

PRIMA'S OFFICIAL STRATEGY GUIDE

# RESIDENT EVIL™

# CODE: Veronica



David S. J. Hodgson

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**CAPCOM**

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DAVID S. J. HODGSON

Prima Games  
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ISBN: 0-7615-3696-5

Library of Congress Catalog Card Number: 2001093204

Printed in the United States of America

02 03 04 GG 10 9 8 7 6 5 4 3

### Acknowledgments

Special thanks to my darling and loving wife Melanie; Mum, Dad, Ian; Bryn; Guiseppie Acrimboldo, Carlo Ginzburg, The Cheese and the Worms, Richard Dugdale; Bob "Gunner" Hambleton; Laibach, LTJ Bukem, Delirium; Typeliend, Christy, Michelle, Jennifer, Mario, Jeff, Tri and Donato from Prima; Prima all staff; Shinji Mikami; Capcom all staff; Gary Harrod, Richard Leadbetter and, as always, Big Ups to the ex-Maximum, ex-GameFan, and ex-incite massive. I hope that's not Chris' blood...

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Restricted Access: Bonuses and Secrets sealed section

# INTRODUCTION



## REDFIELD INCARCERATION ON ROCKFORT ISLAND

It has been three months since Umbrella, Inc.'s viral nightmare swept through Raccoon City. Almost everyone in the town was either turned into a mindless, flesh-eating zombie, or fell victim to one.

A few people made it out alive after the government obliterated the surrounding area to contain the plague.

Leon Kennedy and Claire Redfield fought their way out of the city and traveled to Europe in search of Claire's brother, Chris, and his fellow S.T.A.R.S. Officers. They also wanted to figure out what was going on with the sinister Umbrella, Inc. and its European division.

Claire found her brother and they attempted to infiltrate Umbrella's Paris headquarters. But something went wrong. Claire was captured and taken to a remote island prison and military training facility.

Claire's future looked grim. An attack on the Rockfort Island compound sparked hope for Claire. Her captor, perhaps repentant, set her free.

The compound, however, may be worse than imprisonment. Umbrella's viruses were set loose by the attack, turning the facility into a walking graveyard.

Can Claire make it through alive? Will Chris find out where she is in time to help? The answers depend on you.

# CHARACTERS

## WHO ARE YOU?

Protagonists and lunatics vie for different gains on Rockfort Island and beyond. Familiarize yourself with the characters you will control.



### CLAIRE REDFIELD

ID Number: WKD4496  
Age: 19  
Sex: Female  
Blood Type: O  
Height: 5.5 ft.  
Weight: 115.5 lbs.  
Initial Weapon: M93R Handgun

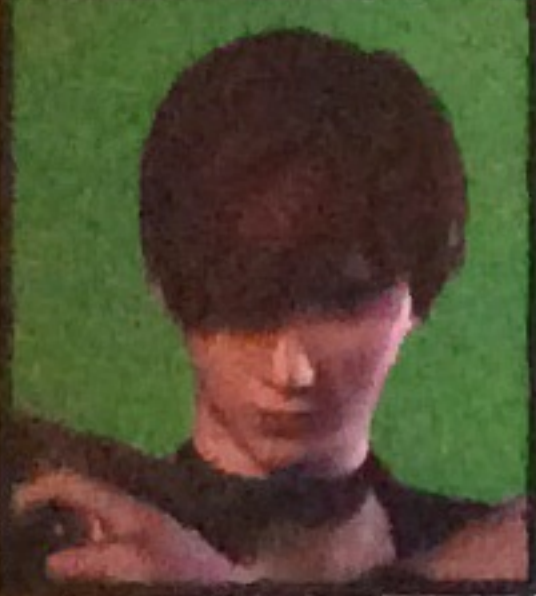
Claire is no stranger to the horror that Umbrella can cause. She came face to face with it when she went to Raccoon City in search of Chris. Claire is young, but she's willing to fight for her life and the lives of others. Don't underestimate her will or her skill.



### CHRIS REDFIELD

ID Number: MRD6251  
Age: 25  
Sex: male  
Blood Type: O  
Height: 5.9 ft.  
Weight: 177.5 lbs.  
Initial Weapon: Glock

The elder Redfield sibling, Chris is a highly trained officer of the Raccoon City Police Department's S.T.A.R.S. squad. His crusade against Umbrella is personal. Several of his teammates were killed when the S.T.A.R.S. were betrayed by Albert Wesker. Chris is resourceful and tough, as he demonstrated by surviving his first encounter with Umbrella's zombies in Raccoon City.



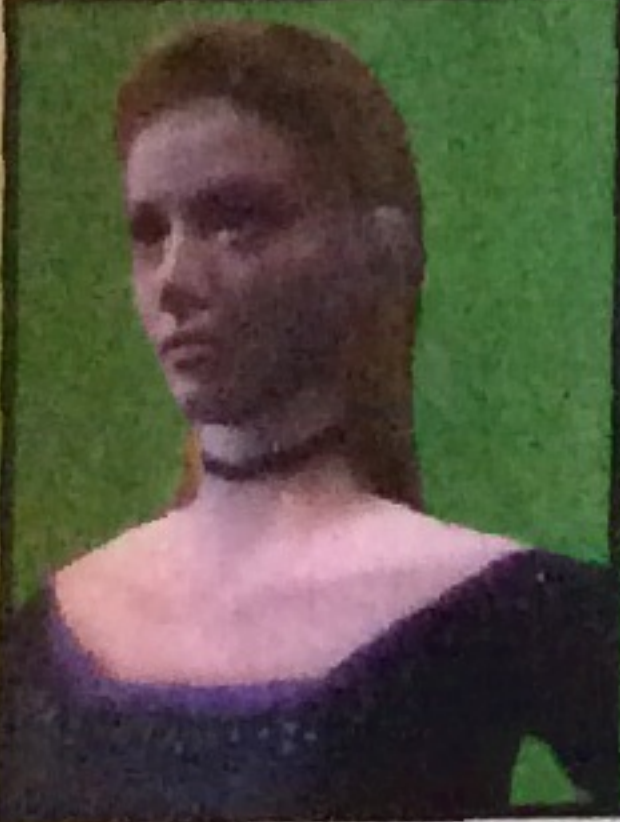
### STEVE BURNSIDE

ID Number: MFD2872  
Age: 17  
Sex: Male  
Blood Type: AB  
Height: 5.7 ft.  
Weight: 148.8 lbs.  
Initial Weapon: Gold Lugers

Steve, like Claire, was a prisoner on Rockfort Island when tensions escalated. His cocky attitude hides a deep distrust of people. Steve feels that the world is against him. Being one of the few survivors on Rockfort Island marks Steve as an exceptional young man, but he can be immature and objectionable at times.

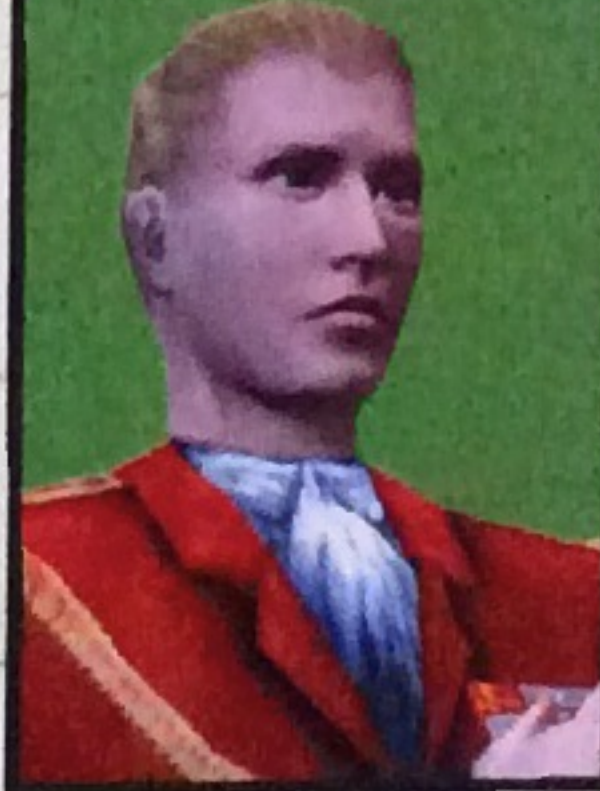
## WHO DO YOU KNOW?

Most of the remaining main characters are deranged, and have evil, egomaniacal plans.



### ALEXIA ASHFORD

The twin sister of Alfred, Alexia is a mysterious figure. People claim to have seen her in the Ashford residence, but no one's been near her for years. No one except Alfred, that is. Many secrets lie behind those eyes. Can you reveal them and discover the truth?



### ALFRED ASHFORD

Alfred has been the head of this part of Umbrella's operations for some time. Talking to him gives you an idea why the company is so twisted. Alfred is deranged to the extreme. Raised in extremely privileged surroundings, he expects the world to dance to his tune. He misses his sister, Alexia...maybe too much.



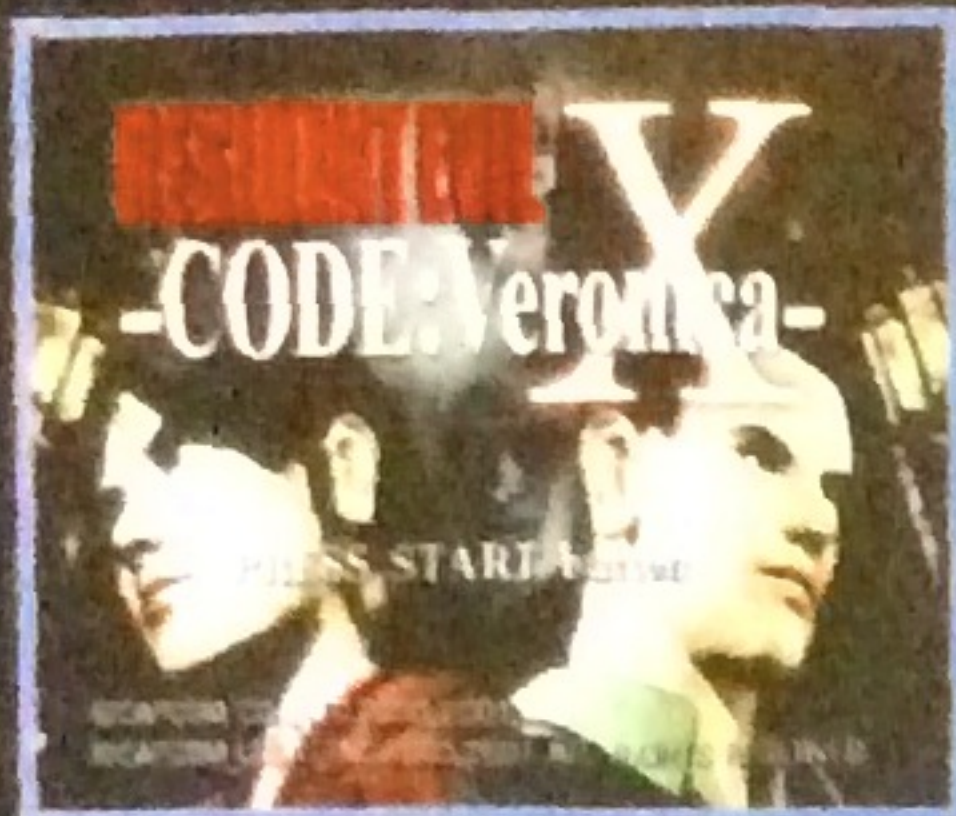
### ALBERT WESKER

ID Number: MSD6377  
Age: 38  
Sex: Male  
Blood Type: O  
Height: 6.0 ft.  
Weight: 186.3 lbs.  
Initial Weapon: None

Wesker is a two-time betrayer. He led his fellow S.T.A.R.S. members into a trap while working for Umbrella. But that was all part of a double cross he had planned against Umbrella. Now he's working for someone else. He's not the same Wesker that Chris knew....

# TRAINING

## THE TENETS OF HORROR SURVIVAL



### WALK THIS WAY

To help the Redfields and their allies live through *Resident Evil Code: Veronica X*, you must move quickly and with a purpose. If you're new to this type of terror, pay close attention! Following this advice will keep you alive and uninfected.

### UPWARD IS ONWARD

The dynamic camera angles in *Code: Veronica X* are a *Resident Evil* trademark. Sometimes the camera faces your character, and even at those times, pressing  $\uparrow$  on the D-Pad makes the character move forward and  $\downarrow$  to move backward. This might be confusing at



first, but you'll get the hang of it. Nothing motivates a person to learn like a pack of zombies scabbling at his heels.

### WHICH WAY IS WHICH?



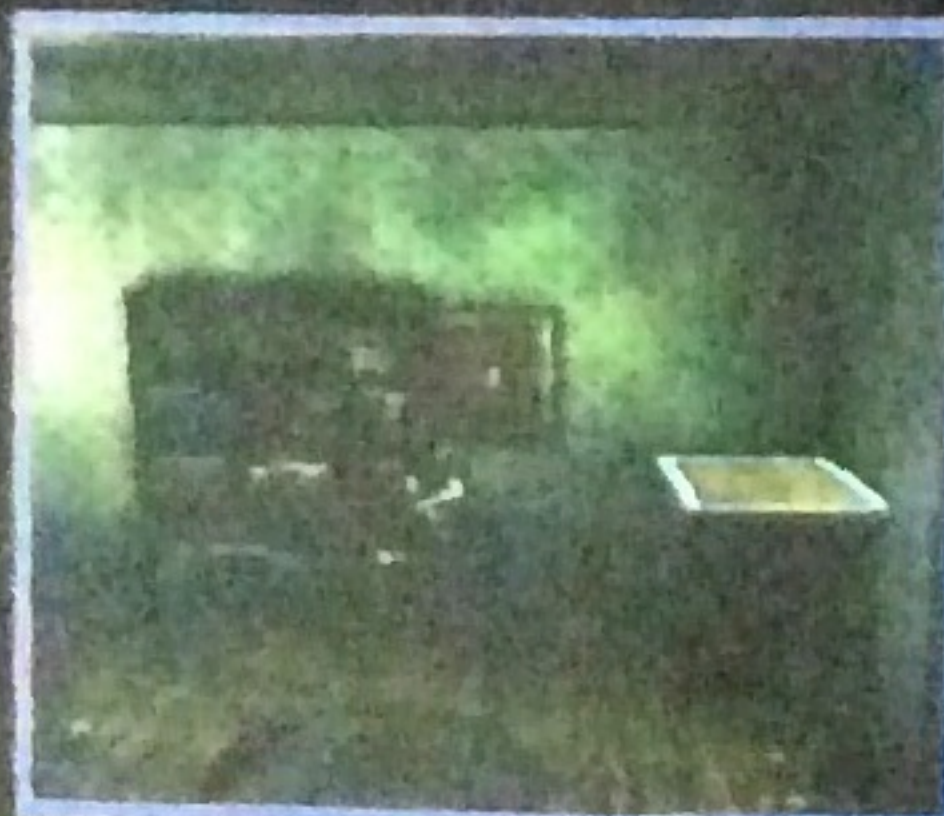
In the walkthrough section of this guide, we refer to compass directions - north, southeast, etc. When you check the in-game map, you'll see a compass arrow pointing north. Use the in-game map to get your bearings when the guide gives a compass direction. Additionally, all of the maps in this guide are oriented so north is always at the top.

### DUCK AND DODGE



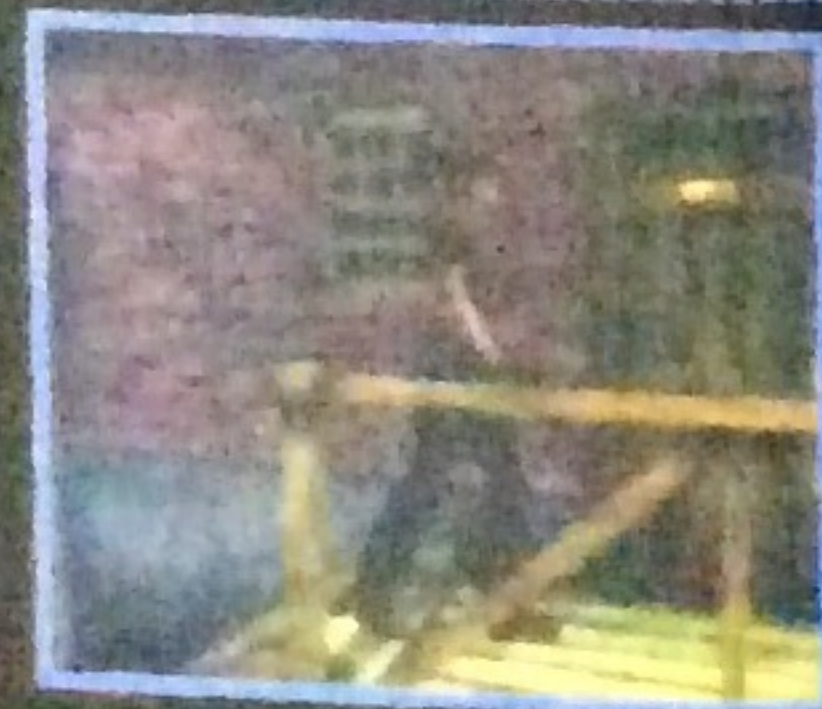
A straight line may be the shortest distance between two points, but it may not be the safest route to take. Once you're comfortable with your character's basic movement, work on dodging. It's a matter of heading in one direction and then changing course at the last second. Easy, right? Well, try executing this move when Zombie Dogs leap at your back. You can also dodge zombies, allowing you to move around and escape, or turn after the zombie misses you. Dodging saves Health and ammunition - you'll need an ample supply of both.

