

Resident Evil 3: Nemesis Carlos Survival Guide

by JRKerr

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

Resident Evil 3
Mercenaries Mini Game
Carlos Survival Guide
A Rank
Version 1.6
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by
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PREREQUISITES FOR READING THIS FAQ:

- [0] Any Nicholai Survival Guide.
Carlos takes longer to master than Nicholai.

- I honestly recommend a Nicholai finish before you go for A/B/C ranks with Carlos.
- [1] Find Alvin Webcraft's FAQ and read it first. He is more broad in his treatment of gameplay than I. His FAQ helped me get better at playing Res 3. I also recommend the A.Redfield guide, his "super-juke" is something I am not bold enough to go for.
 - [2] You have had an "A" rank with Mikhail for a long time, but you keep playing to get better time and money. (It'll get better when you get used to Carlos' handicaps).
 - [3] You have a cursory knowledge of what beating the 4th survivor scenario in Res 2 is like. ie: hard. Hopefully you mastered run-then-step-back-once to let lickers Jump over Hunk~ you need this skill for Hunters. (muchas gracias A.Redfield!)
 - [4] You are prepared to see Carlos run out of time and die as you attempt to pull off really elaborate stunts.
 - [5] You are willing to: SELECT ~ RESET instantly if you miss any of the KEY milestones (listed below).
 - [6] You have a colorful repetoire of swear words to cast at the undead ankle biters who are in your way.
 - [7] Vincent Merken and A.Redfield are clearly better players than me. I do however think you might want to try my easier path before going for the "super-jukes" or the INTENSE Merken knife fights.
 - [8] Try not to laugh when I say:
 - (a) run past the dog
 - (b) let the zombie bite you
 - (c) do not let the zombie bite you
 - (d) "stumble" the first zombie and "domino" the rest.
 - (e) fake out the hunter betas and run past them.

WHY IS CARLOS SUCH A PAIN?

- [1] What makes Carlos harder to use than Nicholai is that you get a really poor time bonus. You will need the extra time from other rescuable survivors. ALSO: CARLOS IS CHAOS! It is really hard to write a reliable FAQ/Guide for him, because of the wacky STIEAGLE 6.0. Sometimes the Eagle gets a critical head pop with one shot and sometimes it takes 8 rounds to kill a sleeper~ there is little accounting for this truly random-effect weapon. Many restarts will be necessary even if you do everything perfectly.
- [2] Substitute knifing zombies to death with lure enemies into a group so that you can kill-multiple-enemies-from-one-spot with the Eagle/AR. The eagle needs 3 seconds to drop a single target so for time you only ever break even and you lose ammo. Try to use the same ammo economy as Nicholai and also try not to squeeze extra rounds as the zombies start to fall. Your continued shots kind of 'hold them up' just like in Nightmare Creatures. Don't waste ammo. (actually it is kind of fun to "catch" a jumping dog and hold him in the air as you waste your whole clip.)
- [3] You will almost always lose with Carlos because you

run out of TIME, NOT because you run out of ammo or health.
He is very frustrating.

[4] ANY PERKS?

Well, Carlos is the skinniest of the 3 mercs
and thus has the least surface area for collision detection.
So he is the most nimble of the 3 mercs,
although he lacks the BOOM of Mikhail
and the huge time bonus for Nicholai.
Ever notice how much more nimble Jill feels after
running Mikhail for hours in a row?

[5] The other irritation is that it takes more
of YOUR time to make it all the way with Carlos.
Worse, if you don't get at least:

- [A] 82-106 seconds at the first barrel
- [B] 43-96 seconds at the restaurant barrel
- [C] 69-82 seconds at the pharmaceutical office barrel
- [D] 14-27 seconds at the parking garage barrel
- [E] 43-82 seconds at the final room barrel

You don't need to reset here because if you hit the
last barrel too close, you blow up.
then you may as well Select~Reset because you won't
make it with enough time/ammo at the end.

[6] For clip economy: you need to learn to stop
shooting your M4A1 Assault Rifle BEFORE you actually
hear the last gasp of a Beta. It is tricky but crucial
for conserving that last little 1-2% worth.

[7] Summarily, I truly feel he is the hardest player for the merc game.

HOW TO RUN DOWN A HALL

HOW NOT TO RUN DOWN A HALL

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I L_____J I
I I

I ^ I
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The point is: you lose time if you put your nose into a wall,
so learn the course and then run straight without bumping the wall!
Losing time means that enemies will be "activated" when you get
to them, whereas if you are quick: the dogs may still be laying
down and pointing the wrong way as you run past.

