

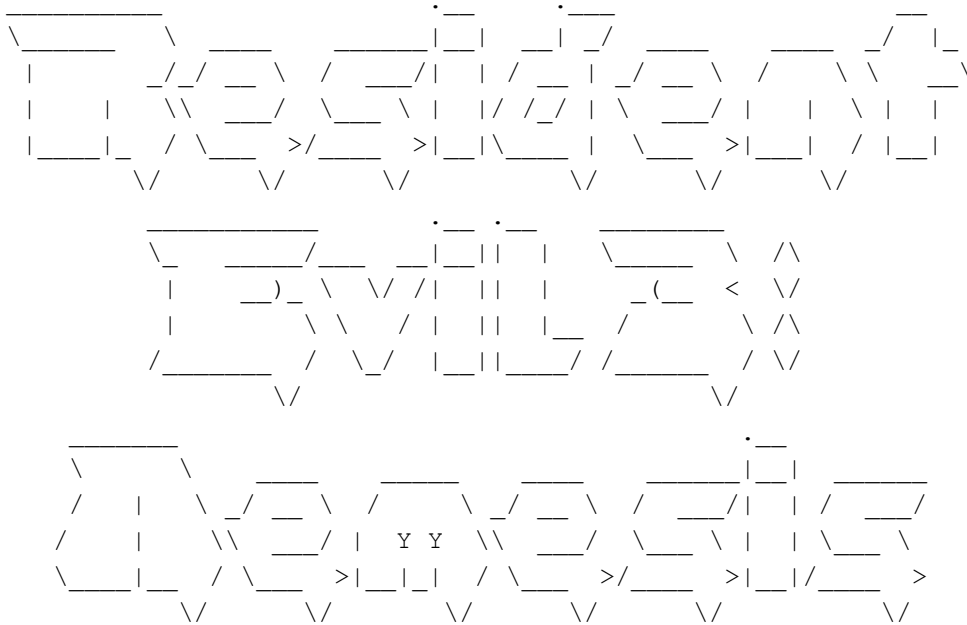
# Resident Evil 3 Puzzles FAQ

by ultimategamer00

Updated to v3.0 on Feb 3, 2002

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

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Resident Evil 3: Nemesis: Puzzles FAQ  
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Version: 3.0

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.1. COPYRIGHT----->  
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.2. INTRODUCTION----->  
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This is a puzzle FAQ. Resident Evil games are known for their puzzles; most of them are easy but, you still have the hard ones that might confuse you and leave you stuck for hours not knowing what to do. If you are stuck in a certain puzzle just view this FAQ and I'm sure you'll find something to help you, I'll try to keep the spoilers at a minimum too. If you have any questions, comments or corrections just email them to me.

-----Version 0.5----- 13/10/00  
- Created, and finished the ASCII art.  
- Started it.

-----Version 1.0----- 14/10/00  
- Progressed further more through this FAQ.  
- Corrected some mistakes.

-----Version 1.5----- 15/10/00  
- Added several more puzzles.

-----Version 2.0----- 16/10/00  
- Added the rest of the puzzles.

-----Version 2.1----- 22/01/01  
- Minor changes you won't even notice.

-----Version 3.0----- 02/02/02  
- Corrected grammar and other mistakes.

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.4. PUZZLES----->  
=====

Here are the solutions for all the puzzles in the game:

-----[Raccoon City]-----  
=====

.1. Password For The Safe-----[Raccoon Police Station]----->  
=====

The password for the safe is random. If you decided to kill nemesis, you'll get Brad's card; use it on the computer to get the password. If you decided not to kill nemesis, you'll have to search for Jill's card. Either way the password will be random. If you opened the safe you will get an Emblem key to open the S.T.A.R.S office.

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.2. Unlock The Door To City Hall----->  
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First, you must have the two gems:

1. The blue gem: found in Raccoon police station, in the safe room, inside the drawer with the red light.
2. The green gem: found in the press building, last floor, in the office, right on the desk.

Now, place the two gems on the hour plate to unlock the door.

=====  
.3. Open The Maintained Temperature Storage-----[Gas Station]----->  
=====

To get the oil from the storage, you must operate the electric lock and do the following:

- You have to let the red light appear only above the glowing letter. It's always random but I have noticed something, you can move the red light to the right by pressing the letter next to it. If you want to finish it quickly, just keep pressing the buttons randomly until it appears on top of the desired letter. If you opened it you will get the machine oil, good luck!

=====  
.4. Get The Battery-----[City Hall]----->  
=====

First, you have to take the bronze book from the statue near the gas station, and then place the book on the hollow place designed for it in the fountain near the Restaurant. Now, take the bronze compass. After that, go place the bronze compass on the statue and you will receive a battery.