### PUSHING AND SHOVING



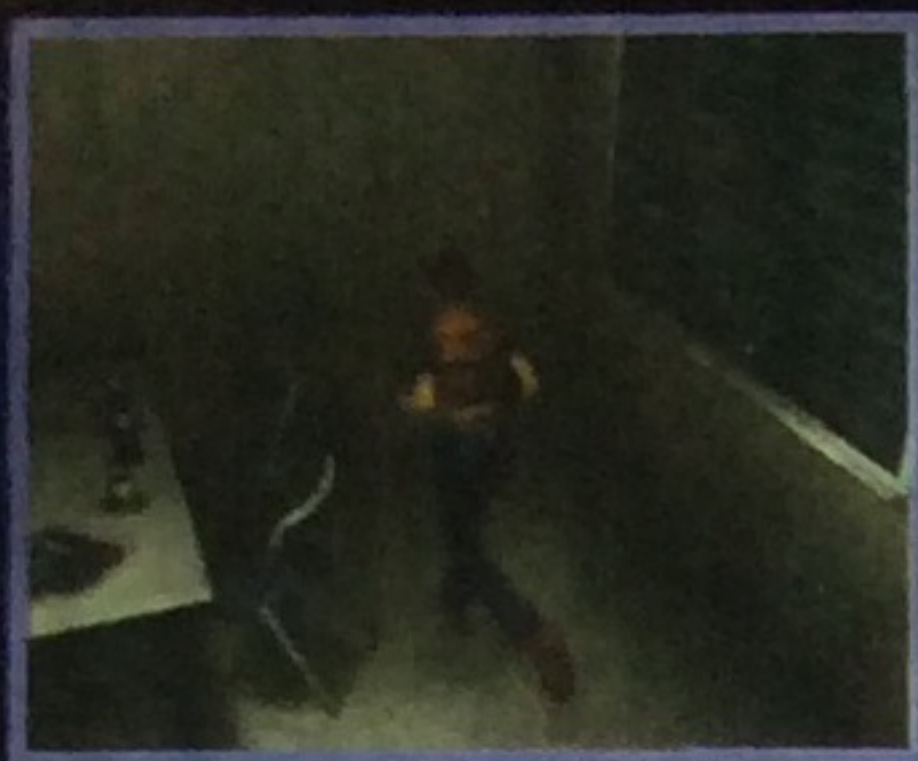
You can move some objects (such as crates and bookcases) along the ground. Simply face the crate or shelf you want to move and walk into it. Hold  $\uparrow$  and your character will push the object. You need to be walking, not running, to commence the push. The D-Pad is slightly easier to use for pushing than the  $\rightarrow$  stick.

### OPENING DOORS AND CLIMBING



There are numerous doors, staircases, ladders, and crates that your characters will have to open or climb up, down, or over. The procedure is simple: press the action button when you near an object you want to pass through, get onto, or climb down. Face the object for best results. Remember that running to open a door always saves you from the beasts attacking you, so don't be afraid to flee!

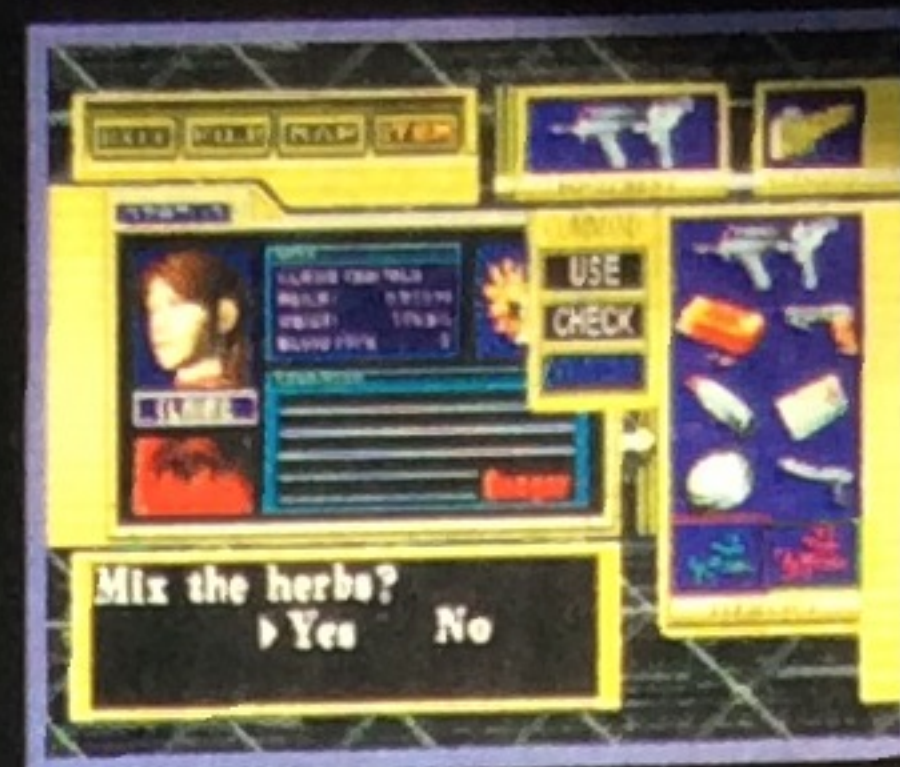
## THE TIME FOR ACTION



This game has a simple interface. Your character uses the action button to search areas, press buttons, pick up items, read documents, shoot, and perform other important tasks.

Two other buttons bear mentioning. One is the run button. You rarely need to walk, so keep the run button pressed to make your character race through rooms and around foes.

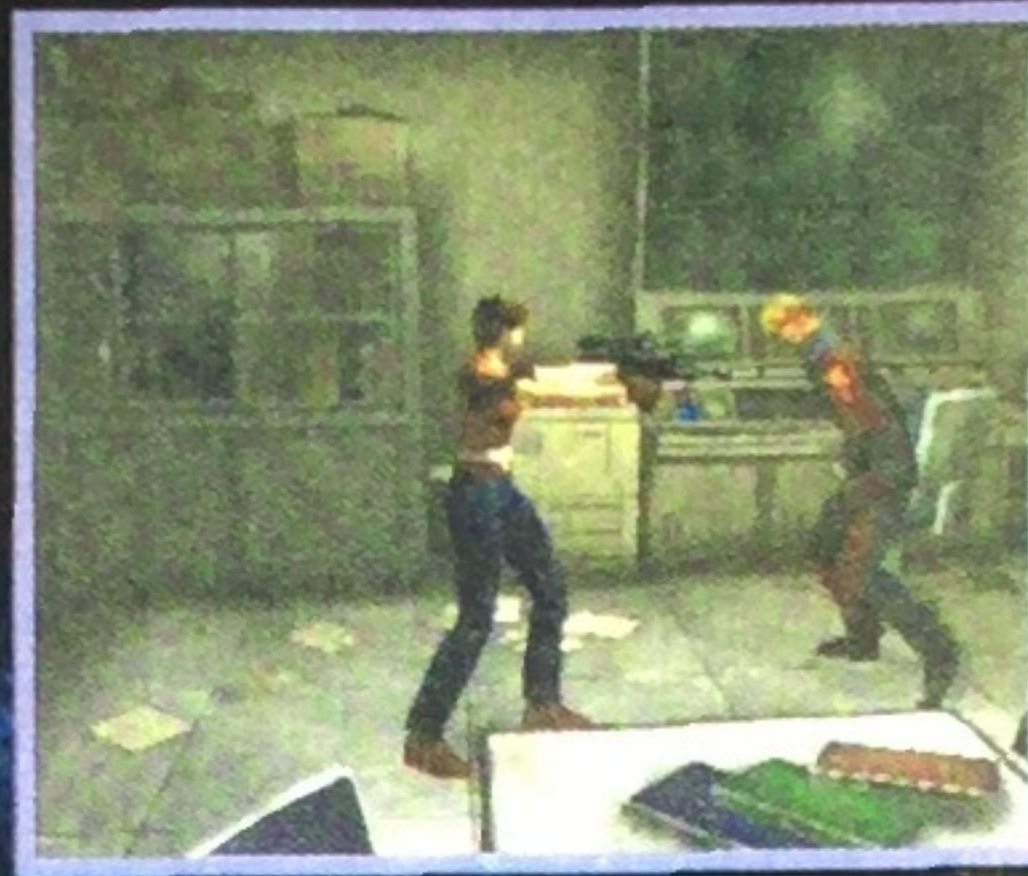
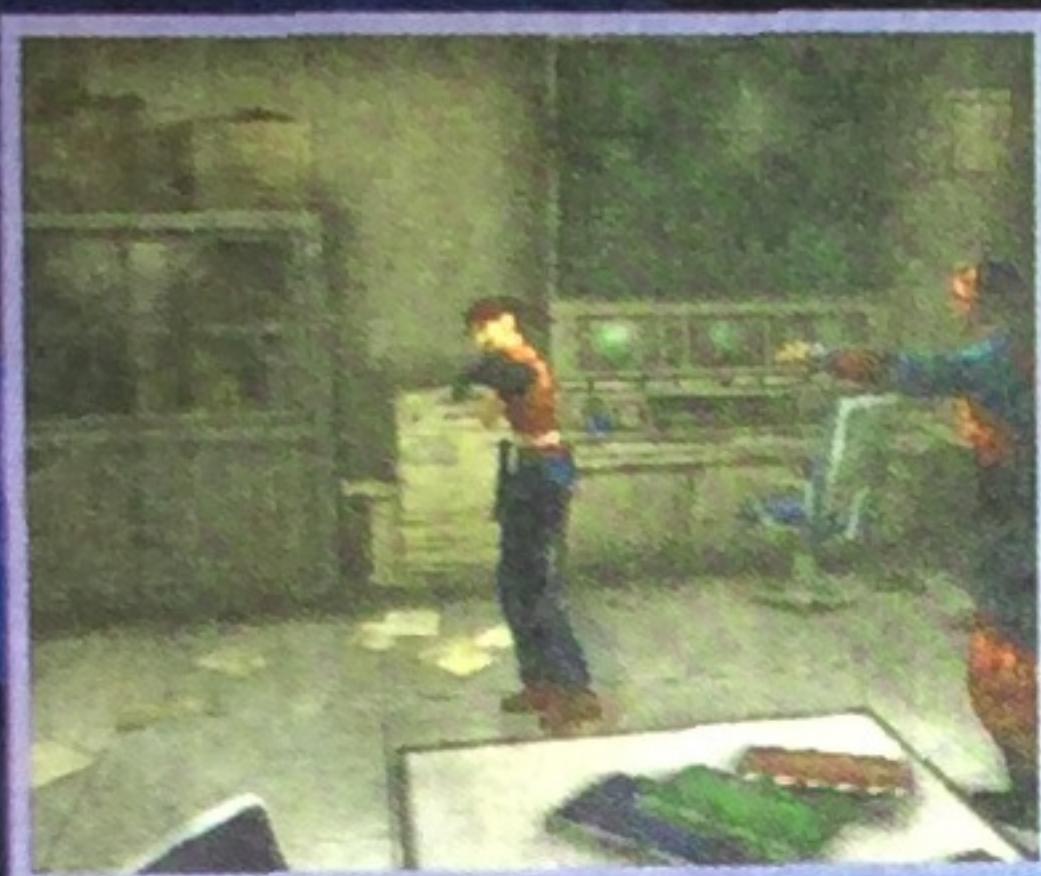
Finally, there's the inventory button. Pressing this button takes you to your inventory. From there you can reload weapons, check items, use healing items, Combine items, and view documents and maps you've collected. Most importantly, you can see your character's Health.



### TIP

*If you're about to be clobbered and Claire is holding the Lighter, press the inventory button to stop the action while you equip the Grenade Launcher. Jump back into the game and launch that offensive.*

## THE QUICK TURN

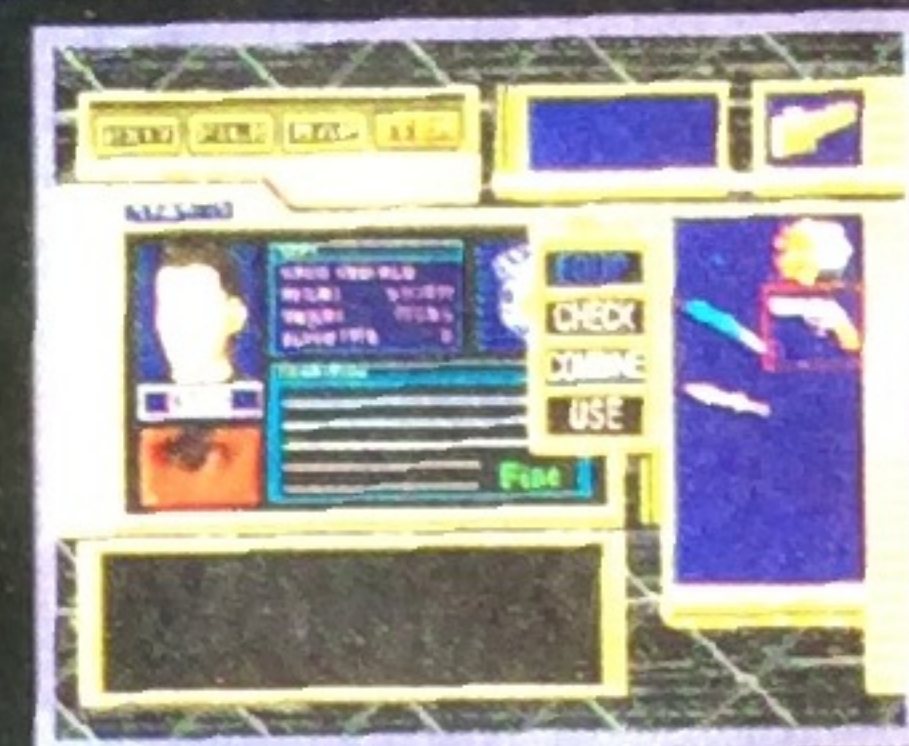


Your characters can spin 180 degrees on the spot, allowing you to rapidly turn and run away from a situation instead of slowly back-pedaling or running in a wide arc. Press  $\downarrow$  on the D-Pad or  $\leftarrow$  stick and hold your run button at the same time. This is extremely helpful in emergencies.

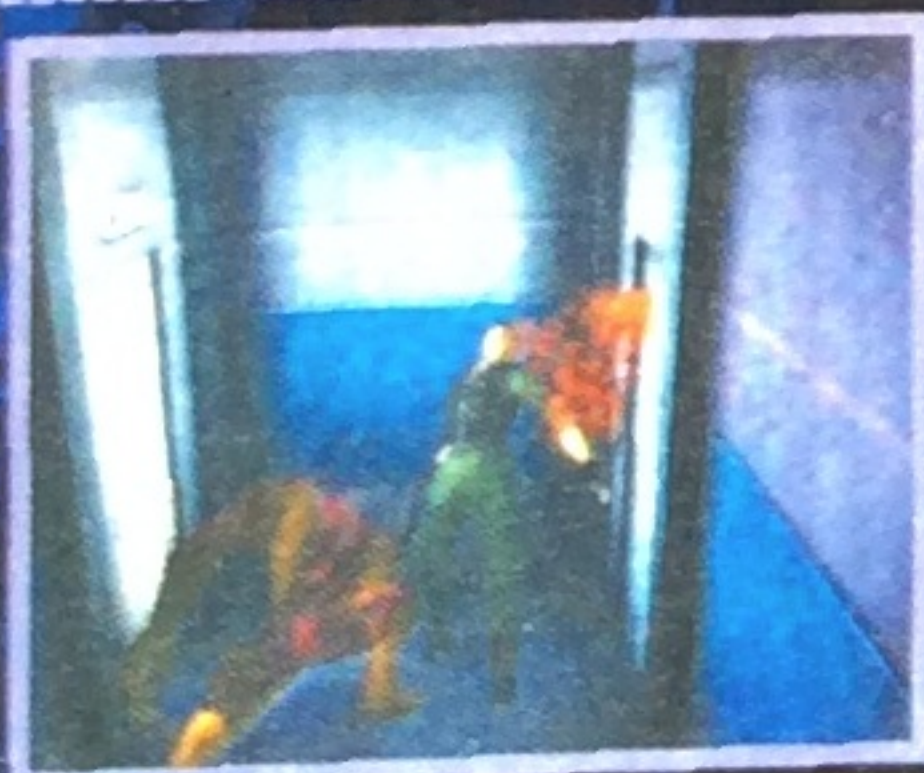
## USING WEAPONS

A later section details each of the weapons available on Rockfort Island and beyond, but this part describes how to use them. The controls are the same for all weapons, so you'll get used to them very quickly.

It's easy to equip a weapon. Select the firearm you want from your inventory by pressing the action button. Highlight "Equip" in the submenu and press the action button again.



