

it is a "side-quest" that Capcom made for a few reasons:

- 1) To tie up some loose ends in the Resident Evil universe
- 2) To hold players over while they await Resident Evil CODE: Veronica
- 3) And to allow players to see what caused the massive Raccoon City outbreak that started Resident Evil 2, and to see what happened AFTER Resident Evil 2 ended.

Overall, Capcom did a pretty nice job of completing these tasks. But for some reason, it's just not as good as RE:CV or Resident Evil 2 for that matter. Sure it's more zombie-blasting goodness for your PlayStation, but it's just too much action, and not enough story. Oh well, no matter. Resident Evil 3 Nemesis is still one of the best Resident Evil games of all time, and that's all that matters in the end.

.....

2. Legal Stuff

.....

This FAQ can only appear on the following sites (w/out having to ask me):

- GameFAQS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
- Vgstrategies.com <<http://vgstrategies.about.com>>
- GameShark.com <www.gameshark.com>
- The Resource <<http://nemmysresource.cjb.net>>
- Happy Puppy <<http://www.happypuppy.com>>

NOT WWW.MEGAGAMES.COM

If anyone finds it on any other site or MegaGames.com, please inform me ASAP.

E-Mail Address: nemesis@flipmode.com

Copyright:

© Copyright 2000 Brett "Nemesis" Franklin. This FAQ and everything included within this file cannot be reproduced in any way, shape or form (physical, electronical, or otherwise) aside from being placed on a freely-accessible, non-commercial web page in it's original, unedited and unaltered format. This FAQ cannot be used for profitable purposes (even if no money would be made from selling it) or promotional purposes. It cannot be used in any sort of commercial transaction. It cannot be given away as some sort of bonus, gift, etc., with a purchase as this creates incentive to buy and is therefore prohibited.

Furthermore, this FAQ cannot be used by the publishers, editors, employees or associates, etc. of any company, group, business, or association, etc., nor can it be used by game sites and the like. It cannot be used in magazines, guides, books, etc. or in any other form of printed or electronic media (including mediums not specifically mentioned) in ANY way, shape, or form (including reprinting, reference or inclusion), without the express written permission of the author, myself. This FAQ was created and is owned by me, Brett Franklin. All copyrights and trademarks are acknowledged and respected that are not specifically mentioned in this FAQ.

bottom, and continue down the street and head through the door to the right of the fire-escape.

Run down the alley until you reach some stairs to your right, and you should see someone blasting zombies with a machine gun or something. Go down the small flight of stairs, and either kill or dodge the zombies, and follow him into the bar. Once inside, you will view a cut-scene, and find out that that guy is none other than Brad Vickers. He tells you about some "monster" that you should be aware of. When the cut-scene is over, run around the back of the bar and take the boxes of Handgun Bullets, and then grab the Lighter from the pay phone near the exit. Now combine your Lighter with the Lighter Fluid. Exit through the other door, so you will now be out in the streets once again, near the shops.

Run to the left, and past the fire-escape, and go through the door past it again. Now run forward and go right and unlock the door at the end. Turn around, and head down the other hallway you passed, and out the door at the end. You should see a 'roped-up' gate, and a bunch of zombies that are ready to burst through the blue gate. Let them bust through it, and shoot the red barrel when they get near it so it blows up. When all of the zombies are gone, run to where they were to find a Red Herb. Now use your Lighter on that 'roped-up' gate. Enter it.

Run right past the fire to the right, and when the zombie dogs run out, dodge them, and kill them so they won't bother you later. Head into the room that is just beyond the fires, which is a save room. In here you will find some Gun Powder A and Gun Powder B. Use the typewriter to save your game, then leave this room and head right and through the next door.

Outside this door, go left and past all of the police cars, and go through the Police Station Gate. Once through here, you will view a cool FMV, and you will meet someone you will grow to fear and hate...NEMESIS! You will also encounter your first Choice Making area in the game:

- Fight the Monster
- Enter the Police Station

Fight the Monster:

If you choose to do this, then you might as well give up. I suggest that you DO NOT choose this, at least not this time. But if you do, shoot him with everything you have, especially your shotgun, until he goes down. Search him to find some Eagle Parts A, then search Brad's dead corpse to find the S.T.A.R.S Card. Or, you can choose this, dodge Nemesis, take the S.T.A.R.S Card off of Brad's body, then dodge him some more, and enter the Police Station by yourself.

<Go to Continue Game>

Enter Police Station:

I really think you should choose this right away. What you will do is just

enter the Police Station without fighting Nemesis, save ammo and health, and your life. The downside to this is that you now have to find the S.T.A.R.S card yourself.

<Go to Continue Game>

.....
Continue Game
.....

Once you are inside the Police Station, use the S.T.A.R.S Card on the main computer, and you will find the randomized code for a safe later on. If you didn't get it, head through the only unlocked door, and you should find the Card on the table in the meeting room. Now take it back to the computer and get the code, which is completely random, so remember yours for later.

Search this room to find some Ink Ribbons and some more Shotgun Shells. Now look on the table next to the computer to find some Handgun Bullets. Now head back through the unlocked door.

Kill the zombies in this room, and exit through the next door in the back and go into the Evidence Room. Use the code you got from the computer on the locker that is flashing red to get the Emblem Key. Now open the other unlocked locker in here to find the Blue Jewel. Leave this room through the other door, and head through the door and blast any zombies in this hallway. Run underneath the stairs and into the save room. In here, get the Gun Powder A, and the Ink Ribbons. Save your game if you need to, dump whatever you need into the Magic Box, then leave this room and head up the stairs.

Either dodge or kill the zombies here, and head past the statue, and down the next hallway and use the Emblem Key on the S.T.A.R.S Office to the right. In here, you can get the Lockpick, some First Aid Spray, and a powerful weapon from inside the locker: Either a Magnum or Grenade Launcher, it just depends. Exit the office, and go back downstairs. As you head downstairs, you will hear a crash...odd. Now head right of the stairs, and as you go down the hallway, you will see Nemesis crash through the window WITH a Rocket Launcher. Time to run.

Make your way back into the Evidence Room, back through the first room with the zombies, and back into the main hall. Now exit the Police Station, and go back outside. Run past the police cars, and run past the car wreck that is on fire. Use the Lockpic on the door to get through it. Head down the alley and search the dead corpse to get some Handgun Bullets. Go through the next door, and go right of the door, grabbing the Herbs around here then head through the door at the end. On the other side of the door, run past all of the police cars, and search the corpse behind the bus to find some Gun Powder B. Now go through the next door.

Right when you enter the door, search the car to find the Power Cable. Make your way to the other side of the garage to find a save room. In here, take the Ink Ribbons, and some boxes of Handgun Bullets. Save your game, and exit the save room through the next door. Make your way through the streets, and kill or dodge any zombies or enemies that are around here. Head through the next door.

On the other side, take the Downtown Map, and continue on to the right. You should find some weird Licker-type enemies. Either blast them with your shotgun or grenade launcher, or shoot that hanging box when one of them crawl under it to take care of it fast. Now go back the other way, head through the door, go right, and around the building past the cars, and go into the restaurant.

(NOTE: You can choose to either go to either the Newspaper Office or the Restaurant.)

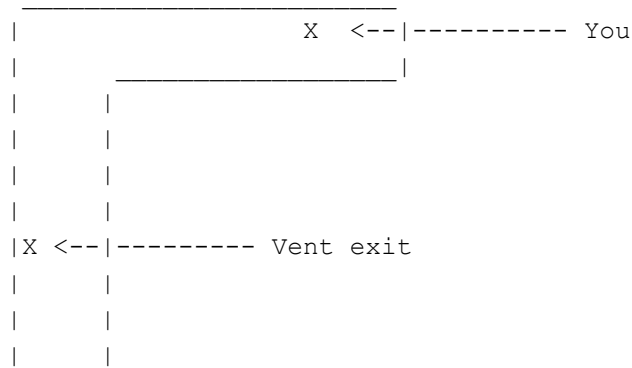
MEET CARLOS IN RESTAURANT:

Once inside, take the Gun Powder A, then head into the kitchen. Use the Lockpick on the safe in the back to get the Fire Hook, use it on the pot-hole on the ground, then Mr. Nemesis decides to pop in...

- Run to the Basement
- Hide in the Kitchen

Run to the Basement

If you do this, you'll head into the basement...and then the pipes will burst and cause a flood. You can either go back up the ladder and fight Nemesis (not recommended), or go down the path and exit out of the vent. Do the latter choice:



After you exit through the vent, you will see a cut-scene with Carlos and Jill. Now just go straight, then down the alley to the left, and into the save room. In here, take the Rusty Crank, and the shotgun shells. Go back into the restaurant and take the Green Jewel. Now head back towards the Save room.

<Go to Continue Game>

Hide in the Kitchen

If you do this, Jill will toss a exploding lantern at Nemesis that will temp. down him. Take the Health Unit from him before he gets up. Try to run away, but he'll get up and chase you, so just unload on him right then and there. After you have dealt with him, exit the restaurant, and head into the Save Room. Get the Rusty Crank, and the shotgun shells. Go back into the restaurant and take the Green Jewel. Now head back towards the Save Room.

<Go to Continue Game>

.....
Continue Game
.....

MEET CARLOS AT NEWSPAPER OFFICE:

Now this is for if you chose to go to the Newspaper Office instead of the Restaurant, head left instead of going right to the Restaurant, and head through the door, then take a left at the alley. Enter the Save Room and get the Rusty Crank and Shotgun Shells, then continue down the alley and through the door at the end. Make a right at the end, and enter the Newspaper Office at the end of the street. Once in here, push the ladder up to the power switch so you can turn the power on. Do this, then raise the steel shutter by hitting the switch next to it. Once it's open, go up the stairs.

Inside the office here you will find Carlos, and a Live Selection scene will occur...

- Jump out the Window
- Hide in the Back

Jump out the Window

If you do this, Jill and Carlos will hop out of the window, and land into an alley. At the bottom, take the 2 Red Herbs, then head off to the restaurant. In here, Once inside, take the Gun Powder A, then head into the kitchen. Use the Lockpick on the safe in the back to get the Fire Hook, use it on the pot-hole on the ground, and get the Green Jewel from the basement. Head back past the Save Room, and go to the City Hall entrance gate near the Newspaper Office.

<Go to Continue Game>

Hide in the Back

If you do this, something will blow up, causing Nemesis to fall down. Loot him for whatever he drops, then run your ass off and get out of that place. If he gets up, blast him (along with Carlos) until he dies... head off to the restaurant. In here, Once inside, take the Gun Powder A, then head into the kitchen. Use the Lockpick on the safe in the back to get the Fire Hook, use it on the pot-hole on the ground, and get the Green Jewel from the basement. Head back past the Save Room, and go to the City Hall entrance gate near the Newspaper Office.

<Go to Continue Game>

.....
Continue Game
.....

Once you are back at the City Hall entrance, approach the the clock next to the gates. Place both the Blue and Green Jewel in the clock to open the gates here. Now enter City Hall.

