
There are quite a few items you will pick up in the world of Survival Horror. This section will give you a brief location of each item incase you get stuck and don't know where to find something. You will also find a brief description of each item so you know it's purpose.

002 Key

Near the bees in the guardhouse. Room 003 opened w/ this key

003 Key

On a shelf in the basement of the guardhouse-armstore. Opens Room 003 in the guardhouse

Armor Key

In the greenhouse behind the plant. Opens keyholes w/ the armor seal on them

C. Room Key

Look in the tub in the guardhouse Room 001. Opens the Control Room

Broken Shotgun

West side of mansion, armor door Use this to replace shotgun and plug ceiling

Battery

Next to elevator. Gives elevator power to get you to the helipad.

Doom Book 1

Inside first Helmet Key door out of courtyard. Eagle Medal Inside

Doom Book 2

After second boulder underground. Wold Medal Inside

1st Floor Map

Blue room w/ statue. Map of F1

2nd Floor Map

2F light fire, and the map drops. Map of 2F

Garden Map

By elevator w/ battery in courtyard. Map of Garden

Flare

Crate on Helipad. Signal as to where Brad should land the helicopter

Helmet Key

Inside the Plant 42 room, only rewarded upon you beating Plant 42. Opens keyholes that have a helmet seal on them

Pass Number

Barry gives this to Jill. Opens Pass Number Door

Lockpick

given to Jill, equipped throughout game. Opens a few doors

MO Disks

Use MO disks to get pass codes (3) Lab B3, Library Fl. 2, underground 2nd boulder Blue Jewel In the F2 Dining Room. Push the statue down to get it, then find the tiger statue to put the jewel in

Lab Key

In the lab on level B2. Use this key to get into the power room

Special Key
Change uniforms

Red Jewel
F2 Moosehead. Get Colt Python from tiger statue, same statue as blue jewel

Orders
Helmet Key Room. From Umbrella goons to Wesker, to carry out the mission of destroying the mansion

Empty Bottle
Chemical Med Room. Ingredients for V-Jolt

Botany Book
Second Floor Library. Explains the uses of all the herbs you'll encounter

Small Keys
Only Chris finds these keys, the common little ones that are kinda useful. Opens desks, small things with it

Plant 42 Report
Guardhouse Room 003. Gives info on Plant 42's strengths and weaknesses

Red Book
Guardhouse Room 001. Empty pages, opens door to Plant 42

Eagle Medal
Found in First Doom Book. Get this one plus Wolf Medal to drain fountain

Wolf Medal
Found in Second Doom Book. Get this one plus Eagle Medal to drain fountain

Keeper's Diary
On desk in room w/ closet and zombie. The keeper of the dogs chronicles his daily life until he mutates.

Slides
In Lab Office B2. Look at Wesker, and enemies such as hunters and cerberus

Shield Key
Trade in w/ gold emblem. Open keyholes w/ shield seal

Hex Crank
Found after Enrico dies. Used to move various things

Researcher's Will
Room w/ water tank F2. In his last living moments, a researcher writes a letter to his wife

Researcher's Letter
In the only unlocked room in the lab. From John to Ada, Ada Wong of RE2

Sword Key
Fl. 1 Med. Room, only Chris's. Opens keyholes with a sword seal on them

Pass Codes
Located in Lab B3 (refer to walkthrough). Insert into machine in lab to get your imprisoned partner

Gold Emblem

Bar Room. Trade in to get Shield Key

Serum

1st floor Medicine Room. Treats your snake bites

Moon Crest

Found in attic w/ giant snake. One of Four Crests used to open door to courtyard

Wood Emblem

In dining room, above fireplace. One of Four Crests used to open door to courtyard

Star Crest

In the hall w/ paintings from young to old. One of Four Crests used to open door to courtyard

Wind Crest

Tiger statue gives you the wind crest. One of Four Crests used to open door to courtyard

Sun Crest

Armor Room F2. One of Four Crests used to open door to courtyard

V-Jolt

Made in chemical storeroom, you must know the formula. Kill Plant 42 with the V-Jolt