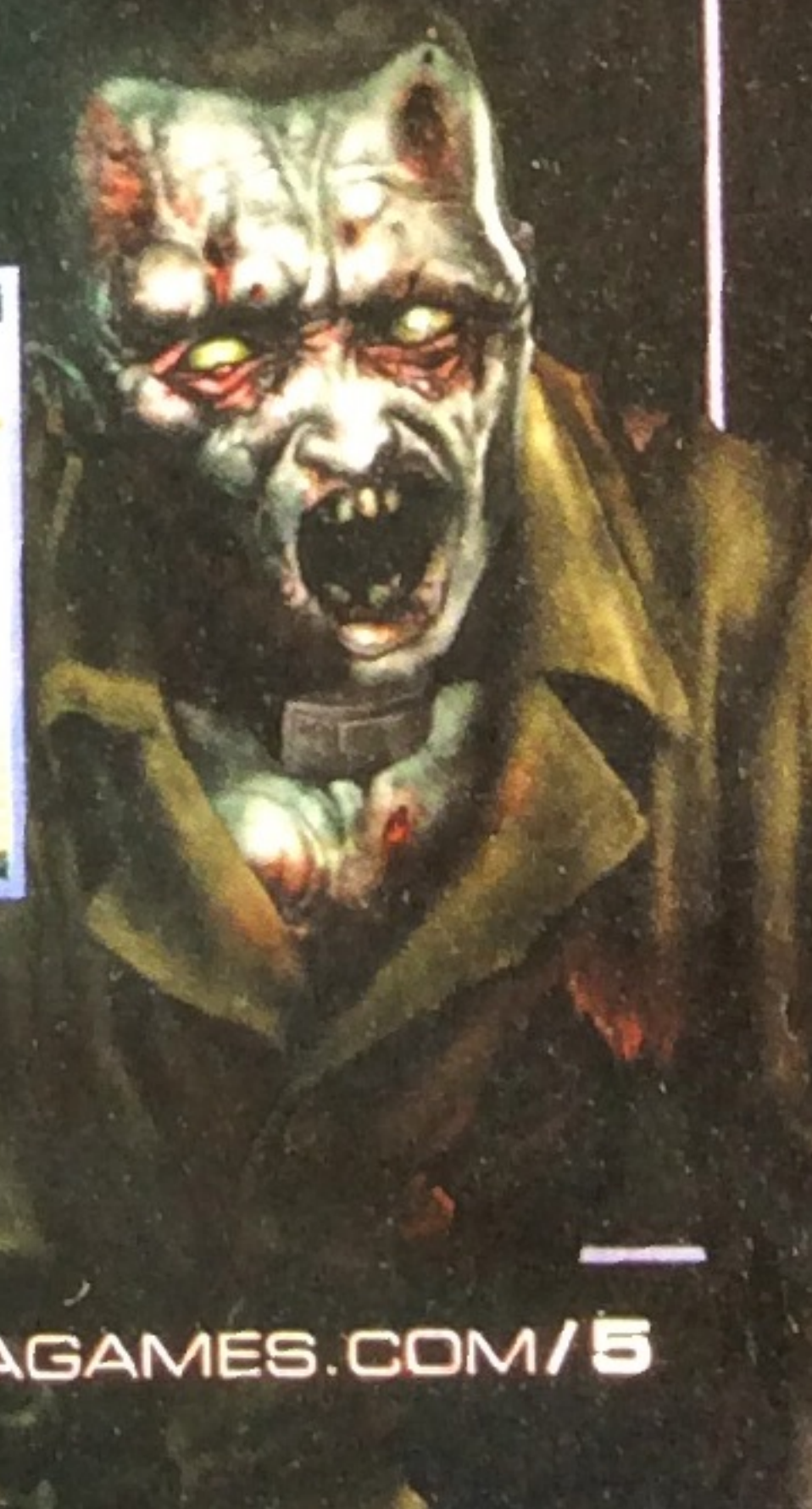
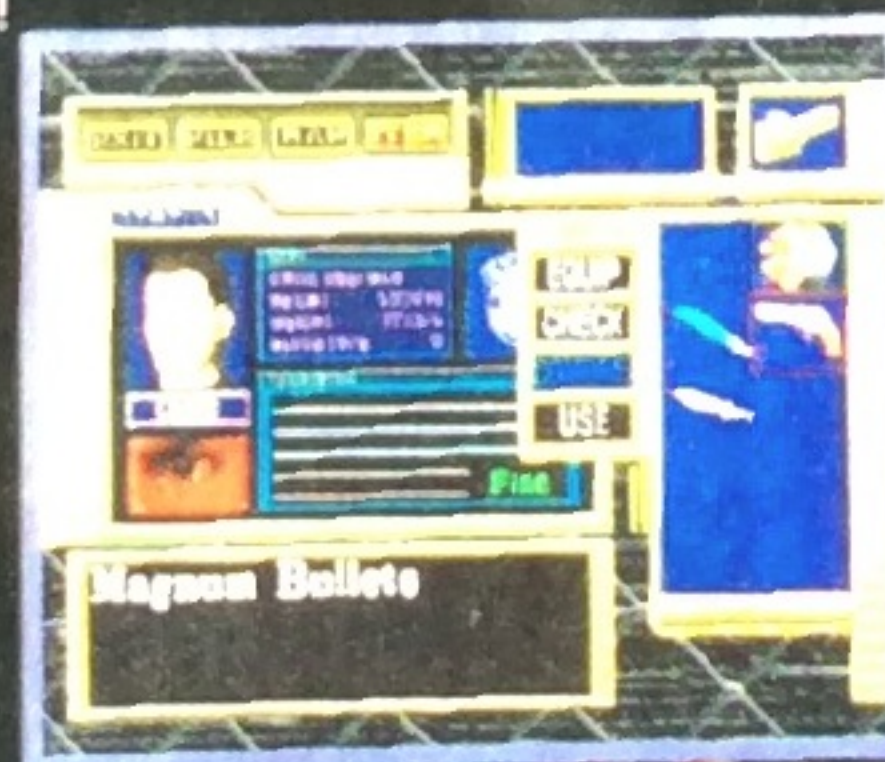
## RUNNING ON EMPTY



Your weapons reload automatically, but this can waste valuable time. Suppose you have three zombies attacking you and that you fire until Claire's gun is empty. Press the action button twice more to drop the spent clip and slap in a fresh one. By then, however, Claire may be partially devoured. Don't let this happen!

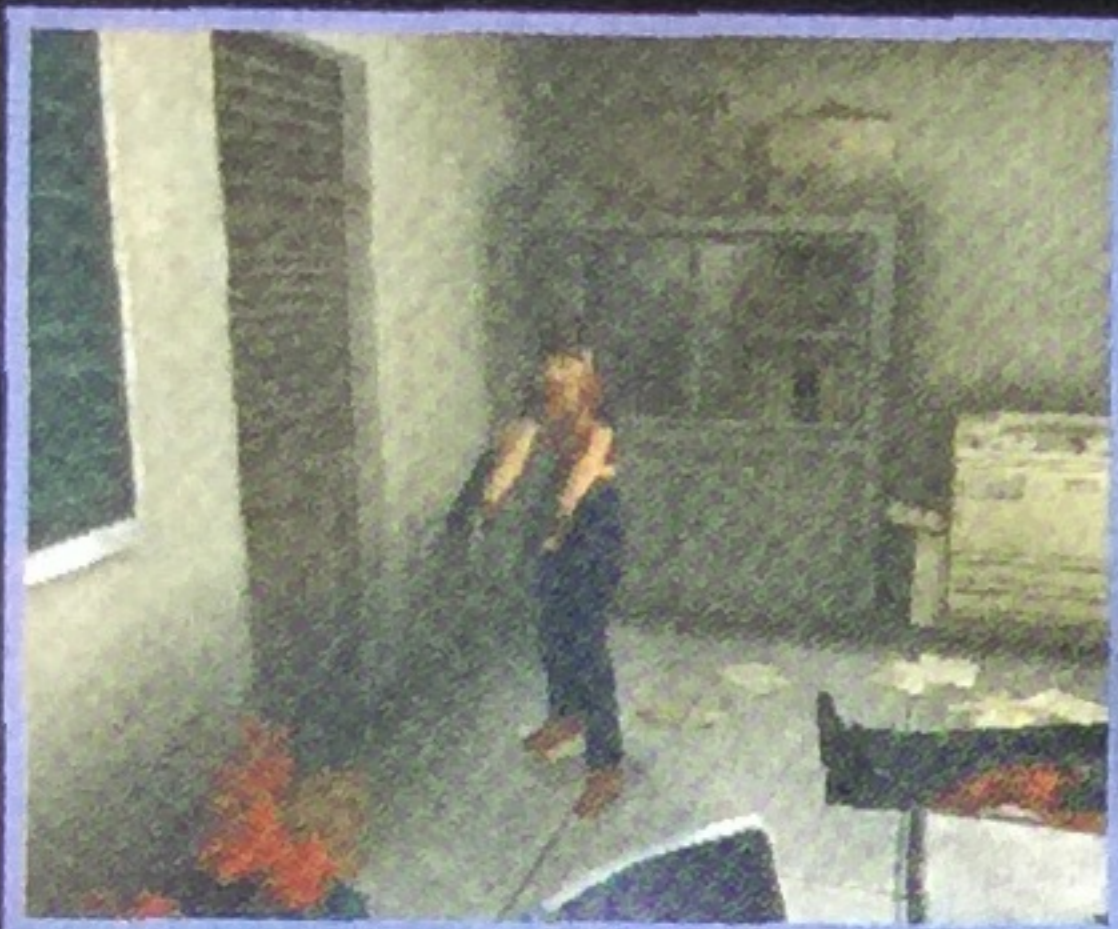
When you think your weapon is about to run out, reload manually like this:

- Enter your inventory
- Select the weapon you're using and press the action button
- Select "Combine" and press the action button
- Select the ammo box and press the action button

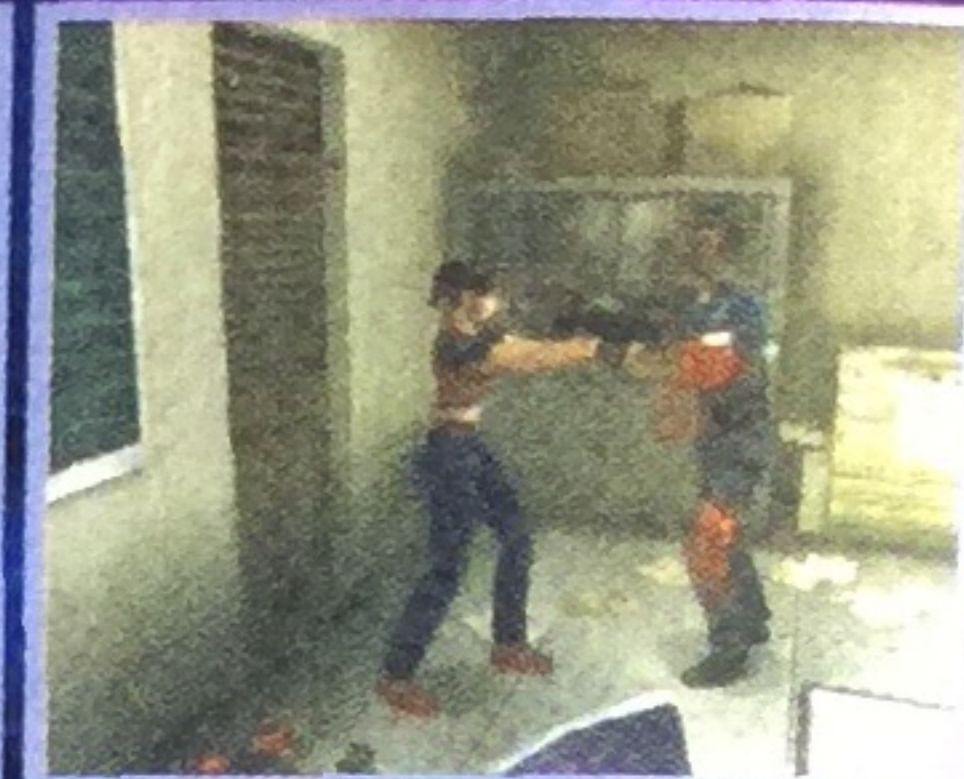
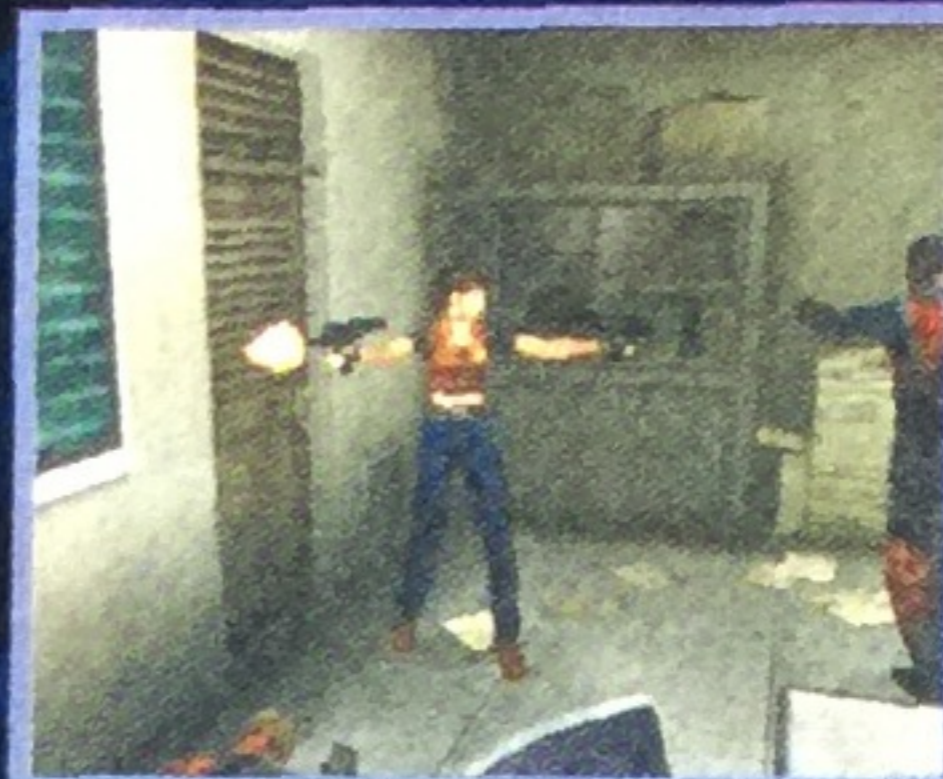
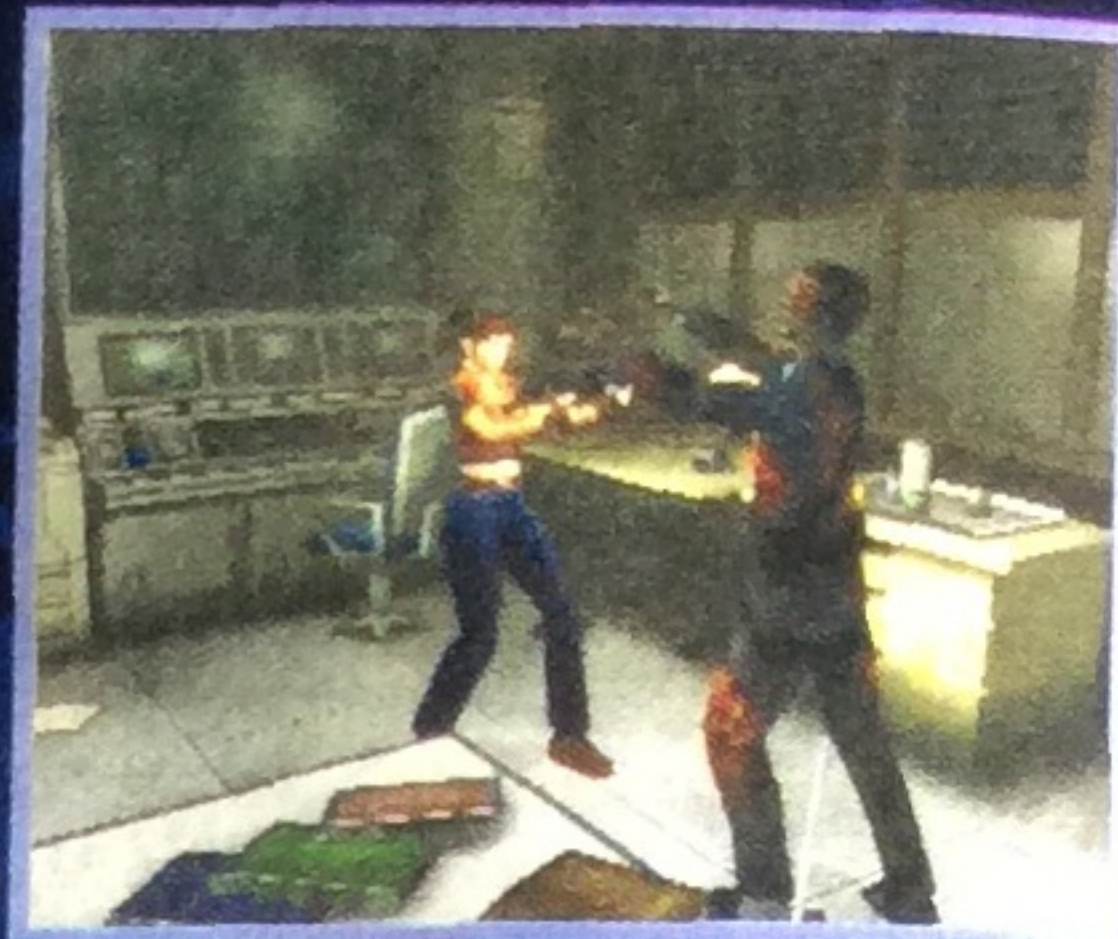
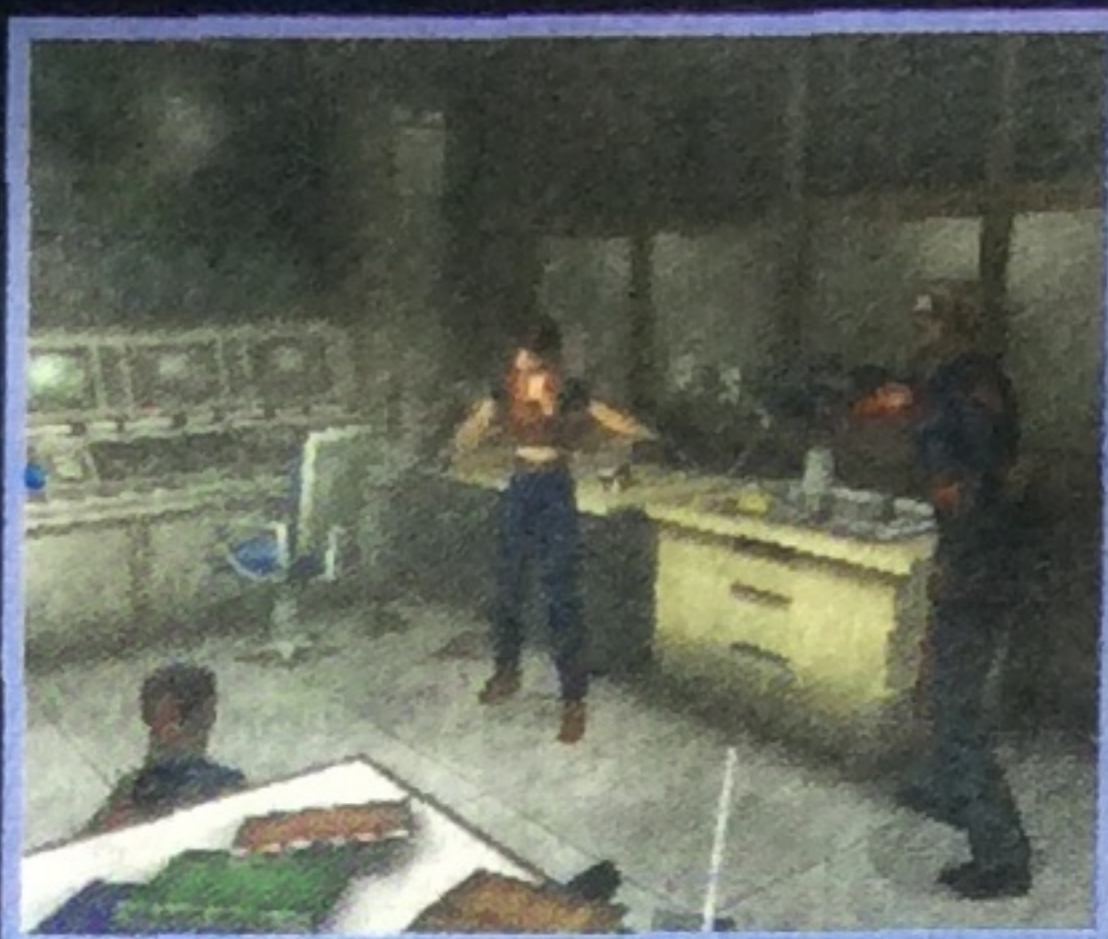


