking my permission first. And don't take some part or whole part of this walkthrough and put your names on it.

This is specially for the faq master Stinger 3:16

Feel free to send me any comments or mistakes to :  
Melecorporation@hotmail.com

===== COMPLMENTS =====

mails:

FROM PHILIPPINES:

I've read the FAQ you created about Resident Evil 3 -NEMESIS-, and would like to request for the software you said that can read Playstation files I really want to see those images and the movies you said.

P.S.

If you are the one whose gonna send me bad viruses then maybe you should not send me any thing at all.

Thank you very much

R= I SEND HIM THE SOFTWARE

FROM TAIWAN:

Hello, I am interested in your software that claims can view the files on the RE3 disc. I don't exactly know what type of personal profile you want. My name as appeared in this email is real and I am living in Taiwan. If you don't believe you may ask Stinger 3:16 to verify my identity or see the credit section of his Dino Crisis Faq. Thank you very much.

PS: Please don't circulate my email address to others because this is my real email to the ones I trusted. Thanks :)

R= I SEND HIM THE SOFTWARE

=====

If you have any question abuot the chip set mode for psx feel free to let me know it.

y para todos aquellos que hablen español sientanse libres de enviarme cualquier comentario o pregunta acerca de cuaquier guia de Stinger 3:16 y si puedo los ayudare con gusto.. tambien tengo un emulador para PC y si quieren con gusto se los envio para que juegen play en su pc...

copyright 2000 MeleCorporation Associates Inc.

=====



28. C R E D I T S

=====  
Alvin C Webcraft (big\_shamu@hotmail.com)

For the information about the hole in the basement.

Patricia Kate

For the information and maps about the hole in the basement.

Viet Nguyen (vietn2000@yahoo.com)

For telling me that I actually write Konami in the special thanks instead of  
Capcom.

Melesio Mejia Contreras

For the Mercenaries Guide 1.

Tosi Nicolo (nitosi@iol.it)

For the ink ribbon location #2.

Sean Fitzhugh (EYEMSEAN@aol.com)

For strategies #1 and Mercenaries Guide 2

=====  
29. S P E C I A L T H A N K S  
=====

1. GOD for everything
2. My family and my dogs
3. Game FAQs for publishing my faqs
4. Cheat Code Central for allowing me to use their GameShark Codes. Thanks Dave.
5. Capcom and Shinji Mikami for making this game.
6. My computer
7. You for reading my FAQ

=====  
30. V E R Y S P E C I A L T H A N K S  
=====

Very special thanks to these people (in alphabetical order) :

1. DJ Liquid
2. Mats Yngwe
3. Melesio Mejia Contreras

You guys are truly my friend. You guys were there when I need your help and  
support. I'm so lucky to have a friend like you guys.

=====  
31. L I S T O F T H E D A M N E D  
=====

I remove all the names inside my List of the Damned except the first two. From  
now on I will focused this Damned List only for those damn plagiarist.

1. Name : VEGA

E-mail : vdirect@bdg.centrin.net.id

Website : <http://www.vegindo.com>

He plagiarized my Dino Crisis walkthrough and sell it in his store.He sold it  
for Rp. 12.500,-. Although he has translate my walkthrough into Indonesian  
language, I can still recognize it. That stupid son of a bitch translate it  
words-by-words. The book's title is GAME GUIDE Volume 9. All the previous  
volume of that book is also ripping someone else's faq (especially from

GameFAQs) and translate it into Indonesian.

For HS, the animal that I suspect responsible for that, I got few words for you :

F\*\*\* YOU BASTARD. HOW DARE YOU PLAGIARIZE MY WALKTHROUGH AND SOLD IT IN YOUR FILTHY STORE. ENJOY THAT MONEY WHILE YOU CAN. BECAUSE SOON I WILL MAKE YOU REGRET FOR BEING BORN INTO THIS WORLD.