V-Jolt Report

In room w/ door to Plant 42. How V-Jolt works and the formulas for it

Com Radio

Given to you by Richard or Becky. Listen to incoming radio reports, you can't use it yourself though

Scrap Book

F1, in room near the elevator. Articles gathered about attacks in the Raccoon Mountains

Square Crank

Courtyard Shed. Opens gates and drains water

Music Notes

Bar Room. Let Jill or Rebecca play Moonlight Sonata

Herbicide-Chemical

Storeroom F1. Used to kill nice little weed in greenhouse

Empty Bottle

Chemical Storeroom. Put all the chemicals of V-Jolt Formula here

Master Key

Get it from Dead Wesker (sometimes). Opens all of the Lab doors

Fax

Get it in the lab by the first pass code machine. Fax to Wesker

Ink Ribbons

Everywhere. Save your game

-= 3. Weapons -=

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How else would you survive? You can't run around all of the zombies and dogs. I suppose you could call this the Armory of Raccoon City. There is more than one way to kill a zombie. Let me count the ways...

Knife

Ahhhh.... combat knife. Nothing puts the soul to ease more than listening to the quiet call of a knife slowly cutting through the skin, hot blood covering your arm as your opponent gasps his last breath. Not a powerful weapon, unless used correctly. Try and hack a zombie's knees, if you get the right timing, two slices will knock it down, sparing you enough time to run or find another weapon. Also good for removing spider webs

Beretta

A standard hand gun. You will use this weapon for most of the game. Once you start fighting hunters, it would be more wise (wiser?) to use a weapon like a shotgun or grenade launcher.

Shotgun

Your workhorse for the later part of the game. You will use the shotgun for hunters and dogs. Ammunition isn't that rare, but you should still save it!

Bazooka/Grenade Launcher

The Bazooka or Grenade Launcher is a weapon that I believe is only available to Jill. (Sorry Chris). It comes with three types of ammunition: Grenade Rounds, Flame Rounds, and Acid Rounds. You will see this weapon in other Resident Evil games as well.

Colt Python/Magnum

The Magnum is the most powerful weapon right next to the Rocket Launcher. With the exception of Tyrant, you will be able to kill any monster in only one shot. This is another weapon that you should save your ammunition for, but if you are low on health it makes for a fun way of blasting your way out of a situation ^_^

Flamethrower

Ughh... although really cool sounding, this weapon is not very impressive. The power is lacking as is range. Ammunition is measured as a percent, which seems to drain very rapidly. You only have the option to use this weapon for a very limited part of the game, so... enjoy (yeah right) it while you can

Rocket Launcher

The most powerful weapon in the game. Unfortunately you don't get this item until the VERY end of the game. That, and you only have 4 shots to play around with, which is more than enough. If you get a good enough score on the game, you will get a rocket launcher with infinite ammo for the next time you play the game ^_^

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-- 4. Walkthrough --

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Here's the Jill walkthrough. Please remember that there is no specific order you must use to complete the game, as this walkthrough provides a way. Below each room name is the name

of any item/s you may find in that room ^_^ . I apologize that the walkthrough is kinda all over the place... but it is written fairly well. It is divided into chapters for your convenience.

THE DINNING ROOM

(no items here at this point of the game)

Make your way down the dining room. Barry will spot a huge blood stain on floor. Is it Chris's blood? He tells you to go on ahead. So travel thru the door on the right. You will arrive in an L-shaped room. Look around until you find a zombie. He'll get up and chase you. Run all the way to the end of the hall. Lean to 1 side and run around the zombie back to the dead body. Search it and you'll find out it was Kenneth. Search it 2 more times to pick up the 2 clips on the body. Now leave the room. (you can kill the zombie if you like but there is no point in doing so). Barry will use his magnum to scatter some zombie brains all over. Now go back to the main hall.