Play as if you are inside a 2D Pac Man game. You are a triangle
running thru a maze of right angles, being attacked by enemies who are
squares. You should be able to do this if you ever "moved" while in the
map screen inside "DOOM."

GENERAL RULES:

- [1] DO NOT USE ANY MIX-HERB UNTIL YOU ARE IN ORANGE CAUTION.
(unless you have to run past the first rocket-nemesis)
REMEMBER THAT FAS DON'T CURE POISON IN MERC GAME.
- [2] THE CLOCK PAUSES WHEN YOU ARE IN THE MENU BUT YOU NEED MOMENTUM
SO KEEP YOUR FINGER ON RUN WHILE YOU USE ANOTHER FINGER
TO ACCESS THE MENU.
- [3] WHEN YOU CHANGE WEAPONS: you should not hear "boop boop boop boop"
You should hear "bloopidity-bloopidity"

This means your fingers are fast enough for deliberate dodges and so on.

[4] NEVER TAKE YOUR FINGER OFF THE RUN BUTTON UNLESS TOLD TO DO SO.
YOUR KNUCKLES WILL GO WHITE.

[5] IF YOU GET LOW ON AMMO,
REMEMBER TO SWITCH THE ASSAULT RIFLE TO SEMI-AUTOMATIC FIRE.
IT IS SAD TO WASTE AUTO FIRE ON LESS THAN 3 ZOMBIES.

[6] HUNTER BETAS CANNOT DO QUICK TURNAROUND
Thus the best place to be in relation to them is behind them.

[7] BARRELS COUNT AS A "KILL."
But A.Redfield tells me you lose money for exploding barrels w/out
killing any zombies. The Official guide (written by Casey Loe of
unofficial FF7 fame) has a time/bonus chart that I find generally
helpful but wrong in a few instances.
Anyone with a more complete/accurate time/money kill-chart:
please e-mail me and let me know!

STRATEGIES: PLAN WAY AHEAD:

- [1] There are two ways I initially ran
the Carlos scenario.
I eventually got to where I could put them together
for an "A" Rank but it is really tough!
It took me approx 2 full days to get "in the swing"
The Guide has been updated to reflect running thru
for an "A" Rank; but I offer my preliminary
one-herb strategies first:
- [2] "C" Rank:
you save ONLY Dario-Girl-Brad-Marvin
- [3] "B" Rank:
you save Dario-Brad-Marvin-Nicholai-Mikhail
- [4] "A" Rank:
As listed below entails: all 6 hostages rescued,
Bus jumping Nemesis type II killed, all 5 major barrel kills,
all 6 secret spots, and NO first aid sprays used (just to be safe
in case they do count more off than mix-herb).
This'll be worth about \$1750 in reward money with 4 to 5 minutes
on the clock at the end.

-RUN THROUGH WITH CARLOS-

WHAT DO I GET?

- | | |
|--------------------|-------------|
| 1) Dario | : 60 rounds |
| 2) Girl | : FAS |
| 3) Brad | : 60 rounds |
| 4) Marvin | : 60 rounds |
| 5) Office/Nicholai | : 60 rounds |
| 6) Bar/Mikhail | : FAS |

You really need some of the 6 secret spots for Carlos:

- | | |
|-------------------------------------|------------|
| 1) alley by news office | 2 Seconds |
| 2) ala carte tray in restaurant | 4 Seconds |
| 3) low-volt room panel | 8 Seconds |
| 4) firehose cul-de-sac | 16 Seconds |
| 5) 3 dog alley dead cop~had photo A | 32 Seconds |
| 6) the dead cop who had the shotgun | 64 Seconds |
- (This secret spot info is collected from other FAQs.

I'd never have found all 6 myself. Thanks gang!)