For any of the reader that want to do me any favor, please send flames, hate mail, viruses, bomb, nuclear, or anything to his address.

2. Name : Game Station

E-mail : gameguys@bdg.centrin.net.id

Website : <http://www.vegindo.com/gamestation>

Address : Jl. Pungkur 155 Lt. 2, Bandung 40251.

He plagiarized my friend's walkthrough (also from GameFAQs), so I think that this animal is worthy enough to enter my Damned List. They publish it in Game Station, October 1999, 3rd week, volume 21, Rp. 3.500,-

For KSH, Sir Maul, Tik Tan, Ratu Bedak, Blue Beo, and anybody that I forgot to mention, I just want to say this : SCREW YOU ALL!!!! Someday I will visit your office carrying a BIG Shotgun, ready for blowing your f\*\*\*ing brains out from your f\*\*\*ing head.

Reader, please send this asshole some 'nice' stuff.

3. Name : X-Boy a.k.a Pansy-Boy a.k.a X-Gay

E-mail : x-boy@gundam.com

This son of a bitch is the webmaster of that fucking site ([www.vegindo.com](http://www.vegindo.com)). He's the world's dumbest son of a bitch that I have ever met. In their fucking messageboard, it says that we (faq author) are the same as the plagiarist, cause all we do is just finished the game and then write it down. Ha ha ha ha ha ha, what a good reason. Now you know why I said that he's the world's dumbest son of a bitch.

If you said that we just finished the game and then write it down, why don't you do that by yourself, motherfucker?!?!?! Why you have to ripp my faqs?!?!

For Pansy-Boy, Miss Maul, and the rest of your fucking crew :

DIN PAPPA ÄR EN GRIS KNULLARE, SÅ KAN KNULLADE DIN MAMMA OCH HON FÖDDE DIG!

Dein Vater ist ein Schweineficker, darum hat er deine Mutter gefickt und ich in die Welt gesetzt!

Tu padre es un follador de cerdos, por eso follo a tu madre y hizo possible tu nacimiento!

tu padre es un cerdo, que se cogio a tu mama y naciste tu pendejo

hijo de toda tu puta madre te voy a matar y vas a sentir mi verga en la garganta hasta que te salga por el culo,,solo asi sentiras lo mismo que le hice a tu madre hijo mio bastardo.

jigoku eiku no wa.. omaega saki da. te vas a ir al infierno antes que yo pendejo

Bapaklu tukang ngawinin babi, maka ia kawin sama babi terus tuh babi ngelahirin elu. Dasar anak babi. Gua yakin kalo elu semua nanti pada mampus pasti bakalan masuk ke neraka. Kalo elu udah sampe sono, titip salam yach sama setan. Dasar anak pelacur, anak germo, elu tuh cuma hasil dari kerja bapak sama emaklu selama 5 menit. Dan gua yakin itu semua cuma kecelakaan. Anak haram!!!!!!!!!!!!

My last note for Damned #1, #2, and Damned #3

All of you will surely burn in hell for what you did, so enjoy that blood money while you can....

=====  
32. I M P O R T A N T N O T E  
=====

Hey, faq-makers, you should read this section. I just receive an e-mail and he told me that he has asking everybody who made a walkthrough (including myself) and I'm the ONLY one that answered. Have you all forgot the manner that your father and mother taught you when you were kids? If someone asking for your help and you can help him, then do so. If you don't want people to send you an e-mail then said so on your faq. Don't let people disappointed. I also have the same experience. I asked someone and he didn't answered me. I don't know if he's a busy man or not, but he didn't answered me. I'm very disappointed. Just because you have made a great faq, and a lot of people e-mail you, it don't make you a great man. What makes you a great man is your attitude.

And for myself, I guarantee that I will answer your questions, even if I can't answer it. And if I haven't answered your mail within a week, please mail me back, because maybe I don't read your faq, or something like that.

=====  
33. A U T H O R ' S N O T E  
=====

For those of you who want to send comments, questions, or information regarding this FAQ, don't hesitate to mail me.