THE MAIN HALL

lock pic (from Barry)

ink ribbon

You'll enter the main hall and find that Wesker, like Chris, has disappeared. Run behind the stairs and run right back out. Barry will go on about stuff and will eventually give you the lock pic since Jill is the master of unlocking. When you regain control search the typewriter to receive ink ribbons. Now go thru the blue doors on the right.

ROOM BEHIND BLUE DOORS

ink ribbon

1st floor map

This is the first room you'll see that has been changed since the original. Move the step stool against the statue to pick up the 1st floor map. Then go move the table away from the doorway. Go on thru but kill the 2 zombies on the floor. Then search the shelves to pick up ink ribbons. Exit this little room. And go thru the other door using the lockpick.

ANOTHER L-SHAPED ROOM

clip

When you enter this room walk backwards. NO QUESTIONS JUST DO IT! Suddenly a dog will jump thru the window. Kill it quick. Continue walking until another dog will want you for dinner. After it dies move the table on the right to uncover a clip. Then continue thru the door.

SOME LONG HALLWAY

1 lousy herb

When you enter walk to the right and pick up the herb. Continue past the first door and enter the second door. It's a bathroom. Pick up the clip on the counter and kill the zombie. Leave the bathroom. Head down the hall. When you reach the end enter the small door. Pass thru the small room and enter a room with 3 zombies. Kill them and go pick up the shot gun off the wall. Exit the room. In the small room the ceiling will start to FALL!!!! Both doors are locked. Are you going to die? After a few seconds of this, Jill will talk to herself. Then Barry will bust the door down. You engage in a small conversation. But why is Barry on this side of the mansion? Proceed thru the double doors. 3 zombies will be waiting for you in this room. Kill them and pass the first 2 doors. Enter the 3rd door on the left.

THE PICTURE ROOM

wind crest

You'll arrive in a room with pictures all over.
Click the pictures in this order.

- 1.a newborn baby
- 2.an infant
- 3.a lively boy
- 4.middle aged man
- 5.a bold looking old man
- 6.And lastly "the end of life"

Now the picture will fall and you can grab the Wind crest.Exit the room.And go thru the door that you must unlock.Kill the 2 zombies and enter the door on the right.Its a save room.Drop everything except:Beretta,Clip,and some ink ribbons.Now SAVE the game.

WHERE'S BARRY?

Put the ink ribbons back in the box.Now leave this room.Head up the stairs,kill the zombies. Head down and go down to the last door.You'll now be in a red room surrounded by 2 zombies.Shoot as fast as you can.Then head up and pass thru that door.This room is filled with books.Search the book on the table.Its the Botany Book.Now exit back into the red hall.Go down to the last door in the hall.You'll now be back in the main hall.The upper main hall.Travel left to the door.Go thru the next room until you reach the balcony.Search Forest's body.HE'LL COME to life and attack you.Fight him like you would a zombie.Then go back and pick up the Armor Key and the bazooka.Go back to the upper main hall and meet with Barry.He'll give you acid rounds.You both agree to find a back door to get out of here.Only if it was so easy!

THE SEARCH FOR THE CRESTS

The only way to unlock the backdoor is to find the 4 crests.You already have one.Head straight across the hall to the Upper Dining Room.Kill the 3 zombies.Now push the statue over the edge. Go thru the door all the way at the end of the room.Watch out there's a zombie right when you walk in.Kill it!But watch out there's 2 more.Travel down the stairs.Dogs will jump thru the windows.So kill them all before entering any rooms.Once there all dead enter the room that needs the armor key to enter it.First search the desk.Get the shells after picking the lock.Then go pick up the clip and the Colt Python.Leave the room and go to the room under the stairs.(its not really under the stairs just near there.)Its a save room.Drop off everything but the Beretta a clip,and an armor key.Now go to the end of the hall and enter the door.

THE BLUE HALL

Two zombies are standing right there when you enter.Kill them quick.Turn left and walk on.Go straight to the first door.Jill will use the lock pick.Take the clip off the bed and go search the desk.A zombie will jump out of the closet.Kill it and pick up the shell there.Then pick up the file off the desk and get back to the lower dining room.Take the star crest off the wreckage of the statue.Travel to the main hall.Go to the room left of the Blue doors.

