

Resident Evil: Directors Cut Standard Mode Walkthrough

by CVXFREAK

Updated to v2.1 on Aug 18, 2002

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| |_| \ \ / |_|_| |_|_| -STANDARD MODE WALKTHROUGH-
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RESIDENT EVIL: DIRECTOR'S CUT: FAQ/WALKTHROUGH
SONY PLAYSTATION
CREATED BY: CVXFREAK
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VERSION 2.1

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I N T R O D U C T I O N

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Resident Evil: Director's Cut is the first Resident Evil for PlayStation (Psone), with added features. The Director's Cut features 2 additional game modes in addition to the original. Basically, that is all the extra features of the Director's Cut.

Resident Evil (BioHazard in Japan) is known by most Sony, Nintendo and Sega fans as a survival horror game. In 2002, 6 years after the original, the series has shifted from Sony to Sega and now is exclusive to Nintendo GameCube. The remake of the first Resident Evil is unparalleled in terms of graphics and survival horror gameplay.

Resident Evil for the PlayStation, Sega Saturn and PC started the saga. The Director's Cut, which this FAQ is for, extends, in a very little way, what the original RE did.

Since I've beaten Resident Evil for Nintendo GameCube countless times between the US and Japanese versions, I decided to go play the PlayStation version using my older FAQ for it.

After seeing the difference in quality between the FAQ for the original Resident Evil and the remake, I decided to "remake" my FAQ for the

PlayStation versions. The old walkthrough will basically be non-existent, and a new format will be used for this game. That format is basically the same as my GameCube Resident Evil FAQ.

So enjoy the game that pioneered it all. Resident Evil.

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1. V E R S I O N I N F O R M A T I O N
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August 18, 2002
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UPDATE: Change of e-mail.

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June 23, 2002
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UPDATE: Worked a little on Jill's walkthrough, will finish up the remodel of Chris' soon.

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May 25, 2002

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UPDATE: Finished the remodeling of Jill's walkthrough, begun Chris'.

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May 24, 2002
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UPDATE: Overhauled the entire FAQ to be much, much better. Deleted all the unneeded content, as well.

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August 30, 2001
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UPDATE: Began and finished guide.

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2. G A M E B A S I C S
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A. CONTROLS

START BUTTON

Starts game, pauses game, and selects status screen.

SELECT BUTTON

Not used

DIRECTIONAL BUTTON

Selects mode (title screen), moves character

X BUTTON

Action button, opens doors and attack

—
|_| BUTTON

Run

R1 BUTTON

Draws weapon (during game play)

O BUTTON

Not used

/\
/___\ BUTTON

Cancels previous action (on status and option screen)

L1, L2, R1, R2

Used on status screen

B. FIGHTING TACTICS

EVASIVE ZOMBIES!

Yes, the zombies are somewhat hard. The Handgun takes 3-4 shots to kill them. And no, the Knife isn't as powerful as it was in CODE: Veronica X.

CONSERVE AMMO!

Resident Evil is fairly hard. It is easy to use up a lot of ammo. The Tyrant, and Hunters require a lot of ammo. To conserve ammo throughout the game, strictly use your Handgun.

FIRE FROM A DISTANCE!

Hunters and Chimeras are extremely versatile when close up to Chris and Jill. You will want to get to a distance and fire guns like the Shotgun, BAZOOKA and Handgun. When it comes to zombies, try to shoot them at close range.

TRY TO DECAPITATE ZOMBIES!

When playing, the SHOTGUN and sometimes the HANDGUN can blow a zombie's head off. As Chris, he'll blow a zombie head off with the HANDGUN more often than Jill can. For a SHOTGUN SHELL to decapitate a zombie, get close and aim it up, and then fire.

KEEP 1 GREEN HERB AND 1 FIRST AID SPRAY WITH YOU!

Sometimes you can drop health because some monsters are stronger than others. Avoid this by carrying a Green herb and First Aid Spray. The Green Herb can cover small damage, while the First Aid Spray can cover sudden health drops from Hunters or Chimeras.

MAKE MULTIPLE SAVES!

Make at least 3 saves. Make one for the mansion, and progress on the game, but save onto another spot (preferably the post-Plant 42 fight). Those are definite save areas. If you keep multiple saves, you can then start from an older save if you mess up (EX: Use up too much ammo).

C. DIFFICULTY LEVEL

STANDARD

This is the original Resident Evil. This can be considered "NORMAL MODE." Ammo is somewhat scarce, and enemies are somewhat difficult to kill. The characters have a fair amount of health. This is what the walkthrough is based on.

TRAINING

This is the original Resident Evil, but much easier. The characters can withstand more damage, and the ammo is double. Enemies are easier to kill. This walkthrough can also be used for this mode. It is the same thing with double ammo.

ADVANCED

This is an insanely difficult mode. Monsters are so hard to kill, and the characters die only after 2 or 3 zombie bites. Ammo is scarce and all items have been rearranged and put in different locations. This is for the seasoned Resident Evil player only. This FAQ won't cover this mode for obvious reasons.

D. HEALTH

Throughout the game are healing items that will help you recover from injuries induced by the monsters and object in the game. They are limited, and the different medicines have different effects. Use them wisely. Along with weapons, these are your best friends.

HEALTH STANDARDS

FINE (GREEN) = 100% HEALTH
Little to no damage suffered.

CAUTION (YELLOW) = 75% HEALTH
Some damage suffered.

CAUTION (ORANGE) = 50% HEALTH
A lot of damage suffered.

DANGER (RED) = 25% HEALTH
Extreme amount of damage suffered. Near death.

POISON (PURPLE) = 100%-25% HEALTH
Poisoned by a monster, gradually loses health.

|1. RED + GREEN = FULL HEALTH|
+-----+
| This herb looks like a small red and green dot on a piece of paper. |
+-----+

|2. GREEN + GREEN + GREEN = FULL HEALTH|
+-----+
|This herb looks like one big green dot on a piece of paper. |
+-----+

|3. GREEN + GREEN = 50% HEALTH|
+-----+
|This herb looks like 2 small green dots on a piece of paper. |
+-----+

|4. GREEN + BLUE = 25% HEALTH AND POISON HEAL|
+-----+
|This herb looks like a small blue and green dot on a piece of paper. |
+-----+

|5. BLUE = POISON HEAL|
+-----+
|This is a blue leaf-like herb. |
+-----+

|6. GREEN = 25% HEALTH|
+-----+
|This is a green leaf-like herb. |

+-----+

|7. GREEN + GREEN + BLUE = 50% HEALTH AND POISON HEAL|

+-----+
|This looks like 2 small green dots and a blue dot on a piece of paper.|

|8. GREEN + RED + BLUE = FULL HEALTH AND POISON HEAL|

+-----+
|This herb looks like one big brown dot on a piece of paper.|

|10. FIRST AID SPRAY = FULL HEALTH|

+-----+
|This is a silver can with a spray nozzle on it.|

E. MOVEMENT

Jill and Chris both run and walk extremely quickly and straightforward.
It takes only a little bit of work to move them, but you should
definitely manage. Move them in a straight path, or else a zombie can
kill them (and do it rather easily).

F. DIFFERENCES BETWEEN CHRIS AND JILL

Their adventures both change in certain areas, and Chris has no
lockpick. He only has 6 slots, as opposed to Jill's 8. Jill hangs out
with Barry Burton, while Chris hangs out with Rebecca Chambers. Chris
Redfield also has the Lighter from the start, and the Flame Thrower,
while Jill has the Lockpick, and BAZOOKA. Chris must use Small Keys.

3. C H A R A C T E R S

CHRIS REDFIELD

AGE: 25

Chris Redfield is a tough guy. He has a sister named Claire, whom
you see in Resident Evil 2: Dual Shock/Value Plus/Platinum (in Extreme
Battle Mode), and Resident Evil CODE: Veronica X. He is very protective,
and is willing to go out of his way to save others he cares about. He
also used to be in the Air Force, and can pilot any sort of air craft.

STARTING ITEMS: COMBAT KNIFE
LIGHTER

EXCLUSIVE ITEMS: SMALL KEY
FLAME THROWER

PARTNER: Rebecca Chambers, Albert Wesker

JILL VALENTINE

AGE: 23

Jill is the smart type in the STARS Alpha Team. She is very good with the piano and knows how to mix chemicals. She's not as tough as Chris, in terms of stamina, but a lot smarter. She works pretty well with guns and knives, but not as good as Chris though. She also runs a lot slower. Jill can be arrogant at times, as evidence by her attitude in Resident Evil 3: Nemesis.

STARTING ITEMS: BERETTA
COMBAT KNIFE

EXCLUSIVE ITEMS: BAZOOKA
ACID ROUNDS
FLAME ROUNDS
EXPLOSIVE ROUNDS
LOCKPICK

PARTNER: Barry Burton

BARRY BURTON

AGE: 38

Barry loves his family so much. He'll do ANYTHING to keep his family safe. During the game, he becomes very helpful to Jill. But he seems to be hiding a secret and Jill eventually finds out. Will he make it? You control that...

REBECCA CHAMBERS

AGE: 18

Rebecca is the young medic of STARS Bravo Team. She is well trained and pretty smart for her age. She is a rookie at her work, but she can be well trusted. Her gun ability is amazingly good for her age. But she can get hurt a lot easier than Chris and Jill. Besides Chris and Jill, she's the only other character you control. Apparently, Rebecca Chambers went through hell before this game even started, in BioHazard Zero. Apparently, she doesn't like to show it.

STARTING ITEMS: HANDGUN
FIRST AID SPRAY

EXCLUSIVE ITEMS: None

PARTNER: Chris Redfield

ALBERT WESKER

AGE: 38

Wesker is the cool type guy. He wears shades and never seems to take them off. When he gets to the mansion, he gets a little... shady. He vanishes every now and then and refuses to talk in detail to Chris and Jill. Is there something up his sleeve?

RICHARD AIKEN

AGE: 23

Richard Aiken is found near a corridor where a giant snake has bitten him. After you cure him with serum, he dies. His role in the game is to provide your character with the RADIO.

BRAD VICKERS

AGE: 35

Brad Vickers is the pilot of the S.T.A.R.S. Alpha Team. As evidenced by

the introduction FMV, he is a wimp, and runs away after the other team members are attacked by zombie dogs. A decent shooter at best, Brad Vickers faces an unhappy death 3 months later, by an evil Tyrant, called "Nemesis." After that, he was murdered again by Leon Kennedy, only Leon shot him as a zombie. After the Raccoon City nuke, he is no more.

ENRICO MARINI

Age: 41

Enrico Marini is the leader of Bravo Team. He is a great leader, and is unfortunately murdered after discovering a secret about the entire affair of the game. He lead Bravo Team greatly.

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4. W A L K T H R O U G H : J I L L V A L E N T I N E

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A. MANSION

STARTING

- ITEMS: LOCKPICK
CLIP
MUSIC NOTES
INK RIBBONS
GREEN HERB
SHOTGUN
STAR CREST

Watch the starting cut-scene of the game (or skip it). Then witness the scene in the MAIN HALL of the mansion. The game will start in the dining room.

Please note that when I say "left of Jill," I mean to the left in HER perspective. Her left is your right. And vice versa.

DINING ROOM

After you are able to control Jill, run down, passed the tables to the fire where Barry is (you should have the BERETTA armed). After another cut-scene, take the door to the right of where you are.

KENNETH HALL

From the door, turn a cautious left until you see a bigger area of the hall. Turn right, and you'll see a cut-scene featuring a zombie. After this, simply return to the door you just came from, back into the DINING ROOM.

DINING ROOM

Watch the cut-scene with Barry, and then return through the doubles doors across the hall.

MAIN HALL

After the cut-scene, run behind the grand staircase all the way to the other side, until you emerge back onto the main area. After yet another cut-scene with Barry, you'll finally get the crucial LOCKPICK. After Barry leaves, take the double doors back into the DINING ROOM.

DINING ROOM

Run down the room, and then through the single door at the end.

KENNETH HALL

Run down to Kenneth's corpse (the zombie's gone). Examine him several times to get 2 CLIPS for the BERETTA. Afterwards, head to the other end of the hallway and to the final door on Jill's left. Use the LOCKPICK to unlock it, and head through.

PIANO ROOM

Run to the piano and run to a small area passed it. There is a movable bookshelf in that small area. Move the shelf to the right and there will be MUSIC NOTES for you to grab. Take them, and then run to the piano. Use the MUSIC NOTES on the piano. After playing "Moonlight Sonata," a wall will rise. Once the wall rises, take your exit (for now).

KENNETH HALL

Run back to the DINING ROOM.

DINING ROOM

Run back to the MAIN HALL

MAIN HALL

If you want, grab the INK RIBBONS at the typewriter and save your game. Then take the blue double doors to the right of the room.

STATUE ROOM

In here is a statue. You can use the step ladder in the room to reach the map inside the pot of the statue, but it is a waste of time. If you push the cabinet away from the opening, you'll be in a long, red hallway. At the end are INK RIBBONS, but beware of the zombie. When you're ready, take to the only single door in this room and use the LOCKPICK to unlock it. Then go through.

DOG HALL

Run down the hallway, passed the windows. Zombie dogs will pop through the windows, so run down the hallway to the single door at the end.

DOOR HALLWAY

There is a GREEN HERB to Jill's left. After grabbing it, run passed the locked door. You'll see another door, but don't go through it; you don't need to. Once you see a single door to Jill's left, take that door.

CEILING ROOM

This is a big, square, empty room. There is another door across from where Jill's at. So head through it.

SHOTGUN ROOM

Run passed the coffee table and grab the SHOTGUN from the rack. You'll notice the little hinges rise. Ignore this and return to the CEILING ROOM.

CEILING ROOM

Now, you'll notice that the ceiling is slowly falling to the ground. Try opening all doors in this room, and keep doing it until you see another cut-scene with Barry Burton. After the cut-scene, you will be in the DOOR HALLWAY.

DOOR HALLWAY

After Barry leaves, go through the double doors across from Jill.

DOOR HALLWAY 2

There are 2 zombies in here, so kill them with the BERETTA. Then take the unlocked door to the left of Jill.

CROW HALL

Run down the room, and you'll see several paintings. Here are crows on a rest line above, but they will not hurt you at all (unless you do something wrong in the next puzzle). There is the first puzzle of the game to solve here.

[PAINTING PUZZLE]

Here are the named of each painting:

- Newborn Child
- Infant
- Lively Boy
- Young Man
- Tired Middle Aged Man,
- Bold-Looking Old Man
- The End of Life

Now press them in that exact order and the final painting you press will reveal the STAR CREST.

[PAINTING PUZZLE]

With the STAR CREST on hand, exit the CROW HALL.

DOOR HALLWAY 2

From the door Jill's at, run straight across to a small branch of the hallway. At the very end is a door. Run through.

EXIT HALL

We are outside, so run down the hall. Near the end, you'll see a zombie dog, so kill it before it hurts you. Once the dog is dead, run down to the door at the end of this hall. It is locked. To the left of the door are 4 indentations that need to be filled to unlock the door. Insert the STAR CREST. Now return to the DOOR HALLWAY 2.

CREST HUNTING

- ITEMS: GREEN HERB
CHEMICAL
BAZOOKA
BLUE JEWEL
ARMOR KEY
GREEN HERB
RED HERB
CLIP
SHOTGUN SHELLS
WOODEN EMBLEM
GOLD EMBLEM
SHEILD KEY
WIND CREST
SERUM
MOON CREST
RADIO

DOOR HALLWAY 2

Run back to the bigger portion of the room, and to the door to the right of the locked one.