-I AM READY! LET'S GO!-

- [00] Thump SELECT and only hear "well" of "welcome."
Thump triangle and hear 'bink' w/out seeing the map.
- [01] Check: Am I frosty? Get off the first train with the Eagle equipped and 1:58 left on the clock.
- [02] When I run from the door/black screen~ I do not hit the wall in front of me~ I am able to run continuously, but swerve/curve to avoid the wall.
- [03] Cross the first boxes at the sacks, drop off and during the blink of blackness cut back in toward the zombie I saw earlier and escape this room without hitting any zombies or firing ANY shots.
When I press "open" at a door while running at it~ I see a weird vacuum pull me toward the door (for an instant).
You should have +1:50 on the clock.
If you don't have 1:50 on the clock, you may want to reset and do some jumping jacks to get pumped and frosty.
Really.
- [04] Beware of "Clyde" hiding in the alcove to Carlos' right.
You run down the hall on Carlos' left, put your nose into the wall just before Fat Boy. FB tries to intercept you on the other side of the wall (only he can't walk through it) which allows you to pull back (down on d pad) ~ see Carlos bend backwards, and then pivot and run perpendicular across alley and skirt him entirely. On the shuffle twins I give the north/tan one 4 rounds to drop and then run between him and the wall to avoid the shuffle twin in the grey suit. (He won't cross the body).
Run past crows.
NOTHING before the first barrel is worth the expense of ammo/time to kill. (If you get your A rank and have lotsa rounds leftover, then start killing these guys/crows later).
- [05] FIRST BARREL:
Drop the first cop with no more than 5 rounds to the knees.
If you hit the Barrel by accident: select~reset
Walk over him 2 camera angles and
hit R2~ wait for grouping as before.
Get 82 seconds for barrel-multiple-kill.
- TRICK: If you release then tap auto-aim again to drop/kill the first zombie cop who stood up the wrong way behind you you can get 92 SECONDS! (10+ your 82 sec barrel kill).
I have gotten as much as 109 seconds at this spot.
It does not always work with Nicholai~ he shoots a little slower, but with Carlos~ it always works and YOU NEED IT.
- [06] DARIO'S GARAGE:
Ignore the dogs. It takes Carlos far too long to kill them.
Run tight and continuously with a "hitch-in your-step" at the red sign on the pump's end.
Aim+fire just inside the garage door.
Thump L1 in rhythm with your shots (don't release R1)~ this allow you to RE-AIM and scoot the 1 IN 8 chance of a CRITICAL HIT UP (increase your odds 50%).
Pray for critical decaps! You want to finish the first shuffler and the next sleeper with an economy of time so that you can get quickly into the service bay and get multiple-kill-bonus-time with AR.
Dropping all 3 from just inside the bay is 14 seconds.
It looks like you get more than 20 seconds off Dario

if you touch him before the 3rd zombie hits the ground dead,
but it just adds 20 seconds onto whatever time you had. (ie: 34 sec.)
You also get 60 rounds!

RECAP:

You have +125 rounds and an 89% clip.
You should have 2:30 to 3:00 on the clock.
Best is no health lost,
2 bites okay if you struggled out of their full damage.

[07] Okay now you are mad.

Focus on: I'm gonna "key" this Delorean
then run up and kick that dog who was sleeping earlier.
IFF from your entrance you turn HARD left and
key the delorean and kick the dog you may find that
all three dogs wind up standing confusedly at the
door of the gas station and don't even run after you.
You should never have stopped running thru the above.

[08] At the street before the newspaper office~

here you need to use Automatic fire from the Assault Rifle
on the nicely grouped crowd of zombies~
stand near the window pointed away from them~
but at an angle where you can see them~
when they get CLOSE, begin fire!
You should pick up an average of
2 bonuses for up to 34 seconds each.

20-30% of your clip. The idea being that you want to
keep approx 3 minutes on your clock at all times to cover
missing something later so that Bus Nemesis is still there!

[09] NEWSPAPER HUNTER BETAS:

After a lot of thought, I think using EAGLE is wiser.
No chance to combo, so might as well not use AR.
Inside door (during blackness) hold R1+L1+X.
Listen for ONE shot. At this, release R1 and RUN forward and left.
The beta jumps to the door and over you.
Now you are behind him and since he can't do a quick turnaround,
give him 2 at a time til he dies.
Now run past the mouth of the stairs, see the beta, quickturn
run into lobby, quickturn and run back toward the hunter.
He should jump over you again.
Get right behind him BEFORE you start shooting.

[10] Just through the door where you hear "Help Me!" fire 3 shots

at the girl you can't see down at the end of the hall.
Reload as you run forward. 2 secs into next camera angle where
you can see her, 2/3 more should kill her.
Release R1. Nudge toward the door and hit R1 again~
there should be a girl just through the door. Drop not kill her.
Switch to AR and step forward for the camera angle inside the room.
From this vantage point sweep with AR.
You get 24 seconds which is TWICE what you would normally get.

RECAP:

You still have 2:30 to 3:00 on the clock
You have 55% to 65% of your clip left.
You haven't taken any bites/damage.
Rounds left should be +115 box / full clip.

[11] The dog hall is a grave temptation.