## TAKING CAREFUL AIM

When faced with a bloodthirsty creature and a brick wall, your characters know to shoot the zombie and not the wall. So, when you have a weapon equipped and a monster is after you, simply press **[R1]** to make your character target the closest monster. Sometimes the closest monster isn't the biggest threat, though. Make adjustments when you need to by re-aiming with the Target Lock feature.



Flying monsters and creatures low to the ground are a pain, because your character always aims from shoulder level. If a monster is lower or higher than your character's shoulder, you won't hit it without manually adjusting your aim (by holding **↓** or **↑**).



### TIP

If you're targeting a moving creature, hold **[R1]**, and keep tapping **[L1]** to continuously re-aim and fire accurately.

The Target Lock feature lets you target an enemy. While holding **[R1]** to aim, tap **[L1]** to make your character lock on to the nearest creature. Tap **[L1]** again to switch to a new target. Learn to use this feature immediately. Additionally, when you're armed with two guns at once, you can use **[L1]** to train the guns on one enemy or two enemies at once.

### NOTE



If you're using a weapon with a telescopic sight, engage the sight with **[R1]**, and zoom in and out with **[L1]**.

## FIRST AID SPRAY AND HERBS

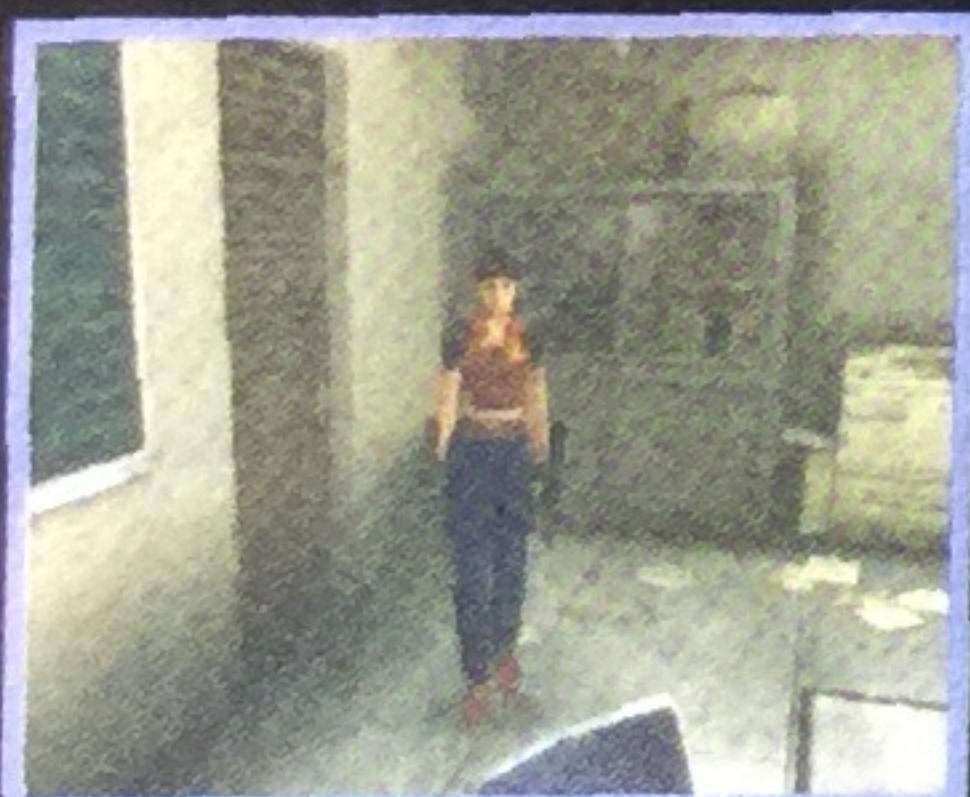
You can monitor your characters' Health in two ways: checking the Health meter in your inventory, and observing how wounded the character looks.

There are several levels of Health in your inventory:

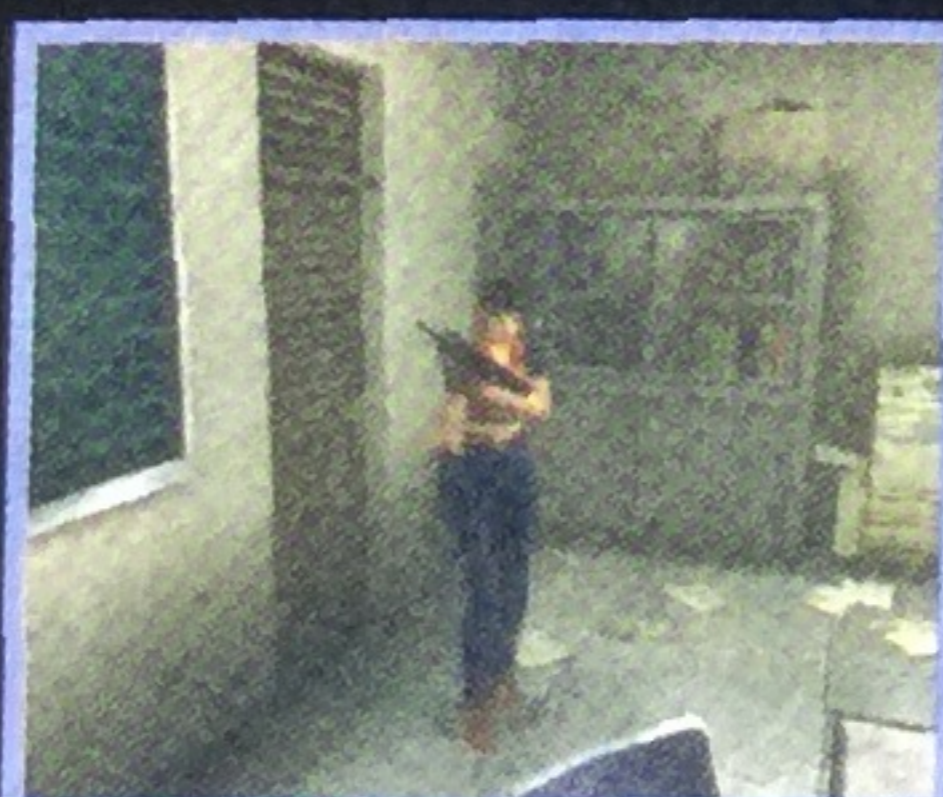
- Fine – green readout
- Caution – yellow readout
- Caution – orange readout
- Danger – red readout
- Poisoned – purple readout



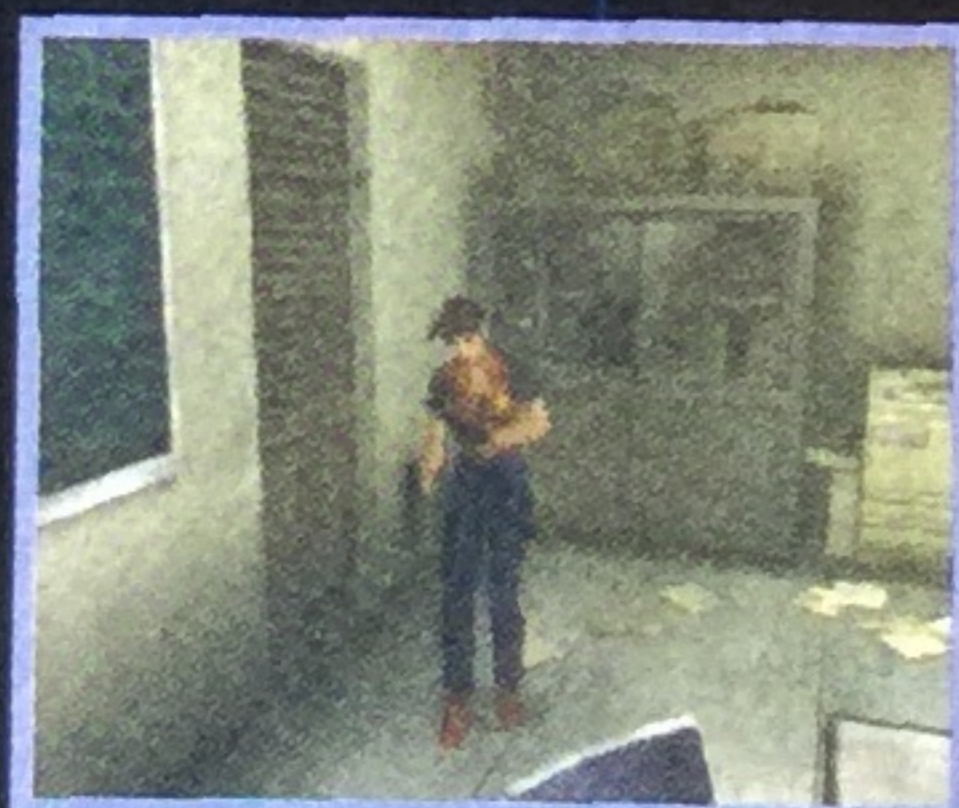
Heal your character when he or she enters the orange Caution status or Danger status.



In this example, our character is healthy, walking upright, and at Fine status.



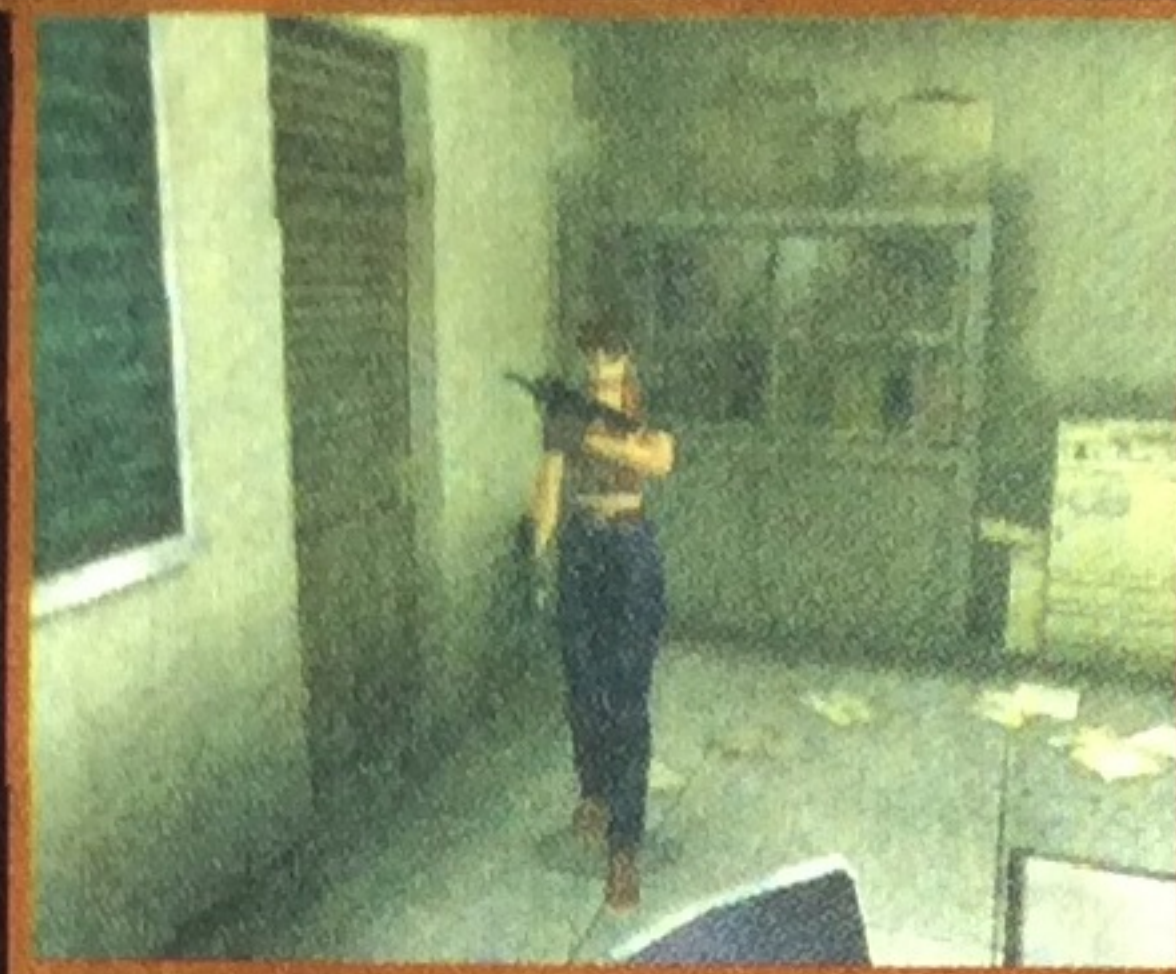
After two or three attacks, the character's posture changes – the clutching of the right shoulder and slight stoop indicate a Caution status. Think about healing.



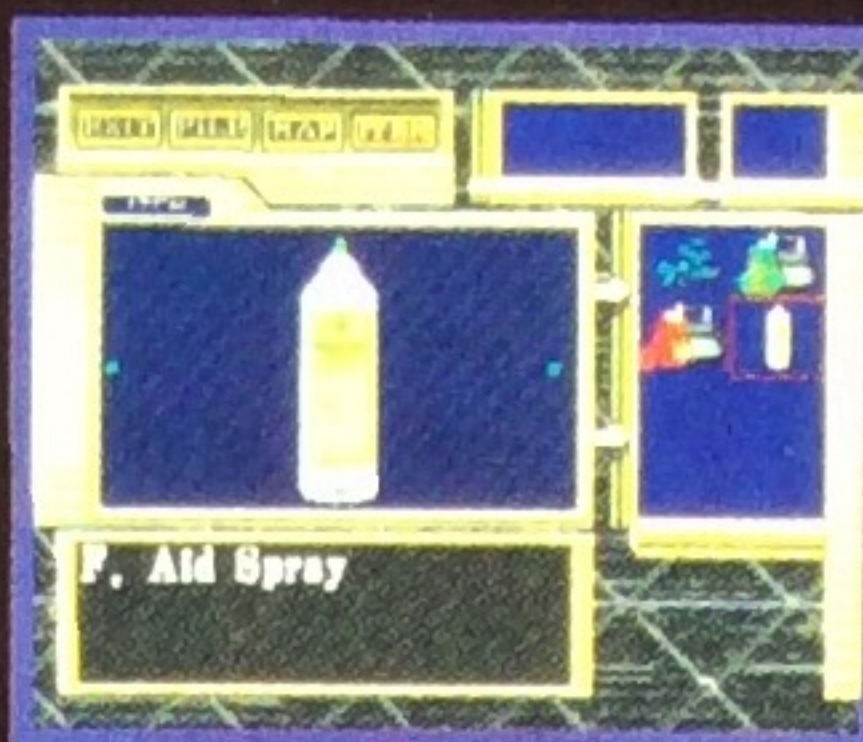
The final posture before the dead one is this – the character can hardly stand, and drags one foot behind the other. Heal immediately!