RIGHT STAIRS

Run forward, and at the foot of the stairs is a zombie. Run back to the door, and shoot it from there, so you don't get hurt by it. After it's gone, turn right at the foot of the stairs. There should be a GREEN HERB right there. Grab it. Then take the door to the right of Jill.

RIGHT STAIRS SAVE ROOM

This is a save room. The item box in the corner (which should have INK RIBBONS and CLIPS) stores items you don't need. Store the COMBAT KNIFE in there. Withdraw all the CLIPS inside and combine them with your current amount of CLIPS. See the supplies to the right of the item box? Examine them for a CHEMICAL. Then go to the typewriter and save the game if you like. Deposit the INK RIBBONS and you should then be ready to go. Exit the room.

RIGHT STAIRS

Run to the stairs and climb them.

UPPER RIGHT STAIRS

There is a zombie to Jill's left which should be really easy to kill. At the turn to Jill's right, is a another zombie. Kill it. There is a door you cannot go through, but to the left is an unlocked door. Go through.

U HALL

All the doors in here are locked for now. So turn to Jill's left and follow the corridor until you reach a door at the end. Unlock it and go through.

UPPER MAIN HALL

We are on the second floor of the main hall. Barry will be here, and give you ACID ROUNDS. After he leaves, turn to Jill's left and there should be a single door there. Go through.

BLOODY HALLWAY

Run down this narrow hallway. At the end is a door. Go through it.

FOREST BALCONY

Run away from the door and you'll see the corpse of Bravo Team member Forest Speyer. On him is a BAZOOKA. Grab it, and then crows will attack you. Run away from them before they hit.

BLOODY HALLWAY

Return to the UPPER MAIN HALL.

UPPER MAIN HALL

Run across the hall to the only door on the left side.

UPPER DINING ROOM

From Jill's vantage point, dispatch all the zombies in the room. Once that's done, head over to the statue on the left side of the room. Push it forward, and then push it off the balcony onto the floor below. After that's done, take the door at the other end of the room.

UPPER LEFT STAIRS

Run to the stairs area, and kill all the zombies you see (if you still have BERETTA ammo left). Once that's done, head downstairs.

LOWER LEFT STAIRS

There are more zombies here to take out. Scan the entire hall and kill all the zombies. Then head to the door at the foot of the stairs.

LEFT STAIRS SAVE ROOM

Save and unload anything you want (keep as much ammo as you can, though). Then exit.

LOWER LEFT STAIRS

Run all the way down the hallway, passed the locked door. At the end, go through the door.

J HALL

Check the map- the room looks like a J. Run down from Jill's position and turn right at the end. Kill any zombies in here with the BAZOOKA. At the end is a doorway. Go through.

VINE ROOM

Turn to the area to the left of Jill. In the water pump, place the CHEMICAL in there, and the vines nearby will die. Go to the shield behind the dead vines and grab the ARMOR KEY (MANSION KEY at first, but check the key entirely to change the names. Do this to all keys). Once you have all that, feel free to grab all the HERBS in this room. You can leave them here and pick them up later if you want. Exit.

J HALL

Head back to the first door you entered this room from, and turn to Jill's left from there. There should be a door to her right, which you can unlock with the LOCKPICK. Go through.

BEDROOM

Grab the CLIP on the bed. Examine the desk and a zombie will attack you. Kill it by any means and then head to the closet where it was hiding. Grab the SHOTGUN SHELLS. After getting them, grab the file on the desk, and then exit.

J HALL

Straight across from the door Jill's at is another branch of the hallway. There is a door there, but don't go through it yet. To the right of the door leading to the bedroom should be unlocked. Then go through.

KENNETH HALL

We are back in the KENENTH HALL. Take the door to the DINING ROOM.

DINING ROOM

Run to where the statue fell and grab the BLUE JEWEL. Once you have it, run to the fireplace and grab the WOODEN EMBLEM right above it. Then return to the KENNETH HALL.

KENNETH HALL

Return to the PIANO ROOM across the hallway.

PIANO ROOM

Run to that new area that was unlocked when Jill played the piano. Inside the room is GOLD EMBLEM. Grab it. Once the wall lowers again, use the WOODEN EMBLEM and place it where the GOLD EMBLEM was. Once the wall rises again, exit the room.

KENNETH HALL

Return to the J HALL.

J HALL

Run to that door I told you not to go through earlier (across from the bedroom door).

TIGER STATUE ROOM

Insert the BLUE JEWEL into the tiger statue. You'll get another crest- the WIND CREST! Exit the room.

J HALL

Return to the KENNETH HALL.

KENNETH HALL

Run to the DINING ROOM.

DINING ROOM

Run to the fireplace and use the GOLD EMBLEM there. The grandfather clock in the room will stop ticking, revealing a new key. Grab the SHIELD KEY. Then head over to the MAIN HALL.

MAIN HALL

Head to the UPPER MAIN HALL. Save at the typewriter if you want.

UPPER MAIN HALL

Run through the double doors on the right side of the room to the U HALL.

U HALL

Run down the hall and to the first single door you see. Unlock it with the ARMOR KEY. Enter.

RICHARD ROOM

Run forward to trigger an annoying cut-scene with Richard Aiken. Then exit.

U HALL

You need to get Richard SERUM. But first, travel further down the hall to a double door. Unlock it with the ARMOR KEY. Then enter.

KNIGHT ROOM

See the vents on the floor? Cover them with the 2 red statues you can push. Then push the button in the middle of the room. The glass case should open, revealing the third crest- SUN CREST! Exit the room.

U HALL

Head to the UPPER RIGHT STAIRS.

UPPER RIGHT STAIRS

Run down to the RIGHT STAIRS.

RIGHT STAIRS

Run over to DOOR HALLWAY 2.

DOOR HALLWAY 2

Run through the door that leads to the EXIT HALL.

EXIT HALL

Run to the door at the end and insert the WIND and SUN CRESTS into the indentations. You only need one more crest. Return to the DOOR HALLWAY

2.

DOOR HALLWAY 2

Run to the RIGHT STAIRS.

RIGHT STAIRS

Run up to the UPPER RIGHT STAIRS.

UPPER RIGHT STAIRS

Run to the U HALL.

U HALL

Run to the UPPER MAIN HALL.

UPPER MAIN HALL

Run to the UPPER DINING ROOM.

UPPER DINING ROOM

Run over to the UPPER LEFT STAIRS.

UPPER LEFT STAIRS

Head down the stairs to the LOWER LEFT STAIRS.

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Go to the shelf over by the item box and grab the SERUM. Go ahead and grab the ACID ROUNDS and the BAZOOKA and a HERB or 2. Then exit the room.

LOWER LEFT STAIRS

Run up the stairs.

UPPER LEFT STAIRS

Run to the UPPER DINING HALL.

UPPER DINING HALL

Run to the UPPER MAIN HALL.

UPPER MAIN HALL

Run to the U HALL.

U HALL

Run to the RICHARD ROOM.

RICHARD ROOM

Give Richard the SERUM. He'll then give you a RADIO. Once that's done, grab the 2 GREEN HERBS nearby and run to the door at the end of this room.

T HALL

Kill the zombie nearby and then run up the stairs. At the end is a door. Use the SHIELD KEY and discard it. Go through.

ATTIC

Your first boss battle awaits.

*****BOSS 1*****

YAWN SNAKE

DIFFICULTY: Easy

This boss isn't too hard. Just pump 5 or 6 ACID ROUNDS into it before it dies. If the Yawn poisons you, heal with normal HERBS and then keep fighting. After Yawn Snake dies, look near the hole it climbed through. Grab the MOON CREST, the final crest!

*****BOSS 1*****

Exit the room.

ESCAPING THE MANSION

ITEMS: None

T HALL

Jill might be poisoned, in which case she'll be brought to the LEFT STAIRS SAVE ROOM. If not, aim for the EXIT HALL. By now you should know where to go.

EXIT HALL

Slip the MOON CREST into the final indentation to unlock the door. Go through!

Whew! That mansion was evil, and we're out of it- for now! We'll be returning to the mansion after the GUARDHOUSE AREA to explore some of the still-locked doors in the mansion, but it'll be a small detour. For now, we explore the GARDEN and GUARDHOUSE in hopes of finding a way off this estate safely.

B. GUARDHOUSE

GARDEN AREA

ITEMS: SQUARE CRANK

GREEN HERB

BLUE HERB

RED HERB

SHED

You're in a SHED. See the ladder? Push it toward the shelf on the wall and climb the steps. Grab the SQUARE CRANK. Then head through the door at the other end of this room.

GARDEN

There are 2 RED HERBS and a couple of GREEN HERBS here. Turn the corner for some BLUE HERBS. If you have the RADIO, Brad Vickers will radio you. You can answer it (or ignore it). Answer it by selecting the RADIO option in your item screen. After that, dispatch all the zombie dogs in this room with the SHOTGUN or HANDGUN. Once they're dead, turn to the arm of the room to the right of the BLUE HERBS. At the end is a lift. Remember this lift for later. Returning to the main part of the area, turn to Jill's left and up a set of steps through a gate.

POND ROOM

Run over to the pond, and turn to Jill's left. Turn to her right at a turn and at the end should be a mechanism. Use the SQUARE CRANK to drain the water in the pond. After it drains, move to the pond and jump down. Run across and up the ladder at the other end. Once back up, follow the

pathway to a lift. Watch out for the snakes in this area. Take the lift down.

WATERFALL ROOM

There are zombie dogs in here for you to kill. Once they're dead, look for another lift in this room. It is the same lift as the one in the GARDEN. It doesn't work, and you'll need a BATTERY for it to work. That is the goal for the next mission: to grab that BATTERY. Look at the waterfall in the room. There is a tunnel passed it. We need to stop the waterfall. But when you drained the pond, the water ended up flowing in front of the tunnel. How can we get passed it without draining the pond? Simple; we need to use the other lift to get here, which means finding the battery for it. After all the cross examining, take the gate in this room.

GUARDHOUSE

- ITEMS: GREEN HERB
BLUE HERB
002 KEY
C. ROOM KEY
003 KEY
HELMET KEY
CLIP
RED BOOK
SHOTGUN SHELLS

GUARDHOUSE ENTRANCE HALL

There are GREEN HERBS and zombie dogs here, so kill them. Once they're dead, follow the long hallway down to a door.

GUARDHOUSE DOOR ROOM

This is called a DOOR ROOM because of all the doors in this room. Grab the BLUE HERBS in front of Jill, and then turn the corner to her left. To her left is the 001 door. Enter it.

001 ROOM

There is a door to the immediate left. Go through it.

001 BATHROOM

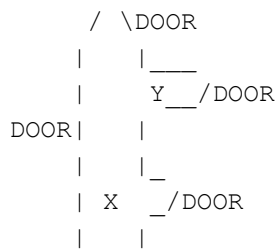
Drain the bathtub by examining it. Then grab the C. ROOM KEY. Return to the 001 ROOM.

001 ROOM

Head to the bed inside (kill the zombies) and grab the RED BOOK. Use the LOCKPICK on the desk for more SHOTGUN SHELLS. Exit the room to the GUARDHOUSE DOOR ROOM.

GUARDHOUSE DOOR ROOM

Go back to the first door of the room. See the statue? Push it to this area of the room



See where the X is? There is a hole there, so you should put the statue over it. Once that's done, head to the door across from the 001 DOOR.

GUARDHOUSE SAVE ROOM

A fresh haven! Save and bring some weapons and medicals with you. Then exit.

GUARDHOUSE DOOR ROOM

Head to the door to the right of the statue.

GUARDHOUSE HALLWAY

Run down this hallway, and take the first door to the right.

WASP ROOM

Run down to the bigger portion of the room, and run passed the locked 003 DOOR. It is a wasp nest. Grab the 002 KEY near it. Then exit the room the way you came.

GUARDHOUSE HALLWAY

Proceed down the hall to the 002 DOOR. Use the 002 KEY. Enter the room.

002 ROOM

Run to the bed, grab the file and use the LOCKPICK on the desk for some SHOTGUN SHELLS. Then head to the 2 shelves. Push the left one forward, and the right shelf to the right. A new ladder is revealed. Jump down.

SECRET TUNNEL

In this tunnel is a small pool blocking you from getting further. Run down until you see 2 crates near each other. Push them both into the pool you see at the end. The first crate you saw while entering the room is a little trickier. Here is a map and instructions.

```

    _____ LADDER
    | <-^ |
    | | | |
    | | X_ |
    | | |
    | | |
    | | |
    | | |
    | | |
    _____ | | |
    | POOL <- |
    -----
```

The X is the crater. Once all the crates are in the pool, cross the newly formed bridge and soak Jill's feet into the water (grab the GREEN HERBS if you like). Then head through the double doors.

SHARK TANK

You're in a water filled room. So run to Jill's right. When you see a turn, turn to Jill's left. You'll then see a cut-scene with a shark. Run to a wall with 2 doors on it (keep running forward) and use the C. ROOM KEY on the left door. Then enter.

CONTROL ROOM

See the button to the right of the door? Press it to drain the SHARK TANK. Then grab press another button in this room to unlock the door next door. On the shelf is a 003 KEY. Exit the room.

SHARK TANK

With the water drained, the sharks can't do anything to you anymore. Head to the door to the right of the CONTROL ROOM.

AMMO ROOM

In here, grab 2 CLIPS and 2 SHOTGUN SHELLS. Then exit the room.

SHARK TANK

Return to the SECRET TUNNEL.

SECRET TUNNEL

Run all the way to the ladder and climb it back to the 002 ROOM.

002 ROOM

Run to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Run to the WASP ROOM.

WASP ROOM

Run to the 003 DOOR and use the 003 KEY. Then enter the room.

003 ROOM

Run to the bed area and examine the bookshelf. There's a file. Grab it. Then use the RED BOOK on the shelf. The other shelf nearby will move, revealing a door. Head through.

PLANT 42 ROOM

Another boss awaits...

*****BOSS 2*****

PLANT 42

DIFFICULTY: FAIRLY EASY

Keep firing the Shotgun or Beretta. Eventually, the Plant will look like it's dying. But then it comes back and constricts Jill with a vine. Suddenly, Barry comes in with a FLAMETHROWER and destroys Plant 42! Saved by Barry!

ALTERNATE PATH

If you don't want help from Barry, go to the room with a pad next to it in the WASP ROOM. Type the password "315" in the pad to unlock the door. Go through to the V-JOLT Room. Grab the 4 Empty Bottles. You may need to return to the GUARDHOUSE SAVE ROOM.

Ok, first put water into one bottle. Then look on a shelf and put UMB. 2 into another bottle. Combine the water and UMB. 2 to create something called NP-003. Then go to another shelf and collect UMB. 4 in another empty bottle. Combine UMB. 4 and NP-003 to make UMB. 7. Now use another bottle and collect some more UMB. 2. Now go use another bottle and collect some UMB. 4. Combine UMB. 2 and UMB. 4 to create Yellow 6.

Then combine Yellow 6 and UMB. 7 to create UMB. 13. Now put some water into another empty bottle. Put some UMB. 2 into another bottle. Combine the water and UMB. 2 to make NP-003 again. Combine NP-003 with UMB. 13 to make V-JOLT!!! YAY!

Now go back to the SHARK TANK and through the door you didn't go through. There, look for the plant root and apply the V-JOLT. The roots shrivel up. Now go into the 003 ROOM and grab the Flame Rounds in the 003 Bathroom. Now go into the PLANT 42 ROOM. Kill Plant 42 easily with the FLAME ROUNDS and BAZOOKA.

GREAT! You killed Plant 42 without Barry's help!!!