The AR can net you 20 seconds here, but it costs
you too much secondary total-time on the clock,

so you need to run past them.
At the intersection, hook left.
With the angle change find yourself bumping to
Carlos right; but then run up with your nose
into the wall on Carlos' left.
You shouldn't get hit by the dogs
who will leap down past you as you run up.
Just before the door, equip/reload the EAGLE.

[12] Into the kitchen where the hook locker is.
As soon as you come in here aim+fire with EAGLE TWICE.
Then run forward. The Beta jumps over you.
R1 to turn and shoot him in the back til dead.
Run forward around corner.
Stop between the pans and the big refrigerator~
Begin firing 2 at a time with depress/release L1+R1:
the shots are hitting him even if it doesn't look like it/
even if he doesn't scream.
Kick/shove his falling dead body away from the drain
and down you go.

[13] Do not enter this basement/drain area with aim/fire on:
you won't target the cop with his back to you immediately,
Hold up a half second.

NOTE:Brad will be dead if you wasted extra time
(killing the dog trios for instance).
Vincent Merken, the guy-who-knifes-Tyrant-to-death,
tells me that there is a second clock running for your
total-play-time-so-far. See the note at bottom.
When you see Carlos aim correctly keep R1 depressed but thump L1
in rhythm to the shots. After 3 shots pause for the cop to wobble up.
Give him 2 killers then quickturn and DROP the girl behind you.
Equip the ASSAULT RIFLE. Run to the corner/camera angle change.
Begin fire and collect 34 seconds for wasting these FIVE zombies
(you didn't kill the girl did you?)

RECAP:

You have +150 rounds and a full clip
You have 35% to 45% of AR clip
You are still in FINE shape (no health used yet)
You have 2:30 to 3:00 on clock.

[14] After Brad, come out of the drain with Eagle reloaded.
You will exit running out into the dining area.
When you are running past the lamp Jill used to
ignite the kitchen, keep running 1/2 seconds and begin firing.
You can waste this Beta with as little as 3 eagle rounds
if you shoot him before he is "activated."
It won't always happen.
BUT this is a good place to try and make the "knee-shot"
happen. If Carlos rolls out, hit fire and hold~
but remember it only lasts til the clip runs out.
You'll save some AR clip which is good and pick up
a possible 15 seconds for dodge+dodge+dodge+beta kill.

[15] Keep running~ a horseshoe U from where you started firing
at the Beta. At the end is an end table/ a la carte tray.
Touch it for an easy extra 4 seconds!

[16] RESTAURANT BARREL MADE EASIER:
I had this all wrong in earlier versions.
There is a much easier way to do this.
From door, hook a hard right and run along wall INTO (bumping)

the barrel. Snake around it, and run straight ACROSS the mouth of the alley. EQUIP THE AR.

Begin firing. count 3,7,14 and another for the girl at alley's end.

AFTER this release R1, hit R2 to turn on the barrel and get 43 SECONDS !

IFF you comboed the girl in, and waited long enough you score 96 SECONDS HERE!!

IFF you do NOT have at least 2:45 on clock when you hit the next door, you may not have enough time for Bus Nemesis (and you might want to reset).

[17] NEMESIS TYPE 1

Remember that Nemesis "grabs" you with his LEFT HAND.

So, fake/run left then pull back and run right.

If you take the corners sharply and hug the inside of the stairs, Nemesis may not catch up with you or hit you as run to and then vacuum-pull at the elevator.

NEMESIS ONLY KNOWS TO RUN FAST IF YOU GO STRAIGHT.

If you wiggle he gets confused and may even walk away.

[18] Off the elevator running.

To Carlos' right past first spider.

To Carlos' left past second and continue on same path behind and past third spider.

If they spray poison on you, try to wait til you run past them after-Marvin before you hit a mix-herb (unless you go to Danger slow-limping).

[19] Visualize before you see:

You are going to appear in the chain-link hall.

There is a roach up on the wall near you coming down.

There is a second roach at the end of the hall.

Before you see yourself/the hall, be holding Up+Left on the D-pad to begin instantly running.

Almost as soon as the camera angle changes and you have run magically thru the descending roach's rear-end, you can flick the x button while running to get pulled magically thru a door you aren't really facing!

[20] MARVIN'S VOLTAGE AREA:

Two steps forward and begin L1+R1 fire into the hi volt room.

DO NOT release R1 even if both drop. fire down for kills.

Quickturn and run deeper. Are the skin-jobs grouped? use AR.

If they are staggered use EAGLE.

Combos are nice here, but they are harder to get.

[21] Run forward and into the low volt room.