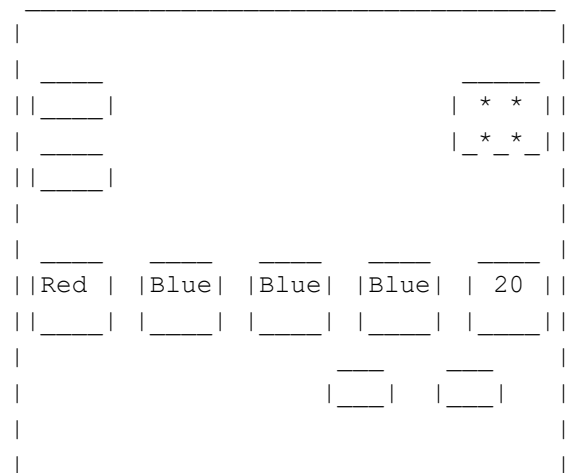
Run down the path, and go left at the fork in the road and go through the door at the end. Continue down this path, and take the Gun Powder B at the end of this path near the door. Head through this door. Follow the path, and take the Green Herbs at the end. Go through the next door. On the other side of the door, take the shotgun shells off of the dead body. Now wait for the zombies to come near the barrel, shoot it.

Keep going forward, and climb over the stacked crates, and head into the parked trolley. Inside here, take the Mechanic's Memo, and you'll talk to Carlos. He should give you the Side Pack. Sweet. Search the trolley to find the Wrench as well. Make your way back to the Main City Hall gates. Along the way, beware of zombies that are lurking around this area.

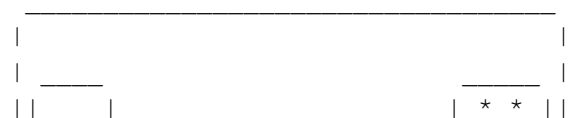
Along the way back, a zombie should burst through a door. Kill it, and head through that doorway, and approach the statue. Search it to get the Bronze Book. Now head back the way to the Restaurant. When you get to the street that leads to the Restaurant, run south of the restaurant (near the cars) to find a fountain. Place the Bronze Book in the wall next to the fountain, and then take the Bronze Compass from the wall next to the fountain. Return back to that statue in City Hall where you got the Bronze Book. Place the Bronze Compass into the Statue to reveal a Battery. Take it. Go back to the area where you first killed those Licker-type things with that hanging box, and go past where you killed it to find an elevator past some cars. Use the Battery in it to get it working, then ride the elevator down.

At the bottom, kill the zombies, and head down the street and into the Sub-Station. Take the Red Herbs outside it first though. Run up to the first power panel, and switch it to "Manual Mode", then press the switch on the other control panel to bring up this puzzle:

HOW TO OPEN LOW VOLTAGE ROOM:



HOW TO OPEN HIGH VOLTAGE ROOM:



```

| _____ |_*_*_|
| |_____| |
| _____ |
| _____ |
| |Blue| |Red| |Blue| |Red| |120| |
| |_____| |_____| |_____| |_____| |_____|
| _____ |
| _____ |
| _____ |
| _____ |

```

OR...

```

| _____ |
| |_____| |_*_*_|
| _____ |_*_*_|
| |_____| |
| _____ |
| _____ |
| |Red| |Red| |Red| |Blue| |120| |
| |_____| |_____| |_____| |_____| |_____|
| _____ |
| _____ |
| _____ |
| _____ |

```

NOTE: You can open both rooms, but you can only enter one room at this time, so I reccomed that you enter the Low-Voltage Room to get the Fuse. The other room has a weapon though...

After you get the Fuse, something comes a knockin...

- Head to the Emergency Exit
- Increase the Electrical Output

Head to the Emergency Exit

If you do this, you will bust through the door, and end up back into the main streets. Usually when you get out here, Nemesis will be shooting rockets at you from the building, so either take him on, or run back into the Substation. Once back in here, go into the High-Voltage Room and get the new weapon (either the Magnum or Grenade Launcher).

<Go to Continue Game>

Increase the Electrical Output

When or if you do this action, Jill will increase the electrical flow, and blow the zombies to bits. When this ends, head into the High-Voltage Room and get the new weapon (either the Magnum or Grenade Launcher).

<Go to Continue Game>

.....
Continue Game
.....

After the Live Selection, make your way back to the Uptown area, and run past the 3 cars (outside the parking garage), and through the door at the end. Now keep going forward to find a dead-end with a Fire Hose. Use your Wrench to get the Fire Hose. Ok, head ALL the way back to where you first met those firey dogs near the beginning of the game. Once there, hook the hose up to the fire hydrant to put out the fire.

Run through where you put the fire out, and go through the next two doors to get to the Sales Office (be sure to get the Blue herbs along the way). Enter the Sales Office, and get the First Aid Spray from the 1F, then head over to the TV remote. Use it to watch an ad for a product. Remeber that name, and imput that name into the nearby computer. A new door should open.

In this hidden area, get the Oil Additive, and the Gun Powder from the shelves. Once you got what you need, backtrack to the Trolley, in order to get to the Gas Station. Along the way, you will encounter a Live Selection when you get into the Parking Garage:

- Climb Up
- Jump off

Climb Up

If you choose climb up (which you SHOULD do, since it's way easier), you will just climb up and remain in the Parking Garage. Now head to the Save Room past the Restaurant.

<Go to continue game>

Jump Off

If you choose this tougher selection, you will fall into the pit, and into a sewer. Kill the weird tenticles, then go up the next ladder to get back outside of the bus. Now just enter the parking garage again, and head to the Save Room past the Restaurant.

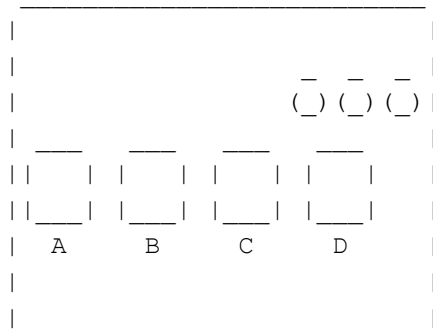
<Go to continue game>

.....
Continue Game
.....

Back in the Save Room, use the Magic Box and get these items:

- Wrench
- Power Cable
- Oil Additive
- Rusted Crank

Once you have these items, make your way to the Trolley, but go left instead of right to get to the Gas Station. To open the steel shutter outside the Gas Station, use the Rusty Crank on it. The Crank will break, but don't worry, because you can use your Wrench to open it up. In here, search the control panel that opens the lock to the Oil:



This is a random puzzle, but all you have to do is make the lit up letter have the red light above it, if that helps at all...

Anyways, after you have unlocked it, take the Oil and mix it with the Oil Additive to create the Mixed Oil. Now you need the Fuse, but you don't have it since you don't have much room in your inventory, so head back to that Save Room near the Restaurant. Along the way you will meet Nemesis. Either run or kill him, and get to the Save Room. Take the Fuse from the Magic Box and make sure you have the Power Cable, Fuse, and Mixed Oil.

Return to the Trolley, but along the way you will fall through a hole in the ground. So you can get back up to the surface, you must activate the 3 switches down here, but the Grave Digger is blocking them. I suggest just blasting it so that it goes away, then hitting the switches. When you have hit them all, climb the new ladder, and head to the Trolley again.

Inside the Trolley, go to the front of the Trolley, and place these items in the broken panel:

- Power Cable
- Fuse
- Mixed Oil

After you have started the Trolley, Carlos might give you an item, it just depends. Go to the back of the Trolley to get another Live Selection:

- Jump out of the Window
- Use the Emergency Brake

Jump out of the Window

You will watch the Trolley crash, and you will end up in a bedroom by yourself. Get the Clock Tower Key from the picture in this room, then exit the room. In the next room you will meet Carlos. He'll give you some Ammo. When he leaves, search the room for some Grenade Rounds, then head through the only unlocked door here to get into the main hall of the Clock Tower.

In the main hall, grab the Clock Tower Map, the Mine Thrower from the dead body, and anything else in here. Also, listen to the music boxes in here for later on in the game... Now enter the dining room from here, and then go through the next door to be in a room with a piano. Go through the southern wall to enter the chapel, where you can save your game. So save your game, and take whatever is in here. Now head back to the Main Hall.

<Go to continue game>

Use the Emergency Brake

If you choose this option, Jill will slam on the breaks and the Trolley will crash, and you will end up in the Clock Tower Courtyard. Go through the door to the west (it's the only unlocked one) to be in the room with the piano again. Exit this room to be in the Chapel again. Save your game if you wish, then re-enter the piano room again to meet with Carlos.

After the cut-scene, go through the double-doors here to get into the Main Hall of the Clock Tower. In the main hall, grab the Clock Tower Map, the Mine Thrower from the dead body, and anything else in here. Also, listen to the music boxes in here for later on in the game... Go through the door to the east to enter the Library. Head through the only unlocked door here to get to a save room. Save your game, then go through the next door to get to a bedroom. Run forward and a picture will fall over revealing a safe containing the Clock Tower Key. Take it, then go back to the Main Hall of the Clock Tower.

<Go to continue game>

.....
Continue Game
.....

When you are back in the Main Hall, head up the main staircase up to the second floor. Kill the giant spiders up here with either your Magnum or Grenade Launcher, then head out the door to the left of the staircase, and out onto the Clock Tower Balcony. Take the Red Herbs here, and then climb up the ladder.

You are now in the gear room. Take the Silver Gear from in here, then approach the Music Box and listen to the music it plays. This is a random puzzle, so just move the switches up and down until the music box plays the same song you heard from the Main Hall of the Clock Tower. If you did this right, you should receive the Chronos Chain. Now combine it with the Clock Tower Key to make the Chronos Key.

Okay, time to go back down the ladder again to get to the Balcony. When you get down here, you will meet Nemesis again...

- Use the Light
- Use the Cord

Use the Light

By choosing this option, Jill will turn on one of the spotlights and blind Nemesis with it, and then push him over the edge of the Balcony. This choice isn't as good as the other one, so you really shouldn't choose this option.

<Go to continue game>

Use the Cord

Now this option is much more gratifying and manly (or 'girly' you could say) since Jill will rip one of the cords from a spotlight, and stick it on the watery ground to electricute Nemesis. Now just take whatever he drops for ya.

<Go to continue game>

.....
Continue Game
.....

After taking care of Nemesis, make your way back downstairs to the Main Hall of the Clock Tower. Now go into the unlocked door and into the Library. Use the Chronos Key on the Greenish door in here to the right. BTW, you might want to visit a save room with a Magic Box, because you need at least 4-5 empty slots in your inventory for the next puzzle.

Kill all of the giant spiders down the next hallway, then take the ammo off of the dead soldier in the hallway. Exit out of the next door at the end of the hallway. Now in this main room, approach the three statues and take all three of the odd balls, which are: Obsidian Ball, Amber Ball, and the Crystal Ball. Ok, time to solve the clock puzzle, so go up to the clocks on the other wall.

Remember that you place each ball into the clock, and that this makes each clock's time change. Your goal is to make the center clock read 12:00:

BALL VALUES:

Obsidian Ball
Left Clock: - 2 hours
Center Clock: + 2 hours
Right Clock: + 4 hours
Amber Ball

```
| _____ |
|           |
|Left Clock: - 3 hours |
|           |
|Center Clock: + 3 hours|
|           |
|Right Clock: + 6 hours |
|           |
| _____ |
```

```
| _____ |
| Crystal Ball |
| _____ |
|           |
|Left Clock: - 1 hours |
|           |
|Center Clock: + 1 hours|
|           |
|Right Clock: + 2 hours |
|           |
| _____ |
```

Now just use these values so that the Center Clock gets to 12:00. After you have done this, you will receive the Gold Gear. Now you should have both the Silver Gear and the Gold Gear. When you are ready, head back upstairs to the Gear Room just above the Clock Tower balcony.