**TIP**

If you're poisoned, you immediately stoop and clutch your shoulder, and you'll slowly lose Health until you reach the Danger level. Locate a Blue Herb immediately.



**HEALING ITEMS**



**Item:** First Aid Spray  
**Notes:** A canister that completely restores Health from any level, and cures poison.



**Item:** Green Herb  
**Notes:** A leafy fern with amazing healing properties, usually found in a terra cotta pot. When ingested, it restores 25 percent of total Health.



**Item:** Blue Herb  
**Notes:** A blue leafy fern that acts as a poison antidote, usually found in a terra cotta pot.



**Item:** Red Herb  
**Notes:** A red leafy fern with no healing properties on its own, but when combined with a Green Herb it becomes a potent cure. It's usually found in a terra cotta pot.



**Item:** Herb Mixture  
**Notes:** A mixture of two or three Herbs chopped into a powder. More potent than stand-alone Herbs, it comes in a variety of colored piles.

All Herbs can be mixed, either with another of the same kind or with other Herbs. The results vary a bit, but they all help your character reach the peak of Health. The following chart summarizes the mixing options.

**TIP**

Save your Herbs! Unless you're in dire need, hang onto them until you can mix potent powders. Try not to use single Green Herbs. If you're poisoned, though, use a Blue Herb as soon as you can.

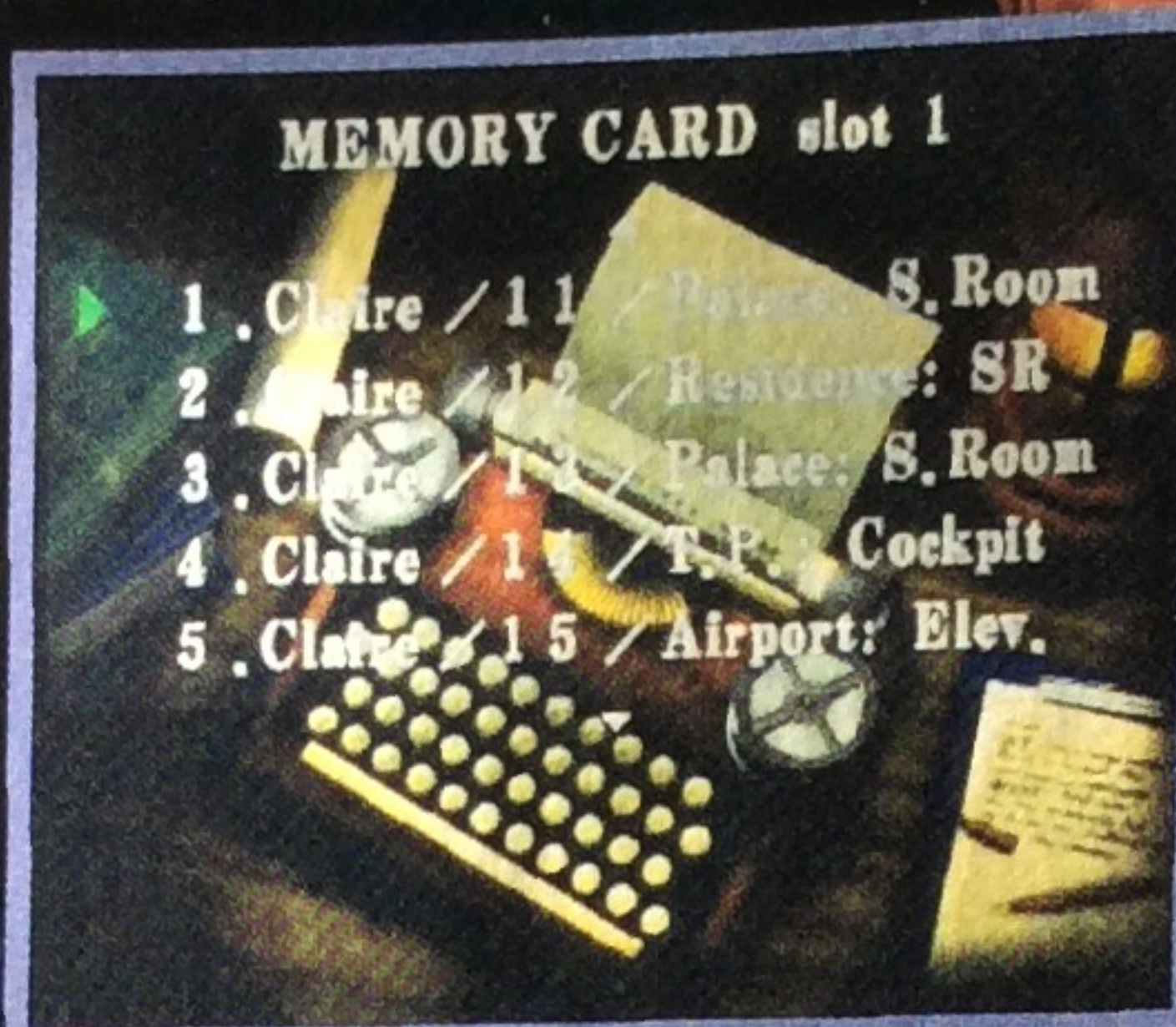
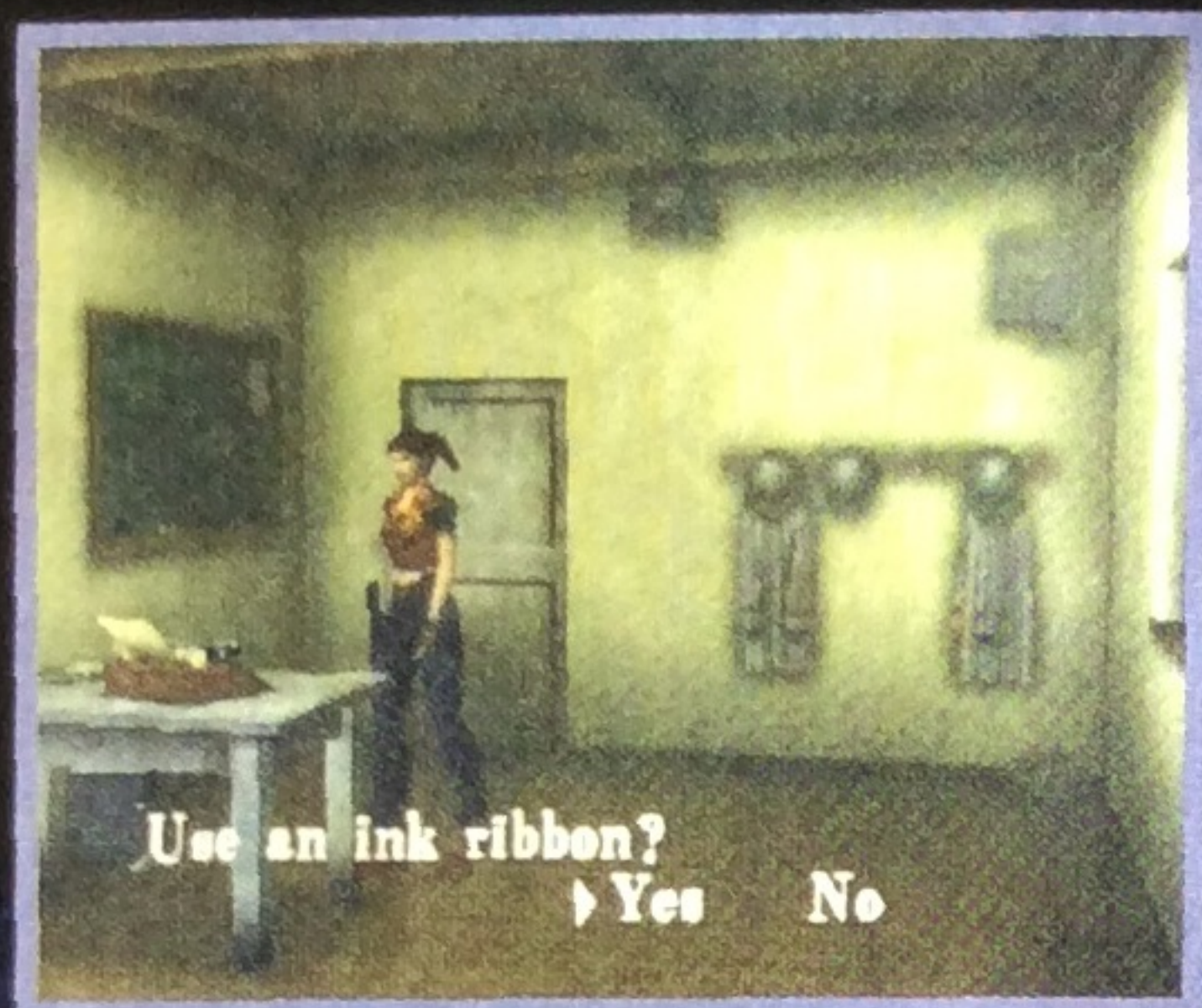
**HEALING ITEMS**

First Herb	Second Herb	Third Herb	Result	Notes
Green Herb	Green Herb	-	Mixed Herb powder	Restores 50% of total Health
Green Herb	Blue Herb	-	Mixed Herb powder	Restores 25% of total Health and heals poison
Green Herb	Red Herb	-	Mixed Herb powder	Restores 75-100% of total Health
Green Herb	Green Herb	Green Herb	Mixed Herb powder	Restores 100% of total Health
Green Herb	Green Herb	Blue Herb	Mixed Herb powder	Restores 50-75% of total Health and heals poison
Green Herb	Blue Herb	Red Herb	Mixed Herb powder	Restores 100% of total Health and heals poison



## SAVING YOUR PROGRESS AND STORING ITEMS

Veterans are familiar with the save system of *Resident Evil*. In certain rooms throughout the game, you'll find old-fashioned Typewriters. Usually, there are three Ink Ribbons next to it. To save your game, simply walk up to the Typewriter and press the action button. If you have an Ink Ribbon in your inventory, you'll be asked if you want to save the game. If you don't have an Ink Ribbon, you can't save, so keep Ink Ribbons handy.



The Item Box is a large chest that holds as many items as you can find. Item Boxes are useful for storing objects you don't need any more (such as spent weapons), or devices you don't know how to use or don't have room for in your inventory. When you enter a different Save Room with another Item Box, you can secure any of the items you dropped off before. It's like magic!



## CAUTION!

Each time you save, re-try after being killed, or use a First Aid Spray, your end-of-game ranking is negatively affected.

# BESTIARY

## LESSER ENTITIES

Rockfort Island and beyond contains more infected mutations than you'll find in Raccoon City – all of the island's workers, military personnel, prisoners, and genetic experiments have been dosed with the T-Virus, and are hunting down fresh meat, hoping for a quick death as the T-Virus mutates. We detail each critter's attacks and tell you what strategies and gunfire you need to topple them.

If you haven't played through the game yet, and do not wish to know the strengths and weaknesses of the foes you face, skip this section.



### ALBINOID JUVENILE

**Description:** The results of splicing the T-Virus into salamander genes. Quick, ground-based, slithering creatures.

**Strengths:** Quick and nimble, move in packs, damaging attack in a group.

**Weaknesses:** Easily avoided, weak constitution.

**Attack:** Emits electrical discharge if touched.

**Notes:** Plant Handgun shots into Albinoids until they group together and chase you. Then run for a doorway. Albinoid Juveniles only inhabit one room in the Facility.



### ANT

**Description:** Thousands of winged Ants emerge from a gigantic ant hill. They're slowly dying because their queen has passed away.

**Strengths:** The sheer number of them.

**Weaknesses:** Very little damage in their attack.

**Attack:** A tiny bite from those on the ground.

**Notes:** Winged Ants litter the walls and floor of a catwalk deep in enemy territory. There's no way to avoid the Ants' bites, and there are too many to step on – the only way to take them down. Run on by.



### BANDERSNATCH

**Description:** A new prototype BOW entity, seven feet tall, hunched, and skeletal with tough flapping skin and a huge elongated arm.

**Strengths:** Quick attacks, vicious at close quarters.

**Weaknesses:** Weak at a distance. Slow-walking and sometimes slow to react and turn.

**Attack 1:** Arm stretch and slap. Attacks from around 10 feet away. Causes damage.

**Attack 2:** Wall grab. The Bandersnatch stretches its arm, grabs a wall, and pulls itself nearer to you.

**Attack 3:** Head grab. The Bandersnatch grabs your head, and wrenches it about. Check Health after this close attack.

**Attack 4:** Head grab and dangle. The Bandersnatch picks you up by the head, and thrashes until you die.

**Notes:** The Bandersnatch can extend and contract its single arm. Simply run and dodge past a Bandersnatch, or unload from a distance. At close quarters, grenades are the best option.



### BAT

**Description:** Large Bats nestled in a group, usually hanging from the ceiling until disturbed. They attack as a unit.

**Strengths:** Difficult to hit, airborne.

**Weaknesses:** Light-sensitive. Attack does little damage.

**Attack:** A clamping jaw to the top of the head.

**Notes:** Bats are mostly harmless creatures, and you can use your Lighter to avoid being attacked. If you wish to attack the Bats, look up and swipe with the Combat Knife, or constantly re-aim with a small firearm.



## BLACK WIDOW

**Description:** A huge spider with a giant egg sac. Determined to poison and smother you.  
**Strengths:** Strong, poisonous, can attack from floor or ceiling. Can still attack after egg sac is destroyed. Attack in pairs.  
**Weaknesses:** Susceptible to grenades, easy to dodge.  
**Attack 1:** Rising onto its back feet, it sprays a poisonous acid.  
**Attack 2:** Grabs the victim with its feet, smothering him or her.  
**Attack 3:** Kicks swiftly with its front feet, knocking the victim backward.  
**Notes:** If you have the Grenade Launcher equipped, blast these creatures until they explode. Otherwise, run past them. Their bite and spray can be poisonous, so it is best to avoid Black Widows. After absorbing damage, the Black Widow's egg sac bursts, but the spider can still attack. Sometimes smaller spiders emerge. Black Widows always attack in pairs.



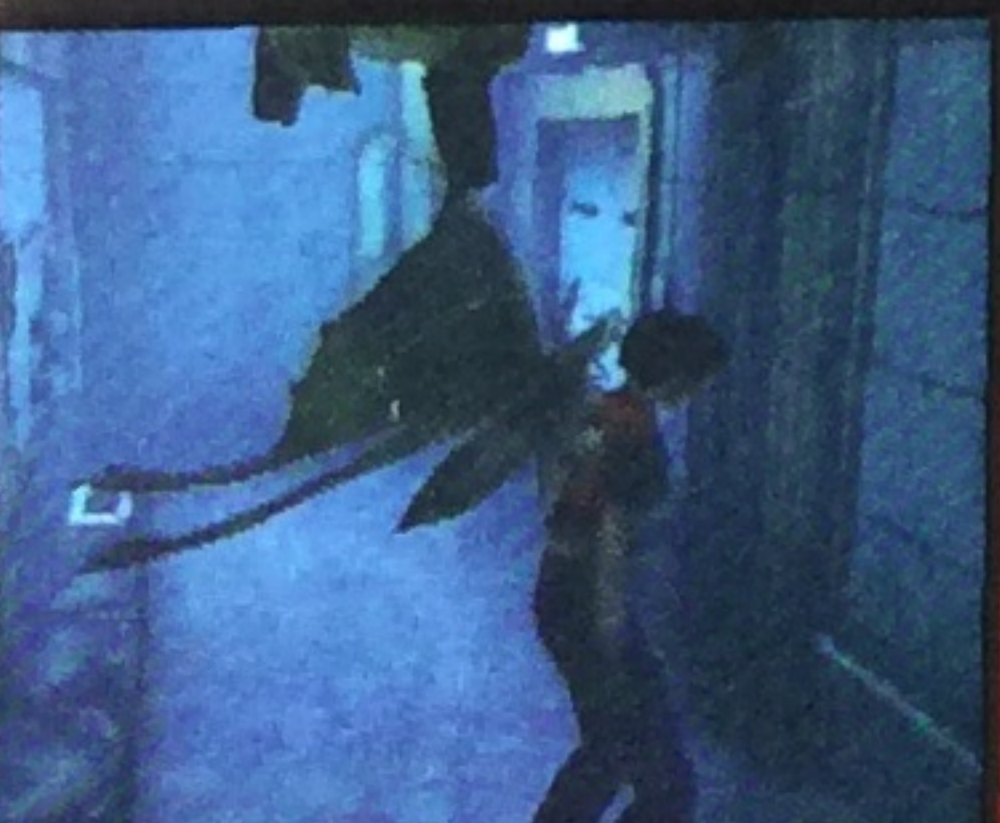
## GIANT MOTH

**Description:** A large moth feasting on the remains of dead Umbrella workers and laying eggs in the workers' bodies.  
**Strengths:** Sometimes difficult to hit, very poisonous.  
**Weaknesses:** Exceptionally weak. Does light damage.  
**Attack 1:** Emits a cloud of poisonous mist that knocks the victim back and usually poisons.  
**Attack 2:** Landing on the victim's back, the moth plants a Parasite Cocoon.  
**Attack 3:** Swooping down, the moth executes a quick (and usually poison-filled) bite.  
**Notes:** Unintelligent and highly annoying, the Giant Moth is very poisonous, and hard to aim and shoot at. To attack, target, then keep re-aiming with [L1] and firing your Bow Gun. One shot kills, but moths reappear if you leave their lair and return. Fortunately, a Blue Herb is always nearby. The best defense is to run quickly to the exit.