Hit the control panel and then do a quick turnaround.

Run a step and an angle change and begin taking long shots at 2 more skin jobs.

[22] There is a chance that a skin job is still hiding down in the hall next to Marvin.

He is usually at the end of the hall, so run up 2/3 steps towards Marvin so that you can "touch"/"rescue" Marvin before the skin job falls down all the way dead.

You'll see 23 seconds instead of 20.

Marvin also got 60 rounds for ya.

RECAP: You have 3:00 on clock after touching Marvin.

+125 rounds and a full clip.

You may have no AR left. Hopefully 5% for one more Beta.

You haven't used a mix-herb yet.

[23] Repeat in reverse the dance steps for

leaving the roach hall and the spider street.

It is not worth the time bonus/ammo loss to kill either group.

If you are poisoned and below yellow caution

(which is hard to gauge if it is a blue EEG line~

do your best to guess) then hit your mix-herb

before you go up the elevator.

To get down the stairs hit-free; wait at the corner of

the landing at the top of the stairs to the bottom left of the screen.

When Nemesis gets up to the last step; run to Carlos' right and down.

[24] HUNTER ALLEY #1

It is best to use the last little bit of AR to waste the

first hunter. He is usually the one who catches up with you.

But if your AR is gone. just RUN!

It goes: run 2 steps forward, 1 step back = lazy swing

then you run along Carlos' right thru street, a fake.

Cut back left and curve toward/no-stop-til-door.

NOTE:The Hunter Betas learned a new trick:

Just to show appreciation of Carlos' Assault Rifle,

the Betas will jump up and use 1 foot and 1 hand

to hang from a pole or the wall for a second.

If they do this, run like the bejeesus!

It is really hard to shoot up at them there!

[25] PARKING OFFICE:

Use auto-aim and down from inside for 1 sleeper kill.

Then WALK forward 2 steps and repeat for the deeper

kill and not the one behind you.

The "sleeper" nearest the door-you-want-to-leave-from

(on the left of the screen)

is not sleeping~ he is really dead. Just run over him.

[26] Run out and then hook left, trying not to

bump/snag the mini-van. (actually a car, but it looks like a mini-van)

Run along the wall where the cargo-elevator opens,

but halfway down let OFF the RUN button and WALK

just past the corner of the wall near the Big Van's back door.

You need to hit R2+fire here for a

14/27 second barrel kill.

IFF you don't have at LEAST 2:15 on clock after this barrel,

Reset. You haveta make it all the way out into the bus room

3 angles with 2:00 on clock THEN (not at door).

OR you can try to pick it up if you

plunge headlong into a crowd by the barrel, get bit and shrug 'em down

then run past to the door and R2 for another 82 second barrel kill.

I don't think the health loss is worth it, though.

I usually settle for 14 sec 3-kills.

My best to date is clearing this door with 3:20.

[27] FIGHTING THE BUS JUMPER NEMESIS TYPE II:

Run to the barrel nearest the firehose exit.

Stop LEFT of it. Pivot RIGHT to face the exit door.

It looks like you are BEHIND the barrel (this will get Nemesis

good and DEEP on the explosion). At the last second run forward

and curve. Hit R2 and bang.

IFF you run the wrong way you may target the WRONG barrel

(one he isn't standing near)

Repeat the stand LEFT, turn RIGHT. wait. run. R2 at the Bus Barrel.

IFF Nemesis doesn't go 'ugh' and take a knee NOW, then

give him a few bullets to drop him NOW.

When he drops give him ONE bullet to stand up then run

to the barrel by the Parking Garage exit.

Stand up and right of the barrel and run toward the manhole.

R2 and then the 2-shots-run dance. Nemesis should drop after approx

5/6 more bullets.

RECAP:

You have +100 bullets and a full clip
The AR clip is at 0%. all gone.
You probably haven't used a health yet, but probably
have taken enough damage to be in Caution now.
Use your mix-herb BEFORE trying to run the firehose.
You have +3:00 on clock