In the Gear Room, combine the Silver Gear with the Gold Gear to get the Chronos Gear. Now place the Chronos Gear into the panel next to that Music Box to make that giant Clock Tower bell ring for help. Save your game, then head back downstairs to the Main Hall of the Clock Tower and into the main courtyard outside. Out here, you will encounter Nemesis, and you CANNOT run from him. Oh yeah, and he infects you with the T-Virus.

One of two things will happen...

Carlos will enter the scene, and blow up Nemesis' Rocket Launcher himself, but you'll still have to fight him yourself. He'll attack you with his tentacle thingy that he infected you with, so dodge it, then blast him. Repeat this until he drops permanently.

Or...

Wait for him to get close, or as close as you want him to get to you, then blast him with your best weapon. Remember to dodge his attacks, then repeat this process. Don't get too far away from him, or he'll shoot you with his Rocket Launcher, which is a bad thing. After a while, you will blow up his Rocket Launcher. He will now come at you with his arms. Dodge his attacks, then shoot him until he drops. Now blast him some more until that purple blood oozes from him. That means he won't get up.

Well, after one of these things happens, you will be infected with the damn T-Virus, and Carlos must find a cure for you. You will now take over with Carlos.

CARLOS MINI-QUEST

You will start out in the chapel save room, so exit it, and go into the Library. Head through the green door, and avoid the spiders here, and go through the door at the end. In this room (with the 3 statues and 3 clocks), head into the back room, and push the large bell out of the doorway.

Outside here, go down the the right side, and head into the Hospital, and have your Assault Rifle ready for action. Right when you enter the main room, you will meet two Hunters. Blast them with your Assault Rifle, then get the Red Herbs, then go into the room to the right of the entrance, which is a save room. Save your game, then search this area for some easy Ammo. Exit through the next door, and get the Handgun Bullets from inside the Locker, the Director's Diary, the Hospital Map on the wall, the Blue Herb, and the Tape Recorder from the desk. Now take the elevator to the 4F (you have to use the Tape Recorder on the panel next to it first).

At the 4F, exit the elevator, and head out into the hallway, and into the next hallway, near the red light on the wall. Go into the first room you come across in this hallway. Inside here, check to see where the stand is located in one of the corners. Take the note the dead doctor is holding, then get the Green Herbs near the bed. Exit the room, and head to the left and through the hallway, and into the large room at the end of the hallway that leads to the elevator.

In this room, get the Photo D, and then take the Sickroom Key from the counter. Exit and head down the other hallway and go to the other door you didn't go through yet. Use the Sickroom Key to unlock the door. Inside, push the stand to the same location as the other stand was in the other room next to this one. If you did it right, a safe will be un-cloaked.

Read that slip that you got from the dead doctor to get a 3-digit code. Use that code on the safe to unlock it to get the Vaccine Base. Now go back to the elevator, and ride it to B3.

Exit the elevator, and go through the door at the very end of the hallway. In here, blast the Hunter, then shoot the explosive charge on the wall near the other Hunter behind the shelves. Now leave this room through the other door and head into the next room. Grab the Medium Base from the counter. Also, make sure you get the Medical Instruction Manual too. Place the Medium Base into the Synthesizer then switch the electric power supply on. Now once again, use the Synthesizer to solve the Synthesizer puzzle:

```
| _____ |  
| HOW TO SOLVE |  
| _____ |  
| | |  
| 1) Press "I" |  
| | |  
| 2) Press "III" |  
| | |
```



```
| 3) Press "A" |  
|               |  
|_____||
```

Now after solving it, you will get the Vaccine Medium. Combine it with the Vaccine Base to get the Vaccine that cures the T-Virus! Now leave the room and make sure you run from the Hunters that escape as you leave. In the hallway, some Hunters will come out and attack. Blast them with everything you got, then take the elevator to 1F. Carlos will spot a bomb...set for 60 seconds! Time to run...fast.

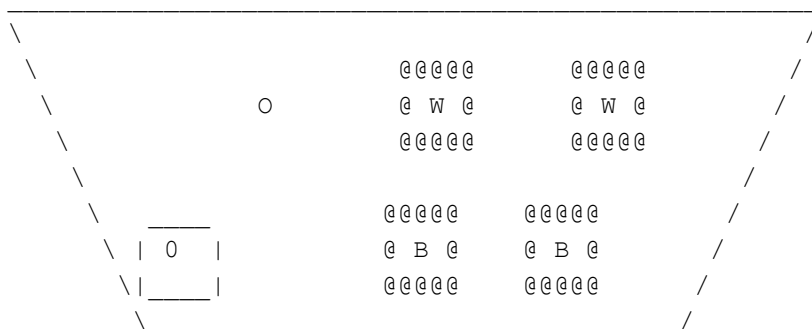
After you exit the building, it blows up...oh well. Now just make your way back to the Clock Tower, and to the Chapel and give the Vaccine to Jill to save her...but along the way, you meet Nemesis. But he won't attack you. He's going for Jill. Shoot him some, then run past him and get to the Chapel fast. Give Jill the Vaccine. Now leave the room and into the Main Hall, and run FAST from Nemesis. Take the route that Carlos took to get to the Hospital.

Once you are outside the Clock Tower, run forward and enter the Save Room with the Lockpick. Take all of the ammo from inside this room, and get the Park Key from the wall. Now exit the save room, and go the opposite way from the Hospital. At the Park Gate, use your Park Key to get through it to enter the Park.

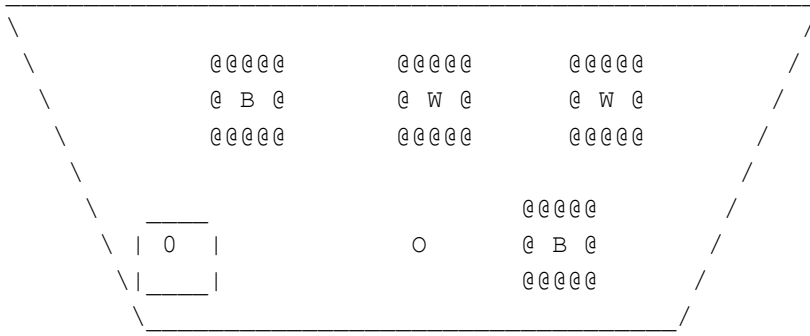
Kill whatever comes at you here (either Hunters or zombies or worms), then go right and up the stairs to the right, and run past the dock all the way to another door. Be careful on your way, because sometimes Hunters will jump out of the water at you, so take care of them if they do. Through the next door, you will be in another section of the park. Here you will either find some dogs or Hunters. Either way, dispose of them before they can dispose of you. There are 3 Hunters if you encounter them so be VERY aware of their presence. Run to the end of this path to find a dead body. Take the Written Order file and the Park Key from the body, then continue forward to find another body, so search him for some Magnum Rounds. Now that you have cleared this area (it's a good thing too, so now when you gave to come back here, you won't have to deal with Hunters). Return back to the main area of the Park, and cross the bridge and head through the gate across from you.

This is another fountain area, so get the Green Herbs, and approach the gear panel to get the gear puzzle. Here is the solution:

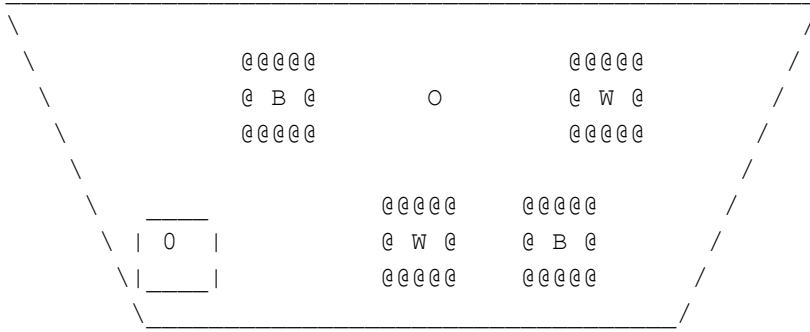
1)



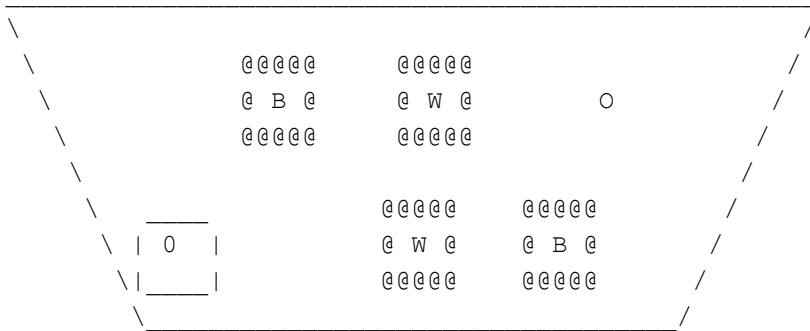
2)



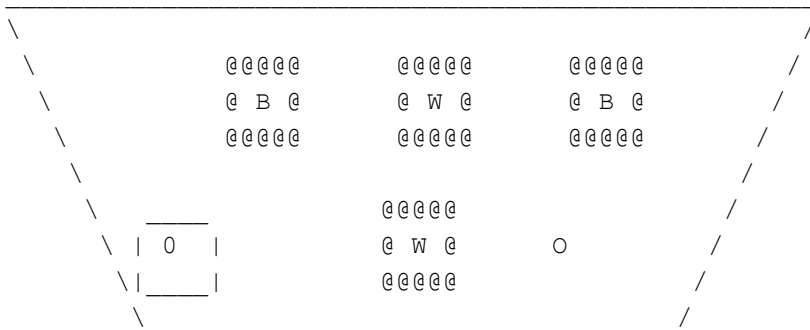
3)



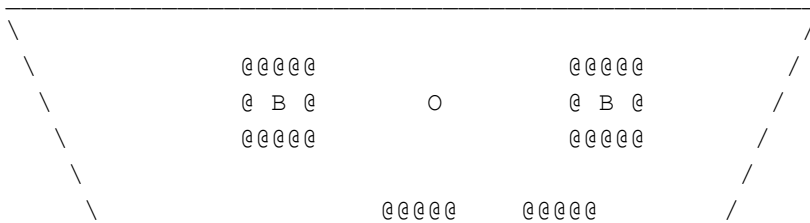
4)



5)



6)



```

\ | 0 |           @ W @   @ W @ /
 \ |___|          @ @ @ @ @ @ @ @ @ @ /
  \_____ /

```

7)

```

\_____ /
 \ /      \ /
  O         @ @ @ @ @   @ @ @ @ @
           @ B @       @ B @
           @ @ @ @ @   @ @ @ @ @
           @ @ @ @ @   @ @ @ @ @
           @ @ @ @ @   @ @ @ @ @
 \ | 0 |           @ W @   @ W @ /
  \ |___|          @ @ @ @ @ @ @ @ @ @ /
  \_____ /

```

After doing this, the water level will lower (make sure to press Start when you are done). Run down the ladder that has been revealed and into some more sewers. In the sewers, run to the other side of the sewer and head up the other ladder, but as you climb up the block that leads to the ladder, some giant worms comes out! Dodge them then go up the ladder and into the Graveyard.