SOMEONE'S ROOM

Two zombies are standing there waiting to eat you.Hopefully you can blow at least one zombies head off.Take the clip off the table and go get the shells from the desk.Kill the last zombie. Then go thru the other door.Its a room with a huge mirror.But 1 zombies to like his reflection too.Kill it because you hate his reflection.Take the 2 herbs.And if you want the ink ribbons hidden in a small closet.If you want to change your clothes go thru the other door.Go back to the main hall and travel up stairs.Go to the red hall and unlock the Big Green Doors.

THE GAS ROOM

Push the statues over the grates on the floor and then push the red button in the middle.If you haven't covered them completely get ready for a gassy death.NOT FART GAS.But I guess zombies would have pretty nasty farts.If you done it right you can go get the emblem.Go back to the Dining Room.Then to the L-shaped room and up the hall to red door.Go thru it.You'll now be in a bar with a piano.Move the bookcase to reveal the music notes.Use them on the piano to reveal a hidden room.Take the gold emblem.Replace it with

the wood emblem.Go back to the lower dining room.Place the gold emblem above the fire place.The father clock will move.Take the blue jewel. And get back to the Blue hall.Turn at the first corner and enter the door.Place the blue jewel in the tigers eye.Now you'll get the sword key.

RICHARD AND DEMON

Go to the red hall.Enter the first door there.Richard will be lying on the floor.He was bitten by some demon.And he needs serum.Now you must go to the second save room and pick up the medicine.And go back to Richard.In the save room drop all the items you don't need.But carry the beretta a clip and the armor key.Richard will die.(theres nothing you can do,he dies in every game so don't get all upset like you messed up or something.Exit the room.In the rad hall turn the first corner.Past the green doors and turn another corner and enter the first door there.In this room turn the corner and enter the door using the armor key.It doesn't matter which you enter first.When you get to the room with a desk and a bug collection on the wall search the bug wall and press the switch.Now move the fish tank out of the way and then push the closet out of the way to reveal a hidden item.Half of the moon crest.Dirty Capcom they just couldn't bare to give it to us whole!But don't worry they hid it some where in the mansion.Now go to the save room.SAVE THE GAME. and take these with you:bazooka, acid rounds,and the sword key,and maybe an herb.

THE FIRST BOSS

When your ready go back to the room where Richard died.Pass his body to go into the next door. Kill the 2 zombies that are waiting for you.Then turn the corner and travel thru the door.When your here use the lighter to light the candles on the table.Move the cabinet to the right out of the way to reveal a secret door.Enter and pic up the acid rounds.If you want take the clip out of the cupboard.Now leave the room and go up the small stair case.Enter the door and drop the sword key.When you a giant snake will pop out and attack you.

BOSS STRATEGY:

suggested weapon: Bazooka w/acid rounds 10-12 shots

suggested healing: 3 green herbs combined

When the Yawn charges at you fire up a few shots.He'll attempt to circle you.Don't even move at all.Just stand there and fire.If he nails you twice its time to heal.(because jill is so weak).The Yawn isn't that hard.Chances are you are poisoned.Don't worry about that.Chase the snake back to its hole and take the half moon crests.But before you leave take the shells. Once out side the room Jill will colapse.Some one walks in.But who?The scene fades.

BACK IN THE MEDICINE ROOM(SAVE ROOM 2)

In the chest take the Beretta and the clip and the armor key.Go to the main hall and go to the blue double doors.Pass thru the doggy room.In the next hall use the armor key to go thru the first door.Kill the dogs and take the EARTH CHEMICAL.Also take the herbs.Now back to save room 2.Take the following items with you.Beretta,clip,and the chemical.Go to the Blue hall.Head dead ahead and kill the zombie whose standing there.Go thru the door.Dump the chemical in the pump.The plant will die.Run behind it and take the Sun Crest.Take the 6 herbs too.Combine some to make more room in the inventory.Find your way to save room 1 a.k.a.store room1F.Take all the crest a beretta and a clip.Exit the room and turn the corner and exit thru the door.Turn right and walk straight turn the corner and thru the door.You are now in a narrow hall with a dog waiting.Kill it and run ahead.Place the crest in the plate.The door will unlock.