- [28] At the FIREHOSE ALLEY, again hold up a second
thinking "okay, step away from the wall zombie slow-poke."
When he does, run toward the wall to Carlos' right
and forward for an angle change.
When Nemesis whacks the next zombie, cut to the
wall on Carlos' left.
There is one more zombie to clear and then you can
do one of two things:
[a] Run straight for the hose with the zombie behind you
to catch the rocket for you.
[b] Exit the door but then do a quick-turnaround
and re-enter for the hose~ the zombie will still
catch a rocket for you, but at the entrance to the
firehose cul-de-sac. You will wind up dancing
with Nemesis to get out of the cul-de-sac; but
I find it easier to avoid all damage by leaving him in there.
- [29] The roaches all seem to run up the walls when you enter this room.
Run underneath them. If they do not go up the walls, run around them.
This "dead merc" hall is wider than it seems.
- [30] Street of Crows. You will never see the crows.
Run.
- [31] You are now in the Y shaped alley. Run forward on the left fork
until you reach the angle where you can "activate" AT LEAST FOUR
of the left fork zombies.
Quick turnaround and run two angles.
Begin walking backwards, but do not lose sight of the barrel.
The right fork zombies seem dangerously close....
BUT
You can still R2 aim at the barrel. Do so.
WAIT.
It seems that the zombies are blocking your barrel shot.
WAIT.
Fire. Drop any remaining right fork zombies.
There could be 2 left fork zombies unactivated.
- [32] Worms, worms, worms.
Running over them means they jump too late.
- [33] See the sack you took crank from?
Into this room 2 steps then fire a "hello" stun shot
at a poison roach you can't see. This shot stalls him.
~on two occasions now I got a one-shot critical eagle kill: 6 sec,~
(Look at the map) You run a fast "J" hook to
get into the pharmaceutical office foyer.
There is a biter ready 3 feet inside the foyer door,
pepper his skull with Eagle until death do you part.
- [34] There are 2 pair of 14 second 3-kills
inside the office. Don't worry if you can't get all the
bonus time, just clear a path.
KEEP R1 depressed and tap L1 to do this!
There is one particular zombie who's gotta die,

the bald one in the lab coat, he reappears at the lab door and will get you immediately when you leave if you don't kill him now.

[35] HUNTER GAMMA EAT-FROG-TIME

DO NOT ENTER THIS ROOM IN CAUTION

The first one never misses his swallow if you enter in caution!

Inside the storeroom, run forward/curve and at angle change

let two shots fly. Then run forward again~

Gamma #1 will jump over and then you peck him in the back til dead.

The time it takes to drop Gamma #1 with Eagle

gets the curiosity of #2 and #3 piqued.

The EAGLE will fire around corners if you got "missile lock"

with R1, so keep firing until #2 dies.

#3 gets snagged on dying #2 so he won't be attacking you yet.

2 more shots and run up. Jump over. Death from behind!

Nicholai's got 60 rounds for you.

RECAP: You should have: approx 2:00 on clock.

AR is all gone

+100 rounds/box and a full clip.

1 or 2 mix herbs left and a FAS you don't want.

[36] Back to where you got the barrel kill:

Don't forget the unactivated 1 or 2 left fork zombies.

Drop 'em but don't bother killing, its only 7 seconds.

[37] THREE DOG ROOM

Run slightly forward then curl to the right.

You should wind up standing on top of the dead cop who had photo A.

Touch him for the secret time bonus.

It'll be 32 seconds if you are hitting 'em all.

From here with the dogs in front of you,

fire three shots to stun each dog and then run for it!

It takes way too much time/ammo to kill 'em.

[38] ROCKET NEMESI:

Run forward; but hook immediately

right and down into the crank/dumpster split level alcove.

Slide on the rail going down the stairs.

Rocket #1 should go over your shoulder.

Keep running. Run past Nemesis #1 on his left side

then pull back in to run up the left side of the stairs to the bar.

The Nemesi are fighting each other behind you.

[39] THE BAR JACK:

has almost all the zombies at the mouth of the bar.

Except for one zombie who is over by the phone

where you got the lighter.

Run toward the phone-zombie and shoot him to death.

From this vantage spot, release and then re-tap aim+fire.

Hopefully you'll get another pair of 14 second 3-kills.

Mikhail gives you another FAS and 20 seconds.

[40] BETA TWINS STOOP OF DEATH

Exit by the pay-phone.

You need to run straight up the stairs, hook a hard left u-turn

and run from the Betas entirely and escape

at the alley's end to Carlos' right.

[43] DEAD SHOTGUN COP

You are in the back alley of the first street.

KILL each zombie with Eagle.

(I know you're thinking "but I won't have enough ammo for the final room..." Relax. there is a barrel!)

One on the landing, girl around the corner, then

two beyond her, run over all of 'em then turn away from the shotgun-stairs so you got more shooting room to clear its entrance.

When enough fall, duck down the stairs for the shotgun dead cop. Touch him for the 64 second bonus. Your clock should now be +3:00.