Either kill or avoid the zombies in the graveyard, then head over to the other door on the other side of the graveyard. Use your Park Key to open the door, and you will enter the cabin. Inside here, take the ammo, and the Iron Pipe, then go through the other door to get to a Save Room. Save your game, then go back into the other room. Use your Lighter on the fireplace in here to reveal a hidden room. Now use your Iron Pipe to open it more, then enter the room.

Inside here, you will find another Park Key, some files, and some Grenade Rounds, and some Ink Ribbons. Leave the room to meet Nicholai again, then exit the cabin, and you will have to fight the Giant Gulp Worm...damn.

To kill it, wait for it to come out of the ground, then shoot it with your Grenade Launcher or Mine Thrower. If you use the Mine Thrower, place some mines on each side of the area where he exits the ground to blow him up. After you have killed him, a cut-scene will start, showing the Gulp Worm being electricuted. Now you can either watch him die, or shoot him some more if he DOESN'T die. Climb up the nearest fence to get out of this pit.

Okay, with the other Park Key in your hands, return to the other side of the park where you fought all of those Hunters, and all the way to that locked door you found earlier.

Once here, use the Park Key to unlock the door, then get rid of the key. Run forward and cross the bridge, and you will encounter a new Live Selection with Nemesis again...

- Push Him Off
- Jump Off

Push Him Off

If you choose this (which is recommended), Jill will push Nemesis off the edge of the bridge, and you will be able to enter the Dead Factory easily. Now enter the Dead Factory, and into the first room. Take the Facility Key from the shelf, and watch the cut-scene. Now get the files, First Aid Spray, and the Ink Ribbons and save your game. Exit and head into the next room.

Approach the control panel, and you have to turn on the Safety System:

ORDER TO PRESS THEM	
1) A	
2) B	
3) C	
4) A	
5) D	
6) E	
7) A	
8) C	
9) MAIN SWITCH	
10) B	
11) A	

Now that the power has been supplied, leave this room and head into the save room. Now exit the room and use the Facility Key to open the door across from the save room. In this room, grab the System Disc from the control panel, then leave through the next door. Now use the elevator and go to 1F.

At the 1F, exit the elevator, and head through the hallway, through the room to the right, and then through another hallway, then enter the Save Room. In here, get the Water Sample, and some of the Ink Ribbons. Now leave through the next door and go down the steps, and get the Ammo here. Approach the control panel on the wall and use the Water Sample on it to start a tough-as-nails puzzle:

One Solution:

==										==
==				==				==		==
==		==		==		==		==		==

Another Solution:

```
_____
|   |   | == |   |   | == |   |   |
| == |   | == | == | == | == | == |   |
| == |== | == | == | == | == | == | == |
```

And another:

```
_____
| == |   | == |   |   | == |   |   |
| == |   | == |   |   | == |   |   |
| == |   | == | == | == | == |   | == |
```

This puzzle is EXTREMELY HARD to solve, and there is no real solution to it. It all depends on how well you can line up the bars. The solution is completely random, but I have shown all of the solutions I have come across. After you have completed this damn puzzle, head back upstairs to the save room.

LOAD UP on all the powerful ammo and weapons you have and all the Health Items you have by using the Magic Box. Save your game and make sure you take the System Disc as well. Return to the elevator, and go back to the 2F. Make a left at the elevator, and follow the hallway to meet Nicholai and watch a cut-scene. After the cut-scene ends, use the System Disc on the next door to unlock it and enter the next room.

You will meet Nemesis here...and he looks NASTY. Stand near some of those valves (they're full of acid you know...), and when he gets near it, shoot the valves so that acid leaks into the room and this will kill Nemesis... but beware of the acid because you can die from it too. Shoot as many valves as you can to kill him. Now get the Umbrella Card Key from the dead body near the door, and exit through the door before the time is up. Follow the path (killing the zombies along the way), and enter the room at the end. Get what you need from the save room, then leave through the next door, and use the elevator in here. In the next room, use the Facility Key on the Locker here to get the Rocket Launcher. Take it, as well as the Grenade Rounds. Get back onto the elevator, and head back to 1F. Run back through the room where you killed Nemesis, turn left, and head through the hall. Use the Card Key on the shutter. Kill the zombies on the other side, then continue through.

In the next room, watch a cut-scene. When it's over, try to go back down the ladder, and you will hear a command telling you that you a missile attack has been confirmed. Damn. Go back down the ladder and into the next room. Leave the room, and run through the hallway and into the next large room. Approach the 1st Battery, and push it into the rail gun. Nemesis will appear.

He'll come at you slowly, so run up and push the 2nd battery into it's place, then push the 3rd Battery into it's place. If he gets near you, shoot him with your Rocket Launcher. When all 3 batteries are in place, the Rail Cannon will blast Nemesis to finish him...and you will have one last Live Selection:

- Exterminate the Monster
- Ignore it and leave

Exterminate the Monster

If you do this, Jill will pump the dying Nemesis full of Magnum rounds. Then she will exit.

Ignore it and leave

If you do this, Jill will just leave and escape through the elevator.

YOU HAVE JUST BEATEN RESIDENT EVIL 3!

Jump Off

If you do this (which I do not recommend), you will end up in a river. Make your way past the waterfall and up the ladder, and make your way into the Dead Factory and make your way into the Room with the Facility Key (see above "Push him off").

Once in that room, take the Facility Key from the shelf, and watch the cut-scene. Now get the files, First Aid Spray, and the Ink Ribbons and save your game. Exit and head into the next room.

Approach the control panel, and you have to turn on the Safety System:

- | |
|---------------------|
| ORDER TO PRESS THEM |
| 1) A |
| 2) B |
| 3) C |
| 4) A |
| 5) D |
| 6) E |
| 7) A |
| 8) C |
| 9) MAIN SWITCH |
| 10) B |

```

|                                     |
|11) A                               |
|                                     |
|_____                             |

```

Now that the power has been supplied, leave this room and head into the save room. Now exit the room and use the Facility Key to open the door across from the save room. In this room, grab the System Disc from the control panel, then leave through the next door. Now use the elevator and go to 1F.

At the 1F, exit the elevator, and head through the hallway, through the room to the right, and then through another hallway, then enter the Save Room. In here, get the Water Sample, and some of the Ink Ribbons. Now leave through the next door and go down the steps, and get the Ammo here. Approach the control panel on the wall and use the Water Sample on it to start a tough-as-nails puzzle:

One Solution:

```

_____
| == |   |   |   |   |   |   | == |
| == |   | == |   | == |   | == | == |
| == |== | == | == | == | == | == | == |

```

Another Solution:

```

_____
|   |   | == |   |   | == |   |   |
| == |   | == | == | == | == | == |   |
| == |== | == | == | == | == | == | == |

```

And another:

```

_____
| == |   | == |   |   | == |   |   |
| == |   | == |   |   | == |   |   |
| == |   | == | == | == | == |   | == |

```

This puzzle is EXTREMELY HARD to solve, and there is no real solution to it. It all depends on how well you can line up the bars. The solution is completely random, but I have shown all of the solutions I have come across. After you have completed this damn puzzle, head back upstairs to the save room.

LOAD UP on all the powerful ammo and weapons you have and all the Health Items you have by using the Magic Box. Save your game and make sure you take the System Disc as well. Return to the elevator, and go back to the 2F. Make a left at the elevator, and follow the hallway to meet Nicholai and watch a cut-scene. After the cut-scene ends, use the System Disc on the next door to unlock it and enter the next room.

You will meet Nemesis here...and he looks NASTY. Stand near some of those valves (they're full of acid you know...), and when he gets near it, shoot the valves so that acid leaks into the room and this will kill Nemesis... but beware of the acid because you can die from it too. Shoot as many

.....
1) Q: How do I get the Boutique Key?

A: Just complete the game once on any difficulty level.

2) Q: What is the purpose of the Boutique Key?

A: It's purpose is to give you access to hidden costumes in the game.

3) Q: How many different Hidden Costumes are there?

A: There are 5 different costumes that can be unlocked.

4) Q: You said I could find <insert item / enemy here> at the <insert location here>. But I didn't find it there. Why?

A: Because the game has randomized events and locations, so that you have more replay value or something.

5) Q: Um.....is this a true sequel to Resident Evil 2?

A: No. It is a side-story.

6) Q: When does it take place?

A: It takes place 24 hours before Resident Evil 2, and 24 hours after Resident Evil 2.

.....
6. Tips
.....

- Do not save your game. I know this sounds a little extreme, but when you're attempting to beat the game in under 3:00, this is necessary. Every time you save your game, it deducts "points" from your overall ranking. For every time you save your game, it deducts 50 points from your overall ranking, and 1000 points for the first time you save your game.
- Do not use ANY First Aid Sprays. Using these will also bring your overall ranking down significantly. In order to earn an A rank, you are not allowed to use any First Aid Sprays.
- Using Herbs is alright, because this doesn't bring your rank down at all.

But always use Mixed Herbs instead of a single herb because it conserves herbs and space in your inventory. The best combination of Herbs is a red, blue, and green herb; two green and one red herb; two green and one blue. Once again, NEVER use just a single herb unless it's absolutely necessary.

- Do not strive to pick up every box of Handgun Bullets you come across. You will need to pick up plenty of bullets, but you shouldn't need that many, because you will be killing zombies with your combat knife the most often, unless you are overwhelmed by zombies. DO NOT go out of your way to collect handgun bullets, because it just wastes time.
- Use the combat knife whenever you can. Using the knife saves you ammo. For example, whenever you drop a zombie to the ground that will be a "crawler" or isn't quite dead, quickly switch to your knife and finish him off. You should be able to knife to death any zombie after 5-6 bullets without getting touched at all every time. The downside to this is that it wastes time, but this can be overcome by...
- Avoiding confrontation whenever possible. It's always best to just avoid enemies whenever possible, unless it's a powerful foe like the Bandersnatch or Hunter, in which case you should immediately kill them off to save time.
- Only kill enemies that are in rooms that you will need to revisit later on. This way you save time because you won't have to kill them later, unless they re-spawn.
- Do not collect ANY files. They just waste precious time, and are useless.
- Use the 180-degree turn: To do this, press down on the control pad while holding down the action button. This should allow you to make a quick 180-degree turn
- Only go to areas that you will need to go to. Going into other areas that are optional wastes time.
- Pick up any herbs you come across. Since you are only allowed to use Herbs, then you'll need as many as you can get.
- Never collect Ink Ribbons. This will waste time because you shouldn't be saving your game at all.
- Be prepared to spend some serious time with your Dreamcast. In order to get an A rank, you can't save at all, so you'll have to beat the game in one straight sitting.
- Skip ALL cut-scenes and FMV scenes. These also waste time, and will cause your rank to lower. Press start to skip these.
- Run. Every second you walk is another wasted second, and they all count. If you want to have good button control, get used to gripping the controller with your right hand so that your thumb wraps around the base opposite the trigger. Switch to button mode "C" in the options. Then you can always have the run button depressed, and be able to switch to your inventory without having to stop running. It's a little awkward at first, but once your pinky gets used to pulling the trigger it works much better than using one thumb for all four buttons.
- Avoid confrontation at all costs. Avoiding fights will save you plenty of ammo and health.