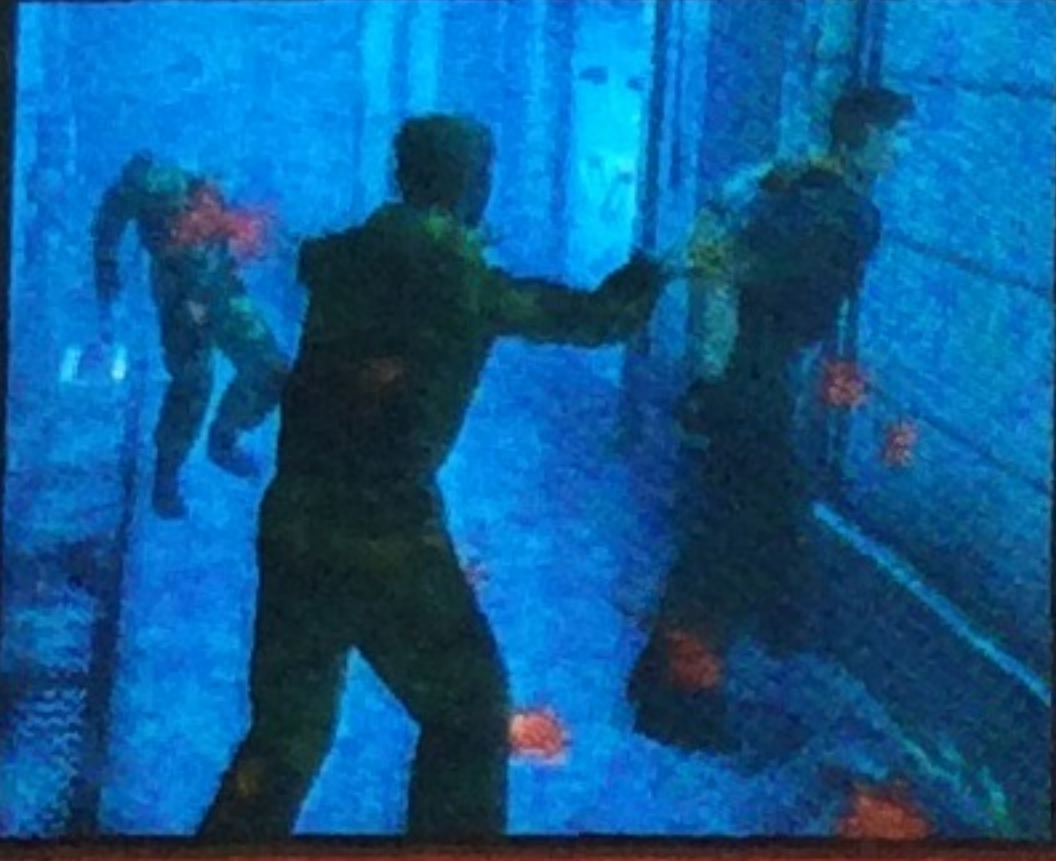
## HUNTER

**Description:** A large, muscular, man-sized beast with thick dark green scales and a lizard face. Its hunched posture hides its true height. Armed with two huge claws.  
**Strengths:** Fast, nimble, and relentless. Damage is severe.  
**Weaknesses:** Sometimes slow to respond. Susceptible to Shotgun fire.  
**Attack 1:** A clawing swipe, knocking the victim back and causing a reasonable amount of damage.  
**Attack 2:** A leaping claw swipe, hugely damaging and very difficult to dodge.  
**Notes:** Created by Umbrella as simple killing machines, Hunters are quick and deadly. Their arrival is usually announced by a Spotter. They attack without mercy, and are very difficult to react to. Usually, running to a door is the best way out of combat. Alternatively, Shotgun blasts knock them back, allowing you to run in and blast again and again. Their leaping claw is awesomely powerful. Shoot them out of the air to avoid a terrible mauling. Hunters are stronger in wide areas, where they can turn and ambush you. Coax them into narrow spaces and bring out the boomstick.



## MOTH COCOON

**Description:** A small cocoon that a Giant Moth places on the back of the squirming victim. The cocoon hatches and attempts to burrow into the victim's neck.  
**Strengths:** Impossible to knock off until it attacks. Annoying and poisonous.  
**Weaknesses:** Weak, automatically dies when attacks.  
**Attack:** The Parasite inside the cocoon attempts to burrow into the victim's neck, possibly poisoning the victim before being thrown to the ground.  
**Notes:** Up to three cocoons can be laid on your character's back, and they usually hatch when you exit the Giant Moth's lair (where there's not likely to be a Blue Herb). If you're carrying a Parasite, hope your character throws it off without it biting – if you see blood flying from your neck, bring out the Blue Herbs.



## PARASITE

**Description:** A large fleshy growth that bursts from a zombie's chest and latches onto the victim's back.

**Strengths:** Impossible to knock off until it attacks. Annoying and poisonous.

**Weaknesses:** Weak, automatically dies when attacks.

**Attack 1:** The Parasite attempts to burrow into the victim's neck, possibly poisoning the victim before being thrown to the ground.

**Notes:** When the cocoons burst, they sometimes leave their host's chest cavity and land on your back. Once the Parasite is locked onto you, you must wait for it to attack before throwing it off. It is poisonous and more damaging than the cocoon. Down the zombies carrying the Parasite from range to avoid becoming a new host.



## SMALL SPIDER

**Description:** Dozens of tiny spiders emerge from the egg sac of the Black Widow.

**Strengths:** Dozens of them; swarm mentality.

**Weaknesses:** Very little damage in their attack.

**Attack:** A tiny bite from those on the ground.

**Notes:** Just like Ants, these Small Spiders scurry about the floor, biting you. However, they tend to head straight for you, and their bites can be poisonous. There are dozens of them to step on – the only way to take them down. Run around them and exit quickly.



## SPOTTER

**Description:** A mobile camera equipped with beam technology radar. It acts as an early warning system.

**Strengths:** All-terrain

**Weaknesses:** Does not attack. Radar beam is limited. Does not sweep constantly.

**Attack:** None – summons Hunters or Seekers to your location.

**Notes:** Activated by Albert Wesker, this scout vehicle can traverse walls, floors, and ceilings, usually stopping just above doorways to conduct a radar sweep. A narrow cone of light emanates from its camera, and humans set off an alarm, instantly summoning a Hunter or a Seeker. These are easy to avoid – simply run under the Spotter when it finishes one sweep and is about to start another, then dash under when the cone disappears.



## SWEEPER

**Description:** A large, muscular, man-sized beast with thick mottled green and purple scales and a lizard face. Its hunched posture hides its true height. Armed with two huge claws.

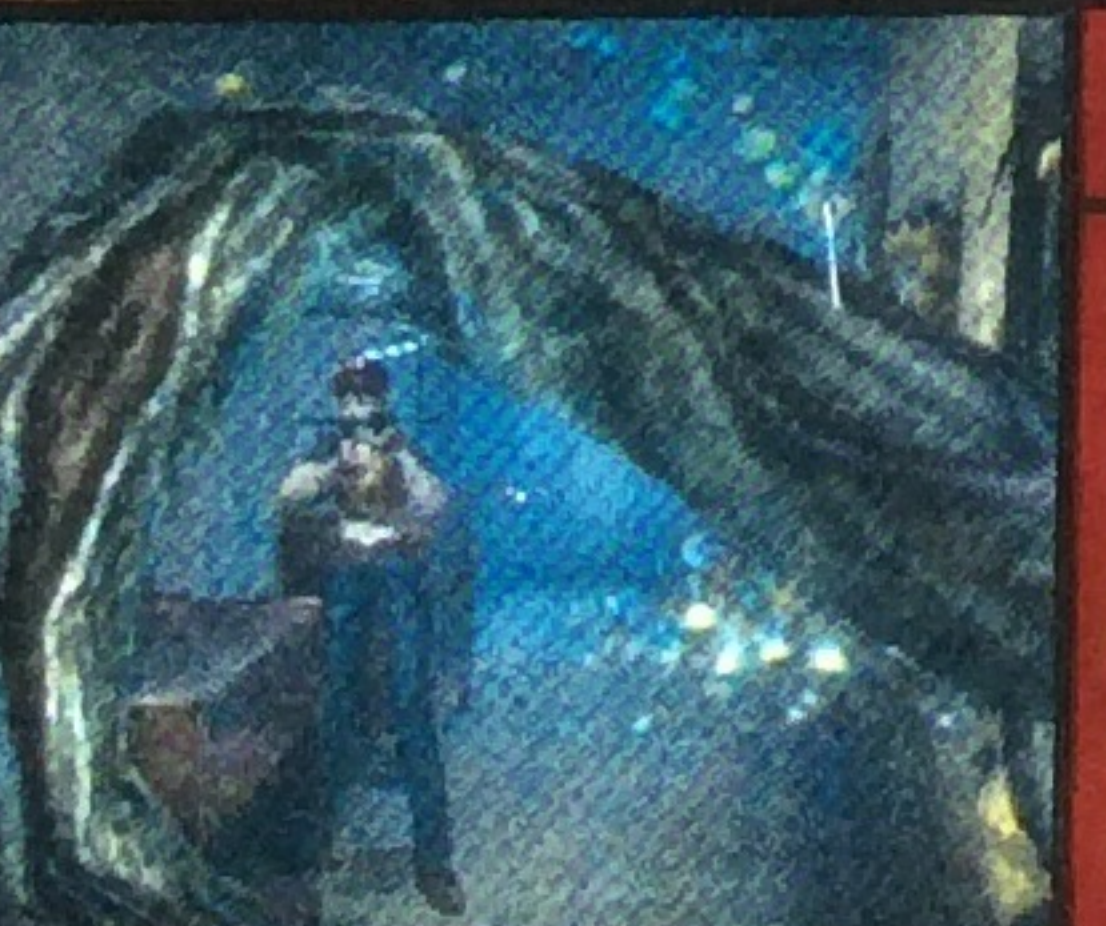
**Strengths:** Fast, nimble, poisonous, and relentless. Damage is severe.

**Weaknesses:** Sometimes slow to respond. Susceptible to Shotgun fire.

**Attack 1:** A clawing swipe, knocking the victim back and causing a reasonable amount of damage

**Attack 2:** A leaping claw swipe, hugely damaging and very difficult to dodge.

**Notes:** The poisonous cousins of the Hunter, Seekers are even more deadly in combat because their claws carry poison. Running to a door is the best means of escape, and grenades or Shotgun Shells are the preferred ammunition against Sweepers. Attack as the Sweeper is retreating to a narrow corridor or room so it can only attack from one side.



## TENTACLE

**Description:** A gigantic green pulsating tentacle pokes out of a hole in the wall, and thrashes wildly.

**Strengths:** Element of surprise; blocks progress. This creature must be killed.

**Weaknesses:** Weak, very limited range.

**Attack 1:** A single whipping thrash that knocks the victim back.

**Notes:** Although Tentacles are frightening, they succumb to less than 20 Arrows. When you encounter one, simply back out of its range, and if you need to proceed past a Tentacle, bring out the Bow Gun and fire until it recedes back into the wall it burst through.



## ZOMBIE

**Description:** A shambling rotting human brimming with the T-Virus, wandering in search of fresh flesh.

**Strengths:** Relentless. Groups are difficult to kill.

**Weaknesses:** Slow and shambling, individuals are easy to kill.

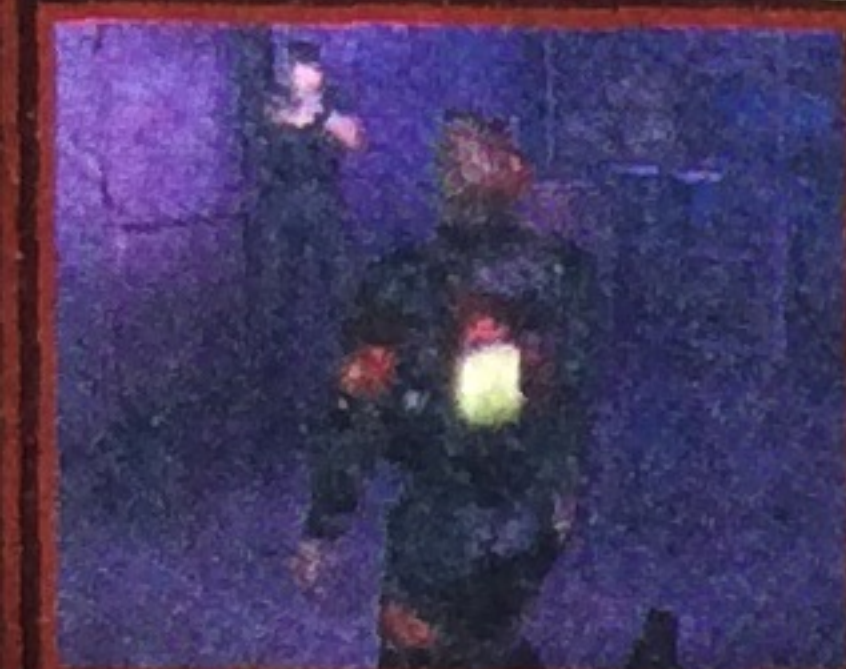
**Attack 1:** The zombie grabs the victim, clamps its rotting jaw down on the victim's neck, and bites.

**Attack 2:** Some zombies vomit projectile acidic bile when they are close but cannot grab the victim.

**Attack 3:** If pushed to the ground, some zombies may lie still, grab the feet of the victim, and bite down hard.

**Notes:** All seven types of zombies act similarly – they shuffle mindlessly toward you. Two knife swipes to the knee brings down a zombie, after which you can finish the job or run. Handgun or Bow Gun fire works just as well. When encountering a room of zombies, pick off one at a time. Zombies later in the game charge, so dodge them or down them immediately.

## KNOW YOUR UNDEAD



**Bomb zombie.** A Wesker Subordinate with explosives attached to its back. If hit by a gun or attacked from behind, the zombie explodes in a huge ball of fire, which is very damaging to those nearby.



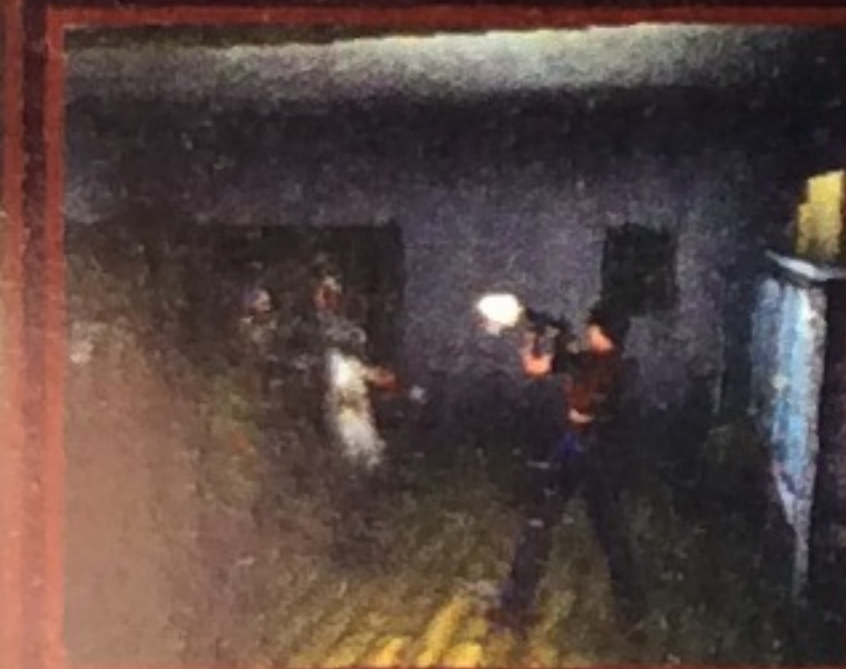
**Graveyard zombies** are the T-Virus-infused remains of island workers or prisoners. They're naked and gray, and their decomposition leaves them weak – they fall to two or three bullets.



**Policeman zombies** are clad in dark blue, and usually roam the interiors of buildings.



**Prisoner zombies** wear green fatigues, and exist in regular and more rotund varieties.



**Researcher zombie.** This was once the island's medical practitioner, and is particularly unrelenting, requiring double the ammunition to take down.



**Soldier zombies** are clad in Umbrella uniforms, and are usually sporting short army-regulation haircuts.



**Worker zombies** are the remains of Umbrella transport employees, and they wear hardhats and dungarees.



**Wesker Subordinate.** These zombies appear late in the game, and are tough. They may use special equipment (such as goggles), and they sometimes charge their prey.



## ZOMBIE DOG (CERBERUS)

**Description:** A Doberman pinscher, resurrected from the dead with exposed bone and sinew, but still vicious.

**Strengths:** Continuous harassment, quick.

**Weaknesses:** Weak, easy to avoid. Cannot climb more than three steps.

**Attack 1:** A jumping bite that knocks the victim back, stunning him momentarily.

**Attack 2:** Jaws clamp onto the victim's arm, and the dog wrestles until it is punched off.

**Notes:** Launching an ambush or hunting in packs of two or three, the Zombie Dog (or Cerberus), though unable to take many hits, is very cunning. It can circle you, attacking from behind while another leaps at you from the front. However, simply walking into combat with your M-100Ps aimed at one or two hounds usually does the trick. Knifing Zombie Dogs also works, but only after they've been knocked onto the floor using more powerful weapons. If you decide to run instead of fight, run in a zigzag pattern.