[44] HUNTER ALLEY TWO : SHORT RUN

IFF you are in "Fine" shape proceed with #44.

IFF you are in "Caution" then go to # 45.

Exit the alley at the door nearest the target point.

(check yer map?)

You will emerge standing next to one hunter who has 2 buddies off-screen. Immediately hit R1 but then release and run toward where he jumps from and squeeze over for the mash-x-while-running to get sucked through the door. Possible, NOT PROBABLE to make it with no hits, usually take one light one here and wind up in yellow caution.

[45] CROW HALL:

While running, check to make sure the Eagle is equipped and reloaded.

[46] FINAL ROOM:

(muchas gracias T. Wilde!)

From your starting point inside the final room

re-aim til you target the closest zombie.

Drop/kill him. Run into the crowd and LET 'EM BITE.

You will get bit, push/dodge, get bit, push/dodge and then hopefully be down the stairs!

NOTICE the Barrel!

Run to the corner of the container where Dario hid!

If some zombies come faster than the pack, either face away from them~ to confuse them -OR- let 'em bite and shrug 'em off.

You should pick up 43 to 69 seconds.

I usually have a full clip left and two live zombies which I hunt down and kill; but if you are hurting use the pole under the stairs to circle around/ lose the zombies.

[47] SPEED LIMPING

Remember to depress/release rapidly D-pad and any buttons for "dodge"/"stumbles." On my miraculous "A" run, I entered in Orange caution, ran out of ammo and was able to "dodge"/"stumble" three times without taking damage and run past them.

Remember that "speed-limping", rapidly thumping the run button, doesn't really make you faster, but it does help prevent you from getting snagged on the corner of the stairs.

[48] FINISH:

2 FAS you don't use.

NO AR.

Maybe one bullet left. doubt it.

An "A" Rank.

3:00 to 4:00 on clock.

\$1650 to \$1750 for reward.

The contributor's below have earned more reward money than me by throwing in some other skills. You may want to mix them in.

If I am missing something,

Please e-mail me at:

jrkerbomb@evil.co.uk

(under 6k~ no attachments)

Also: I suggest you read Redfield's Merc FAQ on getting bonus time from Rocket Nemesi crossfire.

SPECIAL CONTRIBUTOR NOTES:

-----Original Message-----

>From : Ghaleon X
>To : jrkerrbomb@evil.co.uk
>Date : 11 December 1999 01:11:36
>Subject : Re: WOW~Re: Nicholai: Mercenary mode

>Took me a little while to do, with carlos i got a B also. Mikhail I got an
>A, Mikhail rocks.
>Well with Nicholai, I didnt kill any zombie unless there was a barrel
>around. Also, in parts like when you need to save brad, i knifed all those
>zombies. The funny thing was that when i started to stab the zombies, none
>of them turned around to attack me so I killed them rather easily. I got
>alot of time for that thing. The others were all routine.
>I also killed Nemesis jumping off the bus although it takes a tough time
>to do that. Just luring him to the barrels was a hard enough task, but those
>2 minutes helped.

-----Original Message-----

>From : Vincent Merken
>To : jrkerrbomb@evil.co.uk
>Date : 12 January 2000 09:38:39
>Subject : Resident Evil 3: Nemesis

>There's a countdown for the 'hostages' as follows:
>
>Dario: 2 minutes
>Brad: 4 minutes
>Marvin: 6 minutes
>Promo Girl: 9 minutes
>Nicholai: 12 minutes (you see Nicholai here if you play Carlos)
>Mikhail: 14 minutes
>
>So for example, after 6 minutes of play (not the time on your clock!),
>Marvin buys it, ditto for the other hostages. That's why when you play
>Nicholai, you need to rescue the hostages in this order and no other,
>because rescuing a single hostage takes a lot of time with him, even though
>you bag big bonus times and have a respectable clock reading.

-----Original Message-----

>From : LongTorso
>To : jrkerrbomb@evil.co.uk
>Date : 20 January 2000 01:08:25
>Subject : Carlos tips and a strange thing.

>
>I just just got an A w/ Carlos, but..... I followed your guide almost
>exactly and added some of my own techs. and skills
>Here's a list:
>
>22 secs. from crows by expending 3-4% AR Clip but you HAVE to aim down
>the path and "wiggle" the AR left and right
>
>Okay done w/ that, now the strange thing that happened is you said the
>rank could be affected by how much you heal. I used ALL my healing
>including both FAS!!! I took out Nemesis at the bus and in the
>dual-Rocket-room one took a rocket for me (more like he ran in front of
>it) then got blow up by the barrel when my EAGLE misfired(HEHEH) for the
>10 secs. finished in Fine suffering a few bites and a cut (Hunters!!).