- Run a lot. Running around a lot will cause you to solve puzzles faster and will shorten the game time overall. Running also allows you to avoid enemies easier.
- Save some ammo. You should always save your best ammo (i.e: Acid Rounds, Magnum bullets) for later bosses and stronger enemies. Don't use your Magnum on zombies, or your Grenade Launcher on crows, and stuff like that.
- Try not to use First Aid Sprays. Using First Aid Sprays can also bring your overall rank down. Try to use herbs instead.
- Mix your herbs. Instead of using just one green herb, try mixing it with another green herb, or a red herb. This will reduce the space in your inventory, and will help you out immensely.
- Save your blue herbs. Blue herbs can only be used for poison, so pick up any that you can, and save them for later.
- Use your Inventory Box. Duh. Using the inventory boxes will allow you to store items for later, and will save you inventory space.
- Save your ammo. Duh.
- Save your herbs. Use them to mix with each other. Try not to use a single green herb.
- Save your larger weapons for later. Saving your larger weapons (like your submachine guns or grenade launcher) allows you to have them for boss fights, therefore giving you the edge in the boss fights.
- Only save your game if you really need to. This way you have less amount of saves, and your overall ranking will be better.
- Use the maps. Using the maps you have found decrease the chances of you getting lost, and will make the game easier to play and less frustrating in the long run.
- Use the dodge move relentlessly. If you do it at just the right moment, you will be able to dodge his attacks easily, and this will give you plenty of time to either run away, reload your weapon, or blast him with your most powerful weapon. Oh, and for your info, the Grenade Launcher with Freeze Rounds work the best against him (so does the Magnum).
- If you're gonna shoot him, do it at POINT BLANK range (i.e., when he's right in front of you, or as close as he's gonna get to you. This decreases the chances of him dodging your fire, and it also increases the damage he takes from your shot.
- Mixing Herbs:
I found out that the most cost-effective way is to mix dual-green herbs esp. when you're running away from Hunters/Sweepers. This way you'll end up with more than enough herbs for the whole game. (not very useful is it ^^;)
- Super-dupa Knife:
This technique is not really that hard, but works wonderfully against zombies. First allow them to lunge at you, at that time you should be facing away from them already (preferable to the left or right) once the lunge is on, run onw step forward, and immedaiately aim and swipe. You

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.

Ammunition Creation System:

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 ammunition. 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:

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.

3. 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."

4. Photo A

The policeman are pressing forward.

It's dated "September 27."

5. 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

6. 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...

7. 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.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

8. Mercenaries 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 cause 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.

9. 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 constructions 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 accomplishments, 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 it's 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.

(That's the photo)

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 remember 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 need 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 pictured 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 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. Mechanic's Memo

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 vase 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 to increase or decrease. If you adjust 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

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 daybreak 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

Secret File

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 Canada 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 them somewhere in Europe. That's when my real battle begins...

.....

9. Enemy Shot Chart

.....

BRAIN SUCKERS:

The Brain Suckers are some S.O.B's. These guys look like Lickers from the other RE games, so you should be used to them by now. The Hunters can kill you easily, so it's best to avoid confrontation altogether. They are fast and strong, so if you must kill them, kill them quickly with either a Magnum or Shotgun blast.

How Much Ammo it Takes to Kill it:

- Handgun Bullets: 10-20 bullets
- Bow Gun Arrows: 20+ arrows
- Grenade Rounds: 1-3 rounds
- Flame Rounds: 1-3 rounds
- Acid Rounds: 1-3 rounds
- Magnum Rounds: 1-2 rounds
- Shotgun: 1-2 shots
- Automatic Guns: 1-8%

.....

CROWS:

The bats are replacements for the crows from the previous RE games, and are just as annoying. You can try to kill them, but if you just use your lighter, they will stay away from you.

How Much Ammo it Takes to Kill it:

- Handgun Bullets: 1-4 bullets
- Bow Gun Arrows: 1-6 arrows
- Grenade Rounds: 1 Round
- Flame Rounds: 1 Round
- Acid Rounds: 1 round
- Magnum Rounds: 1 round
- Shotgun: 1 Shot
- Automatic Guns: 1-3%

.....

BLACK WIDOW:

These things are just like the giant spiders in the previous RE games. They are poisonous, so try to stay out of their way, and kill them quickly.

How Much Ammo it Takes to Kill it:

- Handgun Bullets: 5-10 bullets
- Bow Gun Arrows: 5-13 arrows
- Grenade Rounds: 1-2 rounds
- Flame Rounds: 1-2 rounds
- Acid Rounds: 1-2 rounds
- Magnum Rounds: 1-2 rounds
- Shotgun: 2-3 shots
- Automatic Guns: 1-5%

.....

HUNTERS:

The Hunters are some S.O.B's. These guys were also in some of the previous RE games, so you should be used to them by now. The Hunters can kill you easily, so it's best to avoid confrontation altogether. They are fast and strong, so if you must kill them, kill them quickly with either a Magnum or Shotgun blast.

How Much Ammo it Takes to Kill it:

Handgun Bullets: 10-20 bullets
Bow Gun Arrows: 20+ arrows
Grenade Rounds: 1-3 rounds
Flame Rounds: 1-3 rounds
Acid Rounds: 1-3 rounds
Magnum Rounds: 1-2 rounds
Shotgun: 1-2 shots
Automatic Guns: 1-8%

.....

OTHER SPIDERS:

These are just like the ants, since they are small, and are a waste of ammo. Just run right by them and save ammo.

How Much Ammo it Takes to Kill it:

Handgun Bullets: 1-2 bullets
Bow Gun Arrows: 1-4 arrows
Grenade Rounds: 1 round
Flame Rounds: 1 round
Acid Rounds: 1 round
Magnum Rounds: 1 round
Shotgun: 1 shot
Dual Automatic Guns: 1-3%

.....

TENTACLES:

The tenticle comes out of the wall ever so often, and will retreat after you shoot at it for a little bit. Can be dangerous, so keep your distance.

How Much Ammo it Takes to Kill it:

Handgun Bullets: 10-20 bullets
Bow Gun Arrows: 15-25 arrows
Grenade Rounds: 1-3 rounds
Flame Rounds: 1-3 rounds
Acid Rounds: 1-3 rounds
Magnum Rounds: 1-3 rounds
Shotgun: 3-4 shots
Automatic Guns: 5-9%

.....

WORMS:

The worm also comes out of the wall ever so often, and will retreat after you shoot at it for a little bit. Can be dangerous, so keep your distance.

How Much Ammo it Takes to Kill it:

- Handgun Bullets: 10-20 bullets
- Bow Gun Arrows: 15-25 arrows
- Grenade Rounds: 1-3 rounds
- Flame Rounds: 1-3 rounds
- Acid Rounds: 1-3 rounds
- Magnum Rounds: 1-3 rounds
- Shotgun: 3-4 shots
- Automatic Guns: 5-9%

.....

ZOMBIES:

Your garden variety zombies, these are the living dead. Very common, the zombies can be dangerous when they are in groups. Avoid them to save health and ammo. There are several types of zombies in the game. Here are the one's that I've encountered:

- Prisoner Zombies
- Graveyard Zombies
- Soldier Zombies
- Police Officer Zombies
- Scientist Zombies
- Worker Zombies

How Much Ammo it Takes to Kill it:

- Handgun Bullets: 5-8 bullets
- Bow Gun Arrows: 8-12 arrows
- Grenade Round: 1 round
- Flame Round: 1 round
- Acid Round: 1 round
- Magnum Round: 1 round
- Shotgun: 1 round
- Dual Automatic Guns: 2-4%

.....

ZOMBIE DOGS:

A different type of zombie, the zombie dogs are very fast. Stay away

from them if you can, but if you have to fight, then you should just shoot them until they go down, then run away.

How Much Ammo it Takes to Kill it:

Handgun Bullets: 5-10 bullets
Bow Gun Arrows: 10+ arrows
Grenade Rounds: 1 round
Flame Rounds: 1 round
Acid Rounds: 1 round
Magnum Rounds: 1 round
Shotgun: 1-2 rounds
Dual Automatic Guns: 2-5%

.....
10. Rankings
.....

Ranks:

Rank
S
A
B
C
D
E

How to get "A" or "S" rank:

- Don't use any First Aid Sprays
- Do not use any special weapons (i.e., Gattling Gun)
- Do not save more than 6 times, or get more than 5 Ink Ribbons
- Beat the game in under 3:00 hours

BOUTIQUE KEY: You will get this no matter what rank you get in the game. The only difference is that the higher your ranking, the more alternate costumes you will be able to access.

EPILOGUES: There are 8 of these. You get one for each time you beat the game.

THE MERCENARIES MINI-GAME: You open this mode up no matter what rank you get. Just beat the game.

.....

11. Fighting Nemesis

.....

Nemesis is that BAD-ASS mutant who is chasing you all throughout the game of Resident Evil 3. And if you ask me, he's not really that bad of a guy...he's just "misunderstood". Heh. Well, in case you DON'T like him, here are some tips to beat him, and what you get each time you 'kill' him.

TIPS:

- Use the dodge move relentlessly. If you do it at just the right moment, you will be able to dodge his attacks easily, and this will give you plenty of time to either run away, reload your weapon, or blast him with your most powerful weapon. Oh, and for your info, the Grenade Launcher with Freeze Rounds work the best against him (so does the Magnum).
- If you're gonna shoot him, do it at POINT BLANK range (i.e., when he's right in front of you, or as close as he's gonna get to you. This decreases the chances of him dodging your fire, and it also increases the damage he takes from your shot.
- Use the 180-degree turn: To do this, press down on the control pad while holding down the action button. This should allow you to make a quick 180-degree turn.

WHAT YOU GET FROM HIM:

Time	What you get
1st time	Eagle Parts A
2nd time	Eagle Parts B
3rd time	Health Unit
4th time	M37 Parts A
5th time	M37 Parts B
6th time	Health Unit
7th time	Infinite Ammo

.....

12. Herb Mixing

.....

Herb Color/ Combo	Amount of health it replentishes
Green (G)	25% health
Blue (B)	Heals poison
Red (R)	Increases the strength of the green herbs
G+G	50% health
G+B	25% health and heals poison
G+R	100% health
G+G+G	100% health
G+B+R	100% health and heals poison
F.Aid Spray	100% health and heals poison

 How to Mix Herbs:

FIRST HERB	SECOND HERB	THIRD HERB	RESULT HERB
Green	Green	N/A	2x Green
Green	Blue	N/A	Green+Blue
Green	Red	N/A	Green+Red
Green	Green	Blue	2xGreen+Blue
Green	Green	Green	3x Green
Green	Blue	Red	G+B+R

 Tips:

-From JL Lee:

I found out that the most cost-effective way is to mix dual-green herbs for most of Claire's part and green-red herbs for the first part of Chris', esp. when you're running away from Hunters/Sweepers.

This way you'll end up with more than enough herbs for the whole game. (not very useful is it ^^;)

Condition Guide:

COLOR OF LIFE BAR	_CONDITION_	AMOUNT OF LIFE LEFT
Green	Fine	100% - 50%
Yellow	Caution	50% - 25%
Orange	Caution	25% - 10%
Red	Danger	10% - 0%
Purple	Poisoned	100% - 0%

.....