END ALTERNATE PATH

*****BOSS 2*****

With Plant 42 dead, head over to the fireplace of this room and grab the HELMET KEY. With the HELMET KEY, we can explore the rest of the mansion. Exit the room through the double doors.

WASP ROOM

Run to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Run towards the GUARDHOUSE DOOR ROOM. You'll see a cut-scene with Wesker. After he leaves, continue for the GUARDHOUSE DOOR ROOM.

GUARDHOUSE DOOR ROOM

Run to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Save and make sure you have the BAZOOKA and ACID ROUNDS left over. Then exit.

GUARDHOUSE DOOR ROOM

Go to the GUARDHOUSE ENTRANCE HALL.

GUARDHOUSE ENTRANCE HALL

Run down the tunnel to the WATERFALL ROOM.

RETURNING TO THE MANSION

ITEMS: None

WATERFALL ROOM

Run to the working lift and ride it up.

POND ROOM

From here, run and jump into the pond. Cross it to the other side. Head through the gate.

GARDEN

Run back to the SHED.

SHED

Head through the other door in this room.

That was a quick mission, now wasn't it? Well, we're back in the MANSION for only a few minutes so we can find that BATTERY we need to get through the waterfall. With the HELMET KEY on hand, we'll be able to explore those locked doors in the mansion. Well, onto the next mission.

C. RETURN TO MANSION

THE BASEMENT

ITEMS: DOOM BOOK 1
EXPLOSIVE ROUNDS
BATTERY

EXIT HALL

Run all the way back to the door at the end.

DOOR HALLWAY 2

A monster will run into the room. It's called the HUNTER. Use ACID ROUNDS against the creature to kill it. Once it's dead, use the HELMET KEY to unlock the door nearby.

STUDY

Light the lamp on the desk and grab the book nearby, called DOOM BOOK 1. Then exit the room.

DOOR HALLWAY 2

Run to the RIGHT STAIRS.

RIGHT STAIRS

Kill the Hunter at the foot of the stairs. Then go to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Deposit the DOOM BOOK 1. Barry will also have left supplies here. Then save and exit.

RIGHT STAIRS

Climb the stairs.

UPPER RIGHT STAIRS

Run to the left and kill Hunter. Then go to the door at the very end.

FIREPLACE ROOM

Turn to the right and then use the HELMET KEY on the door. Go through.

PIANO ROOM 2

Run to the piano (no, you can't play it this time). This will trigger another boss battle...

*****BOSS 3*****

YAWN 2

DIFFICULTY: FAIRLY EASY

Yawn is now scarred from your last battle. After fighting Plant 42, Yawn is a wimp. Load the Acid Rounds and begin firing. If you run out, the Shotgun will finish Yawn off. During the battle, Yawn makes a hole in the floor.

*****BOSS 3*****

Barry will come into the room after examining the hole.

GRAVESTONE ROOM

After Barry idiotically drops the rope, wait a few seconds. The Barry will come back with the rope.

PIANO ROOM 2

Barry should give you a passcode. After he leaves, go back down the hole.

GRAVESTONE ROOM

Examine the gravestone and then go down the ladder it reveals.

BASEMENT TUNNEL

Run all the way down, dispatch the zombie and then run to the door at the end.

BASEMENT TUNNEL 2

Turn the first corner and another corner and you'll see 2 eating zombies. Turn to Jill's right. At the end is a door.

KITCHEN

We're in the kitchen. Run to the very right to see a lying zombie. Kill it. Passed it is an elevator. Ride it down.

ELEVATOR ROOM

To the right is a zombie. Dispatch it. Turn right and you'll see a door. Go through it.

STOREROOM

In here are EXPLOSIVE ROUNDS, and a BATTERY. Exit.

[NOTE: With the BATTERY on hand, you can go to the WATERFALL ROOM and use the BATTERY and proceed to the next section. But if you don't follow this next section, you will not be able to save Chris. It's your choice. Make sure you have the SQUARE CRANK.]

MO DISK HUNT

ITEMS: MO DISK

MAGNUM ROUNDS

ELEVATOR ROOM

Take the double doors on the other side of this room, passed the elevator. A zombie you can kill is near the door.

LIBRARY

Kill the 2 zombies in this room. Then head to the right desk and pick it for some MAGNUM ROUNDS. Then head to the left, passed the bookshelves to another door.

SMALL LIBRARY

In this area, run passed a shelf to a red button. Push it to reveal a light shining on a tile. Passed the button is a statue. Push it to where the light is shining to reveal a hidden annex. On it is an MO DISK. Exit.

LIBRARY

Head to the ELEVATOR ROOM.

ELEVATOR ROOM

Take the elevator to the KITCHEN.

[NOTE: This next section is definitely optional. It is for the MAGNUM. You can head to the WATERFALL ROOM now and use the BATTERY if you want. Make sure you have the SQUARE CRANK.]

MAGNUM HUNT

ITEMS: RED JEWEL
MAGNUM ROUNDS
SHOTGUN SHELLS
COLT PYTHON

KITCHEN

Head to the only door in this room you haven't been through yet. A zombie will pop through the door. Kill it and then head through the door.

STAIRCASE

Climb the stairs and turn the corner passed the elevator. Unlock the door at the end.

KENNETH HALL

There are 2 Hunters here, so kill them. Then head to the J HALL.

J HALL

There is a Hunter here, as well, so kill it immediately. Run to the LOWER LEFT STAIRS.

LOWER LEFT STAIRS

Run forward and kill the Hunter. Head for the foot of the stairs and kill the Hunter there, too. Then head into the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Put the MO DISK inside the item box and save. Withdraw the SQUARE CRANK, too. Then exit.

LOWER LEFT STAIRS

Climb the stairs.

UPPER LEFT STAIRS

To the left of the is a Hunter. Kill it. Then unlock the closest door with the HELMET KEY. Discard the HELMET KEY. There is another door to the far left. Unlock it with Barry's passcode.

[NOTE: The passcode door leads back to the area of the LIBRARY. Unless you missed anything there, you don't need to go through it.]

Take the door you unlocked with the HELMET KEY.

RED JEWEL ROOM

Grab the MAGNUM ROUNDS and SHOTGUN SHELLS on the table. See the ladder? Push it to the left and toward that deer head. Then go to the light switch near the door and flip it off. Go up the stepladder and grab the RED JEWEL. Exit the room.

UPPER LEFT STAIRS

Head down the stairs.

LOWER LEFT STAIRS

Head for the J HALL.

J HALL

Head for the TIGER STATUE ROOM.

TIGER STATUE ROOM

Use the RED JEWEL on the tiger. Then grab the COLT PYTHON. Exit.

[NOTE: Now head for the SHED.]

STOPPING THE WATERFALL

ITEMS: None

[NOTE: We should all be at the SHED now.]

SHED
Take the door to the GARDEN.

GARDEN
Head for the POND ROOM.

POND ROOM
Run across the pond to the lift at the end. Ride it down.

WATERFALL ROOM
Run to the non-working elevator. Use the BATTERY there (on the box surrounded by yellow/black stripes). Then ride the lift up.

GARDEN
Back here, run over to the POND ROOM.

POND ROOM
Use the SQUARE CRANK on the mechanism again. Then return to the GARDEN.

GARDEN
Head down the lift to the WATERFALL ROOM.

WATERFALL ROOM
Head to where the waterfall was flowing. The ladder is now revealed.
Head down...

Well, now that the mansion's history, we now explore the tunnels beneath the guardhouse. Hopefully we'll find a way to get off this estate.

D. TUNNELS

SNIPERS, BOULDERS AND MEDALS

ITEMS: HEX CRANK
 COMBAT KNIFE
 EAGLE MEDAL
 DOOM BOOK 2
 WOLF MEDAL
 MO DISK 2

TUNNEL 1
Down the ladder, turn to the first door to the right.

TUNNEL 2
Watch the cut-scene and you are presented with several options. Press whatever you want for both. Whatever you press influences your ending.
Run down to the right to the door at the end.

TUNNEL 3

Run through this empty tunnel. If Barry's with you, a Hunter will pop in after you try to open the other door. Go through the door after Barry kills it.

ENRICO TUNNEL

Run all the way down until you see Enrico. After the cut-scene, run back to TUNNEL 3. On your way out of the room, you'll see a HEX CRANK.

TUNNEL 3

Run all the way back to TUNNEL 2. Kill the Hunters here.

TUNNEL 2

There are Hunters here for you to kill. Then head back to TUNNEL 1.

TUNNEL 1

Turn right from the door until you see a typewriter. Use the HEX CRANK at the mechanism on the left wall, after you turn to corner at the typewriter. Then run to the door at the end.

BOULDER ROOM

From the door, turn right. You'll see a boulder. Run up to it, and then turn around. When a cut-scene hits, run from the boulder back to the door before it crushes you. The boulder breaks a wall, so you can now go through. Run to where the boulder went and turn the corner to a double door.

GIANT SPIDER ROOM

Yet another boss is here to fight you...

*****BOSS 4*****

BLACK TIGER SPIDER

DIFFICULTY: VERY EASY

CODE: Veronica and CODE: Veronica X veterans will recognize this monster as the Giant Spider. But like in CODE: Veronica and CODE: Veronica X, this boss is pathetic, especially when you just fought Plant 42 and Yawn! Use the COLT PYTHON and cap the monster until it dies. EXPLOSIVE ROUNDS are also effective.

*****BOSS 4*****

See the shining item in the corner? It's a COMBAT KNIFE exactly like the one you started with. See that door blocked by webbing? Use the COMBAT KNIFE to hack away at it. Then go through the door (reequipping your weapon).

TUNNEL 4

Head to the left of Jill and through the door.

TUNNEL SAVE ROOM

In this room in the corner is a BLUE HERB in case you were poisoned by the Giant Spider. Save the game and deposit the SQUARE CRANK and the COMBAT KNIFE. Withdraw DOOM BOOK 1. Grab the FIRST AID SPRAY and then save the game. Exit.

TUNNEL 4

There are snakes here now, so run to the door at the other end.

BOULDER ROOM 2

Turn to Jill's left and make another turn. There should be a lift at the

end. Ride it up.

POND ROOM 2

Another POND ROOM? Luckily, no waterfalls are involved! Anyway, head over to the pond. Look at the part where an eagle is at. CHECK the pages of DOOM BOOK 1. You'll get an EAGLE MEDAL. Use it at the eagle section of the pond. Then go back down the lift.

BOULDER ROOM 2

Head back passed the door to another area of this room. Run to the left of the main area and look for another mechanism. Use the HEX CRANK there. Use it THREE times. Then take the small passage to the left and through the door.

BUTTON ROOM

Look for the hole with the HEX CRANK shape and use it for a block of wall to move away. Turn the HEX Crank again for the wall to retreat. Then use the statue and push it to where the wall would move. Use the HEX CRANK again and the statue can now be pushed over the button on the floor. Push it and a little compartment in the room opens. Inside is DOOM BOOM 2. Check the innards for a WOLF MEDAL. Exit.

BOULDER ROOM 2

Now turn left from the small niche and go until the camera angle changes. Now head back and the boulder will begin to move. Run into the little niche to avoid it. Then run to the area it was blocking. In a small compartment is a MO DISK. Run back to the lift to the POND ROOM 2.

POND ROOM 2

Run to the pond and slip the WOLF MEDAL into its appropriate engraving. The pond will drain. Enter.

POND STAIRS

Head a few steps into the elevator, down into the LABORATORY...

Well, we made it into the lab. The puzzles in the mansion, the traps in the tunnel and the existence of that stupid waterfall in the GARDEN were meant to hide this place, so it must be important. What's down here? Well, let's go find out!

E. LABORATORY

SEARCHING AROUND

ITEMS: MO DISK 3
 POWER ROOM KEY
 FLAME ROUNDS

ENTRANCE ROOM

Run down and you'll see locked double doors. Take the ladder down instead.

LABORATORY ITEM BOX ROOM

There is a lone item box here. Deposit the HEX CRANK and withdraw the other MO DISK. Then head to the other door.

UPPER STAIR HALL

Kill all the zombies in here, and turn left at the top of the stairs. There is an MO DISK there. Grab it if you want to save Chris. Then head down the stairs.

O ROOM

Kill the zombie in front of Jill and turn to her left. There are double doors that are unlocked. Go through them.

COMPUTER ROOM

Run to the computer in front of Jill. Activate it. Log on as the user "JOHN." Then enter the password "ADA" (Same Ada as in RE2). Then select the B2 FLOOR. Then enter the password "MOLE." Then unlock the B3 FLOOR. Once they're all unlocked, exit the room.

O ROOM

Head to the double doors left of the staircase.

LAB HALL 1

Take the first door to Jill's right.

ZOMBIE ROOM

Kill all the zombies in here before they get you. Then run to the desk in this room after grabbing the fax from the niche in the wall. Use a MO DISK. Then exit the room.

LAB HALL 1

Turn to Jill's right from the door. Then examine the blinking panel. Jill will register the passcode. Then return to the O ROOM.

O ROOM

Head up the stairs.

UPPER STAIR HALL

Take the double doors above the staircase, near where you found the MO DISK.

OFFICE

Look on the wall left of the projector to find a movable pannel. Move it and press the button so a wall beam will move. A key is there, so grab it. It is a LAB KEY, which turns into a POWER ROOM KEY. Exit.

UPPER STAIR HALL

Head down to the O ROOM.

O ROOM

Run to a double door with a red symbol in front of it. Head through it.

LAB HALL 2

Take the double doors to the immediate left of Jill.

OPERATING ROOM

Push the crates over the vents on the floor (should be fairly simple, use your logic). Then push the ladder between them over the button. Go up the ladder and through the vent.

OPERATING ROOM 2

On the shelf are MAGNUM ROUNDS. Look for an MO DISK reader and use an MO DISK. Then exit through the double doors.

O ROOM

Head back to the LAB HALL 2.

LAB HALL 2

Proceed passed the double doors to a single door.

LABORATORY SAVE ROOM

Save and grab the FLAME ROUNDS if you want. Then exit.

LAB HALL 2

Make sure you have the COLT PYTHON equipped. Then travel to Jill's left to a double door. Then enter the POWER ROOM 1.

POWER ROOM 1

Turn to Jill's right and walk down a corridor. Kill the Chimera at the end with the COLT PYTHON. Then activate the panel at the end. Double back to the door, kill the Chimera above and turn to Jill's right. Turn another left (From Jill's view) and through a door.

POWER ROOM 2

Kill the Chimera directly above you and proceed down the room. You'll see another MO DISK reader, so use the final MO DISK. Double back towards the door and turn left, killing the Chimera nearby. At the end is a door, Go through.

POWER ROOM 3

Run to the computer console on that big... thing in the middle of the room. There are 2 of them. One of them restores power. Use that one. Then exit.

POWER ROOM 2

Make your way to POWER ROOM 1.

POWER ROOM 1

Make your way to LAB HALL 2.

LAB HALL 2

Run all the way to the other end of the room to an elevator. Barry might come after you activate the elevator via a panel to the right of it. Ride the elevator up.

LAB HALL 3

After the cut-scene, you'll end up in the TYRANT ROOM.

TYRANT ROOM

Watch the cut-scene. Then you're in a boss battle.

*****BOSS 5*****

TYRANT 002

DIFFICULTY: MEDIUM

Compared to Yawn and Plant 42, this boss is harder, but that's not saying much. Load the COLT PYTHON and then starting running. Cap Tyrant with 4 Magnum Bullets and Tyrant falls to the ground. The ultimate bio-weapon, as many say, is the ultimate failure.

*****BOSS 5*****

If he lived, wake Barry up. If you were with Wesker, grab the MASTER KEY from him.

