

Cut-scene. Now you will find yourself in the warehouse with a big guy and who hides himself and gets rather pissed at your attempts to bring him out. Give him a break (he has to write his memo, after all) and run to the other side of the room to get First Aid Spray.

Up the stairs into office. Get the Ink Ribbons, the Gun Powder A and then take the Warehouse Key from near the door. Exit the office use the Warehouse Key on the door downstairs to leave the Warehouse. Realize you've just left your safe haven.

Safe to run through this alley then through the door. Kill all the zombies then go up ahead the alley. Shoot the barrel to kill the zombies lurking there. Door to your right is locked from inside. Go through the door ahead and up the stairs. Go ahead till you reach a door. It opens to a lot of zombies. Kill them all and go downstairs to get the Shotgun and the Lighter Fluid. Go back up the stairs and head through the alley opposite to the door you just came out of.

Grab the Green Herbs, down the stairs to your left and then through the door. Down the street past the shops, its Uptown after all, (you might want to keep in mind that the Boutique, you'll be crazy to find after getting the Boutique Key at the end of the game, is located here), go up the green steps straight ahead to get some Red Herbs. Get down and through the door ahead. Ahead get down the stairs to your right kill zombies go up the other stairs and enter bar.

Cut-scene. Take the Lighter near the exit. Also take Clock Tower Postcard. Combine your Lighter with the Lighter Fluid. Exit through the other door and you will find yourself on the streets with the shops you just passed. Go through the same door you went through last time (past where you got the red herbs).

This time instead of going down the stairs go ahead and into the red hallway to the left. Zombies trying to break the barrier. You might have to get closer to get them to break the barrier. Then get far and shoot the red barrel to kill them all. In case any are left take care of them. Go ahead to get Red Herbs and the photo A (from a corpse). Now burn the rope holding the other door in this alley using your lighter. Through the gate.

See the fires burning?? Keep these fires in mind cause you'll be coming back to douse them. Now go past them and kill the zombie dogs that rush at you. Ahead the door to your left is a save room. Get the Gun Powder A and Gun Powder B. Do save your game here.

**[Mix the A and B gunpowder on the shelf to make C and then mix it with the gunpowder A that you got at the warehouse and then combine it with your reloading tool to make grenade flame rounds, you will always get the grenade launcher in the S.T.A.R.S. room]. Get out of this room then head right and go through the next door. Keep the Fire Hose to your right in mind. Take Herbs and go through the next door.

Now go left (if you go right there is a door for which Jill needs a lockpick. The kind that police officers keep in their office) following the trail of police cars to the R.P.D. enter the gate. You'll see one of the few FMV sequences of the game now and come to meet the one thing that is truly scary in the game. NEMESIS. He's is like an ex- that doesn't go away. Keeps coming back. You'll get two choices:

- Fight the Monster
- Enter the Police Station

=====
Fight the Monster
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Back off I'll take you on
Headstrong to take on anyone
I know that you are wrong
Headstrong we're Headstrong
 -"Headstrong" by Trapt

If you don't have the rocket launcher, don't select this now. But if you do, stand for all that you are worth and hit NEMESIS with everything you got, which is not much. Keep dying a few times and then make the other choice!! Okay, if you do manage to kill Nemesis then pick up what he drops and then search the other corpse (you'll know which one I'm talking about) for the S.T.A.R.S. card. Its actually inside a wallet or something and you have to 'check' it in your items menu to get the card. Go inside the police station. Its said you can also dodge NEMESIS and get the card and then dodge some more to enter the police station. Really causes a lot of injury if you are anything like Kyra.

Go to: Inside Police Station

=====
Enter Police Station
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If you did choose this in first place, I take back everything I said about you not having a brain. Time to find the S.T.A.R.S card.

Go to: Inside Police Station

-----[Inside Police Station]-----
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Inside the Police Station go through the door on your left. You'll find the S.T.A.R.S. card in the Meeting Room. (Of course you don't have to find it, if you already got it). Read [^] below to find Meeting Room. [Use the S.T.A.R.S Card on the main computer and remember the code that you get. It will be used on a safe later.]