13. Mercenaries Guide

.....

CARLOS

Weapon: M4A1 Assault Rifle
STI Eagle 9mm
Ammo: 90 Hand Gun Bullets (3 boxes)
Other: 3 Mixed Herbs

PERSON	WHERE THEY'RE FOUND	WHAT YOU GET
Marvin Branagh	Sub Station	60 Hand Gun Bullets
Nicholai	Sales Office	60 Hand Gun Bullets
Mikhail	Bar	First Aid Spray
Large Man	Gas Station	60 Hand Gun Bullets
Little Girl	Newspaper Office 2F	First Aid Spray
Brad Vickers	Restaurant's basement	60 Hand Gun Bullets

PERSON	TIME BONUS
--------	------------

Marvin Branagh	20 seconds
Nicholai	20 seconds
Mikhail	20 seconds
Large Man	20 seconds
Little Girl	20 seconds
Brad Vickers	20 seconds
Nemesis (kill him)	120 seconds (!)

 NICHOLAI

Weapon: SIG-Pro 9mm

Knife

Ammo: N/A

Other: Blue Herb

3 First Aid Sprays

PERSON	WHERE THEY'RE FOUND	WHAT YOU GET
Marvin Branagh	Sub Station	60 Hand Gun Bullets
Carlos	Sales Office	60 Hand Gun Bullets
Mikhail	Bar	60 Hand Gun Bullets
Large Man	Gas Station	60 Hand Gun Bullets
Little Girl	Newspaper Office 2F	60 Hand Gun Bullets
Brad Vickers	Restaurant's basement	60 Hand Gun Bullets

PERSON	TIME BONUS
Marvin Branagh	20 seconds
Carlos	20 seconds
Mikhail	20 seconds
Large Man	20 seconds
Little Girl	20 seconds
Brad Vickers	20 seconds
Nemesis (kill him)	120 seconds (!)

MIKHAIL

Weapon: Benelli M39 Shotgun
 S&W .44 Magnum
 Rocket Launcher
Ammo: 21 Shotgun Shells
 10 Magnum Bullets
Other: Mixed Herb

PERSON	WHERE THEY'RE FOUND	WHAT YOU GET
Marvin Branagh	Sub Station	First Aid Spray
Nicholai	Sales Office	First Aid Spray
Carlos	Bar	14 Shotgun Shells
Large Man	Gas Station	14 Shotgun Shells
Little Girl	Newspaper Office 2F	14 Shotgun Shells
Brad Vickers	Restaurant's basement	12 Magnum Rounds

PERSON	TIME BONUS
Marvin Branagh	20 seconds
Carlos	20 seconds
Nicholai	20 seconds
Large Man	20 seconds
Little Girl	20 seconds
Brad Vickers	20 seconds
Nemesis (kill him)	120 seconds (!)

WEAPONS YOU CAN BUY:

WEAPON	COST
Assault Rifle	\$2000
Gatling Gun	\$3000
Rocket Launcher	\$4000

Infinite Ammo	\$9999
---------------	--------

.....

14. Weapons List

.....

WEAPON NAME	LOCATION
Combat Knife	Default Weapon (Magic Box)
SIG Pro 9mm	Nicolai's main weapon
Beretta M92F 9mm	Default weapon for Jill
Benelli M39 Shotgun	City streets (corpse)
HK-p Grenade Launcher	S.T.A.R.S office cabinet
S & W .44 Magnum	Power Room
STI Eagle 9mm	Kill Nemesis to get it
Western Custom M37	Kill Nemesis to get it
Mine Thrower	Clock Tower
Gattling Gun	Mercenaries Game
Rocket Launcher	Mercenaries Game
M4A1 Assault Rifle	Carlos' Main Weapon

WEAPON NAME	MAX. AMMO
Combat Knife	N/A
SIG Pro 9mm	15 rounds
Beretta M92F 9mm	15 rounds
Benelli M39 Shotgun	7 rounds
HK-p Grenade Launcher	Infinite rounds

S & W .44 Magnum	6 rounds	
STI Eagle 9mm	15 rounds	
Western Custom M37	6 rounds	
Mine Thrower	6 rounds	
Gattling Gun	Infinite Rounds	
Rocket Launcher	8 or Infinite	
M4A1 Assault Rifle	100% of clip	

.....

15. Ammo List

.....

Ammo	Description
Assault Rifle Bullets	These come in clips. It increases your ammo by 50%.
Handgun Bullets	Common bullets. Found everywhere.
Freeze Rounds	Available in Blue containers. Works extremely well on Nemesis.
Acid Rounds	Available in yellow containers. Kills zombies in one hit.
Flame Rounds	Available in red containers. Use against the Hunters, since it causes them to catch fire.
Grenade Rounds	Available in gray containers. Explodes on impact.
Magnum Rounds	Bullets used for the Magnum. These too are also hard to find.
Shotgun Shells	Rounds used for the Shotgun. 12-gauge shells. Able to kill a zombie in one shot.

.....

16. Item List

.....
In alphabetical order...

ITEM NAME	WHERE YOU FIND IT
Amber Ball	Clock Tower 1F
Battery	Downtown, statue
Blue Jewel	Police Station 1F
Boutique Key	Defeat Game once
Bronze Book	Downtown, statue
Bronze Compass	Downtown, fountain
Card Case	Outside of Police Station
Card Key	Dead Factory 2F
Chronos Chain	Clock Tower 3F
Chronos Gear	Gold gear + silver gear
Chronos Key	Chronos Key + Winder Key
Clock Tower Key	Clock Tower 1F
Clock Tower Key	Clock Tower 1F
Crank	Uptown, outside shop
Crystal Ball	Clock Tower 1F
Facility Key	Dead Factory 2F
Fire Hook	Downtown, Restuarant
Fire Hose	Uptown, alleyway
Fuse	Downtown, station
Gold Gear	Clock Tower 1F
Green Jewel	Restaurant basement/newspaper office
Hospital Key	Hospital 4F
Iron Pipe	Park, cabin
Lighter	Empty lighter + Lighter Fluid
Lighter Fluid	Uptown, alley basement

Lockpick	Police Station 2F	
Machine Oil	Gas station, downtown	
Medium Base	Hospital B3	
Mixed Oil	Machine Oil + Additive Oil	
Obsidian Ball	Clock Tower 1F	
Oil Additive	Sales Office	
Park Key 1	Park, corpse	
Park Key 2	Park, small cabin	
Park Key 3	Park, hidden room	
Power Cable	Downtown, parking garage	
Rusty Crank	Downtown, save room near Restuarant	
Sickroom Key	Hospital 4F	
Silver Gear	Clock Tower 3F	
S.T.A.R.S Card	Dead corpse, outside Police Station	
S.T.A.R.S Card	Police Station 1F	
System Disk	Dead Factory 2F	
Tape Recorder	Hospital 1F	
Vaccine	Vaccine Base + Medium Base	
Vaccine Base	Hospital 4F	
Water Sample	Dead Factory 1F	
Warehouse Key	Warehouse 2F	
Wrench	Trolley	

.....

17. Gunpowder Mixing

.....

Mixing Results Chart:

POWDER	AMMO IT MAKES	

Gun Powder A	15 Handgun Bullets
Gun Powder AA	35 Handgun Bullets
Gun Powder AAA	55 Handgun Bullets
Gun Powder B	7 Shotgun Shells
Gun Powder BB	18 Shotgun Shells
Gun Powder BBB	30 Shotgun Shells
Gun Powder C	10 Grenade Rounds
Gun Powder CC	10 Freeze Rounds
Gun Powder CCC	24 Magnum Rounds
Gun Powder AAB	20 Shotgun Shells
Gun Powder BBA	66 Handgun Bullets
Gun Powder BC	10 Acid Rounds
Gun Powder AC	10 Flame Rounds

.....

18. Epilogues

.....

 Jill Valentine

After escaping the city, Jill set out to join Chris Redfield. However, all she found was an empty hideout of Chris's. On the floor was Chris's 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...

 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...

 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..."

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...

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...

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..."

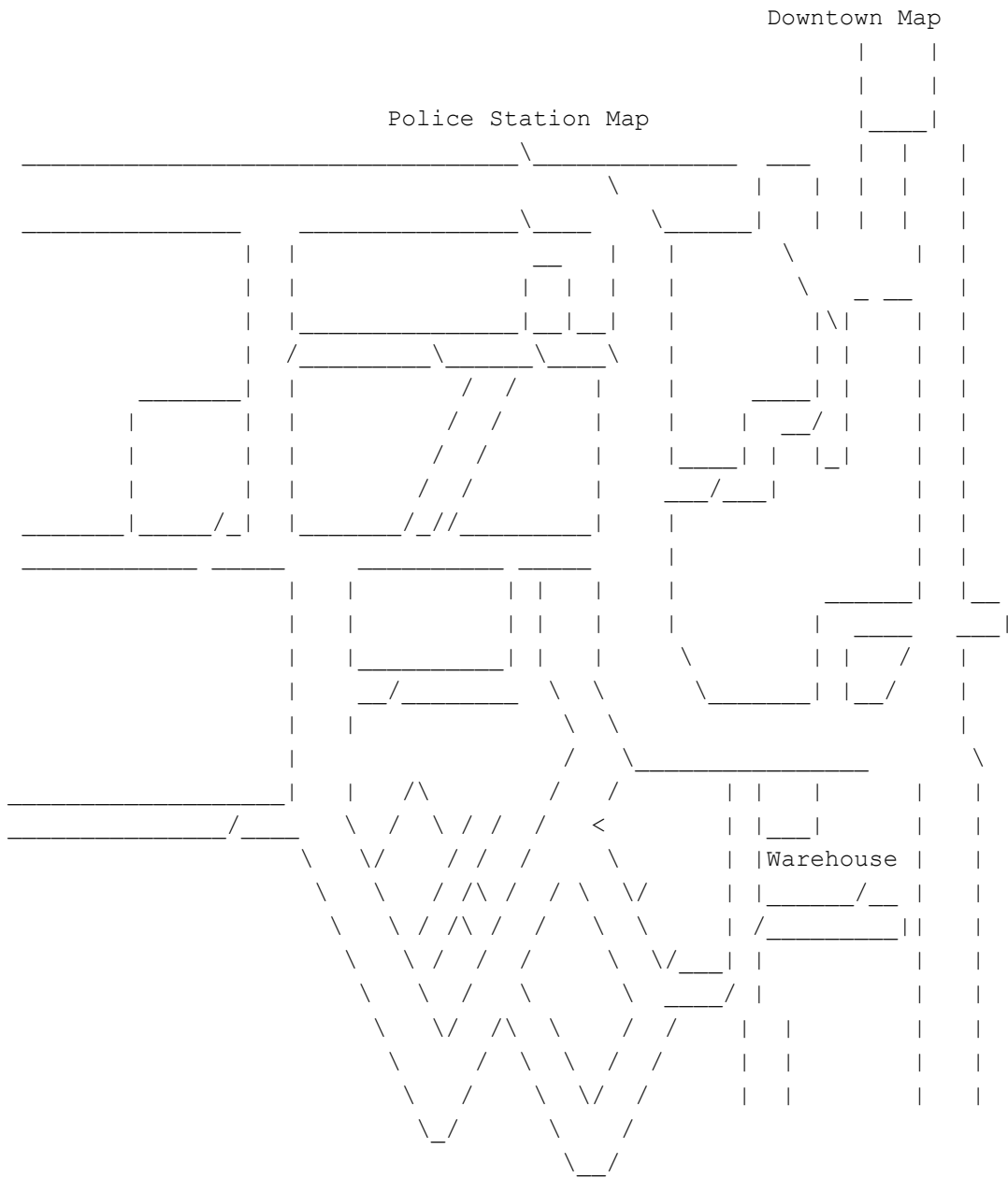
Ada Wong

A woman looks at herself in the mirror. She used to be called Ada Wong. But this morning she will say good-bye to the name. "I'm not Ada Wong anymore." She feels her abdomen 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...