THE COURTYARD

When you enter this small room push the step stool against the wall and then climb it to pick up the square crank. Pass thru the next door. You are now in the courtyard. Pick up the herbs but don't run. Walk carefully passed the dogs. You'll probably need to run when the dogs charge at you. In the next area use the crank in the hole to let all the water run down the pass. Run down the other side. And down the elevator. Run passed all the dogs and thru the gate. Pick up the herbs in the area. Run passed all the dogs. Find the door and enter.

THE GUARD HOUSE

When you enter grab the three blue herbs and push the statue forward. Then down the hall. Then push it over the hole. There's a few holes so pick one. Plant arms will grab you. Go in the first door you see. It's a save room. Drop everything in the box. Pick up all the items in the room. Exit and go straight across the hall. Kill the zombies and grab the shells from the desk. Now exit the room. Go thru the double red doors. Blast the spiders and smash there little itty bitty babies. Grab the red book. Exit the room. And visit the room you haven't all ready. It's a hall. Run to the the first door you see.

THE BEE ROOM

When you find the bees nest run behind it and grab the 002 key off the the table. Leave the room and run to 002. Use the key and enter. Enter the bathroom and kill the zombies then grab the key from the sink. Out side of the bath room you can take the shells from the desk. Make sure to take the Plant 42 report. Head back to the save room. Take the bazooka and the acid rounds. If you want to be careful take an herb or two. But I think the plant is pretty easy. Go back to 003. Search the book case its a file. Place the red book in its place. A secret door. Enter and prepare for a fight. YOU DON'T HAVE TO MAKE V-JOLT. SO DON'T.

BOSS STRATEGY: PLANT 42

suggested weapon: Bazooka w/acid rounds

suggested healing: don't need it

When you enter start running right away. Stop and fire 2 shots aiming up. It will die quicker if you aim up. Continue the stratgy. If you stand in one spot too long a piece of the ceiling will fall down on you. After about 5 shots or so the Plant will shrival up. Then expand and grab you. It begins to kill you. Barry will walk in and kill it with the flame thrower. Take the control room key from the fire place. And head to 002.

IN 002

Push the 2 book cases out of the way to reveal a ladder. Go down it. You need to push all the in the water to make a bridge. You can figure this one out in your own. When your finished run down the newly made bridge and thru the doors. Run thru the water. But beware of the shark and her 2 little babies. When you find the 2 doors next to each other. Go thru the right one. Push the lever to drain the water. Then push the blinking button. Go to the room next door. Pick up the 2 clips, 2 shells, and the helmet key. Get back upstairs. Exit 002. You'll meet up with Wesker. Blah, Blah, blah. When all thats thru with save your game and take the shot gun and some shells and back to the mansion.

CHAPTER THREE: BACK TO THE MANSION

Once your inside you'll be attacked by a hunter. 3 shells should make it fall in pain. Use the helmet key to enter the first door there. Turn on the light on the desk and grab the magnum rounds off the desk. There is a Mo disk in the cabinet. Then exit the room and go to the one directly next to it. You'll notice a change in music and 2 hunters waiting to tear you to shreads Kill them and go to the save room. Take with you the bazooka and the acid rounds. Take a healing herb with a blue herb combined in it. Exit the room and head up the stairs. Shoot the hunter dead. and travel stright up. Turn at the corner. Enter the

door. There's a fire place and an herb sitting in here. Use your helmet key to open the door.....

BOSS STRATEGY: THE YAWN

suggested weapon: bazooka w/acid rounds

suggested heal: mixed herbs/blue/red/green

Walk around the room a while when your ready to fight search the piano. The snake will come from the fire place. It'll come close and try to nab you. Thus it misses making a hole in the floor. Aiming up fire about 5 or 6 shots. Heal when necessary. When the music stops that's your mark to stop firing. The snake will fall to the ground and melt away. Search the hole. Barry will walk in. He throws down a rope, Jill will go down it. But then the rope will drop. Wait for Barry to come back. He'll give a passcode.