This reminded me of something I had read:

Not so long ago,
An application was for employment. A program was a TV show.
A cursor used profanity. A keyboard was a piano!
Memory was something you lost with age. A CD was a bank account.
Compress was something you did to garbage not something you did to a file.
And if you unzipped anything in public you'd be in jail for a while!!

Back to the game. Near the main door in the computer room (the door you came in through) are some Green Herbs. Also find some Shotgun Shells Ink Ribbons and some Hand Gun Bullets.

Now go through the door opposite to the computer. Kill zombies. Find corpse. Take Marvin's report. Go to Evidence Room. Use the computer code on the locker with red light. Get Emblem Key. Locker with green light has Blue Jewel. Go out the room through the other door. You'll be in a hallway. Kill zombies.

[^] Next door to the one you just came out of leads to the Meeting Room. Watch out for zombie dogs. You'll find the S.T.A.R.S card in the Meeting Room. In the room behind you'll find Shotgun Shells. (Beneath a nice picture, the kind that make people go, "Ah...an original Rembrandt!!). Also note that in the Meeting Room the American flag is hanging by the wrong side. Go back and use card on main computer

Underneath the stairs, opposite is a save room. Get the Gun Powder A. Take David's memo from near the typewriter. Get out of here.

Upstairs kill zombies, go past statue and through the next hallway and use the Emblem Key on the S.T.A.R.S Office door to the right. You can find the Lockpick, First Aid Spray and a Magnum or Grenade Launcher inside closet (read ** above how to get Grenade Launcher). Take Fax from Kendo. As Jill exits the room she hears a radio transmission. Anyway go downstairs and you will find your newest best friend NEMESIS. And with a rocket launcher of his own. Remember the song: "I run away with you if things don't go as planned..."[Promises - Eve 6] and get your ass out of here. Evidence Room - Office - Computer room - outta door that caused you so much heartache.

Go past the Police Cars and use the lockpick on the locked door up ahead. Down the alley on the dead soldier you'll find the Mercenary's Memo. Go through the door taking herbs along the way and go out of the next door. Taking care of zombie dogs. Corpse behind bus has Gun Powder B. Go through the door ahead.

Take Power Cable from car with its hood up. Other side of garage has a save room. Take items from here. Go through next door. Kill zombie or zombie dogs. Go through the other door. On the left wall you'll get the Downtown Map.

Kill two lickers, head left and get out of here. Depending on the choice of doors now you'll either meet Carlos either in the Restaurant or News Paper Office. If you go right, then take a left you will be at the Restaurant. Read the News Paper Office section if you want to go there first. I'm doing Restaurant first just cause its literally round the corner.

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-----[RESTAURANT]-----
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Inside Restaurant you'll find Gun Powder A, City Guide. Use lock pick on the strong box in back of the kitchen. Get Fire Hook. Use it on the metal covering on the ground. Now you'll meet Carlos, whose transmission Jill heard in the R.P.D S.T.A.R.S room. Think NEMESIS has left you alone?? NOOOO!!!!!! In comes NEMESIS. You get two choices.

- Run to the Basement
- Hide in the Kitchen

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Run to the Basement
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You'll find yourself in the basement, which is flooding, by the way. There is a vent that you can get out of. Cut-scene. Or you'll take too much time finding the vent and you will find yourself going up the ladder. Fight NEMESIS alongside Carlos. Shoot to kill. Take what NEMESIS drops and get out of the back door. Cut scene. Doesn't Carlos remind you of Black. That cool cockiness is unmistakable. Ahead, then to alley to the left near is a save room. Take Rusty Crank and Shotgun Shells. Now go and the Green Jewel in the News Paper Office.

Skip next part.

=====
Hide in the Kitchen
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Jill will throw a lamp at some gas cans which will explode taking NEMESIS down. Allow him to get up then bring him down alongside Carlos. Take what NEMESIS drops and get of the back door. Cut scene. This cut scene kind of reminded me of Resident Evil, the movie:

"I am Rain
Disciplined, dressed in black, armed
to the teeth. If you find guns and body armor sexy,
you just came."