[NOTE: If you have the MASTER KEY, you can exit the labs now at the very first room.] Exit the room.

ESCAPING

LAB HALL 3

If Barry lived, the triggering system is now active. Ride the elevator down.

LAB HALL 2

Run to the O ROOM.

O ROOM

Run to the LAB HALL 1.

LAB HALL 1

Head for the blinking panel. Use the passcodes. Then go through.

LAB HALL 4

Run down to the door at the end and free Chris. Then return to the ;LAB HALL 1.

LAB HALL 1

Run to the O ROOM.

O ROOM

Run up the staircase.

UPPER STAIR HALL

There are a lot of zombies here, so kill them.

LABORATORY ITEM BOX ROOM

Run through this room and grab any items you need.

ENTRANCE ROOM

Head through the double doors.

EXIT HALLWAY

Run all the way down. You'll get a radio from Brad. Keep running and grab the BATTERY at the end of the room. Use it on the elevator (to the right of it). Ride the elevator up.

SPENCER ESTATE ROOF

Grab the FLARE to the right of Jill and use it. If Barry lived, you'll witness the final boss battle.

*****BOSS 6*****

TYRANT 002

DIFFICULTY: HARD

This boss is hard. Yawn and Plant 42 are wimps compared to him. Start by firing the COLT PYTHON and dodging and healing against Tyrant. Tyrant has a mean claw, so watch out. Eventually, Brad Vickers will drop the ROCKET LAUNCHER down. Pick it up and aim at Tyrant. Jill kills Tyrant!

*****BOSS 6*****

Game over...

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5. W A L K T H R O U G H : C H R I S R E D F I E L D

=====

A. MANSION

DINING ROOM

As Chris, run down the hall to the door on the other side.

KENNETH HALL

From the door, turn a cautious left until you see a bigger area of the hall. Turn right, and you'll see a cut-scene featuring a zombie. After this, simply return to the door you just came from, back into the DINING ROOM.

DINING ROOM

Return through the double doors across the hall.

MAIN HALL

After the cut-scene, grab the BERETTA. Then return to the DINING ROOM.

DINING ROOM

Run down the room, and then through the single door at the end.

KENNETH HALL

Run down to Kenneth's corpse (the zombie's still there). Examine him several times to get 2 CLIPS for the BERETTA. Run back to the DINING ROOM.

DINING ROOM

Run back to the MAIN HALL.

MAIN HALL

Climb the stairs to the UPPER MAIN HALL.

UPPER MAIN HALL

Run across the hall to the only door on the left side.

UPPER DINING ROOM

From Chris' vantage point, dispatch all the zombies in the room. Once that's done, head over to the statue on the left side of the room. Push it forward, and then push it off the balcony onto the floor below. After that's done, take the door at the other end of the room.

UPPER LEFT STAIRS

Run to the stairs area, and kill all the zombies you see. Once that's done, head downstairs.

LEFT STAIRS SAVE ROOM

You'll see a cut-scene with Rebecca Chambers. Save and unload anything you want (keep as much ammo as you can, though). Grab the SWORD KEY. Then attempt to exit. Make your choice.

LOWER LEFT STAIRS

Run all the way down the hallway, passed the locked door. At the end, go through the door.

J HALL

Check the map- the room looks like a J. Run right from Chris' position

and turn right at the door. Kill any zombies in here with the BERETTA. Then unlock the door with the SWORD KEY. Enter.

BEDROOM

Grab the CLIP on the bed. Examine the desk and a zombie will attack you. Kill it by any means and then head to the closet where it was hiding. Grab the SHOTGUN SHELLS. After getting them, grab the file on the desk, and then exit.

J HALL

Straight across from the door Chris' at is another branch of the hallway. There is a door there, but don't go through it yet. To the right of the door leading to the bedroom should be unlocked. Then go through.

KENNETH HALL

We are back in the KENENTH HALL. Take the door left of Chris at the end of the hall. Unlock it with the SWORD KEY.

PIANO ROOM

Run to the piano and run to a small area passed it. There is a movable bookshelf in that small area. Move the shelf to the right and there will be MUSIC NOTES for you to grab. Take them, and then run to the piano. Use the MUSIC NOTES on the piano. Rebecca will then come in: let her practice. Leave.

KENNETH HALL

Run back to the DINING ROOM.

DINING ROOM

Run back to the MAIN HALL.

MAIN HALL

If you want, grab the INK RIBBONS at the typewriter and save your game. Then take the blue double doors to the right of the room.

STATUE ROOM

In here is a statue. You can use the step ladder in the room to reach the map inside the pot of the statue, but it is a waste of time. If you push the cabinet away from the opening, you'll be in a long, red hallway. At the end are INK RIBBONS, but beware of the zombie. When you're ready, take to the only single door in this room and use the SWORD KEY to unlock it. Discard the SWORD KEY. Then go through.

DOG HALL

Run down the hallway, passed the windows. Zombie dogs will pop through the windows, so run down the hallway to the single door at the end.

DOOR HALLWAY

There is a GREEN HERB to Chris' left. After grabbing it, run passed the locked door. You'll see another door, go through it.

BATHROOM

Drain the tub and grab the SMALL KEY in it once it's drained. Then exit.

DOOR HALLWAY

Continue down the hallway to a set of double doors. Enter them.

DOOR HALLWAY 2

There are 2 zombies in here, so kill them with the BERETTA. Then take

the unlocked door to the left of Chris.

CROW HALL

Run down the room, and you'll see several paintings. Here are crows on a rest line above, but they will not hurt you at all (unless you do something wrong in the next puzzle). There is the first puzzle of the game to solve here.

[PAINTING PUZZLE]

Here are the named of each painting:

Newborn Child
Infant
Lively Boy
Young Man
Tired Middle Aged Man,
Bold-Looking Old Man
The End of Life

Now press them in that exact order and the final painting you press will reveal the STAR CREST.

[PAINTING PUZZLE]

With the STAR CREST on hand, exit the CROW HALL.

DOOR HALLWAY 2

From the door Chris' at, run straight across to a small branch of the hallway. At the very end is a door. Run through.

EXIT HALL

We are outside, so run down the hall. Near the end, you'll see a zombie dog, so kill it before it hurts you. Once the dog is dead, run down to the door at the end of this hall. It is locked. To the left of the door are 4 indentations that need to be filled to unlock the door. Insert the STAR CREST. Now return to the DOOR HALLWAY 2.

CREST HUNTING

ITEMS: GREEN HERB
CHEMICAL
BLUE JEWEL
ARMOR KEY
BROKEN SHOTGUN
GREEN HERB
RED HERB
CLIP
SHOTGUN SHELLS
WOODEN EMBLEM
GOLD EMBLEM
SHEILD KEY
WIND CREST
SERUM
MOON CREST
RADIO

DOOR HALLWAY 2

Run back to the bigger portion of the room, and to the door to the right of the locked one.

RIGHT STAIRS

Run forward, and at the foot of the stairs is a zombie. Run back to the door, and shoot it from there, so you don't get hurt by it. After it's gone, turn right at the foot of the stairs. There should be a GREEN HERB right there. Grab it. Then take the door to the right of Chris.

RIGHT STAIRS SAVE ROOM

This is a save room. The item box in the corner (which should have INK RIBBONS and CLIPS) stores items you don't need. Store the COMBAT KNIFE in there. Withdraw all the CLIPS inside and combine them with your current amount of CLIPS. See the supplies to the right of the item box? Examine them for a CHEMICAL. Then go to the typewriter and save the game if you like. Deposit the INK RIBBONS and you should then be ready to go. Exit the room.

RIGHT STAIRS

Run to the stairs and climb them.

UPPER RIGHT STAIRS

There is a zombie to Chris' left which should be really easy to kill. At the turn to Chris' right, is a another zombie. Kill it. There is a door you cannot go through, but to the left is an unlocked door. Go through.

U HALL

All the doors in here are locked for now. So turn to Chris' left and follow the corridor until you reach a door at the end. Unlock it and go through.

UPPER MAIN HALL

We are on the second floor of the main hall. Turn to Chris' left and there should be a single door there. Go through.

BLOODY HALLWAY

Run down this narrow hallway. At the end is a door. Go through it.

FOREST BALCONY

Run away from the door and you'll see the corpse of Bravo Team member Forest Speyer. On him is a CLIP. Grab it, and then crows will attack you. Run away from them before they hit.

BLOODY HALLWAY

Return to the UPPER MAIN HALL.

UPPER MAIN HALL

Run down to the MAIN HALL.

MAIN HALL

Run to the DINING ROOM.

DINING ROOM

Run to the KENNETH HALL.

KENNETH HALL

Run to the J HALL.

J HALL

Check the map- the room looks like a J. Run down from Chris' position and turn right at the end. Kill any zombies in here with the BERETTA. At the end is a doorway. Go through.

VINE ROOM

Turn to the area to the left of Chris. In the water pump, place the CHEMICAL in there, and the vines nearby will die. Go to the shield behind the dead vines and grab the ARMOR KEY (MANSION KEY at first, but check the key entirely to change the names. Do this to all keys). Once you have all that, feel free to grab all the HERBS in this room. You can leave them here and pick them up later if you want. Exit.

J HALL

Run to the LOWER LEFT STAIRS.

LOWER LEFT STAIRS

Take the door immediately to Chris' left.

STOREROOM

Grab the CLIP, BROKEN SHOTGUN and use the SMALL KEY on the desk in the corner for some SHOTGUN SHELLS. Then exit.

LOWER LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Deposit the SHOTGUN SHELLS and BROKEN SHOTGUN. Then exit.

LOWER LEFT STAIRS

Head to the J HALL.

J HALL

Run back to the KENNETH HALL.

KENNETH HALL

Return to the DINING ROOM.

DINING ROOM

Look above the fireplace for a WOODEN EMBLEM. Then return to the KENNETH HALL.

KENNETH HALL

Run down to the PIANO ROOM.

PIANO ROOM

By now, Rebecca should be able to play the piano. When the wall rises, go in and grab the GOLD EMBLEM from the wall, and replace it with the WOODEN EMBLEM so the wall doesn't fall down. Then return to the KENNETH HALL.

KENNETH HALL

Return to the DINING ROOM.

DINING ROOM

Run to where the statue fell and grab the BLUE JEWEL. Once you have it, run to the fireplace and use the GOLD EMBLEM right above it. You'll get a SHIELD KEY. Return to the KENNETH HALL.

KENNETH HALL

Return to the J HALL.

J HALL

Run to that door I told you not to go through earlier (across from the bedroom door).

TIGER STATUE ROOM

Insert the BLUE JEWEL into the tiger statue. You'll get another crest-
the WIND CREST! Exit the room.

J HALL

Return to the KENNETH HALL.

KENNETH HALL

Run to the DINING ROOM.

DINING ROOM

Return to the MAIN HALL.

MAIN HALL

Climb the stairs to the UPPER MAIN HALL.

UPPER MAIN HALL

Head for the U HALL.

U HALL

Unlock all the doors in this room that require an ARMOR KEY. Then return
to the UPPER RIGHT STAIRS.

UPPER RIGHT STAIRS

Head down to the RIGHT STAIRS.

RIGHT STAIRS

Head down to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Withdraw the BROKEN SHOTGUN and SHOTGUN SHELLS. Deposit the ARMOR KEY.
It isn't needed anymore. Exit.

RIGHT STAIRS

Head to the DOOR HALLWAY 2.

DOOR HALLWAY 2

Run to the EXIT HALL.

EXIT HALL

Place the WIND CREST on the indentations to the left of the door. Then
exit the way you came.

DOOR HALLWAY 2

Run to the DOOR HALLWAY 1.

DOOR HALLWAY 1

Head to the double doors across from Chris.

CEILING ROOM

This is a big, square, empty room. There is another door across from
where Jill's at. So head through it.

SHOTGUN ROOM

Run passed the coffee table and grab the SHOTGUN from the rack. You'll
notice the little hinges rise. Put the BROKEN SHOTGUN in its place and
return to the CEILING ROOM.

CEILING ROOM

Run through here back to the DOOR HALLWAY 1.

DOOR HALLWAY 1

Head to the DOOR HALLWAY 2.

DOOR HALLWAY 2

Run to the RIGHT STAIRS.

RIGHT STAIRS

Run to the UPPER RIGHT STAIRS.

UPPER RIGHT STAIRS

Run to the U HALL.

U HALL

Run to the double doors you unlocked.

KNIGHT ROOM

See the vents on the floor? Cover them with the 2 red statues you can push. Then push the button in the middle of the room. The glass case should open, revealing the third crest- SUN CREST! Exit the room.

U HALL

Head to the UPPER RIGHT STAIRS.

UPPER RIGHT STAIRS

Run down to the RIGHT STAIRS.

RIGHT STAIRS

Run over to DOOR HALLWAY 2.

DOOR HALLWAY 2

Run through the door that leads to the EXIT HALL.

EXIT HALL

Run to the door at the end and insert the SUN CREST into the indentations. You only need one more crest. Return to the DOOR HALLWAY 2.

DOOR HALLWAY 2

Run to the RIGHT STAIRS.

RIGHT STAIRS

Run to the U HALL.

U HALL

Run to the single door you unlocked. Then enter it.

RICHARD ROOM

Run forward to see the body of Richard Aiken. Then head to the door beyond him.

T HALL

Run up the steps, use the SHIELD KEY on the door and go through.

ATTIC

Chris' first boss awaits...

*****BOSS 1*****

YAWN I

DIIFICULTY: MEDIUM

Since Chris doesn't have the ACID ROUNDS like Jill, his is harder. When Yawn attacks, fire the Shotgun from a safe distance. If it gets near you, go to the other side and continue shooting. After about 5 bullets, Yawn should die. If you run short of SHOTGUN SHELLS, the BERETTA will be able to do the rest if you fired at least 5 SHELLS. Yawn will eventually run. Grab the MOON CREST from the area Yawn was hiding in.

*****BOSS 1*****

CHRIS IS POISONED!-----

If he is, you'll control Rebecca. Take her to the LEFT STAIRS SAVE ROOM and grab SERUM from the shelf. Then take it back to Chris. If you take too long, Chris will die and the game will end.

CHRIS IS POISONED!-----

B. GUARDHOUSE

C. RETURN TO MANSION

D. TUNNELS

E. LABORATORY

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6. W E S K E R ' S R E P O R T

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If you pre-ordered the American Version of Resident Evil CODE: Veronica X, bought the Japanese PS2 or DC version of CODE: Veronica Complete, or bought the BioHazard 5th Anniversary Briefcase, you got the Wesker's Report DVD.

If you didn't, it's here for you to read, because it bursts with seams of the original PSX RE, RE2 and RE3 information. Others may hate the Report because they can't think what Capcom is aiming with that, but I love it!

Sure, the information for the "Mansion Incident" may seem a little outdated when the GameCube remake is accounted for, since it covers the original PlayStation version, but it still contains the basic information about the storyline of Resident Evil.

This can also help those folks out who have just started the series on GameCube, and want to find out more about Resident Evil 2 and Resident Evil 3: Nemesis, until the GameCube ports of those games come out. In any case, here is Wesker's Report I in its entirety.

=====

INTRODUCTION

=====

"My name is Albert Wesker. I aspired to become a leading researcher at Umbrella Inc. A pharmaceutical enterprise who covertly conducted Bio Organic Weapons, better known as B.O.W., for development. But at the leader development training ground situated in Raccoon City, I met a brilliant and talented researcher who decided to take a different path; William Birkin.

In time I shifted my position to S.T.A.R.S., a special force unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of its people working in the police department.