## GREATER ENTITIES

You encounter seven grotesque and powerful beasts in your journeys. These are the greater entities – Umbrella's favored subjects.

## WARNING! REVEALING INFORMATION!

These elder fiends reveal some of the most suspenseful aspects of this game. If you want to discover the game's secrets by yourself, don't read this section. Comprehensive strategy for defeating each of these greater entities is included in the walkthrough section.



### ALBINOID ADULT

A fully-grown specimen of the Albinoid Juvenile is a fearsome creature, able to survive in shallow water, and launch electrical attacks without being harmed. It stays in the water, allowing land-based attacks to eventually defeat it. But step into an Albinoid's pool, and prepare for the shock of your life. Chris encounters the Albinoid Adult.



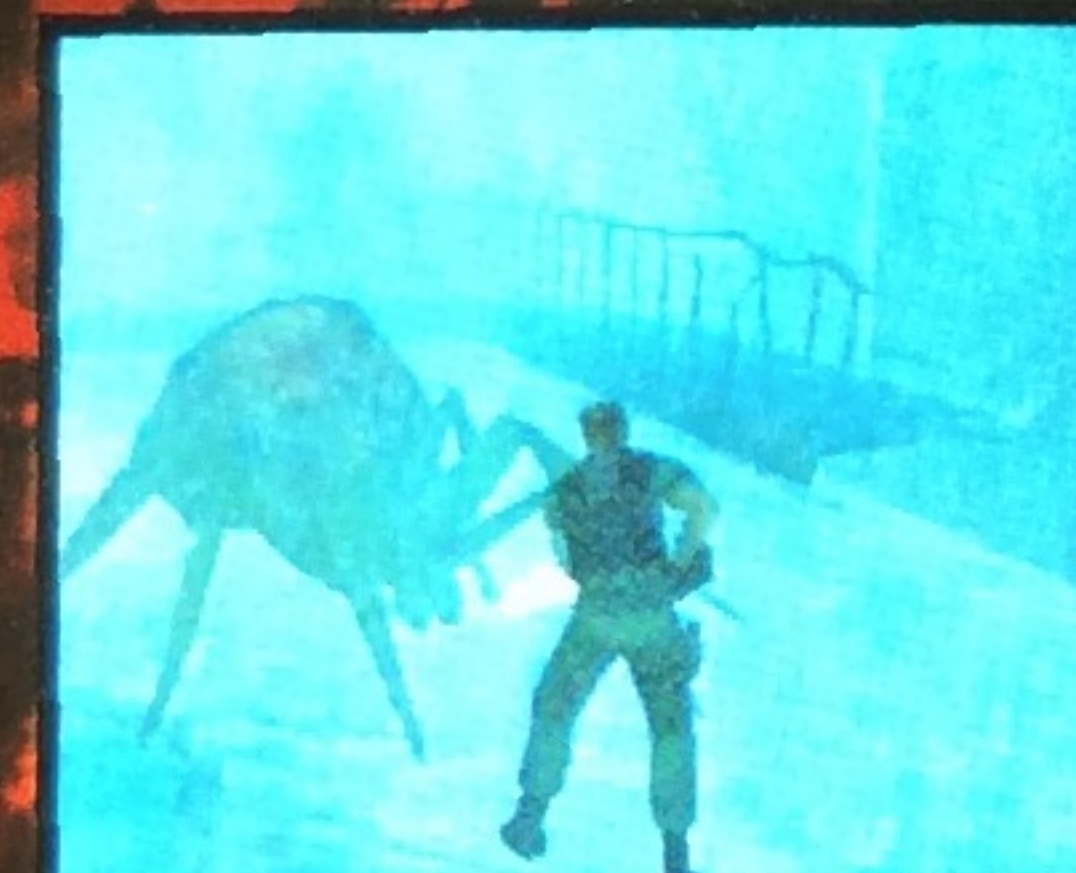
### ALEXIA FORM II

The most grotesque form of all, Alexia morphs into a gigantic sac of tendrils, birthing parasites and lashing out with spiny inhuman arms. Blasting shot after shot into her fleshy underbelly is the only way to rip her from her blob body. Chris faces this insidious mutation.



### ALEXIA FORM III

Alexia's final form is part winged dragonfly, part fire-throwing scorpion – a horrific mish-mash of animal and human parts. Exceptionally difficult to take down from her hovering vantage point, she throws clusters of fire on the ground before flitting about. Chris must secure a serious weapon to clip this beast's wings.



### GIANT BLACK WIDOW

A gigantic (and pregnant) Black Widow with the same nasty temperament as its smaller cousins, this arachnid is controlled by a pulsing pustule on its rear end. It attacks with acidic spray and smothering, flicking attacks. Fortunately, when Chris encounters it, he can simply avoid it by running.



### GULP WORM

A gigantic, genetically modified worm full of T-Virus turns into an earthquake-making slug of terror! When it feels footsteps, the beast tunnels out of the ground, rearing up to knock a victim over or grab him in its mouth – hence its name. Though easy to run from, it requires automatic weapons to fell. Claire and Chris encounter the Gulp Worm, but only Chris can kill it.



### NOSFERATU

A bizarre experiment on an Ashford family member has yielded terrible results. Hidden deep within an Antarctic base, this deviant is blind and bound, but attacks with four mutated tendril arms and emits clouds of poison gas. Its exposed chest cavity is a weak spot. Claire encounters Nosferatu.



### STEVE MONSTER

Claire Redfield's cocky *confidante* feels the wrath of Alexia Ashford, and the results are deplorable. A massive green hulking beast with spines, the Steve Monster carries a massive battle axe, and is impervious to gunfire. He can only charge forth and hack. Claire encounters the Steve Monster.



### TYRANT

A genetically enhanced human male injected with pure T-Virus and mass-produced by Umbrella on Rockfort Island. It slowly strides into combat, then a sudden burst of speed announces its brutal spiked punch or pounding. Claire encounters the Tyrant twice.



# WEAPONS & AMMUNITION

When you're wandering a remote island brimming with walking corpses and mutations dripping flesh and brandishing sharp claws, you need a vast array of weapons. Fortunately, this Umbrella facility has a number of weapons lying around, along with ammunition. Read on to learn how to best use each weapon.

## TIP

*Conserving ammo is incredibly important in CODE: Veronica. You need the most powerful weapons when meeting your most powerful foes. That means don't empty the Assault Rifle on Zombie Dogs. Of course, you have to weigh conserving ammo against staying healthy – a delicate balance.*

### ASSAULT RIFLE (AK47)

**Location:** Antarctic Transport Terminal B2F

**Firing Capacity:** 100 seconds of fire

**Ammunition:** Assault Rifle Bullets

**Shots Before Reload:** Reload after any ammo expenditure

**Use On:** Zombies, Gulp Worm

**Notes:** The Assault Rifle takes up two inventory spaces, and fires a continuous burst that can cut down zombies in seconds. When Claire locates this weapon, she should store it in an Item Box for Chris. This way, Chris has a high-powered weapon to tackle the Gulp Worm. After this, Chris can bring out the Assault Rifle when you need to cut down groups of zombies. This weapon doesn't blow beasts backwards, so don't use it against Black Widows or Hunters.



### ASSAULT RIFLE BULLETS

**Location:** Military Training Facility B1F

**Notes:** Each clip provides 50 percent more ammunition (another 50 seconds of constant fire). Use it any time the Assault Rifle is at less than 100 percent – any surplus bullets are kept in the clip, ready to be used when you need to reload again.



### BOW GUN

**Location:** Military Training Facility 2F

**Firing Capacity:** Infinite (one arrow per firing)

**Ammunition:** Bow Gun Arrows, Gun Powder Arrows

**Shots Before Reload:** Reload after any ammo expenditure

**Use On:** No reloads

**Notes:** It takes roughly two Arrows to do the damage of one 9mm bullet, so use the Bow Gun when you're conserving bullets or you've left the M-100Ps in an Item Box. The Arrows stick in the enemies, creating a pin-cushion effect. Hammer the fire button when targeting; this gun can launch around four Arrows a second – you'll need around 12 to take down a single zombie! Use the Bow Gun at the beginning of your adventure, and take advantage of not needing to reload. You can combine all of your Arrows with the Bow Gun, freeing up an inventory space.



### BOW GUN ARROWS

**Location:** Various

**Notes:** A quiver of 30 Arrows for the Bow Gun. Can be left in a quiver or combined to free an inventory space, and can be separated again. There are plenty of Bow Gun Arrows.



### BOW GUN POWDER

**Location:** Various

**Notes:** Small box of gun powder. When combined with Bow Gun Arrows, Gun Powder Arrows result. Each box of Bow Gun Powder makes 10 Gun Powder Arrows. Use them in the Transport Plane and in Antarctic Transport Terminal 1F.





## GUN POWDER ARROWS

**Location:** Various

**Used In:** Transport Plane, Antarctic Transport Terminal 1F

**Notes:** When loaded into the Bow Gun, regular Arrows are swapped for Gun Powder Arrows. These fire at the same fast rate as normal arrows, but are hugely damaging, taking a zombie down in a single shot. It is *imperative* that they are saved for a confrontation with an unleashed Tyrant, and optionally, a beast called Nosferatu, as this ammunition is very scarce. Remember you need 30 Arrows to make the Gun Powder Arrows from the three Bow Gun Powder boxes you find!



## COMBAT KNIFE

**Location:** Starting weapon for both Claire and Chris, found in Antarctic Transport Terminal B4F

**Attack Rate:** One slice per second

**Ammunition:** Bow Gun Arrows, Gun Powder Arrows

**Shots Before Reload:** Reload after any ammo expenditure

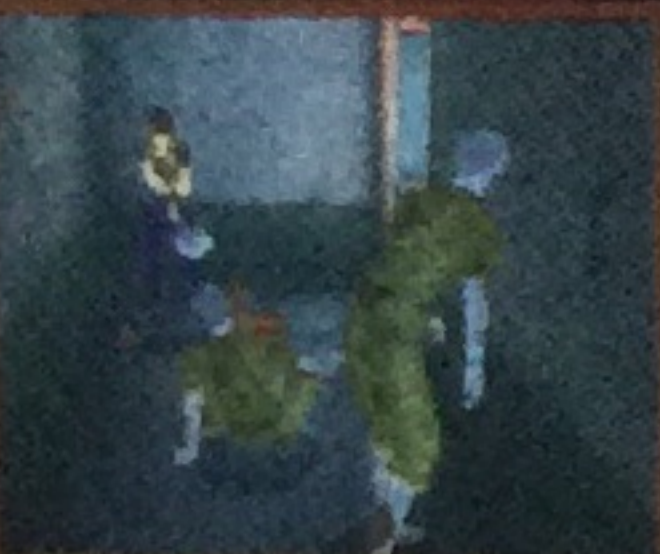
**Use On:** Zombies, Bats, downed enemies

**Notes:** The Combat Knife is the barest necessity for survival. It's more powerful than you'd expect, and there's no ammo to limit you. You can slash repeatedly at weaker creatures until they fall, then stoop and stab some more until the enemy is dead. Swipe at the knees of zombies to make them fall, but watch out – it usually takes two slices to fell a zombie, and narrow corridors impede your swing.



## TIP

*Save ammo by becoming proficient with the Combat Knife. If you must use guns, fire until the enemy falls, then run in and finish with downward knife swipes (or simply run past the enemy).*



## GLOCK I7 HANDGUN

**Location:** Chris – starting weapon

**Firing Capacity:** 18 shots

**Ammunition:** Handgun Bullets

**Shots Before Reload:** 18

**Use On:** Zombies, Zombie Dogs, Giant Moths, Tentacles

**Notes:** Chris's standard issue Glock 17 functions like Claire's M93R – it eventually drops slow-moving and weaker creatures. It fires slightly faster than the M93R and has 18 bullets in a clip instead of 15, but you should still use it primarily against slow or weak targets at mid- to far range.

## GLOCK PARTS

**Location:** Military Training Facility B1F

**Notes:** Combine with the Glock to create the Enhanced Handgun.

## ENHANCED HANDGUN

**Location:** Chris – Military Training Facility B1F

**Firing Capacity:** 18 shots

**Ammunition:** Handgun Bullets

**Shots Before Reload:** 18

**Use On:** Zombies, Zombie Dogs, Giant Moths, Tentacles

**Notes:** After locating the Glock Parts, Chris assembles the Enhanced Handgun – a slightly more powerful version of his original Glock. The only difference is the force of the firing chamber. 9-mm bullets can pass through multiple creatures at a time, which is excellent for taking down a line of zombies with fewer bullets than normal, but less impressive than Claire's Custom Handgun. Switch to Claire's Custom Handgun as soon as you can – it is better than the Glock in either form.



## GOLD LUGERS



**Location:** Palace 1F  
**Firing Capacity:** Infinite  
**Ammunition:** None  
**Shots Before Reload:** No reloads  
**Use On:** N/A

**Notes:** You cannot use the Gold Lugers during your expedition, but they do play a role in the game. You must trade a set of Sub Machine Guns to receive these ornate pistols. Then you must slot them into an elaborate door lock. Only Steve Burnside uses these weapons. If you can figure out how to control Steve (this is covered in the Sealed Secrets Section), they are similar to the M-100Ps, but there's one significant difference – if you aim upward at zombies at close range, you can execute a one-shot head-shot kill!

## NOTE



*You can also collect a single Gold Luger in the game, but it cannot be equipped as a weapon under any circumstances.*

## GRENADE LAUNCHER



**Location:** Military Training Facility B1F  
**Firing Capacity:** Infinite (for single type of grenade)  
**Ammunition:** Grenade Rounds, Acid Rounds, BOW Rounds, Flame Rounds  
**Shots Before Reload:** 1

**Use On:** (Grenade Rounds) Groups of zombies, Tyrant, Black Widows; (Acid Rounds) zombies, Black Widows, Tyrant; (BOW Rounds) groups of zombies; (Flame Rounds) Bandersnatches, Hunters, Seekers, Tyrant, Giant Black Widow

**Notes:** The Grenade Launcher is the largest and heaviest weapon in your inventory. Most creatures fall after one or two shots. It comes with six standard Grenade Rounds, and three other varieties can also be loaded. Be aware of your grenade type before you fire. Also be prepared for a second of reloading after each shot – make sure you hit your target, because you're a sitting duck for the second it takes to prime another round. Use the Grenade Launcher in crowded rooms and against Black Widows, Bandersnatches, and Hunters. Save at least 12 rounds for the first battle with the Tyrant.

## GRENADE ROUNDS

**Location:** Various  
**Notes:** A case of six grenades with a gray lid. Each Grenade fires a spread of three projectiles a distance of about ten feet. These are excellent for clearing groups of creatures assaulting you at close range.



## ACID ROUNDS

**Location:** Various  
**Notes:** A case of six Acid Grenades with a yellow lid. When fired, a narrow blast travels to its target and acid explodes on contact, downing a zombie with a single shot. Save Acid Rounds for combat with the Tyrant, or quick-moving creatures in narrow areas.



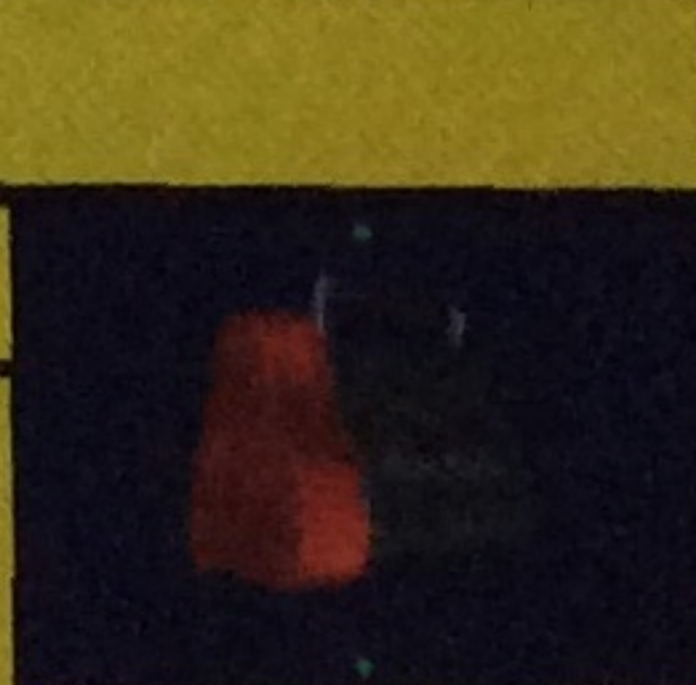
## BOW ROUNDS

**Location:** Various  
**Notes:** A case of three BOW Grenades with a green lid. These are the most entertaining of the grenades, but certainly shouldn't be used on quick-moving creatures or in areas you need to return to. Upon detonation, a cloud of green Anti-BOW gas is released, dropping weaker enemies to the ground. The enemies are only stunned, not killed. Use BOW Rounds only if you need to run by an enemy rather than dispatch them.



## FLAME ROUNDS

**Location:** Various  
**Notes:** A case of six Flame Grenades with a red lid. These are the most devastating grenades, each shot packed with napalm gel that explodes on contact, engulfing an enemy in fire and continuing the damage. Flame Rounds are exceptional against Hunters and Seekers.