- Michelle Rodriguez, Resident Evil

Ahead, then to alley to the left near is a save room. Take Rusty Crank and Shotgun Shells.

Now go and the Green Jewel in the News Paper Office.

-----[NEWSPAPER OFFICE]-----

If you take left out of the licker room door and go through the other door then turn to the alley to the left and go through the door at the end, up the stairs. On your way to the News Paper office enter the Save Room near the stairs and get the Rusty Crank and Shotgun Shells. Turn right and go down the street to reach the News Paper Office. Push ladder, climb up, turn power on, get down, activate switch for shutter. Go upstairs. Half way a door will burst open. Doesn't matter, go on upstairs. Take Photo B, Photo C, Reporter's Memo. Meet Carlos and what was his name again? Ah! NEMESIS!!!!!!!
[If you already met Carlos and NEMESIS in the restaurant then you'll NOT meet them here but you'll get the Green Jewel here.]

Two Choices:

- Jump out the Window
- Hide in the Back

Jump out the Window

Jill and Carlos will jump out of the window into an alley. Take the Red Herbs, then go to the Restaurant. Inside Restaurant you'll find Gun Powder A, City Guide. Use lock pick on the strong box in back of the kitchen. Get Fire Hook. Use it on the metal covering on the ground. Get Green Jewel from basement dead guy. Get out through the back door then right past save room (enter the Save Room near the stairs and get the Rusty Crank and Shotgun Shells also take Power Cable) then through the door ahead and straight ahead to the City Hall entrance gate.

Go to: City Hall

Hide in the Back

Explosion takes NEMESIS down. Shoot him down alongside Carlos when he gets up. Run - to the Restaurant. In here, take the Gun Powder A, City Guide, then head into the kitchen. Use lock pick on the strong box in back of the kitchen. Get Fire Hook. Use it on the metal covering on the ground. Get Green Jewel from basement dead guy. Get out through the back door then right past save room (enter the Save Room near the stairs and get the Rusty Crank and Shotgun Shells also take Power Cable) then through the door ahead and straight ahead to the City Hall entrance gate.

Go to: City Hall

-----[City Hall]-----

Use Green Jewel and Blue Jewel (from R.P.D) on the clock to repair

it and open the gates for you. Keep the following things with you:

- i. Rusty Crank
- ii. Power Cable

Enter City Hall. Run ahead and take left at the fork in the road and go through the door at the end. Take the Gun Powder B near the next door. Go through this door. Green Herbs at the end of this path. Go through the next door. Take the shotgun shells, the dead guy will never get to use. Shoot the red barrel to kill the zombies.

Ahead climb over the crate, go right and get into the Tram (the train). Take Mechanic's Memo. Cut scene. At the end of the Tram is a Wrench (before corrections I had spelled it WENCH!!). Take the Wrench.

Use the Power Cable from where you took the Mechanic's Memo. Go back towards the City Hall gates. At the fork in the road take left this time to get to the Gas Station. To open the shutter outside the Gas Station, use Rusted Crank. When Crank breaks use Wrench to open it up. Go in. Cut-scene with Carlos. Kid's got a death wish.

And they say that a hero could save us,
I'm not gonna stand here and wait.

- "Hero" by Chad Kroeger^Josey Scott

Cold Storage puzzle. I'll NEVER understand this puzzle. You just have to go on pressing buttons (A,B,C,D) till the three red lights turn on.

Take the Machine Oil. Take First Aid Spray. Cut scene. Get out of here. Cut-scene. FMV.

Go towards the main City Hall gates. On the way to the City Hall gates a door will burst open (which always makes me jump) and zombies will come out. Kill the zombies. Now enter the door they came out of. Inspecting the Mayor's statue will get you the Bronze Book (press the green switch). Now back to the Restaurant area.

Instead of turning left for the Restaurant go straight ahead to the fountain. Get Herbs. Place Bronze Book and take Bronze Compass from the fountain wall. Return back to the City Hall statue and place the Bronze Compass from where you got Bronze Book to get Battery. Now make your way to the licker room. Kill another licker. Don't head through the door you came in last time but go straight ahead and up the stairs. Use the battery on the elevator to activate it. Go down with the elevator.