THE BASEMENT

Jump down the hole and search the tomb stone. Press the switch and head down the ladder. Kill the 3 hunters right away. Turn the first corner and pick up the shells. Then go to the door at the far end of the hall. Pick up the herbs in this room if necessary. Then kill the 2 zombies feeding on the dead one. And go to the door and enter the kitchen. Find the elevator and use it. Be careful tho the whole place is infested with hunters. Once your in control head down and enter the blue doors Its a library. Take the magnum rounds from the desk. Run up and push the bookcase out of the way. Enter the newly revealed door. In this room just pick up the battery unless yer lookin for a fight wit the crows, exit the room. In the library run across to the other side and go thru the door. Figure out the puzzle to make the Doom book appear. Go back down to the kitchen. Try to exit thru the you haven't visited yet. A zombie will open the door kill it! Go thru. The next area is pretty easy to follow just go till you reach double doors. Enter. Its the L-shaped room next to the dining room. Run passed the spider and go thru the door that leads to the blue hall. Kill the hunters if you have ammo. If you don't run as fast as you can. Get to the nearest save room and save it. Take the helmet key and shotgun and head up the stairs. Run Straight up and use the helmet key on the door...

THE NEXT ROOM

Pick up the magnum and shells on the book case. Push the step stool forward a few steps. Then go turn off the lights. Run up the step stool and take out the rams eye. Its the red jewel. Now go to the room where you put the blue jewel in the tigers eye. Place the red jewel in it to. You'll get 3 magnum rounds. Now go to the L-shaped room and go back to the basement. When you reach the room where you faught the snake exit and go to the save room by there. Save It. Take the shotgun, shells, the battery, and the square crank.

CHAPTER FOUR: THE UNDERGROUND

Run out to the court yard. Run thru the gates. Down the ladder and to the elevator. Run straight up and place the battery where it belongs. Go up the newly repaired elevator. Run thru the gates again Use the crank to close the gate and stop the water from going passed. Then go back to the new elevator. When your in the lower area go to where the water used to drain. There's a ladder. Go down it. The Underground Go thru the right next to the ladder. You'll meet Barry. Choose yes to all of his questions. When you here the gunshot run to go save Barry. This is the generator room. You'll walk in and see Barry takin down a hunter. Run to the generator and take the shells and the first aid spray. Run to the right and enter the first door. Keep on running until you see Enriquo. He'll die search his body to get the hex crank. Head back to the entrance of the underground. Turn 2 corners and use the hex crank. Go thru the door. Run to the boulder. When you turn around and walk away the boulder will start to move. Run as fast as you can and turn the corner dodging the rock. Run back to where the boulder was. Take the flame rounds. Kill the 2 hunters that walk in Run straight to the area the rock smash thru. Enter the door.

BOSS STRATEGY:THE GIANT SPIDER

suggested weapon:bazooka w/flame rounds

suggested heal:combined herbs with a blue one in it

My strategy was to stand there and fire as fast as I could.But that strategy is very dangerous so you'll want a fast easy kill.The other tactic is to run circles stop and fire.This strategy is easier but less fast.When the fight is over run out of the room and re enter.This will get rid of those little spiders.Run to the corner and grab the combat knife.Slash the door with all the webs on it.Once the web is gone enter it.

MORE OF THE UNDERGROUND

Run straight up and enter the save room.SAVE IT and take the doom book the hex crank,and some fire power.When your ready continue thru the door at the head of the hall in the other room. In this room os another boulder do the same thing to get it to move.Run and turn the corner. Forget the elevator for now.Run to where the rock was and get the doom book2.Run back to the hex hole and use the crank 3 times.Go to the hidden room and figure out the puzzle.You'll get the lab key.Head back out and go up the elevator.Take the herbs if you need them.To get the eagle and wolf medals search the doom books.Place the medals where the belong.Travel down the new area.YOU HAVE NOW ENTERED THE LAB!