=====  
.5. Open Locked Doors With Transformer-----[Sub Station]----->  
=====

First, set the device to manual mode, and then do the following:

1. First room 115v-125v  
Press the switches in this order: Red~~>Red~~>Red~~>Blue.  
Enter the room and open the drawer to get the grenade launcher.
2. Second room 15v-25v  
Press the switches in this order: Red~~>Blue~~>Blue~~>Blue.  
Enter the room and get the Fuse.

=====  
.6. Access To The Chemical Storage Room-----[Umbrella's Office]----->  
=====

First, see the password through the TV ad using the remote control on the desk. It will be one of these: AQUACURE, SAFSPRIN or ADRAVIL. Type the password on the computer to unlock the door. Enter the chemical storage room to get the oil additive.

=====  
.7. Operate The Trolley-----[Trolley!]----->  
=====

Here are the items needed to operate the trolley:

- A. Power cable: found in the big garage on the car that's showing it sparkling.
- B. Fuse: found in the sub station.
- C. Mixed oil: you have to mix the two types of oil that you have. The machine oil and the additive oil. Once you have mixed them you will get the mixed oil.

Now just place the parts on the trolley, and add the oil to get it running.

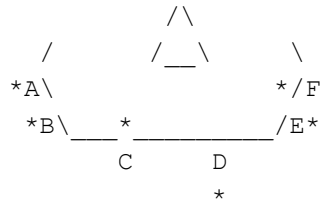
-----[Clock Tower]-----  
=====

.1. The Music Box Puzzle-----[Third Floor]----->  
=====

In this puzzle, you must set the music so that it sounds like you heard it

when you operated the music box. If it isn't random then it should be like this:

A: down  
 B: down  
 C: up  
 D: down  
 E: down  
 F: up



If you set it correctly you will get the CHRONOS GEAR. You can combine it with the Clock T. key to get the CHRONOS KEY.

=====  
 .2. The Goddess of Time Puzzle----->  
 =====

In this puzzle, you must set the time to 12:00. To do this, you need to put the three spheres in their right places, here are what the balls do:

	CRYSTAL BALL	OBSIDIAN BALL	AMBER BALL	
Past	-1	-3	-3	hour(s)
Present	+1	+2	+3	hour(s)
Future	+2	+4	+6	hours

By these numbers, there is no way you can land the arrow at 12:00, but, there is a trick. I have noticed that if you put the obsidian ball in the past tray last, it will not do a -3 hours, instead, it will do a -2 hours and by that way you can solve the puzzle. So, if the clock was at 7:00 put the amber ball in the future tray first, and then put the crystal ball in the present tray, and finally, put the obsidian ball in the past tray. If you did it correctly, you will get a GOLD GEAR. Combine the gold gear with the SILVER GEAR - found in the last floor of the clock tower on the cupboard near the typewriter - to get the CHRONOS GEAR. Put it in the machine on the last floor to activate the clock.

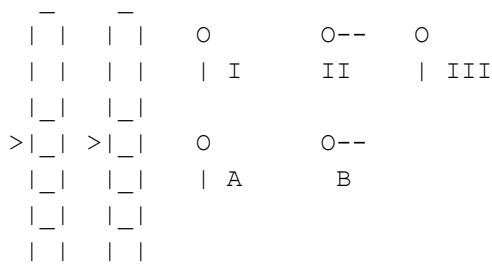
-----[Raccoon Hospital]-----  
 =====

.1. Open The Elevator-----[Near The Elevator!]----->  
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Use the tape recorder - found on the desk - on the elevator voice lock and the elevator will open for you.

=====  
 .2. Get Vaccine Medium-----[B3]----->  
 =====

1. Supply power to the device.
2. Set the medium base in and do the following:
  1. Switch I then III.
  2. Click [below] and then switch A. It should look like this:



If you did it correctly you will get Vaccine Medium.

=====  
 .3. Get Vaccine Base-----[F4]-----{Room 402}----->  
 =====

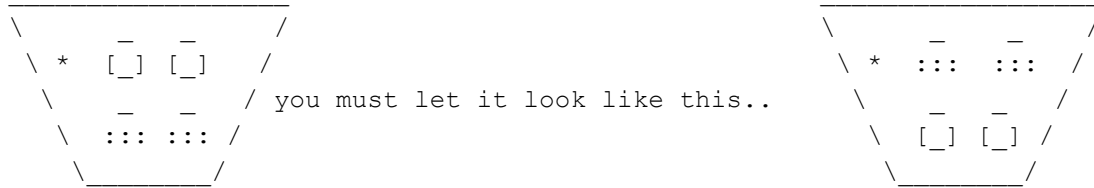
Enter room 402 and move the metal box to the left corner - Left from Carlos's perspective - next to the door. If that didn't work then the right place for it is random, so try other places. If it worked, the Arklay picture will fall revealing a safe. Enter the number 325 - found written on doctor's slip in room 401 - and you will get the Vaccine Base. Mix it with Vaccine Medium to get Vaccine.