After getting off the elevator kill the zombies, go into the Sub-Station. Take the Red Herbs outside. Switch power panel to "Manual Mode", then press the switch on the other control panel

to finally get a serious puzzle. There are two rooms. High Voltage Room and Low Voltage Room. High has a weapon and Low has the Fuse.

Here are a few solutions for the puzzle.

Low Voltage: Red, Blue, Blue, Blue
Blue, Red, Blue, Blue

High Voltage: Red, Red, Red, Blue
Blue, Red, Blue, Red

As soon as you open a room and get what's inside you see a Cut scene and get two choices:

- Head to the Emergency Exit
- Increase the Electrical Output

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Head to the Emergency Exit
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Jill will escape through the emergency exit to end up in the streets where NEMESIS will be shooting at you. Go back into the Sub-Station and get back to the puzzle to enter the other room. Do not leave without the Fuse.

Go to: In the Street

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Increase the Electrical Output
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This one's way easier. Jill will increase the electrical output killing all the zombies. Get back to the puzzle to enter the other room. Do not leave without the Fuse.

Go to: In the Street

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-----[In the Street]-----
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Back to the streets, head up the elevator, go back to the garage. In the garage save room dump some things cause you'll need the space. Then through the main garage door. Going through the next door you'll get the Fire Hose at the end. Use Wrench to get it. Remember where I asked you to keep the fires in mind? Near the Alley save room. Use Fire Hose to put out fire. Before this you might want to head all the way back to the warehouse where you started the game to get Dario's Memo.

After putting out the fire follow the path to the Sales Office. Beware of lickers by the way. Enter Sales Office. In the back you'll get a cut scene. Near Nicolai you'll get Manager's report. Take Business Fax from near remote control. Use remote control to turn the TV on and watch an ad. Use the name of the product in the

ad in the computer to open a door. Go through the door. Get Oil Addictive and Gun Powder. Mix Machine Oil with the Oil Additive to get the Mixed Oil. Zombie attack. Kill them all. Shoot the valve or just take on the zombies straight. Get out of here.

Backtrack to the Tram. Meet NEMESIS near where you put out the fires. Run. In the garage Mother Earth will open her arms to you i.e. a big hole opens up in the ground. You get two choices.

- Climb Up
- Jump off

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Climb Up
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Choose this. Jill will just climb up and you can be on your way to the Tram. On the way, don't forget to stop by your friendly-neighbourhood save room.

Go to: Things to pick

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Jump Off
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Jill will fall through the hole. Use the ladder to get back outside of the bus. Again enter the garage and be on your way to the Tram. Leaves you wondering why you chose this in the first place, doesn't it? On the way, don't forget to stop by your friendly-neighbourhood Save Room.

Go to: Things to pick

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-----[Things to pick]-----
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You'll need to have the following things and also space for one more thing.

- i) Mixed Oil
- ii) Fuse
- iii) Power Cable (if not already used)

Enter City Hall gates. Make your way to the Tram. NEMESIS alert. Run. On the way you'll fall through a hole in the ground. Yes, again!! There are three switches that you have to press to escape by a ladder. But a huge Grave Digger kind of comes in your way. Kill with some heavy weapon. Climb up the ladder, go to the Tram. Repair the broken panel with Mixed Oil, Fuse and the Power Cable (if you haven't already used it).

Cut scene. FMV. Two choices

- Jump out of the Window

- Use the Emergency Brake

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Use the Emergency Brake
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If you choose this option you'll find yourself in the Clock Tower Courtyard. Go through the door to your left, at the end, to be in a room with a piano . Go through the door to your left to enter the chapel. Take the Clock Tower key (if you check it in your inventory it will be renamed Winder key) and head back to the room with piano. You'll use the Clock T. key on the next door.