THE FINAL CHAPTER:THE LABORATORY

This area is straight forward.So keep going until you reach the box.Make sure you have the lab key.Take your favorite weapon.Keep going in the next room there is 3 zombies and some herbs and slides.Get them and go down the stairs to the main hall of the lab.Here you'll meet the super strong, super fast, and super naked zombies.Enter the first door.Once in this small hall enter the first door again.Kill the zombie.Turn on the light and search the desk.Read the file Don't worry about the pass word just go to the main hall.Go straight down and turn at every corner passed the door with the power symbol.Enter the door into the computer room.Go on the computer and login has JOHN and the password is ADA.Once in unlock B2 when it asks for your pass word type MOLE.Then unlock B3.Run to the end of the room and grab the mo disk. Exit and go to the room with the big power symbol in front of it.Run straight ahead until you reach a door and enter.

A SAVE ROOM

SAVE IT!Take the any mo disk you have.Head to the generator room down the hall.Run up and turn at the corner.Search the computer thingy and switch the power.Head to the next generator room. Go straight and use the mo disk on the input machine.Follow the path to the next room.This is the main power room.Watch out for the Chimeras.Turn on the power to the elevator.Exit the generator area.Go straight and turn the corner by the save room.Enter the door.Its some kind of surgery room.Push the boxes over the holes in the floor.Push the step stool over the button. Crawl thru the vent.You are now in morgue.Shoot the zombies on the floor.Use the mo disk on the input machine.

BACK IN THE MAIN HALL

Once your back in the main hall go back up the stairs and into the audio visual room.If you have the slides you can see them.Search vent on the wall and push the switch behind it.Go grab the mo disk you just revealed.Search the cabinet to get a file.Exit the room and go back down stairs.Enter in the first door.Pass John's room and go to the second door.Kill the zombies. There's 6 of them.Once again get the pass code from the input machine.Exit the room and go to the last room in the hall.Use all the pass codes on the machine.Enter!You'll see Chris in a cell there's nothing you can do for now.Go back to the save room.Take 2 full healing items,The magnum and the battery.Go to the elevator at the upper end of the hall.

"IT CAN'T CONTROL WHAT IT DOES"

You'll meet up with Barry. Then you go down the elevator. Wesker will be waiting for you. You find that Umbrella orchestrated the whole thing. And that Wesker is using Barry by Blackmailing him. But at the last moment Barry will knock Wesker to the ground. Get ready for the last boss.

BOSS STRATEGY: THE TYRANT

suggested weapon: colt python

suggested heal: 2 fully healing items

Tyrant is actually very easy. Just run away turn and fire. Tyrant will fall to the ground. WOW! It don't get no easier than that! Wake up Barry and exit the room. The triggering system has been activated. WESKER! He got away!

GET OUT OF HERE!

You have no time its time to leave this dump. But before you head upstairs go and rescue your friend Chris. Now head upstairs. Keep going to the exit. Pass the room with the box and go up the ladder. Once there go thru the giant double doors. Run down the narrow hallway. Place the battery in place. Jill will go up the elevator alone to signal Brad. Grab the flare from the box right next you. Run to the center of the helipad. And use the flare. Its all over. Isn't it. JUST AT THE LAST MINUTE TYRANT BUSTS THRU THE CEILING!

FINAL BOSS STRATEGY: THE TYRANT

No weapons are needed here.

Tyrant will charge at you. Just keep dodging him for a minute or so Then Brad will throw down the Rocket launcher. Pick it up and run turn and fire. Tyrant will blow up into tiny little pieces. The game is over sit back and watch the ending. By the way if you followed this walkthrough you will get the best ending. You'll also receive an infinite ammo colt python and if you managed to beat it under 3 hours you'll get the rocket launcher

- 5. Credits -

Capcom for making this great game!

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- 6. Legal Information -

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