-----[Raccoon Park]-----

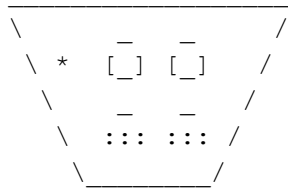
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 .1. Drain Fountain Pool-----[Near The Fountain!]----->  
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In this puzzle, you must place the gears in a certain order so that the pool will drain. You can only move the gears 6 times. The original form of it looks like this:

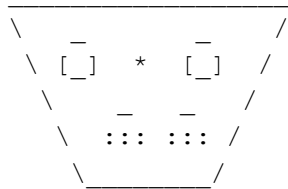
Legend:      $\bar{\square}$  White gears      $\bar{\vdots}$  Black gears     \* Empty



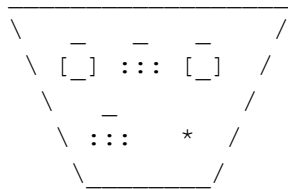
Here is what you will do:



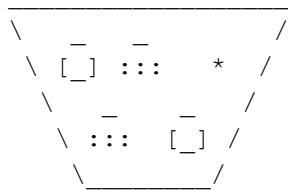
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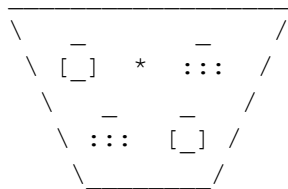
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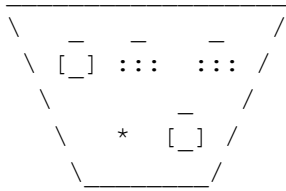
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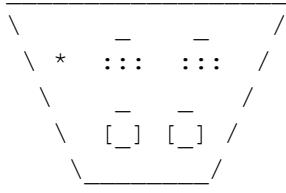
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5.



6.



GOOD LUCK!!

-----[Dead Factory]-----

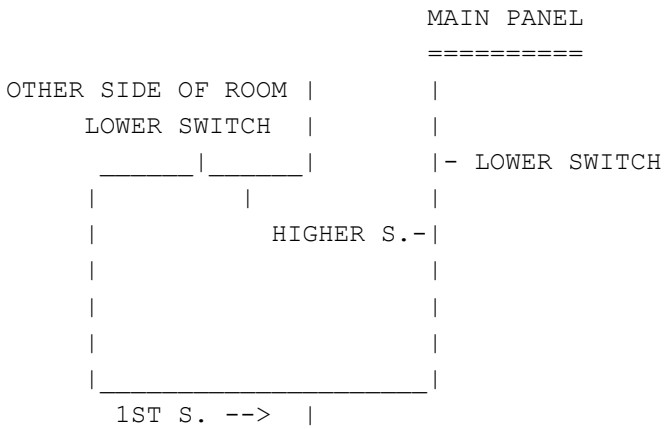
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.1. Stop the Damn Smoke----->

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First, press the first switch. Now, proceed forward and turn left, press the lower switch then the higher one. Go to the other side of the room - press any switches that comes in your way -. When you get there, press the lower switch. Return back to the other side of the room and press the lower switch. Finally, operate the safety panel to supply power to the door - not in this room -.

Here is a map of this room:

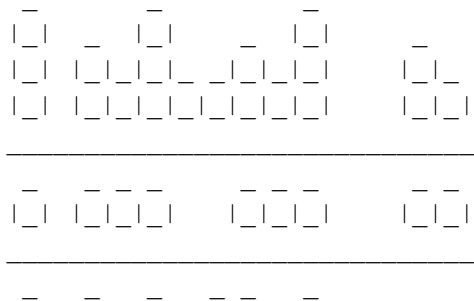


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.2. Perform Manual Check/Water Quality----->

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In this hard puzzle, you must adjust the wave ranges of each line so that when they are put under each other they'll look like the sample given. This puzzle is random it changes every time you play the game. Incase you got like what I got, here is the diagram:



|\_| |\_| |\_| |\_| |\_|

|\_| |\_| |\_| |\_|

=====  
|-----[FINAL FIGHT]-----|  
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First of all, activate the main panel. Then, insert battery number 1. Once you inserted it, NEMESIS will come. Stall him with any powerful weapon you have, and then insert battery 2 to its place. After that, run to battery number 3 and insert it. The laser will shoot, so let nemesis come in the way of the laser before the second shot. When the laser shoots again it will hit nemesis and he will fall once. Run to the exit elevator, a cut scene will occur. Choose your option and the game is over.

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.5. CREDITS----->  
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- CJayC, for providing a place for this FAQ.  
----- ALL THE NAMES AND THE OTHER STUFF ARE TRADEMARKS OF CAPCOM-----

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