Cut-scene. Jill slaps Carlos ...for...ahem...making moves on her. No, really. Okay, kiddin!! Go through the big door to get into the Main Hall. In the Main Hall you'll get the Clock Tower Map and the Mine Thrower from the dead body and also Operation Instructions. The Music Boxes are really cool. Go through the door to the right to find yourself in the Library. Take Art Picture postcard. Door near where you got the postcard is locked. So, head through the door to the right of the door you came in, to get to a save room. Going through the next door you'll find yourself in a bed-room. Take the Clock Tower key (if you check it in your inventory it will be renamed Bezel key) from the safe revealed by the fallen picture. Now, make your way back to the Main Hall of the Clock Tower.

Go to: Exploring Clock Tower.

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Jump out of the Window
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Crash!! You will find yourself in a bedroom. Get the Clock Tower Key (if you check it in your inventory it will be renamed Bezel key) from the picture in this room. In the next room you will meet Carlos. You'll find some Grenade Rounds and Art Picture postcard in this room then head through the door to the left of the door you came in from to get to the Main Hall.

In the Main Hall you'll get the Clock Tower Map and the Mine Thrower from the dead body and also Operation Instructions. The Music Boxes are really cool. The other door leads to the dining room from there go through the door to the left be in a room with a piano. Go through the door to your left to enter the chapel. Take the Clock Tower key (if you check it in your inventory it will be renamed Winder key) and head back to the Main Hall.

Go to: Exploring Clock Tower.

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-----[Exploring Clock Tower]-----
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Main Hall, head up the stairs. Kill or dodge the giant spiders up here (aim at the dynamite sticks on the wall, the red colour ones), then through the door ahead and you'll be in the Clock Tower Balcony. Take the Red Herbs. Use the Bezel key and then climb up the ladder.

In the gear room, take the Silver Gear. Now for the most interesting puzzle ever. I mean this is my favourite puzzle amongst all the games I've ever played (TR series included). Approach the Music Box and listen to the music it plays. Move the switches to play the music that the Music Box played.

Some solutions are as follows:

1. down, up, down, up, up, down
2. down, up, up, down, down, up
3. up, down, down down, up, up
4. down, down, up, down, down, up
5. up, down, up, down, down, down
6. up, up, down, down, up, down

On doing this right the Music Box will fall apart to reveal the Chronos Chain. Now combine it with the Clock Tower Key (Winder key) to make the Chronos Key.

Going back down the ladder you'll meet NEMESIS again. Two choices.

- Use the Light
- Use the Cord

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Use the Light
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Jill will blind NEMESIS with the spotlight and then push him down. Make your way back to the Main Hall.

Go to: Nightmare in Tower
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Use the Cord
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Jill will rip one of the cords from a spotlight and electrocute NEMESIS. To the Main Hall.

Go to: Nightmare in Clock Tower
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-----[Nightmare in Clock Tower]-----
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From the Main Hall of the Clock Tower go to the save room near the bedroom. Dump most of the things but keep the Chronos Key. You need some empty slots. In the library, use the Chronos Key on the Green door near where you got the Art Picture postcard.

Giant spiders alert!!!. Go through the door at the end of the hallway. See that soldier holding a little girl. Take Mercenary's pocketbook from him. Read and cry a bit. Just a bit. Then take

the three balls from the three statues. The balls are the Obsidian Ball, Amber Ball and the Crystal Ball. Go up to the clocks on the other wall.

Placing the balls in the clocks make the time of the center clock change. Its got to read 12:00 for you to get the Gold Gear. Just try some random tries to make the center clock read 12:00. Here are some solutions:

Put Amber ball in Past clock, Obsidian in Present clock and Crystal in Future clock.

or

Put the Amber ball in the Future clock, the Crystal ball in the Present clock, and the Obsidian ball in the Past clock.

When you get the Gold Gear combine it with the Silver Gear to get the Chronos Gear and use it in the machine in the room in the Clock Tower balcony where you solved the Music Box puzzle. This will make the Clock Tower bell ring. Go down and through the door to the Main Hall. The chopper waiting for the signal to rescue moves in. Things finally look good. Its over. FMV

But I'm not broken, in my dream I win
In here I'm nothing, a Cosmic Castaway
- "Cosmic Castaway" by Electrasy

Well, NEMESIS ain't done with you yet. Cut-scene. Fight NEMESIS. Can't run so just shoot the hell out of him. He WILL fall, take heart. So will you. But heroes don't die. So, you are just infected. Carlos comes in. Takes Jill in his arms and says, " What have I done? I'm sorry Jill." This guy sure knows more than he's telling.