-----Original Message-----

>From : Thomas Wilde
>To : jrkerrbomb@evil.co.uk
>Date : 02 February 2000 20:58:18
>Subject : Some thoughts on Mikhail

>Some ideas,

>

>[42] HUNTER ALLEY TWO : SHORT RUN

>

>If you've got three Magnum rounds left, you can sit
>there for a second and wait for the first visible
>Hunter to move. Hit him, and fire twice more; you've
>got a decent chance of picking up a 30-second combo
>off of them. I can always do this with Carlos and the
>assault rifle, but Mikhail's been eluding me...

>

>[44] FINAL ROOM:

>

>You ever notice that there's a barrel by the stairs
>leading up to the balcony you're on? I haven't tried
>it yet, but you might be able to wipe out the zombies
>on the stairs all at once if you were *real* fast on
>the stick.

>

>Hope this helps...

BY THE WAY:

[1] REWARD MONEY AND RANK:

Oops. I said earlier that the reward money determines rank.
I was wrong. They have a habit of being high together
but after finishing a \$1900 Mikhail run using 2 FAS, I got a "B."
Likewise, it is possible to receive an "A" rank
with Carlos for instance, with lower reward amounts.
I got another "A" with only a \$1400 reward.
The other thing is that multiple Nemesis kills will pardon
the use of a First Aid Spray, my usual Mikhail uses all health
but kills all 5 Nemesis for \$1850 and an "A."
Therefore, I believe money is determined/reflects only
the number of kills.
Thus an "A" rank is theoretically possible with way under \$1000.

[2] I am now also sure about the S rank Japanese = A rank in NA release.
So the guides I read that say greater than \$2100 = S rank
uh, well...I don't think so. Credit to Merken for clearing that up.
I am frustratingly stuck at \$2076 for Mikhail.

[3] I have read in other places about how Nemesis' rockets
get stronger later in the game. I don't think so.
I think the rockets are just like barrels.
The damage is proportional to your
distance from the explosion. In other words, if you
are a long way away from Nemesis when he shoots a
rocket at you, no big deal.
If you are close/point-blank: instant orange caution.
The merc game is the easiest way to prove this.
Just experiment shooting rockets with Mikhail
from different distances at (Bus) Nemesis Type II.

-or- shoot at a barrel to hurt yourself
from different distances.
You'll see.

SAVED THE BEST TIL LAST:

- [1] Oh lord. There are really cool action figures
available now in Japan for the Biohazard series!
look at: "<http://www.mobydick.co.jp>"
click the whale picture and then any/all
Biohazard logos.
My favorite is the real shock action figure 2 pack
with Nemesis type 1 vs. Carlos.
Maybe if all of us petition Toy-Biz
they will import/release the same figures and
not make crappy smaller ones with bad paint
(like they are want to do).
- [2] There is also a limited edition air-gun replica
of the S.T.A.R.S. special custom M92F.
I think it is made by Maruo or somesuch.
check eBay for exporters of this thing~
you should at least see it. also titled "Samurai Edge."
- [3] From the capcom.co.jp site there are
a bunch of really cool jackets for sale too.
You gotta see the R.P.D. windbreakers~
they are so cool!
- [4] a good Japanese fansite:
"<http://bio.treasure.ne.jp>"
a good English fansite:
"<http://www.survivalhorror.com>"

This oughta prove I ain't in nobody's employ.
I am just a fan like the rest of you.
My thanks to all the other fans for
continuing to buy ResEvil stuff because it keeps
it available to me too!

See you at Codename:Veronica!
Or even Resident Evil Zero for N64!?

SPECIAL THANKS TO:

- [01] Beth for letting me play.
[02] Capcom for giving me love.
[03] Alex for his years of video-game co-insanity.
[04] Dave "my controller is broken" Wallin.
[05] Ben "Pokum Taco" Groves for always floating me quarters.
[06] A.RedField for coining the term "stumbling" in his 4th survivor FAQ.
and also the new verb "decap"~ I love it! thanks for "coming out to play!"
[07] Vincent Merken for his input and previous knife training!
[08] Kao Megura for killing Ben Lansing.
[09] Ghaleon X and his site "<http://www.resident-evil.org>"
[10] Henry laPierre
[11] CJayC
[12] Amaloo

[13] A. Webcraft

[14] Old Man Murray

[15] Whoever designed Notepad. Bless You.

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