I became the leader of S.T.A.R.S. and conducted all sorts of intelligence activities for Umbrella. As I continued to serve I devised my own plans and waited for the right time moment to execute them. Then at last, opportunity knocked.

=====
1998 July 24th
=====

The freak murder incidents that had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret BOW laboratory and it was clear that the undeveloped T-Virus was the cause of the murder. Initially, Umbrella instructed me secretly to keep S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so that their combat with the B.O.W. could be used for data analysis allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

From the two S.T.A.R.S. teams I first pitched in the Bravo Team. As expected, the top elite of S.T.A.R.S. gave all they had and became useful sample data. Then following, I geared up the Alpha Team to "search and rescue" the lost Bravo Team. The members of Alpha Team also proved their worth and as expected many died.

There were five survivors from the initial eleven S.T.A.R.S. members. From the Alpha team were Chris Redfield, Jill Valentine and Barry Burton. And from the Bravo Team were Rebecca Chambers and Enrico Marini. It was time to begin executing my plans.

In the midst of the whole affair I could take Umbrella's ultimate Bio-Organic Weapon, the Tyrant, and join forces with an opposing corporation of Umbrella. To buy into that opposing corporation I would need the actual combat data of the Tyrant. The surviving privileged members of S.T.A.R.S. were just the perfect bait.

I decided to have one of them play the Judas and draw them to the Tyrant. That Judas was Barry. Barry was the strong, truth and justice kind and cherished his family more than anything. His type is easy to manipulate. I just took that most important thing away from him.

My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas the scheme went as planned. Then the winds turned unexpectedly. I had to eliminate Enrico who found out what was behind it all. I used Barry to get to him.

After I successfully got rid of that nuisance I awaited the sample specimen that Barry would bring to me in the Tyrant room. I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the

opposing corporation.

According to Birkin the virus had profound effects. It would put my body in a state of temporary "death". It would then bring me back to life with super human powers. Therefore I unleashed an awesome Tyrant from its slumber and let it attack me. As my consciousness faded away I was certain that the whole scheme would end in success.

Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and the plan I devised which cost me my humanity ended in failure. Now anything and anyone who stood in my way would be terminated. It's been that way for a long time and it always will be. At all costs I had to make S.T.A.R.S. pay.

=====
September
=====

Two months had passed since the mansion incident.

To regain everything I had lost in my new organization I joined hands with Ada Wong, a female agent who was also sent to spy on Umbrella. I knew in my bones that the key developer was William Birkin, but what he didn't know was that Umbrella did not play games...with anyone.

Eventually, Birkin would be assassinated, and the G-virus would be in the hands of Umbrella. But the salvage team led by Hunk was ahead of us. By the time they got to Birkin, he'd already injected himself with the G-virus...he became his own creation, and decimated them. Soon after, the T-virus carried by rats spread throughout Raccoon City, and Umbrella faced its worst scenario.

=====
September 28th
=====

The good citizens became zombies, and the city had headed for its devastating fate. Humans were no match against zombies. In the chaos, Umbrella Europe applied a new type B.O.W., called "Nemesis". The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S., Jill. It became imperative that our organization would also obtain the Nemesis data.

=====
September 29th
=====

To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets. Then, there was a new revelation. Birkin used to hide the findings of his studies in his daughter Sherry's pendant.

It was very possible that the G-virus was there. While Umbrella was busy with their cover up, we had to capture Sherry before they did. I sent Ada undercover to seek the location of Sherry. I, the "dead man" on the other hand, had to work in the shadows.

A spy's obligation and priority is in mission, to carry out the mission like a machine without any emotional interference. But through her interaction and involvement with Leon Scott Kennedy, there had been an affection growing inside her. My instincts sensed danger. Something had to be done, quickly. My instincts did not disappoint me.

Even though Ada almost had her hands on the G-virus, which Leon had acquired from Sherry, that affection of her drove her to her death. But she was still of some use. I had to save her life. My people hurried to retrieve the G-virus that Leon threw away.

But Hunk, the only survivor of Umbrella's salvage team, was there before us.

=====
September 30th
=====

Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish Leon and Claire in order to obtain his combat data.

Although Birkin lost the battle to Leon and Claire, we succeeded in gathering samples of the G-virus from his dead body.

=====
October 1st
=====

In the morning the government bombed Raccoon city in an attempt to stop for the viral outbreak. This was, of course, their feigned reason... Later, Claire left to Europe to find her lost brother Chris, and Leon joined forces with an underground anti-Umbrella organization.

Sherry is safe in our hands. I would never underestimate Birkin. There's something about this little girl..."

=====

7. P U Z Z L E S

=====

JILL VALENTINE

[PAINTING PUZZLE]
Here are the named of each painting:

- Newborn Child
- Infant
- Lively Boy
- Young Man
- Tired Middle Aged Man,
- Bold-Looking Old Man
- The End of Life

Now press them in that exact order and the final painting you press will reveal the STAR CREST.

[PAINTING PUZZLE]

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8. M O N S T E R S A N D B O S S E S

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9. FILE TRANSCRIPTS

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FILE: BONTANY BOOK

~ About Medical Herbs ~

As you may know, there are many plants that have medical effects. Since ancient times, humans have been healing wounds and diseases using various plants.

In this book, we're going to sample three herbs that grow around the Raccoon mountains and give their outlines as examples of those plants with medical properties.

Each herb has different colors and different effects as medical plants: the green one recovers physical strength, the blue one neutralizes natural toxins, while the red herb does not have any effect by itself.

The red herb is only effective with other herbs. For example, if you mix this herb with the herb that recovers physical strength, the recovery effect will be tripled.

By adjusting the amount and experimenting with these three herbs, you can create various kinds of medicines but I'll leave the details in your hands because that's the best way to acquire true knowledge.

NOTES: This is about the healing herbs of red, blue and green.

FILE: KEEPER'S DIARY

May 9th 1998

At night, we played Poker with Scott the guard, Alias and Steve the Researcher. Steve was really lucky, but I think he was cheating. What a scumbag!

May 10th 1998

Today, a high ranking researcher asked me to take care of a new monster. It looks like a gorilla without any skin. They told me to feed them live food. When I threw in a pig, they were playing with it... tearing off the pig's legs and pulling out the guts before they actually ate it.

May 11th 1998

Around 5 o'clock this morning, Scott came in and woke me up suddenly. He was wearing a protection suit that looks like a space suit. He told me to put one on as well. I heard there was an accident in the basement lab. It's no wonder, those researchers never rest, even at night.

May 12th 1998

I've been wearing this annoying space suit since yesterday. My skin grows musty and feels very itchy. By way or revenge, I didn't feel those dogs today. Now I feel better.

May 13th 1998

I went to the medical room because my back is all swollen and feels itchy. They put a big bandage on my back and the doctor told me I did not need to wear the space suit any more. I guess I can sleep well tonight.

May 14th 1998

When I woke up this morning, I found another blister on my foot. It was annoying and I ended up dragging my foot as I went to the dog's pen. They have been quiet since morning, which is unusual. I found that some of them escaped. I'll be in real trouble if some of the higher-ups find out.

May 15th 1998

Even though I didn't feel well, I decided to go see Nancy. It's my first day off in a long time but I was stopped by the guard on the way out. They say the company has ordered that no one leave the grounds. I can't even make a phone call. What kind of joke is this?!

May 16th 1998

I heard a researcher who tried to escape from this mansion was shot last night. My entire body feels burning and itchy at night. When I was scratching the swelling on my arms, a lump of rotten flesh dropped off. What the hell is happening to me?

May 19th 1998

Fever gone but itchy. Hungry and eat doggy food.
Itchy.
Tasty.

FILE: RESEARCHER'S WILL

My dear Alma,

The fact that you have received this letter is both a joy and sadness for me. I could not even talk to you because of that guy in the sunglasses. Alma, be calm and read this. I think I've told you that I moved to pharmaceutical company's lab. They headhunted me.

Last month, there was an accident in the lab and the virus we were studying escaped. All my colleagues who were infected by the virus are dead. To be accurate, they've become living dead. They still wander around. Some of them are knocking on my room door desperately right now.

But there's no sign of intelligence in their eyes. That cursed virus takes away all humanity from the human brain. Love, Joy, sorrow, fear, humor, ... eternally. And Alma, even the memories of the days I spent with you... Yes, I'm infected. I did everything I could, but I could only delay the progress by a few days.

The most frightening thing is, that I forget more about you by the day. So I chose a peaceful death, rather than become the living dead. Within an hour, I will have entered my eternal sleep. I do hope you'll understand my decision...

Goodbye and Forever Yours,

Martin Crackhorn

FILE: PLANT 42 REPORT

4 days have passed since the accident and the plant at point 42 is growing amazingly fast. It has been effected by the T-virus differently than other plants have been and shows unique shape in addition to its size. Looking at the way it behaves, it is now difficult to determine

what kind of plant it was originally. There are two ways in which Plant 42 gathers nutrition.

The first is through its root that reaches into the basement. Immediately after the accident, a scientist went mad and broke the water tank in the basement. Now the basement is filled with water. It is easily imaginable that some chemical elements were blended in the water and promotes the incredibly fast growth of Plant 42.

Another part of Plant 42 from the basement grows through the duct and hangs down like so many bulbs from the ceiling of the first floor. Many vines come out of those bulbs and they are the second resource for its nutrition. Once sensing movement, Plant 42 shoots its vines around the prey and holds it. Then it starts sucking up blood, using the suckers located at the back of its vine. It also has some intelligence.

It blocks the door by twinning its vines around it especially when it captures prey or is sleeping. Several staff members have already fallen victim to this.

May 21st 1998
Henry Sarton

FILE: "V-JOLT" REPORT

As I started in the last report, there are some common features found in the cells of the plant infected by the Tyrant virus. We also have found another interesting fact through some experiments.

We found an element that destroys these rapidly in "UMB No.16", one of the series of UMB chemicals that we used for that experiment. We named this "UMB No.16" as "V-Jolt". In our calculation it will take less than 5 seconds to destroy Plant 42 if we put the "V-jolt" directly on the root. You need to mix some of the UMB series chemicals in a specific order to create a "V-Jolt".

But the UMB series chemicals may generate a poisonous gas, which is harmful to the human body. Extreme caution should be taken when handling these chemicals. Following are the types of UMB series chemicals and their brief characteristics.

UMB No.2
Red NP-003
Purple UMB No.4
Green Yellow-6
Yellow UMB No.7
White UMB
No.13 Blue (stimulating smell)
V-JOLT (UMB.No 16) Brown

FILE: PASS NUMBER
8108310

FILE: ORDERS

TOP SECRET

July 22nd 1998 2:13 To the Head of the Security Department "X-Day" is approaching. Complete the following orders within the week.

1. Lure members of S.T.A.R.S. into the lab and have them fight with the

B.O.W. in order to obtain data of actual battles.

2. Collect two embryos per B.O.W. type making sure to include all species except for Tyrant.

3. Destroy the Arklay lab including all researchers and lab animals in a manner, which will seem accidental.

White Umbrella

FILE: SCRAPBOOK

Raccoon Times

May 27th 1998

Animal Attack? Woman Mutilated May 20th. At around 10pm a 20-year-old young woman's body was found by a baser-by on the left bank of Marble River in the Older District of Raccoon City. Raccoon police assume it to be a grizzly or other animal's doing because there are teeth marks along her mutilated arms and left foot that show considerable power. Since she was wearing a hiking boot on her remaining foot, it has been determined that she was attacked in the Arklay Mountains and fell into the river. They are hurrying to identify this woman.

Raccoon Weekly

June 16th 1998

Monsters in Arklay Mountains? Some people claim they've seen monsters in the Arklay Mountains. The monsters are supposedly about the same size as large dogs and usually run in a pack as wolves do. This may sound like a group of ordinary wild dogs, but these monsters are surprisingly fierce and hard to hurt. They say these dogs won't bother you unless you wake them, so you smart readers should stay out of the Arklay Mountains for the time being. But if you're looking for adventure, check it out! You wanna try?

Raccoon Times

Mystery On Arklay Mountains: Mountain Road Blocked Due to excessive disasters in the Arklay Mountains, the city authorities have decided to block the road leading to the foothills. At the same time, Raccoon police intend to begin the search for lost people with the help of S.T.A.R.S. Team members. They expect great difficulty because of the vast size of the Arklay Mountains and the primeval forest that covers most of the area. Also people are still reporting sightings of grotesque monsters in the mountains.

FILE: RESEARCHER'S LETTER

June 8th 1998

Dear Ada,

Ada, by the time you read this, I'll be something... different. Today's test turned out to be positive, just as I expected. I feel like going crazy when I think about becoming one of them. Ada, you are not infected and I hope you never will be. In case you are the last one left, take the material in the Visual Data Room and go to the Power Room to operate the Triggering System before you escape.

And make all this public through the media. If everything is in order, all the locks can be opened by the security system. You can access the system if you log in with my name from the terminal in the small lab and enter the password. The password is your name.

To unlock the door at B2 where the Visual Data Room is located, you'll need to access with our name first and then enter another password. I've written the code below. I'm sure you'll understand it easily. And this is my last hope - if you find me completely changed, please kill me yourself.

Password : (It's a weird symbol)

Yours, John

FILE: FAX

To: General Manager of Sanitation Division From : Special Committee on Disasters Raccoon Special Research Dept

This memorandum is strictly confidential and must be destroyed as soon as it is understood. Regarding the "T-virus" outbreak which occurred recently, this Committee conducted a field survey. According to the results, estimates on the amount of damage caused by the accident are considerably greater than reported earlier. First, although it is very difficult to obtain accurate data in terms of actual numbers, it is thought that more than half of the researchers died after exposure to the "T-virus".

The body count will almost likely increase since nearly all of the survivors show symptoms peculiar to the "T-virus".

Second, our security system is still in operation. However, our special security guard squad has been nearly destroyed. Because of that, research information considered by our company to be top secret has been made available to outsiders. Counter-measures should be taken as soon as possible.

Finally, many of the "subjects" from the experiments have escaped and are out of control. We believe that some of the researchers were killed by these "subjects" and their bodies were mutilated. By a curious coincidence, these events are proof of the success of our research. However, there is also a very high risk that his news may be leaked to the press if we don't act immediately.

The condition is very serious. Our operation to cover-up the situation is difficult to attain, however we hope the problem will be solved quickly. We are especially concerned that the State Police and S.T.A.R.S. are intervening too quickly. We need to act on this situation as well.

FILE: PASS CODE NO.1

"I swear by myself", declares the Lord, "that because you have done this and have not withheld your son, your only son, (Genesis 22:16)

FILE: PASS CODE NO.2

I will surely bless you and make your descendant as numerous as the stars in the sky, and as the sand on the seashore. Your descendants will take possession of the cities of their enemies, (Genesis 22:17)

FILE: PASS CODE NO.3

And through your offspring all nations on earth will be blessed, because you have obeyed me." (Genesis 22:18)

FILE: SECURITY SYSTEM MANUAL

Basement Level 1

Helicopter Port Executive and Government Officials only on helicopter port. This restriction may not apply in case of an accident. Passage To The Helicopter No one is allowed to enter unless they are attended by a Research Consultant or Security Director. All others will be shot on sight. Elevator The elevator stops during all emergencies.

Basement Level 2 Visual Data Room

Visual Data Room is within the control of Special Research Division. Keith Arving, the Room Manager, is designated to have jurisdiction over room usage. Basement Level 3 Prison Sanitation Division controls the usage of the prison. Consultant Researchers (E.Smith, S.Ross, A.Wesker) must be present if virus is used. Triple Lock Door No one is allowed to enter unless he presents all pass code documents.