Or

Carlos will fight NEMESIS. He'll fall. Like a good girl Jill will move in to kill NEMESIS. Shoot to kill. Cut-scene.

Wake me up inside.
(I can't wake up.)
Wake me up inside.
Call my name and save me from the dark.

Bid my blood to run.
Before I come undone.
Save me from the nothing I've become

- "Bring me to Life" by Evanescence

During the next two days Resident Evil 2 takes place. I'm not sure what Carlos does but after Claire and Leon have moved out of the way he finally remembers the vaccine kept in the Hospital. He is now bloody determined to save Jill's life.

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-----[CARLOS IN THE HOSPITAL]-----
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I'm gonna stand by my woman now.

- "Stand by my Woman" by Lenny Kravitz.

[Rem the episode of Roswell when Liz won a Mystery date.]

Cut-scene. You are Carlos now. From Chapel make your way through the green door in the library and finally to the back of the room with the Time Goddess puzzle. Push the large bell out of your way. Outside - zombie alert.

Going to the left you'll find yourself in the Hospital. Hunters alert!! Use Assault Rifle. Indiscriminately. Cause you'll be left with enough ammo to spare in the end. Basically, your call. Through the door to your right. Save room. Take what you see. Go through the other door. Get the Doctor's Diary from the dead doc, the Hospital Map on the wall, the Blue Herb and the Tape Recorder from the desk. Use the Tape Recorder on that voice machine near the elevator. You can either go to B3 or 4F first. If you go to B3 first you'll see a cut-scene with Tyrell but will have to fight too many hunters in 4F. Again, your call.

Say you want to meet Tyrell. Lets go to B3. Exit out of the elevator. Go through the door at the end of the hallway. Exit the elevator, and go through the door at the very end of the hallway. Cut-scene with Tyrell. Go through the next door. Take the Medium Base from the counter and Medical Instruction Manual. Place the Medium Base in the Synthesizer then turn the electric power supply on. Now Synthesizer puzzle. To solve this press:

I, III, A.

Now get the Vaccine Medium. Escape the hunters. Now you need the Vaccine Base kept in 4F to get the Vaccine to cure Jill.

At 4F, exit the elevator and head straight down this hallway and into the room at the end. At the back of this room you'll get the Sickroom key and Photo D. If you came to 4F first you'll get a cut-scene here. Watch out for hunters. Exit this room and go down the hallway near the elevator (it will be to your right). Go through the first door. Take the note from the dead doctor. Remember the numbers. Also note the position of the stand. Exit. Use Sickroom key on the next door. Try to turn the room you have just been to 180 degrees in your head and place the stand exactly where it was. To reset just go out of this room and enter again. Or you can just try placing it in all the four corners one-by-one. If you do it wrong you'll get an electric shock. If you do this right you'll get to use the numbers from the doc on a safe. From here you'll get the Vaccine Base. Combine with Vaccine Medium to get Vaccine. Ah! Jill will be saved. Go back to 1F. Kill all the zombies. Go to the front room. Race against time. Don't worry enough time. FMV.

Make your way to the Chapel of the Clock Tower. Blast NEMESIS along the way. Give Jill the Vaccine.

W W

VI) B E B

W W

VII) E B B

W W

Now press the Start button. The water level will lower. Go down the ladder in the fountain. Down here beware of worms. They suck!! Climb up the ladder to the other side. Now you are in the grave yard. No horror movie or game is complete without a Grave yard.

Too many games have zombies. Go through the door to the other side of the Grave yard using the Park Key to open it. A cabin. Like the ones in ski movies. Take ammo, Iron pipe. Through the other door you'll enter a Save Room. Keep Iron Pipe and take Lighter. Use Lighter on the fire-place in the main room. Then use Iron Pipe. Enter this room. Here you'll get Park Key (I know! too many keys are called Park Key), Grenade Rounds. You'll also get the Supervisor's report and Fax from Head Quarters. Radio comes to life. Exit this room. Cut-scene.