Feel free to e-mail me about any mistakes or additions concerning this FAQ, but don't forget to mention the game's name in the "Subject" field.

If you read this FAQ not on these sites :

- 01) GameFAQs (<http://www.gamefaqs.com/>)
- 02) Console Gamer (<http://www.console-gamer.com/>)
- 03) Absolute Playstation International (<http://www.absolute-playstation.com/>)
- 04) Playstation Network (<http://www.caratworld.com/psnetwork/>)
- 05) Cheat Code Central (<http://www.cheatcc.com/>)
- 06) Video Games Strategies (<http://www.vgstrategies.about.com/>)
- 07) Planet Web (<http://www.planetweb.purespace.de/>)
- 08) Hype.Se (<http://cheats.hype.se/>)
- 09) Game Revolution (<http://www.game-revolution.com/>)
- 10) Game Core (<http://www.videogamecore.com/>)
- 11) Xcheater (<http://www.xcheater.com/>)
- 12) PhatGames (<http://www.phatgames.com/>)
- 13) Spoiler Centre (<http://www.the-spoiler.com/>)
- 14) The Cheat Empire (<http://home.planetinternet.be/twuyts>)
- 15) Cheat Code Central (<http://www.cheatcc.com/>)
- 16) Survival Horror (<http://survivalhorror.com/>)
- 17) Games Blaster (<http://www.gamesblaster.com/>)
- 18) Gaming Addiction (<http://www.games.prohosting.com/>)
- 19) Diablo Page (<http://www2.50megs.com/neo667/diablo.html>)
- 20) Resident Evil Extreme (<http://rextreme.evilmgaming.net>)
- 21) PsxGamer (<http://www.psxgamer.com>)
- 22) SuperCheats (<http://www.supercheats.com>)
- 23) All Anime (<http://www.allanime.com>)
- 24) Adrenaline Vault (<http://www.avault.com/cheats>)
- 25) Blue Crescent's Page (<http://members.xoom.com/bluecrescent/credits.html>)
- 26) RPG Classics (<http://www.rpgclassics.com>)
- 27) Happy Puppy (<http://www.happypuppy.com/>)
- 28) Chi Phan's Page (<http://homepages.go.com/~chphan/Rpgdreamersindex.html>)
- 29) Bob Santos' Page ([http://www.geocities.com/charmin\\_guy\\_011285](http://www.geocities.com/charmin_guy_011285))