The Chief Researcher of each block must create pass code documents on the specialized output machine. Power Room Only Headquarters Supervisors may enter. This restriction may not apply in the Consultant Researcher has received special instructions.

Pass-code Output Machine No one is allowed to use the pass code output machine but the Chief Researchers.

Basement Level 4 Top Secret

Regarding the progress of "Tyrant" after the use of T-virus...
(Remaining document is unreadable)

FILE: SLIDES

1. "Umbrella Bio-Organic Weapon Official Report"
2. "MA-39 Cerberus"
3. "FI-3 Neptune"
4. "MA-121 Hunter"
5. "T-002 Tyrant"
6. (none)
7. "Bio-Weapon Research Institute. R and D Staff"

FILE: BARRY'S PICTURE

Something is written on the back of the picture.

"My dearest Moira and Poly. I hope you will grow up to be strong and beautiful woman and help to cheer up mother. Your father will watching you all from heaven.

Dad"

10. S T O R Y L I N E S Y N O P S I S

I will give you a brief summary of all the games. If you want detail, check out TWILDE'S RESIDENT EVIL PLOT ANALYSIS, found at GameFAQS.com, where this guide can be found.

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NOTE: This synopsis combines Chris and Jill's games.

July 1998

Raccoon City, a mid-western U.S. town is experiencing reports of cannibalism near its forest. The local police department sends in a special force to stop it, called STARS, Special Tactics and Rescue Service, to seek information about it. Umbrella Inc, a pharmaceutical, also controls Raccoon City. The STARS are divided into 2 teams, Bravo and Alpha. Bravo heads in first. Bravo team is consisted of Rebecca Chambers, Enrico Marini, Forest Speyer, Richard Aiken, Ed Dewey and Kenneth Sullivan. Enrico Marini was the team's leader.

Bravo Team heads to the forest in the Arklay Mountains. They investigate the origins of the zombies that wandered into Raccoon City. A day later, Alpha Team loses communication with Bravo Team. Albert Wesker decides to send in the other STARS Team to find them.

When their helicopter sees wreckage, they land. Wesker, Jill, Joseph, Barry and Chris examine the chopper. Inside are the remains of Kevin, the pilot of the Bravo Team. Joseph looks around, and is shocked by the sounds he hears. As he searches... he sees nothing.

Suddenly, a skinless dog mauls Joseph. Jill Valentine, nearby, shoots the dogs several times, but the dogs don't seem to feel the bullets (or she's missing; it isn't clear). She runs out of ammo, and after the dogs finish Joseph off, a dog lunges toward Jill. Chris shoots the dog just before it gets Jill, and Jill and Chris start running for the others.

Brad Vickers, the pilot, flies away because he is scared of the monsters he sees. Chris pauses in shock, and a dog is about to lunge at him, but Wesker saves Chris and shoots the dog into its death.

After a merry dash to avoid the zombie dogs, the remaining STARS members run into a nearby mansion which belonged to Umbrella, Inc. It was the home of Ozwell Spencer in the 1960's, and was supposedly abandoned for years. Inside, Jill, Barry and Wesker realize Chris is missing. They hear a gunshot nearby, and Jill and Barry check it out.

Jill Valentine and Barry Burton discover the destroyed body of Kenneth Sullivan of Bravo Team. Jill seems suspicious as she and Barry discover Forest Speyer's body, because of Barry's weird attitude.

As Jill and Barry separate, Chris reaches the guardhouse behind the mansion, passed the courtyard. There, Chris and Rebecca duel with a vicious and giant plant called Plant 42. They destroy the plant with the help of a chemical and a little luck from draining a shark of its water.

Jill, back at the mansion, destroys a giant snake. She then explores the basement of the mansion. Chris and Rebecca head to the mansion with nowhere else to go for now. There, they discover the scarred snake that Jill just fought. With new ammo from the guardhouse, the snake dies for good.

As Chris and Rebecca look around, a new type of monster invades the mansion. It's called the Hunter. They are a lot worse than the zombies Jill, Barry, Chris and Rebecca have been running into.

[Jill finds her way outside the mansion. She finds a cottage beside the

mansion and its courtyard. Looking around, she is momentarily knocked out by a creature in chains. After regaining consciousness, she tries to shoot her attacker, but it seems she cannot even hurt the thing with even a Magnum (which she found in a graveyard beside the courtyard). Running away, she too explores the guardhouse. She hears a conversation with Barry and someone else, with Barry muttering something about his family. Barry discovers Jill and tells her that he was talking to himself. (O_O)]

Jill finds her way into the underground tunnels with Barry. There, Jill finds Enrico Marini. He tells Jill Umbrella had planned this just before he is shot by a traitor. Marini was killed right before he can expose the perpetrator.

[Jill chases the killer into some weird tunnel, where after a long chase, she finds Barry Burton. Taking a lift down into a big pit, she runs into that monster that attacked her in her in the cottage. Dodging it, she finds that Barry has ridden the lift up to abandon her. She gets irritably pissed off at that stunt.]

[Dodging that thing once more, she finds a ladder leading up to the cottage where she was knocked out by that inhumane creature. Circling back to the mansion, she discovers a pathway to an altar, beneath where it all started; the mansion main hall.]

[She sees Barry there, mysteriously. After an argument where Barry attempts to ambush Jill, that creature now known as Lisa returns (the chains monster), and a clear view shows it has tentacles and a giant eye on her back. Jill gives Barry his gun back, and Barry and Jill shoot the thing until it falls into a deep pit. Barry volunteers to keep out for it, in case it returns.]

Jill follows the path into a lab from the altar.

Finding some notes Jill and Barry left near some typewriters, Chris and Rebecca find their way to the tunnels. Chris and Rebecca kill a Giant Spider and find their way into a lab.

Jill discovers Barry and Wesker were working together to kill all the STARS and to collect combat data. Barry didn't want to, but his family was in danger. Wesker also is planning to blow the lab up, and to betray Umbrella Inc. Barry betrays Wesker and gets him to get impaled by Tyrant, Wesker's creation.

[Barry is knocked unconscious by the Tyrant. Jill battles the thing, and wins a close battle, thanks to a Grenade Launcher. Barry recovers from the Tyrant's attack. Outside the Tyrant room, they realize that the mansion is now going to explode. How?]

Jill and Barry hurry out of the mansion. They run into Chris and Rebecca, and join each other to escape. They make it to the roof of the mansion, but the Tyrant has recovered from Jill's assault and catches up to the quartet.

[Chris Redfield is knocked out by the Tyrant on the roof. Jill, Barry and Rebecca use their weapons to kick the Tyrant's ass. No weapons work, however, but Brad Vickers sends a bazooka out of the helicopter window after flying about the mansion roof.]

[Chris recovers and catches the launcher, and destroys the Tyrant with

it. After the thing is destroyed, all 4 people get on the helicopter and escape into the morning right before the mansion explodes.

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RESIDENT EVIL 3 NEMESIS: PART 1
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SEPTEMBER 1998

Chris, Jill, Barry and Rebecca must stop Umbrella for spreading the virus through the mansion. Chris and presumably Rebecca go to Europe to take out Umbrella, while Jill and Barry stay behind.

On the 22nd, a scientist named William Birkin finishes his G- Virus, an upgrade of the T- Virus. Umbrella, impatient, sends a squat team that attacks Birkin and steals his virus. Birkin injects himself with his G- Virus and becomes a monster. He kills off the squat members. Because Birkin is now a monster, he causes a T- Virus leak and now the Raccoon citizens are zombies, courtesy of a virus spread through rats in the sewer.

SEPTEMBER 28, 1998

Jill Valentine escapes infection. On the 28th of September, armed with an Assault Rifle, Jill fights her way out of town. She runs into Brad Vickers, the pilot of STARS. He tells Jill that something is coming for STARS members. What?

As Jill makes it into the RPD Building, that thing Brad was speaking of arrives. Brad Vickers is murdered by the Nemesis. Jill's weapons don't damage it too much, so she retreats into the RPD Building.

[The Nemesis bears a jump and tentacles similar to that of what Lisa had in the Spencer Estate. Hmmm.]

The RPD STARS Office is untouched on the RPD second floor. Jill finds a Magnum, which is effective against Nemesis. After finding a set of lock-picks, Jill fights her way out of the RPD. Nemesis returns, but Jill's Assault Rifle and her new Magnum are powerful enough to put the thing down, but it rises up again quickly.

Jill runs as fast as she can, loses the Nemesis and reaches the downtown area. She runs into a man named Carlos Oliveira. He is part of Umbrella BioHazard Countermeasure Service. They were sent by Umbrella to save Raccoon Citizens. But they don't know anything that Umbrella does. They are grunts, as in the lower Umbrella class.

Jill runs into Mikhail Victor and Nicholai Ginovaef, more UBCS. Nicholai seems suspicious, while Mikhail is fine. Mikhail is seriously injured, though. Jill runs to a trolley and plans for escape with them. Jill explores a power station over by the RPD and grabs a needed fuse.

She also finds even more added power- a Grenade Launcher and a Shotgun. When she runs into Nemesis again, the Grenade Launcher puts it down almost instantly. The Shotgun puts zombie groups down with relative ease. Jill finds some oil at a gas station and some cables around town and prepares the trolley.

On her way back, she sees Nicholai shoots someone and is then attacked by zombies. Thinking Nicholai is dead, she finds Carlos and Mikhail and ride the trolley out of town.

The Nemesis returns. Mikhail takes a grenade and blows himself and Nemesis out of the car. The car breaks and crashes in the clock tower. Carlos and Jill, now with Mikhail sadly dead, try to signal a helicopter by ringing the clock building's bell.

Jill finds the keys to them and rings them with ease. As she signals, Nemesis uses his own Bazooka to destroy the chopper. With the help of Carlos, Nemesis' Rocket Launcher is destroyed.

Nemesis then infects Jill with the virus. With her Magnum, Shotgun and Grenade Launcher, Jill manages to put Nemesis down. She then blacks out...

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RESIDENT EVIL 2

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SEPTEMBER 29, 1998

As Jill lies unconscious, Claire Redfield, the sister of Chris Redfield, rides into town to find him. Leon Kennedy rides into town on his first day of job. Leon and Claire run into the zombies. Leon tries shooting them to no avail, and Claire tries running from them at a diner. After running from them, Claire runs into Leon.

They work together to get to a police vehicle. Claire gets a hold of a gun. Suddenly, their police vehicle crashes thanks to a zombie. Since the RPD Building is nearby, they decide to meet there.

(Notes: When Jill was in the RPD the day before in RE3, half the place was blocked off. It isn't anymore by the time Claire and Leon arrive because zombies broke through the barricades after Jill left.)

Leon and Claire take different paths to the RPD Building. Leon enters through the front. Claire enters through the back. Leon finds a wounded cop who helps him unlock some doors.

As Claire wanders, Umbrella drops a Tyrant into the RPD for an unknown reason. Claire sees Tyrant, which she nicknames Mr. X. She runs away from the terrorizing creature.

They eventually meet in the STARS Office. Leon finds a Shotgun in the STARS Office and Claire finds a much needed Grenade Launcher in the main desk of the main lobby. Leon and Claire decide to find any survivors so they can have more weapons to get through the streets.

Claire runs into a young 12-year old named Sherry Birkin, the daughter of William Birkin, who is now a monster. Leon runs into Ada Wong, a women looking for her boyfriend, John. Claire and Sherry meet the RPD chief, Brian Irons. He is obviously strange, and really, really creepy. At his possession is Ms. Warren, the daughter of the mayor of Raccoon City. Irons claims she died of zombie bite... but it looks like a bullet hole.

Ada and Leon meet up with Ben Burtolucci. He seems to know something about John, but isn't cooperating. Ben encourages Leon and Ada to escape the city via the sewers. Doing just that, Ada and Leon try to escape via the sewers. Ada climbs into an area Leon cannot reach. She finds a key for some locked doors in the RPD. Passing them on to Leon, she finds a way to get back to him.

Leon, impatient, decides to search the rest of the RPD on his own. He informs Claire that the cellblock is accessible now.

Claire and Sherry reach an area under the RPD. Sherry hears her dad supposedly scream, and runs into an area Claire cannot reach. Basically she ends up in the area Ada explored, and only finds Acid Rounds for Claire's grenade launcher. She decides to take a roundabout route to get back to Claire.

Leon explores the rest of the RPD, and finds 4 chess plugs which might work for a door near the cellblock. Using a chute from the RPD 3rd floor, he gets back to Ben and hears him scream...

As Claire returns to explore the RPD thanks to a call from Leon, she runs into Mr. X 3 times. Eluding the thing, she finds keys for Chief Iron's office.

She finds Sherry at the office. Using the keys, she discovers the chief's secret dungeon. He explains that Sherry's father, William, invented the G-Virus. Before he can shoot her, William Birkin attacks and cuts Irons in half. Eww... she goes down a ladder to confront William Birkin.

Leon returns to Ben.

William Birkin, the monster, implanted Ben with a parasite. The parasite escapes Ben's body, cutting him up. Leon contacts Sherry and Claire to go back to the sewers for escape.

Leon sees the growing parasite. Earlier, Leon found a Magnum. It and his Shotgun are very effective against the G-Imago. The G-Imago dies.

Earlier, Claire found a Submachine Gun. It and her Grenade Launcher are effective against William. William falls into a pit. After receiving the call from Leon, Sherry and Claire find their way off the RPD building via an underground sewer connected from Chief Iron's office.

Leon and Ada find the exit of the RPD to the sewer at last. As Leon and Ada go down a lift, a woman in a lab coat shoots Leon. Leon blacks out, but Ada chases the woman through the sewer. The sniper then corners Ada after a merry chase through the sewers.

Sherry and Claire see Mr. X continuing its unknown search. They run away. As they enter the sewer proper, leaving the RPD for good, Claire sees Sherry fall down a drain. She looks for her and runs into Leon, who just woke up from that bullet wound in his arm. Leon tells Claire to find Ada and Sherry. Claire moves ahead, leaving Leon to rest.

Ada and the sniper are talking. Annette Birkin is William's husband and Sherry's mother. Annette tells how Umbrella stole the virus. Then Ada pushes Annette over the railing and she falls into a sewer after telling her that her boyfriend John is dead.

Wanting to rejoin Leon, Ada runs down into a pit and sees... a GIANT ALLIGATOR! Claire runs into where Annette fell. She tells Annette that Sherry is in the sewer. Annette faints, just after telling Claire that Sherry has a sample of the G- Virus somewhere.

Leon wakes up. He decides to look for Ada, Claire and Sherry. He eventually finds Ada being attacked by an alligator. He puts an explosive canister in its mouth, shoots it and the alligator goes kaboom. Ada tells Leon that John is dead. After healing his wound, Leon and Ada go to the tram and ride it across town.

Claire finds Sherry eventually. She asks Sherry if she has G- Virus, like Annette had told her, but she says no. As Ada and Leon ride the tram, William Birkin attacks them. They shrug him off, though.

Unable to find Leon and Ada, Sherry and Claire ride another tram to follow Ada and Leon. Ada and Leon ride an elevator car down. During the ride, Birkin wounds Ada. Leon uses his artillery to stop him.

Claire and Sherry recall the elevator car. Mr. X interrupts as Claire recalls it, but she kicks its ass. They eventually take the car down.

Birkin, who just awoke from mutation sleep, since Leon had hurt it, is now mutating again. Birkin is about to lose the match, but runs away.

In the lab, Leon decides to heal Ada. He looks around the lab.