Get some heavy weapons. Prepare for battle. Remember the huge Grave Digger you fought just before reaching the Tram. Well...there are others like him. FMV. Stand your ground. Spill his blood. Walk tall. You are supposed to aim at the lamp posts to electrocute him. But its just healthier to just hit him point blank.

On killing him you'll have to climb a fence that falls over. Cut-scene shows a ladder. You'll find yourself in the Fountain. Climb out and through the door head towards where you first went when you entered the Park. The place with the Hunters and wooden planks. Go all the way to the end. Use Park Key on the locked door. Go through the door. Halfway through the bridge you'll meet NEMESIS. Two choices

- Push Him Off
- Jump Off

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Jump Off
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I'm doing this first because this will get you two endings. Both choices above are kind of same. Only this time you have to make your way all the way up the Dead Factory instead of down. Next time you save use a NEW slot.

When you choose Jump Off, Jill will jump off the bridge and you'll be near the waterfall. Climb up the waterfall. Go through the door in the first hallway to your right. You'll be in a save room. Save in a NEW slot. Take Water Sample and Security Manual. Go through the next

door and down the steps. Use the Water Sample in the control panel.
One of the hardest puzzles ever.

Here are some of the solutions:

1. A4Right B2Right C2Left
2. A2Right B3Right C5Left
3. A1Left B2Left C2Right
4. A3Left B1Right C2Right
5. A1Right B3Right C4Left
6. A1Right B1Right C2Left
7. A2Left B3Left C3Right

Now you have to make your way all the way up. Before you get out see that slot to use a card, near the panel in the where you used the Water Sample. Keep that in mind. Now get out of the doors you entered. Cut-scene with Carlos.

And maybe, I'll find out
A way to make it back someday
To watch you, to guide you
Through the darkest of your days

- "Wherever you'll go" by The Calling.

After the cut-scene climb up and go through the door to your left. Hunters alert!! Use Grenade Flame Rounds. Get in the elevator. Go up. Get out of the elevator. Kill zombies. Take system disc. Get out of the door near where you got the system disc. Beware of Lickers. Go through the next door up ahead. Its a save room. Take the Facility Key from shelf and Manager's Diary. Go through the next door. Use the control panel to turn on the Safety System. Safety System puzzle. Here is the solution:

1. A
2. B
3. C
4. A
5. D
6. E
7. A
8. C
9. Control Panel Switch
10. B
11. A

Now go to the room where you got the System Disc. Go past the elevator and you'll get to a door near some herbs. Go through it. Use System Disc on the door. Get in. Time Fight with NEMESIS. You're supposed to shoot the valves to drench NEMESIS with acid but I found it easier to hit him straight with the Grenade Freeze Rounds. It did work for me. FMV. Once you kill him take the Key Card that falls out of a doomed guy. Get out of here.

You might want the Rocket Launcher so now go back to where you solved the Water Sample puzzle and insert the Facility Key in the card slot. And then take out the key which you get. Use the Key Card, you got on defeating NEMESIS in the Timer room, on elevator near the Safety System puzzle and and then go down. Use the key that you got from the Water Sample room on the locker down there. Finally you'll get THE ROCKET LAUNCHER.

Get back up. And out of the save room. Go the other way and use the Key Card to open the shutter. Kill the zombies. Get Herbs and go through the door at the end. Take that Misssile Detector or something.

Cut-scene. Nicolai shoots at you. You get two choices.

- Negotiate with Nicolai
- Return Fire To The Chopper

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Negotiate with Nicolai
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If you negotiate with Nicolai you'll get the official ending. He gets away.

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Return Fire To The Chopper
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Jill's a tough gal. She ain't taking Nicolai shooting at her too well. Shoot down the chopper.

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-----[The End of Everything Else]-----
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Cut-scene with Carlos. He keeps on fiddling with the radio. If you go out of the door you came in through and then again enter the room you'll see a cut-scene of Carlos receiving a transmission. This will change the cut-scene you'll get in the end. Otherwise if you don't go out of the door you'll get another cut-scene with Carlos and a different cut-scene in the end. I'd call these the two different endings. Okay, whatever.