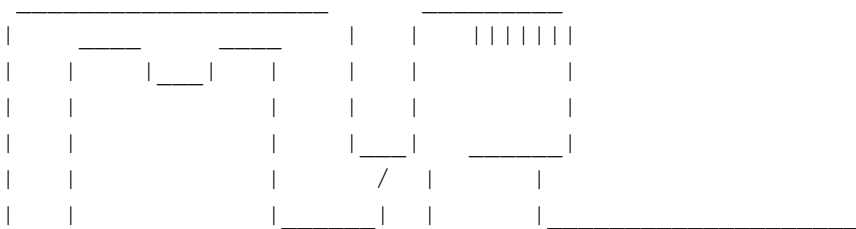
Hunk

"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...

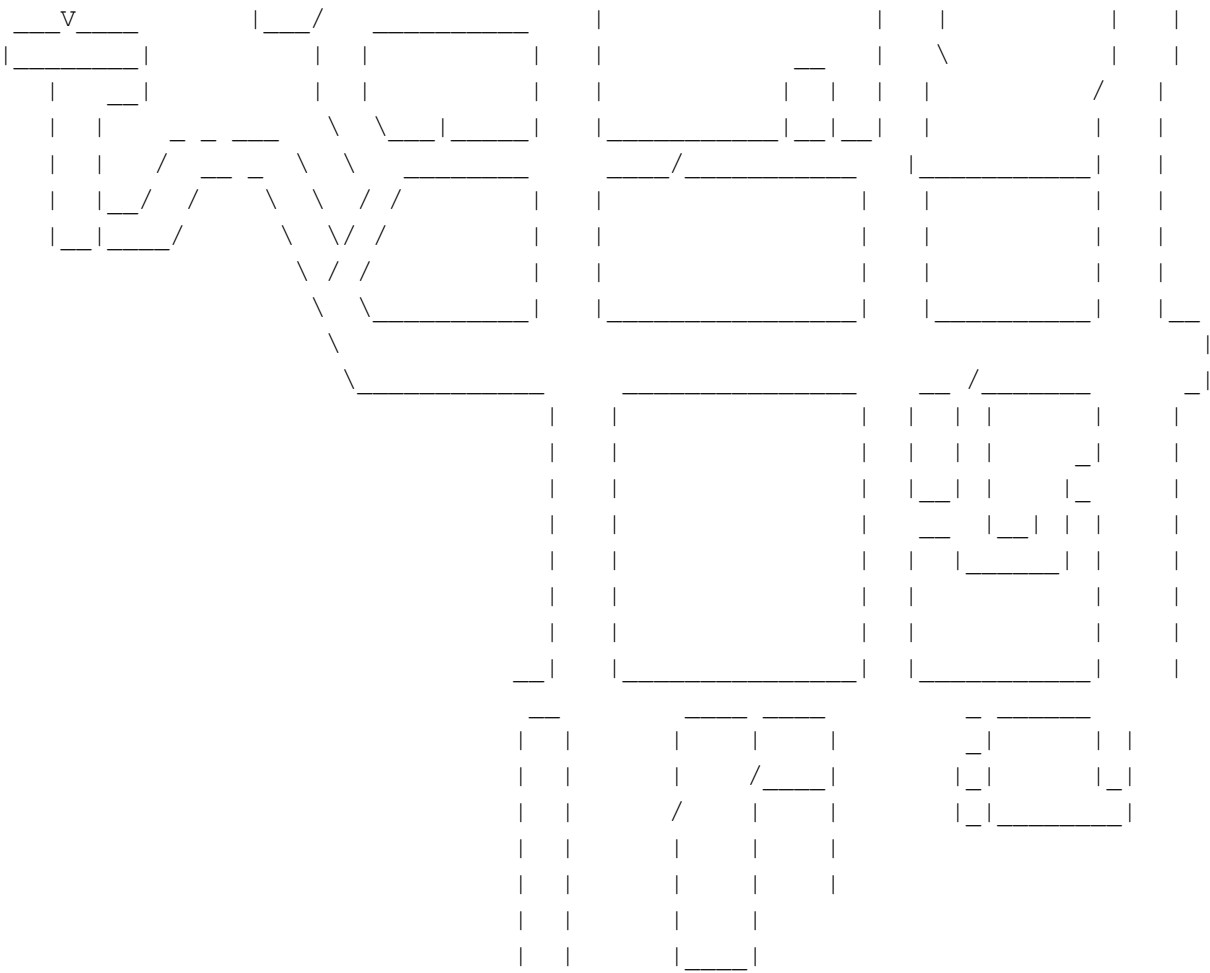
UPTOWN MAP:



POLICE STATION 1F:

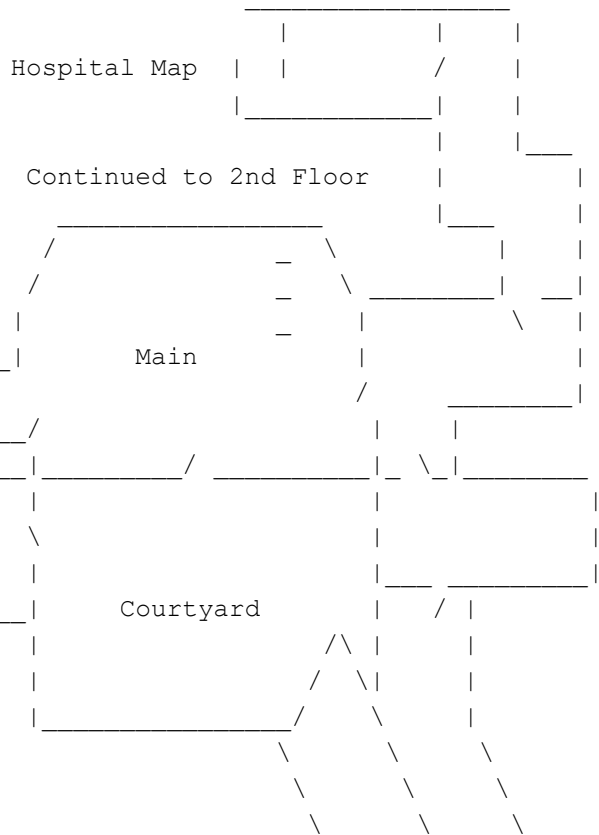


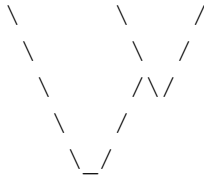
Trolley



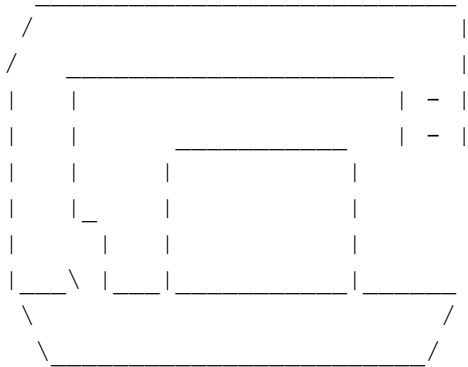
Uptown Map

CLOCK TOWER 1F MAP:

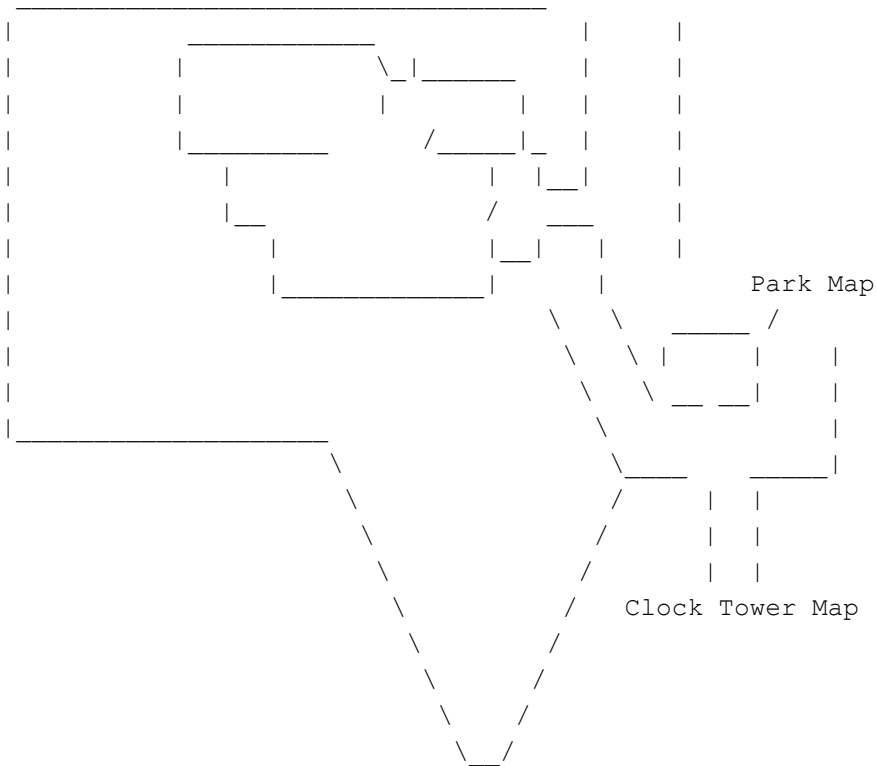




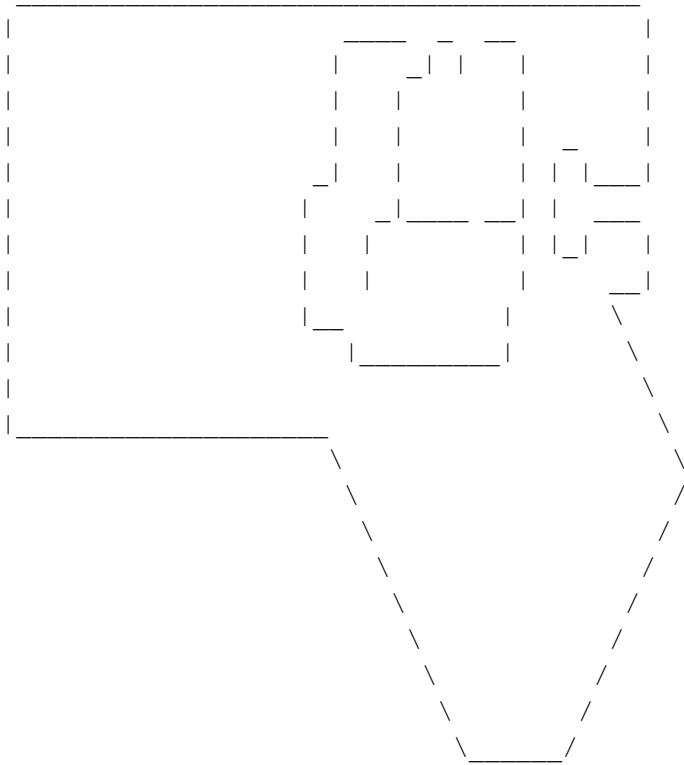
CLOCK TOWER 2F MAP:



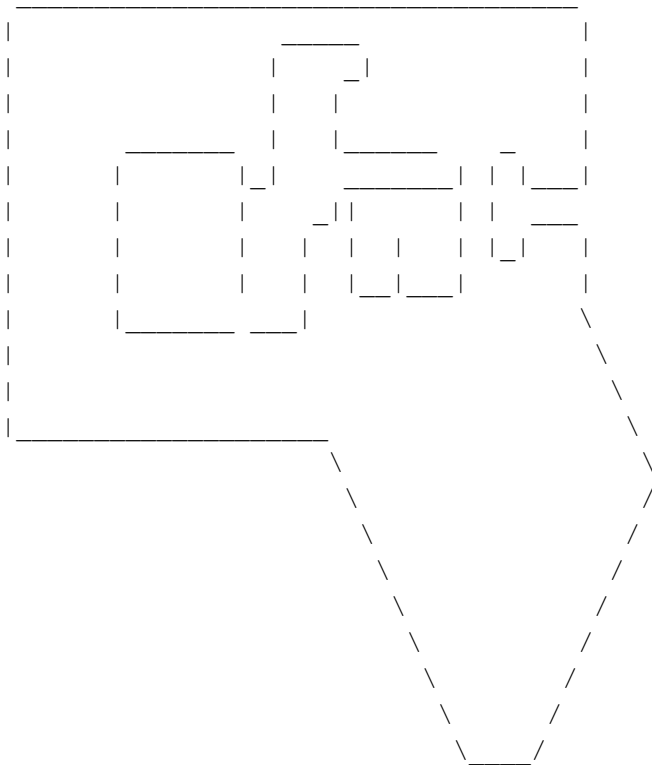
HOSPITAL 1F MAP:



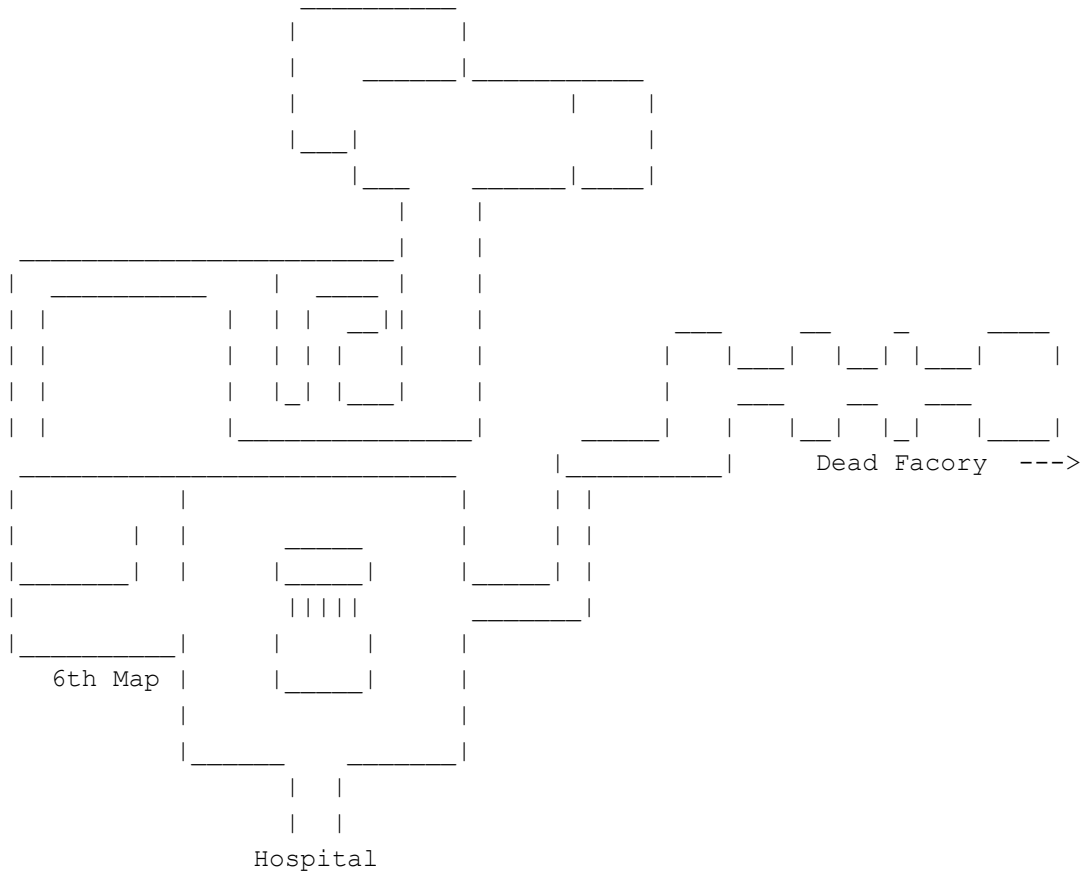
HOSPITAL 3F MAP:



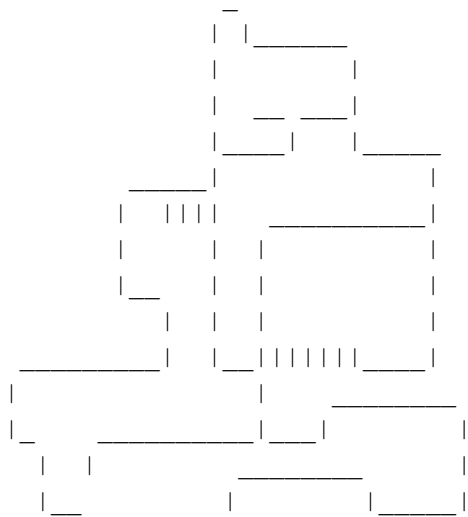
HOSPITAL 4F MAP:



PARK MAP:

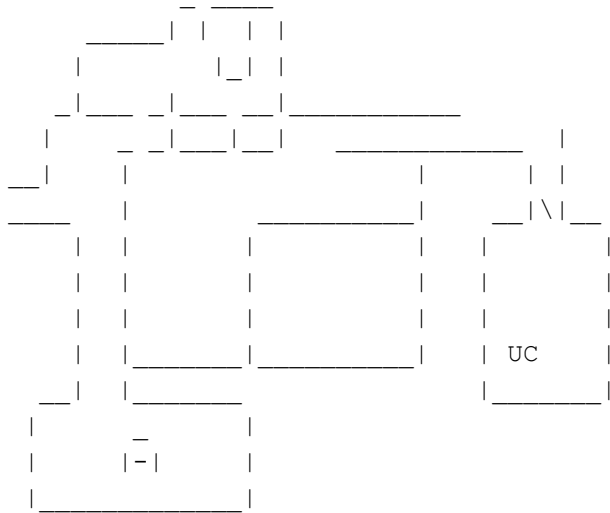


DEAD FACTORY 1F MAP:

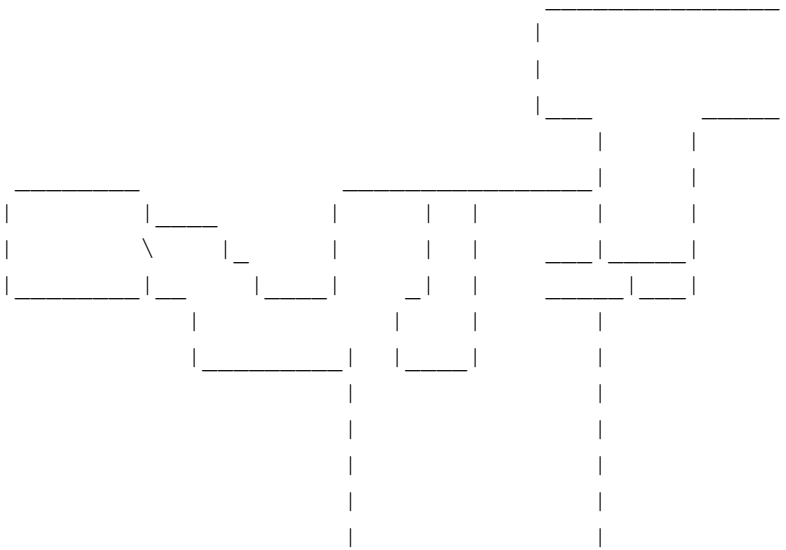


[]

DEAD FACTORY 2F MAP:



FINAL BATTLE AREA MAP:



.....

.....

Jeff "CJayC" Veasey- For creating the best web site on the planet, and for
accepting all of my FAQs

Me- For making this FAQ! :p

.....

20. CONTACT INFO

.....

Shameless Self-Promotion: Other Strategy Guides by me:

PLAYSTATION:

- Ape Escape
- Brave Fencer Musashi
- Crash Team Racing
- Fear Effect
- Gran Turismo 2
- Hot Shots Golf 2
- Legend of Mana
- Medal Of Honor
- Metal Gear Solid
- NBA Live 2000
- Need for Speed: High Stakes
- Tony Hawk's Pro Skater
- R4: Ridge Racer Type 4
- Rollcage
- Syphon Filter 2

NINTENDO 64:

- NBA Live 2000
- Mario Party 2
- Perfect Dark

DREAMCAST:

- Carrier
- Crazy Taxi
- Dead or Alive 2
- Hydro Thunder
- MDK 2
- Sega GT: Homologation Special
- Sega Rally 2
- Sega Swirl
- Resident Evil Code: Veronica

GAME BOY COLOR:

- Metal Gear Solid

.....

My website: http://www.geocities.com/i_am_nemesis_99

E-Mail Address: nemesis@flipmode.com

E-MAIL RULES:

Types I WILL accept:

- Small questions that are NOT answered in the FAQ
- Comments
- Any types of contributions that can be HELPFUL to others
- Corrections for this FAQ
- Any mail asking if you can use this FAQ on your website. Read the Legal Stuff section for all the details.

Types I will NOT accept:

- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive criticism
- Any questions that are already answered in this FAQ

Copyright:

© Copyright 1999-2000 Brett "Nemesis" Franklin. It may not be stolen, altered, or used for any type of profit. It may be reproduced electronically, and printed for PRIVATE, PERSONAL use. It may not be placed on a CD, printed in a magazine or any type of publication. If you would like to contribute to this FAQ (you will be credited,) please e-mail me, as well as any questions, comments, or corrections, to the address above.

This document intellectual and legal property of...

Brett

" _____ "

____ | // _____ () _____

____ |// /_ _ _ _ _ _ _ ____/_ /_ ____/

_ /| // /_ // // // // ____/ ()_ /_ ()

/_ / |_ / _ // // // // _ // ____/ // / ____/

Franklin

One final word:

"Don't Do Drugs!"

~End of Document~

This document is copyright Nemesis and hosted by VGM with permission.