- 30) Alternative Reality (<http://www.alternative-reality.com>)
- 31) DLH (<http://DLH.Net>)
- 32) Firesoft (<http://www.firesoft.net>)
- 33) Beyond Evil (<http://beyondevil.cjb.net/>)
- 34) Random Page of Crap (<http://www.geocities.com/frozen4lyfe/index.html>)
- 35) Nemesis' Page ([http://www.geocities.com/i\\_am\\_nemesis\\_99/](http://www.geocities.com/i_am_nemesis_99/))
- 36) Boschamp's Page (<http://www.angelfire.com/games2/boschamp>)
- 37) Lugial2's Page (<http://www.geocities.com/lugial2/index.htm>)
- 38) Our Turf (<http://www.ourturf.com>)
- 39) Randar 83's Page (<http://www.geocities.com/randar84>)
- 40) Total Video Games (<http://www.totalvideogames.com>)
- 41) Cheating.De (<http://www.cheating.de>)
- 42) Cheat City (<http://www.cheatcity.com>)
- 43) Fei Yuki's Page (<http://feiyenkn.homepage.com>)
- 44) Web Spot (<http://silverqueen.cjb.net>)
- 45) Tim's Vault (<http://www.timsvault.com>)
- 46) Andrea Busia's Page (<http://www.ludus.it>)
- 47) Think Evil (<http://www.thinkevil.com>)
- 48) Gaming Planet (<http://www.gamingplanet.com>)
- 49) Games Angel (<http://www.gamesangel.homestead.com>)
- 50) Crosswinds ([http://www.crosswinds.net/~hugegameplayer/www\\_smackdown/index.htm](http://www.crosswinds.net/~hugegameplayer/www_smackdown/index.htm))
- 51) RPG Classics (<http://www.rpgclassics.com>)
- 52) GameCastle
- 53) RPG Legerdemain ([rwartow.tripod.com](http://rwartow.tripod.com))
- 54) Webcheats (<http://www.webcheats.de>)
- 55) XCheater (<http://www.xcheater.com/>)
- 56) Neoseeker (<https://www.neoseeker.com/>)
- 57) GameThrust (<http://www.gamethrust.com/>)
- 58) PC Game Revieew (<http://www.pcgamereview.com/>)
- 59) DC Guide (<http://www.dcguides.co.uk/>)
- 60) RPG DREAMERS (<http://www.crosswinds.net/~rpgdreamer>)
- 61) RPG-Vortex (<http://www.rpg-vortex.com>)
- 62) CheatPage (<http://www.cheatpage.com/>)
- 63) Wrestling Games (<http://www.wrestling-games.com/>)
- 64) Resident Evil Mania (<http://www.geocities.com/residentevilmania/index.html>)
- 65) GameSpot (<http://www.gamespot.com/>)
- 66) RPG Temple (<http://come.to/sashy>)
- 67) The Horror Is Alive (<http://go.to/TheHorror/>)
- 68) PSXCodez (<http://www.psxcodez.com/>)
- 69) RPGamer (<http://www.RPGamer.com/>)
- 70) RPGClassics (<http://www.rpgclassics.com/>)
- 71) Cheat Store (<http://www.cheatstore.de/>)
- 72) Games Domain (<http://www.gamesdomain.co.uk/>)
- 73) CHEATS CITY (<http://www.online1701.com/>)
- 74) CNET Gamecenter (<http://www.gamecenter.com/Faqs/>)
- 75) WarStoke (<http://www.WarStoke.com/>)
- 76) Mark Anido's Page (<http://www.geocities.com/webzage2/webmaster.html>)
- 77) Joe Chandler's (<http://www.angelfire.com/oh/residentevilishome/walkthru.html>)
- 78) Cheatmaster's Gamecheats (<http://www.angelfire.com/games/cheats48>)
- 79) Paladins of Light Guild (<http://www.pofl.org>)
- 80) Tipsncheats (<http://www.tipsncheats.com>)
- 81) RPG Informer (<http://www.rpginformer.com>)
- 82) The Gamer (<http://www.thegamer.com/>)
- 83) Totally RE (<http://www.totallyre.com/>)
- 84) Game United (<http://www.gameunited.com/>)
- 85) Stoneages RE (<http://angelfire.com/games2/rek>)
- 86) FaQ Headquarters (<http://tngn.staticzone.net/>)
- 87) GamePower (<http://www.gamepower.com/>)
- 88) United Gamers (<http://unitedgamers.staticzone.net/>)
- 89) Fresh Baked Games (<http://www.freshbakedgames.com/>)

- 90) DH Gaming (<http://dhgaming.freesevers.com/>)
- 91) ResidentFear (<http://www.residentfear.cjb.net/>)
- 92) PlayzoneWorld (<http://www.playzoneworld.com/>)
- 93) GamersWeb (<http://www.the-gamersweb.com/>)
- 94) BDGames (<http://www.bdgames.net/>)
- 95) <http://www.nonsologiochi.com>
- 96) Sjel's walktrough page (<http://www.sjel.org/>)

Please tell me where you read it. And if you know someone who has rip-off my work, please tell me his e-mail address and where you read it, we will take care the rest.

Thanks for reading my FAQ and please send in any comments, questions, or informations!

This document copyright (c) 1999 - 2001 Stinger 3:16

This document is copyright Duo Maxwell and hosted by VGM with permission.