Claire loses Sherry again thanks to a power loss in the elevator car. She runs into Annette, who sees Sherry being stalked by Mr. X on a TV screen. She tells Claire that the G-Virus is in Sherry's pendant. Annette runs off, running into Leon.

Leon runs into Annette Birkin. Annette is about to shoot Leon, but Birkin attacks Annette. Annette drops a G- Sample. Leon takes it and runs into Ada, who is now threatening him.

Apparently, Annette said Ada worked for some company out for the G-Virus. Ada then falls down a chasm, thanks to Annette. Leon, in a rage, throws the G- Sample over. Since the lab's explosion sequence has now started, Leon must get out quickly.

Claire runs to where Mr. X and Sherry are. Claire takes Sherry's pendant, and throws it into a lava pit, with Mr. X diving in for it. It's the end of Mr. X...

Leon gets to the escape elevator. Birkin returns, but Leon deals with him accordingly. Claire and Sherry reach see a hurt Anette near where Ada fell. Annette tells Sherry to escape. Annette falls unconscious, giving Sherry and Claire an escape key.

Claire and Sherry use an elevator to get to the train area. As Claire and Sherry power the train up, a hot and flaming Mr. X returns and now has grown a claw. Claire's weapons only slow it down. Claire knows she's about to die... but suddenly, Ada, a dark shadow of herself, throws a rocket launcher to save Claire! Ada runs off...

Claire destroys Mr. X once and for all. Seeing as Ada is nowhere to be found, Claire powers up the train and Leon comes in. The lab then explodes in a blast, the train barely making it out. In the back of the train, Birkin returns from his fight with Leon. Since Leon was injured in his fight with Birkin, Claire tried to shoot Birkin with all the ammo she has left. It only holds it at bay for a few seconds.

Birkin is still alive. The only solution is to destroy him in a

blast. The train activates the train's explosion sequence, unexpectedly. Sherry, with Claire's help, stops the train and they all get out. Birkin is consumed in a blast with the lab's escape train.

SEPTEMBER 30, 1998

Outside, Leon, Claire and Sherry recuperate. After a small argument, Claire runs off toward Europe to find her brother Chris. Leon and Sherry are captured by an unknown organization...

[Meanwhile, down in the sewers between the Umbrella lab and the Police Station, HUNK, the man who had shot William Birkin, awakens from his sleep in the sewers. He seems to have gotten a sample of the G-Virus, and notifies his men. He is to get to the roof of the RPD to escape.]

[He runs up to the RPD, and shoots many zombies, dogs and crows. On the second floor RPD, it seems that a Mr. X unit is after him. Avoiding the terror, he makes it the hallway leading to the heliport. Another Mr. X seems to be attacking him. Unloading all the ammo he has left, the creature falls unconscious. HUNK makes it to the helicopter and is picked up by his men.]

[After riding away from the city, HUNK's comrades are congratulating him on another job well done. He is known as Mr. Death, and has survived once again.]

=====
RESIDENT EVIL 3: NEMESIS: PART 2
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OCTOBER 1, 1998

Meanwhile, Jill is infected with the virus back at the clock tower. Carlos decides to find a cure in the hospital of Raccoon City, located behind the clock tower. There, Carlos discovers Nicholai is alive and working with Umbrella. Nicholai shoots UBCS member Tyrell Patrick. Carlos dodges Nicholai and finds Jill's cure.

Returning to the Clock Tower, Carlos gives Jill the cure for the T-Virus and successfully recovers. Carlos runs off to fulfill a strange mission. Jill attempts to escape the Clock Tower. The Nemesis returns, but Jill can handle it again.

On her way through Raccoon Park, she encounters Nicholai and finds his motives, she is forced to destroy a giant worm in the park. After that battle, she finds the last area of Raccoon left to explore.

She gets to an escape plant, and sees a means of escape. She repowers the entire factory up, and finds herself in a trash compactor, full of corrosive acids. After dumping Nemesis into the corrosive acids following a heated confrontation, Carlos tells her that the town will be nuked.

Jill sees Nicholai escape in a chopper. After letting him go in a negotiation, Jill kills Nemesis for the final time, thanks to a rail cannon.

Nicholai stole their helicopter, and all seems grim. Carlos discovers that a copter is out there to save Jill. Carlos lights a flare and signals the rescue chopper to bring them on board.

Barry Burton suddenly saves Jill and Carlos just before the town of Raccoon is nuked... Jill and Carlos have escaped, thanks to Barry Burton.

After the nuke, the news cast is on in an unknown city. The final toll of victims in Raccoon City is 100,000. With that in mind, Jill Valentine vows to find Chris Redfield and take Umbrella down.

Following the disaster, Leon S. Kennedy is given a strange offer by his captors. He is trying to conceal the information in his ordeal. It is unknown who the captors are. He makes his decision...

Sherry Birkin is also questioned by her captors, and tells them that both her parents are dead. She tells them about Claire, and that she'll eventually return...

After saving Jill and Carlos, Barry Burton, in his new home, is ready to leave his family to join his comrades. He is taking part in destroying Umbrella once and for all, and is leaving soon, for their suicide mission...

Ada Wong is at her home, looking at where the William Birkin monster had slashed her. Apparently, she is changing her name and is really sad about it. Unfortunately, she has another mission to fulfill for HCF...

In a restaurant somewhere, Chris Redfield signs a letter for Claire, his sister. He sees a woman about the same age as Claire...

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RESIDENT EVIL: GUN SURVIVOR
=====
NOVEMBER 1998

On an isolated island in the Atlantic, a guy named Ark Thompson sneaks into an Umbrella controlled city. He was sent by RE2's Leon to check up on the base and its commander, Vincent. When Ark gets to the base, he fights Vincent. Vincent, who was ready to get kicked out of Umbrella, spilled the T- Virus into the island, called Sheena Island.

Ark Thompson loses his memory. The place has been zombified like Raccoon City. Ark only has one gun for protection. After a phone call from someone he questioned, Andy Holland, Ark thought he was Vincent. Ark goes through the city, uncovering secrets about Umbrella and how they created Tyrants. Mr. X, a Tyrant Claire ran into in Raccoon City, chases Ark around the island.

Ark, still thinking he's Vincent, runs into Lott and Lily Klein. After joining them in an escape, Umbrella sends in a "Cleaner" crew team to wipe them out. Ark and the others eventually discover that many Mr. X were being produced on the island.

Ark, Lott and Lily encounter a new type of Tyrant, similar to the one Chris Redfield saw on the Spencer Estate. They slay it and finally escape, before Vincent, the Cleaner crew and Andy Holland are consumed in a blast.

One month after the Sheena Island incident and 3 months after the Raccoon City incident, Claire Redfield goes to Europe to find Chris.

She eventually gets captured for trespassing on Umbrella's Paris Lab. She is taken to an island near Antarctica and that's where RESIDENT EVIL CODE: VERONICA X begins...

=====
RESIDENT EVIL CODE: VERONICA X
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Here is a detailed description of the story of CODE: Veronica. This will explain what's behind the Ashford Family, Albert Wesker's intentions, and the whereabouts of Steve Burnside. Unlike RE2 and RE3, there are VERY many things leaving you out in the blue.

CODE: Veronica X first starts December 17, 1998 in Paris as Claire gains some leads on her brother, Chris and his whereabouts. It has been 2 and a half months since Claire and her new partner Leon escaped Raccoon City just a day before it was bombed.

Claire and Leon traveled to Paris, once again, to gain a lead on Chris Redfield. Unable to contact his partners Jill, Barry and Rebecca, Claire and Leon invade Umbrella's Paris Lab. Leon and Claire are separated because the guards of the base see them.

Leon manages to escape during the attack, but Claire isn't so lucky. Suddenly, a chopper loaded with a Gatling Gun begins to attack Claire. (In the Beta Version, Jill's enemy from RE3 (Nicholai) is piloting the chopper.) The guards are still chasing her. She ducks into a hallway. The guns kill the guards chasing her.

Claire runs down the hallway, barely missing the choppers' guns. She ends up on the base's rooftop. She uses a slick move to wipeout the guards. Suddenly, a Hispanic man captures her at gunpoint. Claire is captured.

10 Days later, she is taken to an isolated Umbrella Base, called Rockfort Island. After being told her identity number, she is butted in the head by a rifle butt. Time passes and Claire wakes up to a huge explosion. Up above her seemingly underground cellblock, she hears guns roaring and people screaming. Moments later silence hits.

The door to the cellblock opens. A heavily breathing man comes in. Somehow the guards managed to not see Claire's lighter. She lights the lighter and she sees the man who captured Claire at Paris. The man frees Claire and sits down because he was wounded in the chaos above.

Claire discovers he needs Hemostat. Looking at the list, Claire finds out his name is Rodrigo Juan Raval. Grabbing a nearby Combat Knife, Claire leaves the cellblock. She eventually climbs a flight of stairs to a graveyard.

As she passes through, a burning truck explodes. A burning man goes toward Claire. It's A ZOMBIE! It seems the attack caused a viral leak in the area. Claire was luckily to avoid the zombies.

Claire arrives in the main hall of the prison complex. She is then attacked by a Gatling Gun. Claire sees a pistol and dispatches the gun. Apparently, Steve Burnside, a prisoner, sees Claire and thanks her for not being a zombie. After rudely introducing himself, Steve runs off for the island's rumored airport.

Claire looks around the prison, which is now a zombie's hell house. As she explores the prohibited areas, Claire catches up to Steve, who is looking up on Chris Redfield on a computer. Steve asks Claire to contact Chris to come save them. Claire does that, though Steve wasn't serious about the idea. Claire can't contact Chris directly, but she figures Leon can. She e-mails Leon to get Chris to help them. She gives Leon the coordinates of the island and Chris himself. Steve runs off angrily.

[Chris Redfield, somewhere in the world, receives an e-mail from Leon, and discovers that Claire Redfield was caught by Umbrella...]

After finding the right keys, Claire escapes through prison's main gate, near where she met Steve. After finding her way up a cliff, Claire sees a military training complex. She explores the area, but shutters block off most of the complex.

She manages to find a Bow Gun, though. And she also sees a man get slaughtered by a yellow zombie in a locked lab. Claire sees a picture she think may be important later on.

Claire decides to find the key cards elsewhere on the island. Leaving the military complex for now, she sees a big palace up ahead.

She enters the palace and looks around for the key cards. She finds a few locked doors. One of them is different. It needs to be unlocked using 2 special pistols. Claire looks on the first floor and after unlocking a strange movie, she fins the 2 guns she needs. The movie was shot, showing 2 twins, a boy and a girl, feeding a wingless dragonfly to a hill of ants.

Claire grabs the pistols, but then the room locks her in and the room heats up. She inserts them back in. She decides to exit the palace to look for the military complex's keys elsewhere. But as she exits, she hears Steve's scream. She runs back to the Luger trap to see Steve caught in it.

Using the reflexes she learned in Raccoon City, she saves Steve. Steve has the Lugers Claire needs for the door. He offers to trade for 2 fully automatic weapons. But Claire's 3 pistols and her bow gun don't satisfy Steve.

As Claire gears up to leave, she sees Alfred Ashford, the owner of the island. Alfred tells Claire she attacked the island. Alfred continues to shoot and miss at Claire with his sniper rifle.

Alfred also says his grandfather founded Umbrella originally. Alfred leaves with a death threat to Claire. Seemingly not intimidated, Claire continues her mission to find the military complex's card keys.

Claire sees a submarine beside the palace. She works the controls and sees it going down. It stops. She gets out to see she's at an underwater military airport.

She looks around and finds an airplane she can use to get out. She needs 3 special keys to activate the plane, though. She looks around to find another locked shutter. Looking at some maps, she sees a giant elevator behind the shutter and remembering the maps of the military complex, she thinks the broken elevator in the military facility's yard leads down the airport.

To her surprise, Claire finds a key card she needs for the military complex. Taking the submarine back to the palace, Claire continues for the military complex. As she passes by the palace gates, she notices a smaller private mansion on top of a hill behind the palace.

Continuing for the military complex, Claire eventually arrives. In the yard, she sees a giant worm attack her. Like the dead alligator she saw in the sewers of Raccoon City, this thing is huge, but not too smart. Claire escapes the thing by ducking into the facility.

She gets through the locked shutters. In a room, Claire is ambushed by Alfred, but thanks to his bad aim, Claire chases Alfred further into the complex. In a medical room, Claire finds the hemostat she needs for Rodrigo.

Claire gears for the prison, but she then discovers that Alfred lowered a shutter that leads to the exit. Claire goes further. That yellow zombie that killed the scientist then attacks her. It is a cross between a zombie and tyrant. Using her twin pistols, she shrugs them off.

Continuing, the another yellow zombie attacks her. But Steve then saves her with the Lugers. Claire trades Steve the Lugers for the Submachine Guns she found a few moments ago.

Alfred suddenly lowers them into the complex's basement. Steve runs ahead of Claire and destroys a fresh set of zombies for her. Claire catches up to Steve. Questioning him about his family, Steve runs off.

She catches up to Steve in an unstable balcony. They fall through. Suddenly, a zombie rises and then runs toward Claire. Steve hesitates to shoot it. When it is about to eat Claire, Steve unloads the rest of his bullets into the creature, while yelling, "father!!!" After the zombie dies, Steve starts crying.

He tells Claire that his father took Umbrella info and sold it. Steve and his family were caught, his mom was killed and Steve hates his dad for doing this to him. Claire leaves Steve to mourn his dad's death. Apparently, Steve just shot his zombie dad.

Claire finds Alfred's crest in a room with the facility's diorama. She uses it on a little box she found earlier. She finds the last key card needed to explore the facility. She finds a key for the airport's plane.

Claire also finds her way into the lab where the yellow zombie killed that scientist. Claire sees the painting she wanted. Noticing a resemblance to a painting she saw in the facility's diorama room, she hooks it on to the wall where the eagle plate was. As she leaves, albinoid experiments escape the lab and run up vents. Claire escapes before the lab is locked.

A wall in the diorama room is raised, revealing the actual diorama the wall was hiding. She sees a key, gold colored. Claire sees that this can open a door at the palace.

Claire races for the palace. She opens the door she wants to open and sees a room full of paintings of Alfred's ancestors. After looking around, Claire finds a strange queen ant model.

Claire travels to the door with the luger engravings. Using the lugers, Claire unlocks the door to an office. There, she discovers that Alfred has a twin sister, Alexia, and according to Alfred's butler, he's seen her in Alfred's private house.

Claire finds her way to a bridge. Up ahead, Claire sees the private house on the hill she's been wanting to explore for more clues. She explores the house and nearly runs into Alexia Ashford. She's talking to her brother about Claire and Steve's destruction. They then leave.

The house has been damaged by the island's attack, but Claire finds a key she needs for the palace's remaining doors. Heading back to the palace, Claire finds another eagle plate. She then remembers a door she saw in the prison complex that had an eagle engraving.

After looking in a slot room, Claire decides to head back to the prison. There, she goes to the cellblock and sees a dying Rodrigo. Fortunately, Claire saves him in time with hemostat. After thanking each other, Claire trades her lighter for Rodrigo's lockpick.

Claire explores the door behind the one with the eagle plate. Claire discovers an infirmary. After confronting a powerful zombie, Claire unlocks the path to a secret basement.

There, she finds a piano roll that fits perfectly into the piano at the palace. Claire gears for the palace. In the yard, someone familiar attacks her: Albert Wesker. Wesker tells Claire he attacked the island and is after Chris now. As Claire is attacked, she notices a key she needs for the airport. Wesker tells Claire he'll use her to get to Chris.

Wesker, after getting a call from his men, jumps over a wall, toward the palace's dock. Collecting the airport key, Claire heads into the palace's piano. Claire finds a king ant model, like the queen model she found earlier.