Anyways, missile attack is launched. Go down the ladder. Take the Incinerator Manual from the wall. Kill the zombies that dare to stand in Jill's way. Go out of the door. Pick up the Rail Cannon photo. Go through the other door. You'll be in a room with the

Rail Cannon. Near the Battery No.3 there is a control system. Turn it on. Now go to the other side of the room to the Battery No.1 and push it in. Why, hello mutating NEMESIS!! Shoot him some. Then go past the Battery No.3 to the end of the room and push in Battery No.2. If NEMESIS follows shoot him some more. Now push in the Battery No.3 near the control system. Rail Cannon is charging. NEMESIS is busy feeding on the corpse of a Tyrant. Rail Cannon catches him napping. Second blast reduces him to pulp. You might also have to lure NEMESIS in the way of the Rail Cannon to blast him away.
Go to the door near Battery No.2. NEMESIS moves. Two choices.

- Exterminate the Monster
- Ignore it and leave

=====
Exterminate the Monster
=====

Jill will pick up a Magnum from a dead soldier and 'put two behind the ear' into NEMESIS saying , "You want STARS, I'll give you STARS." Okay, when NEMESIS started to mutter SSTTAAARRRSSSSSS whenever he came across Jill, I thought he was saying DAAARRNNN and thought someone had taught him to swear!!

=====
Ignore it and leave
=====

Jill goes out of the door and leaves NEMESIS to fend for himself in-case of a nuclear attack.

=====
-----[In the End]-----
=====

Its finally over. Cut-scene (depending on what you did in the Radio room). FMV.

When its over,
That the time I fall in love again,
When its over,
Thats the time you're in my heart again.
- "When its over" by Sugar Ray.

#####

In the splendour of the night,
I've found company,
Once again I feel that life's begun,
All the wrongs seem to be right,
Drowned in ecstasy,
Every star is like a newborn sun.

- "A Feast for the Vain" by Kamelot

#####

=====
Push Him Off
=====

On choosing this Jill will push NEMESIS off the bridge. Go in through the door to enter the Dead Factory. Go straight, left and then right to the door in the end. Its a save room. Take the Facility Key from shelf and Manager's Diary. Cut-scene. Go through the next door. Use the control panel to turn on the Safety System. Safety System puzzle. Here is the solution:

1. A
2. B
3. C
4. A
5. D
6. E
7. A
8. C
9. Control Panel Switch
10. B
11. A

Get out of this room and out of the save room. Use the Facility Key on the door up ahead to your left. Take System Disc. Go down the elevator. Kill the Hunters or zombies. Go down the stairs and out of the other door. Use Grenade Flame Rounds on the Hunters. Climb up and go through the door in the hallway. You'll find yourself in a save room. Take Water Sample and Security Manual. Go through the next door and down the steps. Use the Water Sample in the control panel. One of the hardest puzzles ever.

Here are some of the solutions:

1. A4Right B2Right C2Left
2. A2Right B3Right C5Left
3. A1Left B2Left C2Right
4. A3Left B1Right C2Right

someone had taught him to swear!!

=====
Ignore it and leave
=====

Jill goes out of the door and leaves NEMESIS to fend for himself in-case of a nuclear attack.

=====
-----[In the End]-----
=====

Its finally over. Cut-scene. FMV.

Someday when my life has passed me by,
I'll lay around and wonder why,
You were always there for me.

- "Someday" by Sugar Ray.

#####

In the splendour of the night,
I've found company,
Once again I feel that life's begun,
All the wrongs seem to be right,
Drowned in ecstasy,
Every star is like a newborn sun.

- "A Feast for the Vain" by Kamelot

#####

At the end of the game you'll have collected all the 30 files. In that case you'll start the next game with Jill's Diary. If you don't have all the files here's what Jill's Diary says:

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 people's 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's face with coffee. I immediately stopped Chris, but when he saw me he just gave me a wink and walked away. I wonder what happened to him...