Heading back to the private residence, Claire discovers the ant models where keys to a secret lair above Alfred and Alexia's bedrooms. Claire discovers the final airport key and decides to find Steve and Rodrigo and leave.

Alexia Ashford attacks Claire on her way out. She has a sniper rifle like Alfred's. Suddenly, Steve comes in and shoots Alexia through a door. The door is easy passage between Alexia and Alfred's bedrooms.

Claire sees Alfred with make up on. Apparently, he's been dressing like his sister. Claire decides that Alexia is just Alfred's imagination. Alfred runs off crying. He sets off the self-destruct sequence.

Claire and Steve run to the palace gates, near where Claire was attacked by Wesker. Steve leads Claire to the airport. Claire inserts the keys to the plane. Unfortunately, the drawbridge is in the way of the plane. Claire volunteers to raise it.

Claire runs to the controls and raises them. In a room she couldn't access before, Claire finds the keys to the shutter blocking the elevator.

Claire decides to ride the elevator up to the military complex and head

back to the plane via the palace's submarine. She does just that. After fixing the elevator, the 5 minute timer for the explosion begins. As Claire rides the elevator up, Alfred releases a monster after Claire... Can it be? Yeah it's...

Claire steps out of the elevator and as she expected, she ends up in the military complex's yard. Dodging the giant worm, she gears for the palace.

On her way, a fire traps Claire. Tyrant comes from the fence. Apparently, it's the monster Alfred released. Claire uses her bazooka she found earlier and manages to put Tyrant down. Claire dashes passed the palace and down the submarine into the airport.

Steve manages to pilot the plane and then the plane lifts off from an exploding island. As the plane circles the island, the prison, palace and private mansion are consumed in the blast, but the military complex seems to withstand it.

Not caring, Claire and Steve fly off. They apologize for everything mean they said to each other. Suddenly, the plane rocks. In the back, Claire sees Tyrant. Claire uses her bazooka to weaken it and then catapults it off the plane. It looks like her encounter with Mr. X on Raccoon City did her some good.

Back on the exploding island, Alfred runs into the somehow surviving military complex. He sees the tank and moves it to reveal a secret lift. The lift leads to a different area of the airport. Alfred hitches a ride on one of the 2 harrier jets and flies away from the island.

On Claire's plane, Alfred controls the plane and changes it's direction. Steve can't change it so they have no choice. Hours later Steve attempts to kiss a sleeping Claire, but fails. Moments later, the plane crashes into an Umbrella Base in Antarctica.

Claire and Steve get off the broken plane and look around separately. Claire finds the diary revealing that a monster named Nosferatu is trapped somewhere in the base. Also, it seems Alfred Ashford spilled the T- Virus around the base, so there are now zombies in the area. Looking in a private office, Claire finds the evil monster trapped in a chair beneath wire mesh. What has Alfred been up to?

Claire looks around and asks Steve to lift a digging car with a crane. Steve looks at Claire and causes a gas leak in the room. Claire fixes it. Suddenly, Alfred, still wearing make up and talking like Alexia, tries to shoot Claire, but Steve comes in and shoots Alfred down a deep chasm.

Nosferatu suddenly feels agitated. He breaks free of his prison and runs off... Claire grabs Alfred's sniper rifle and Steve and Claire dig out of the room with the digging car. They eventually get to a heliport above the base.

Nosferatu suddenly attacks Steve. Steve is KO'ed, while Claire must fight him on his own. Using the sniper rifle, Claire punctures Nosferatu's once human heart and kills him. Claire rescues Steve.

They find a car and drive off to an Australian Base. Meanwhile, Alfred, nearly dead, releases his sister from cryogenic sleep. Alfred tells Alexia to kill Claire. Alfred then dies of blood loss.

Alexia uses her mind to attack Claire and Steve's car. The car burns. Did Claire and Steve survive?

Meanwhile, on Rockfort Island, Chris Redfield arrives. Leon managed to contact him. Chris climbs a cliff and arrives in a cave. There, he sees Rodrigo. After Rodrigo tells Chris he saw Claire and Steve leave the island, that worm Claire saw swallows up Rodrigo.

Chris chases the worm throughout the cave. Finding some Submachine Guns, Chris kills the thing. Rodrigo is swallowed up, but dies shortly after, giving Chris the lighter before he dies. Chris finds his way into a lightly damaged military complex.

Chris looks around and finds his way to Alfred's harrier jet bay. He needs a halberd that was on the eagle plates Claire found to open the harrier doors.

Chris finds his way to the control room. He sees Alexia Ashford singing on the wide screen. Down in the airport where Claire boarded the plane with Steve, Wesker is happy that Chris is finally here. He sends Hunters after Chris.

Chris finds the eagle plate Claire used to open the box. But unfortunately, it falls down into the sewers below thanks to a giant hole caused by the explosion. He finds his way into the lab area thanks to a hole in the wall.

Chris sees a knob-less door Claire didn't explore. Chris decides to find a doorknob in the basement. There, he explores a lab where the T-Virus was leaked from.

He finds a chemical he thinks he needs for getting the halberd. It's called Clement E. It, mixed with Clement A, can melt the alloy part of Alfred's eagle plate.

Chris finds his doorknob and then is scanned by a scanner. Moments later, the Hunters Wesker sent attack Chris. Chris, using a shotgun he found, kills them. Chris sees the scanners when he gets back to the knob-less door.

Avoiding them, Chris ends up on the other side of the broken balcony that Steve and Claire fell through right before Steve assassinated his father. Finding a small tank object resembling the tank outside the facility, Chris inserts it to the little hole in the diorama on the first floor. The paintings in the room slide to reveal 3 little keys needed and a turntable key.

There's also a note from Alfred saying there's a passage beneath the diorama that takes Alfred from the military complex to his private residence. Chris notices the 3 key holes and notes them.

On his way, Chris sees Albert Wesker. Wesker attacks Claire and says Claire won't live long and that she's in the Antarctic with Steve and the evil Alexia. Suddenly, Alexia Ashford appears on a screen and laughs, as if she is expecting something to happen. Wesker seems to have super powers, as he has yellow eyes... Wesker vanishes and a yellow zombie attacks Chris. Using his submachine guns, he kills it.

After finding his way to the main yard thanks to the turntable key,

Chris sees that he can't get to the palace thanks to rubble blocking the entrance to the passage.

Alternately, taking the elevator down to the airport, Chris sees the keys Claire used to board the plane. They also fit into the 3 key holes in Alfred's diorama room. Grabbing them, Chris tries to use a submarine he saw on a map to get to the palace.

Unfortunately, the submarine somehow got docked up at the palace, so access to the palace is impossible. Taking the 3 keys back to the diorama in the military complex, Chris manages to find the ladder.

Following a tunnel, Chris discovers that the door leading to the private residence is locked. But nearby, Chris sees Alfred's private swimming pool. In it is the eagle plate. There's also a monster on the pool.

It's the albinoid Claire released from the lab. It matured really fast. Chris uses his shotgun to dispose of the electric monster. Chris grabs the eagle plate. But Clement E alone can't dissolve the alloy.

Chris backtracks to the basement area, where Steve had a shooting spree. The explosion caused a gas problem, but a lever fixes the problem. He finds the final Clement A and then mixes it with Clement E. The mixture solution causes the eagle plate to dissolve, leaving the halberd.

Using the halberd, Chris gains access to the harrier bay. He jumps on the last plane and flies to Antarctica.

After he leaves Rockfort, he travels across the blue ocean. When he reaches the base, a docking bay at the base welcomes him. It seems as though Alexia has been expecting Chris.

There, Chris immediately looks for Claire. It seems that the place was filled with ice from when Claire and Steve tried to escape. This helps Chris access new areas.

In an area that looks like the Spencer Estate, Chris finally finds Claire. After saving her, Claire and Chris decide to find Steve. Alexia comes and curses at them, and threatens them. Claire and Chris give chase toward Alexia, but a giant tentacle separates them.

Claire wakes to see Chris' foot and knees injured. Chris tells Claire to find Steve. Suddenly, they hear Steve scream. Obeying Chris' request, Claire chases Alexia through a few doors.

Using her guns, she kills a few of Alexia's tentacles. Claire finally sees Steve in a prison, after nearly risking her life to find the appropriate keycard to enter. It's the room Nosferatu was stuck in. Steve tells Claire that Alexia performed the same experiment that she performed on her own father.

Steve suddenly grows and mutates into a giant toad-like monster, unlike Nosferatu. It then begins to attack Claire with a giant ax. Claire runs off to the exit and makes it just as the gate lowers. But since the door was locked by Alexia, Steve begins to attack Claire.

Suddenly, a tentacle grabs and constricts Claire. Steve is about to kill Claire, but his human personality comes back and Steve cut the tentacle. The tentacle whacks Steve at about 50 miles an hour and Steve

is flung into the wall.

Steve tells Claire he loves her and that he can't keep his promise of leaving with her. Slowly, Steve dies due to a violent strike, as if he were hit by a truck. Claire cries and cradles over the body of Steve Burnside, crying.

During the death of Steve, Wesker calls Alexia to come with him because she has her experiment, T- Veronica Virus, in her. Somehow, Alexia managed to elude Claire and returned to the main hall Alexia walks down the grand stairs of the Spencer estate-esque place, and then begins to burn. Her clothing begins to shrivel. Alexia's choker falls to the Floor at her feet, Chris taking notice over in the corner.

Alexia is now a gray evil mad woman. She looks like a cross between a dragonfly and ant. Wesker attempts to capture her. Alexia raised her gray hand and Wesker gets punched across the room. He moves across, tells Alexia he's coming with her and then punches Alexia via a long spring from the walls. After punching Alexia, Wesker notices Chris. And he is armed with a weapon. Realizing that Wesker can't defeat Alexia, Wesker sees Chris take care of Alexia.

Chris uses his shotgun to kill Alexia. He keeps moving and eventually 10 shotgun shells put Alexia down at Chris' feet. Chris, judging from a file he found earlier, thinks Alexia's choker can access a door behind the painting above the staircase of the mansion main hall replica. At Chris' feet is the choker. He uses it on the painting.

Chris looks at the file some more and sees that Alexander Ashford was turned into a monster thanks to Alfred and Alexia. Chris leaves the main hall and then heads down an elevator. As Chris exited the mansion, Alexia rises to her feet from her slumber. She's still alive. Chris is now in a room with a giant anthill.

Searching around, Chris finds the room Alexia was stored in for 15 years during her coping of the T-Veronica Virus. He plays with the controls and then out of the tube falls Alfred Ashford's dead body. At Chris' feet is Alfred's Ring. Chris grabs Alfred's ring. Looking around the base a second time, Chris learns that Nosferatu was implanted in the ice thanks to Alexia.

In the file, Alfred said Alexander Ashford was turned into a monster. Thinking the dead Nosferatu will have the 3rd jewel to open up the Painting, he decides to look in the ice.

At Chris' feet below the ice is Nosferatu's body.

Using a crane to get Nosferatu's body, Chris grabs the 3rd jewel, after an argument with a gigantic spider similar to the one Jill saw beneath the real Spencer Estate.

Chris opens up the painting in the Spencer Estate imitation hall and finds a lab just passed it. It's where Alexander Ashford tested the T-Veronica Virus. It also reveals Alfred and Alexia where created through inserting a sperm cell into an embryo that belonged to Veronica, their ancestor.

Nearby are replicas of the bedroom from Rockfort Island's Private Residence. There, Chris finds a key detrimental to unlocking a room where he can blow the base up. That is all he finds, however. He returns

to the lab, and goes through a door he hasn't gone through yet.

The lab leads to where Steve died. Unfortunately, there's a locked door between Chris and Claire. Claire tells Chris that Steve is dead and tells him to set the explosion sequence like in the real Spencer Estate, Raccoon City and Rockfort Island. Chris does just that.

Chris runs for the door leading to the computer which can set off the base's exploding sequence. Using the key he found above Alfred and Alexia's imitation bedrooms passed the lab, he unlocks the room and finds the appropriate computer, after killing off 2 zombies.

After inserting the CODE: Veronica thanks to the file, Claire and Chris rejoin each other. Suddenly, a tentacle separates them once again. Alexia has returned.

Chris and Claire see a good weapon to use nearby, called the Linear Launcher. Claire and Chris turn the keys simultaneously, but now it has to charge. Chris decides to keep Alexia busy as Claire decides to run off.

After nearly destroying Claire, Chris shoots Alexia with a bullet and causes her to mutate into a large monster. Claire attempts to run for the elevator. Chris fires every weapon he has against the giant Alexia.

He uses the Shotgun, his Handgun, the Submachine Guns and the Grenade Launcher against the mammoth beast that was Alexia. Dodging a bunch of tentacles and little parasites attacking him, his abuse to Alexia pays off.

Suddenly, the ants beneath in the hill start to attack Alexia.

Alexia shrugs them off by growing wings and is now flying. The bulk of her body dissolves just after Alexia leaves it. Apparently the bulk of the giant Alexia was a feeder for Alexia to grow wings.

Coincidentally, the Linear Launcher has finished charging. Chris grabs it and shoots a ray into the base, with the plasma slamming into the walls of the base. The thing is heavy, and with Alexia spewing fire like her first form, it is hard for him to get a clear hit.

But Chris gets lucky, and shoots a ray into Alexia's chest. Alexia screams and then the next second, she is liquefied by the impending blast, and is finally dead.

Chris drops the Linear Launcher and starts to run as explosions begin to occur. As Chris gets down to the prison cells and to the elevator, he sees Wesker holding Claire by the neck. Nearby, the door leading to where Steve died is open...

Wesker pushes Claire through a hole in the wall. Chris chases Wesker through a horde of zombies and catches up to them, in a submarine dock, which seems to be far enough from the base's explosion. Chris and Claire discover Wesker took Steve Burnside to get the T- Alexia Virus.

Chris and Wesker decide to kill each other once and for all, and Claire returns to the plane. At the plane, Claire looks into the elevator to wait for Chris...

Chris and Wesker battle. Chris tries using a pipe to hurt Wesker, but

Wesker basically kicks Chris' ass. Wesker's superpowers are simply unbeatable for Chris. Explosions are still rocking the base.

Chris sees a ton of iron bars supported by a rope. Chris trips the rope, causing the bars to land on Wesker.

Too bad they were ineffective.

Wesker rises to his feet, and stumbles a little, and gets ready to kill Chris for that stunt.

Suddenly, an explosion rocks the entire room.

Wesker and Chris are separated in a blast of fire. They vow to kill each other next time. Wesker laughs his ass off, as Chris runs back to the plane.

Passing back through the zombie hall, the place is now on fire, and is ready to collapse. Chris calls the elevator and ducks his head to avoid the explosions and debris flying all over the prison cell walls. Luckily, they are made out of solid stone, and hold up for the time being.

The elevator arrives, and Chris rides down. Amazingly, the glass around the elevator holds up as explosions rock it. Then the glass breaks all over Chris, but luckily the elevator door opens, and the final explosion blows him out of the elevator onto the plane, landing on his stomach. Ignoring it, he gets on the plane.

Piloting the plane, he escapes the blasts and flies out of the base.

Claire is happy to see Chris once again.

They apologize for leaving each other and then decide to take out Umbrella once and for all.

In the distance, the Umbrella Ashford Antarctica Base completes its detonation sequence, and the entire building explodes and collapses as they fly away.

Well, that is CVX's story. I personally think the Plot Guide has a better synopsis. Check it out!

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11. C O N C L U S I O N
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Well, this FAQ is just about finished. I have several people to thank.

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