## LINEAR LAUNCHER

**Location:** Antarctic Transport Terminal B4F

**Firing Capacity:** Infinite

**Ammunition:** None

**Shots Before Reload:** 1

**Use On:** Alexia Form III

**Notes:** This weapon is utterly devastating. It fires an explosive bolt of energy that instantly kills any creature struck by it. However, it is slow to fire, and can only be aimed from a stationary position, making you vulnerable. Adjust your aim by using [R3] to bring up a HUD, then using the [ANALOG] stick to move the target and [L1] to zoom in and out. Chris Redfield utilizes this weapon in the final battle, although other characters can use it in the Battle Game.



## M-100P SEMI-AUTOMATIC PISTOLS

**Location:** Prison 1F

**Firing Capacity:** 200 shots (100 shots per gun)

**Ammunition:** None

**Shots Before Reload:** No reloads

**Use On:** Zombies, Zombie Dogs, Bandersnatches

**Notes:** If combat has taken a turn for the frenzied, and you need to quickly execute a group of weaker enemies or a loping Bandersnatch, change to the M-100Ps. These Pistols are semi-automatic. That means each time you press the fire button you'll unload two shots, either one shot on two enemies, or both shots on one (switch modes by pressing [L1]). Aiming both guns at one target cuts zombies down in half the time, and allows you to quickly annihilate Zombie Dogs. Be aware that there is no extra ammunition for this weapon, and it takes two inventory spaces. Use the M-100Ps while collecting Handgun Bullets, and then change to the M93R when you customize it.



## M93R HANDGUN

**Location:** Prison 1F

**Firing Capacity:** 15 shots

**Ammunition:** Handgun Bullets

**Shots Before Reload:** 15

**Use On:** Zombies, Zombie Dogs, Giant Moths, Tentacles

**Notes:** Claire has this Italian Handgun from the start, and it sees her through the first forays around Rockfort Island. Firing approximately two 9-mm bullets a second, it takes four to six shots to down a zombie, making it weak against most foes. Do not use this weapon on quick-moving enemies or those at extremely close range. Back up and fire, plugging foes at a distance.



## HANDGUN BULLETS

**Location:** Various

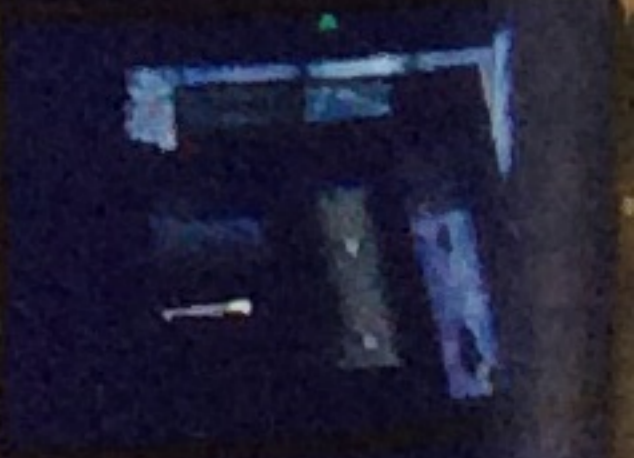
**Notes:** Boxes of 15 Bullets. Ammunition for M93R Handgun, Custom Handgun, Glock 17 Handgun, and Enhanced Handgun.



## M93R PARTS

**Location:** Prison 1F

**Notes:** When combined with M93R Handgun, creates Custom Handgun.



## CUSTOM HANDGUN

**Location:** Claire - Prison 1F

**Firing Capacity:** 20 single shots (single or bursts of 3)

**Ammunition:** Handgun Bullets

**Shots Before Reload:** 20

**Use On:** Zombies, Zombie Dogs, Giant Moths, Tentacles

**Notes:** The Custom Handgun is one of the most deadly weapons of the entire expedition. Semi-automatic with a stock for stability and greater loading capacity, the Custom Handgun can be switched from Manual mode (firing one shot) to Automatic mode (firing one shot if the fire button is tapped, and three shots if the button is held). The Custom Handgun can down just about any of the weaker creatures in seconds, and even works well against stronger foes like the Bandersnatch. The only drawback is the speed with which it uses ammunition, so beware.



## TIP

The Custom Handgun is actually better than Chris Redfield's Glock or Enhanced Handgun, and should be used in place of those weapons. Remember to drop off the Custom Handgun when playing as Claire so Chris can try it out!



## MAGNUM

**Location:** Antarctic Transport Terminal B2F

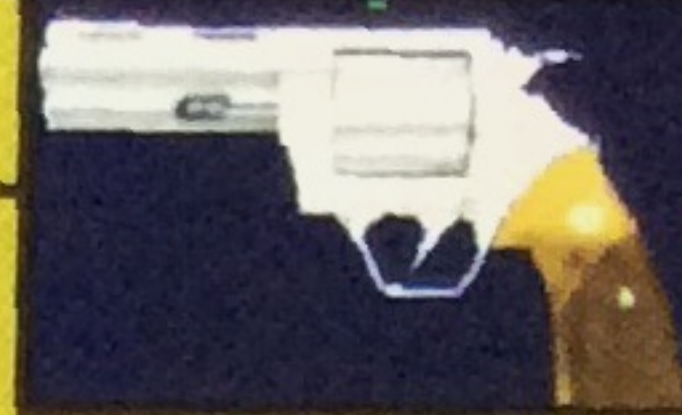
**Firing Capacity:** 6 shots

**Ammunition:** Magnum Bullets

**Shots Before Reload:** 6

**Use On:** Alexia Forms I and II

**Notes:** This is the most powerful conventional weapon in the game. There are only 18 Magnum Bullets to collect (two chambers of six, and six in the gun itself), meaning you *cannot* use this weapon on anyone except Alexia's first two forms.



## MAGNUM BULLETS

**Location:** Chamber 1 – Antarctic Transport Terminal B1F; Chamber 2 – Antarctic Transport Terminal B5F

**Notes:** A chamber of six bullets. The two chambers can be combined into one chamber of 12 bullets to save inventory space.



## ROCKET LAUNCHER

**Location:** CLASSIFIED

**Firing Capacity:** Infinite

**Ammunition:** CLASSIFIED

**Shots Before Reload:** 1

**Use On:** CLASSIFIED

**Notes:** Although only a rumor, a state-of-the-art personal Rocket Launcher is said to reap vengeance on enemies. Splash damage causes horrendous damage to multiple foes, yet the device is light enough to run with.



## SHOTGUN

**Location:** Military Training Facility B2F

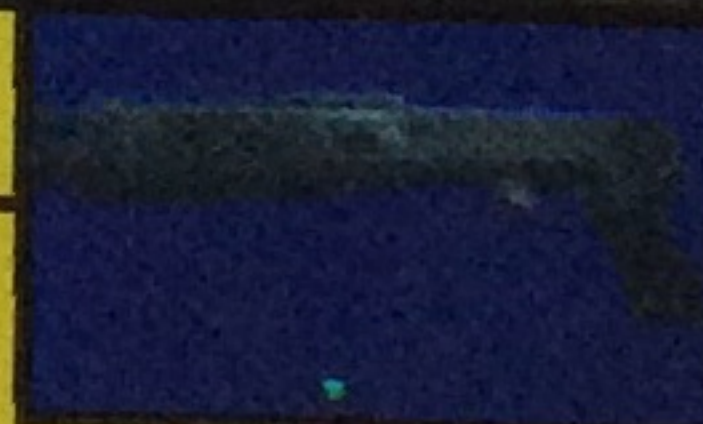
**Firing Capacity:** 7 shots

**Ammunition:** Shotgun Shells

**Shots Before Reload:** 7

**Use On:** Zombies, Hunters, Seekers, Bandersnatches, Albinoid Adult

**Notes:** The Shotgun lacks the gruesome power of other weapons, but can still down groups of zombies in a single blast. It usually takes two or three shots to take a zombie down, so it is better to wait, aim your weapon upwards, and fire just before you're attacked. This executes a devastating (and satisfying) headshot, with pieces of undead cranium spraying the walls. Don't get too carried away with this though – you can be overrun, or mauled if you mistime your shot. More importantly, you need to conserve Shotgun Shells for Hunters and Seekers – two to three shots downs them. Aiming down from a shallow swimming pool and blasting an Albinoid Adult is the best way to retrieve an important item in the game. Conserve your Shotgun Shells!



## SHOTGUN SHELLS

**Location:** Various

**Notes:** 12-gauge Shotgun Shells in a case of seven. Reloads the Shotgun.



## SNIPER RIFLE

**Location:** Antarctic Transport Terminal B2F

**Firing Capacity:** 6 shots

**Ammunition:** None

**Shots Before Reload:** 1

**Use On:** Nosferatu

**Notes:** This powerful rifle is used incompetently by its owner, Alfred Ashford – until he drops it. When you pick it up, there are six shots in the gun – six chances to aim and fire at the Nosferatu. You cannot move and fire, so keep away from the enemy, target with **[R1]**, and use **[L1]** to zoom in and out to take down an enemy at extreme range. The Sniper Rifle is slow to use, so move around after each couple of hits to avoid being caught. If you kill Nosferatu with the Sniper Rifle, you'll be treated to a slightly different cutscene, and you won't need the Serum when Chris frees Claire.





## SUB MACHINE GUNS

**Location:** Military Training Facility 2F; Chris – Military Training Facility B3F

**Firing Capacity:** 100 seconds of fire

**Ammunition:** None

**Shots Before Reload:** No reloads

**Use On:** Zombies, Alexia Forms II and III

**Notes:** The Sub Machine Guns take up two inventory spaces, and fire highly damaging, fully automatic bullets. The Sub Machine Gun is great for tackling any enemy. As with the M-100Ps, you can target either one enemy or two at a time. For each second of continuous firing, the amount of ammunition drops by one percent. Claire picks up the Sub Machine Guns, but she gives them to Steve. The next time you can select Sub Machine Guns is with Chris – and he should save them for the final boss.

## NOTE



To add a nonchalant air of superiority to your Sub Machine Gun takedowns, cross Steve's arms while firing at a close-range foe. Aim, then start firing, re-aim with [L1] until you are targeting a single enemy, and hit [L1] again to cross your guns.

# INVENTORY

## MISSION ITEMS AND DOCUMENTS – A COMPLETE LISTING

The following is data on the items and documents found during your expedition from Rockfort Island to the Umbrella Antarctic Base. Common items (such as Herbs and ammunition) are presented in previous sections. The following are unique and/or single-use items.

### AIR FORCE PROOF



**Location:** Claire – Private Residence 4F;  
Chris – Airport 1F

**Used In:** Airport 1F (Claire); Military Training Facility 1F (Chris)

**Notes:** A hexagonal object with a fighter aircraft carved into it.

### AIRPORT KEY



**Location:** Airport 2F

**Used In:** Airport 1F

**Notes:** A small key with the code K-402 attached to it. Raises a set of security bars, allowing elevator access.

### ALEXANDER'S MEMO

**Location:** Antarctic Transport Terminal B2F

**Used In:** Antarctic Transport Terminal B2F (used instantly, then filed)

**Notes:** Details the origins of the T-Virus, the creation of a secret Umbrella laboratory under the base, and the beginning of construction of an identical Raccoon forest mansion.

### ALEXANDER'S PIERCE/ ALEXANDER'S JEWEL



**Location:** Antarctic Transport Terminal B1F

**Used In:** Antarctic Transport Terminal B4F

**Notes:** A green gem fitted into a brooch mounting. The mounting can be removed. The green gem unlocks an elaborate door mechanism.

### ALEXIA'S CHOKER/ ALEXIA'S JEWEL



**Location:** Antarctic Transport Terminal B5F

**Used In:** Antarctic Transport Terminal B4F

**Notes:** A red gem in a choker mounting. The mounting can be removed.

### ALFRED'S DIARY



**Location:** Antarctic Transport Terminal B2F

**Used In:** Antarctic Transport Terminal B2F

**Notes:** Informs you of a hidden chamber in the base, experiments on Alexander, and Alexia's 15-year stasis.

## ALFRED'S RING/ ALFRED'S JEWEL



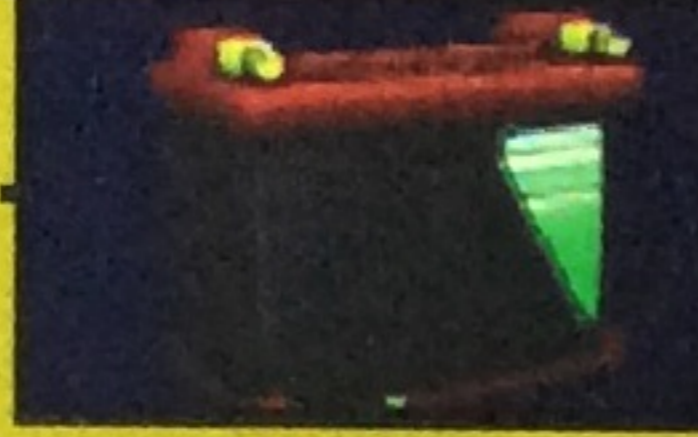
**Location:** Transport Terminal B6F  
**Used In:** Transport Terminal B4F  
**Notes:** A blue gem in a ring mounting. The mounting can be removed. Blue gem used to unlock an elaborate door mechanism.

## ARMY PROOF



**Location:** Military Training Facility 2F (Claire); Airport 1F (Chris)  
**Used In:** Airport 1F (Claire); Military Training Facility 1F (Chris)  
**Notes:** A hexagonal object with a Jeep carved into it. Red LED lights up when slotted into correct control panel.

## BATTERY PACK



**Location:** Military Training Facility B1F  
**Used In:** Military Training Facility 1F  
**Notes:** A large-capacity battery, used to power heavy machines such as elevators.

## BLUE JEWEL



**Location:** Antarctic Transport Terminal B5F  
**Used In:** Antarctic Transport Terminal B4F  
**Notes:** The right eye of a tiger statue. When the base's power is on, removing the jewel makes the statue rotate. This unlocks an elaborate music box.

## BUTLER'S LETTER



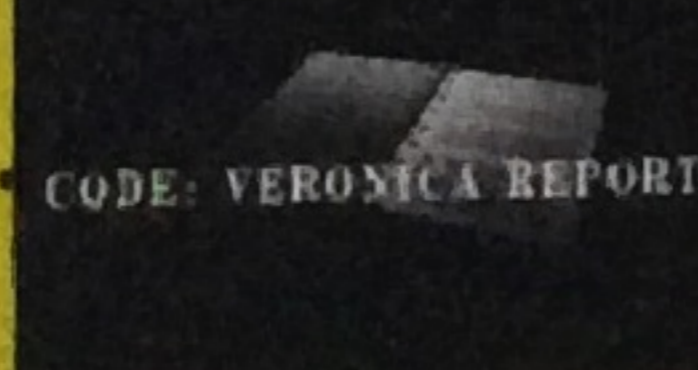
**Location:** Antarctic Transport Terminal B2F  
**Used In:** Antarctic Transport Terminal B2F  
**Notes:** A resignation letter signed by one-time family retainer, Scott Harman. This details Alexander and Alexia's "deaths", Alfred's unstable state, as well as the butler's deep sorrow.

## CLEMENT $\alpha$



**Location:** Military Training Facility B1F  
**Used In:** Military Training Facility B1F  
**Notes:** This chemical combination forms an alloy-decaying super-chemical when combined with Clement  $\Sigma$ .

## CODE: VERONICA REPORT



**Location:** Antarctic Transport Terminal B4F  
**Used In:** Antarctic Transport Terminal B4F  
**Notes:** Horrific information regarding the birth of the twins, Alfred and Alexia, and their plans within the Ashford hierarchy.

## ANATOMIST'S NOTE



**Location:** Prison 1F  
**Used In:** Prison 1F (used instantly, then filed)  
**Notes:** The deranged scribbblings of the prison doctor. Mentions a secret basement beneath the prison medical center, and Alfred's gifts of "experiments" for the doctor to defile.

## BAR CODE STICKER



**Location:** Antarctic Transport Terminal B2F  
**Used In:** Antarctic Transport Terminal B2F  
**Notes:** A package with this stuck on it is heading for the BOW room.

## BIOHAZARD CARD



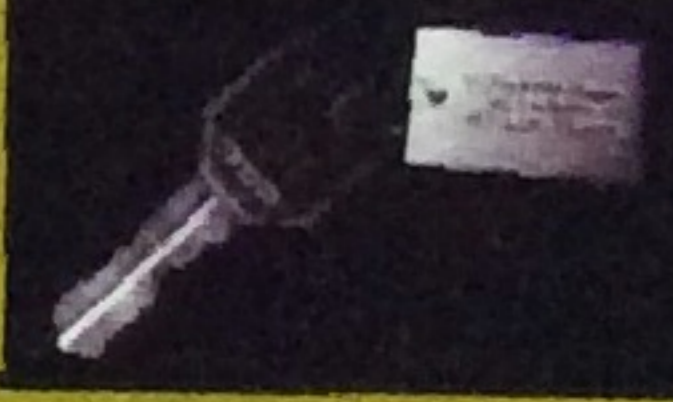
**Location:** Airport 1F  
**Used In:** Military Training Facility B1F, 1F, 2F  
**Notes:** A swipe card used in silver card readers to open some security doors.

## BRIEFCASE



**Location:** Prison 1F  
**Used In:** Prison 1F (used instantly)  
**Notes:** Obtained when cooled. Opened by pressing red button on top of case.

## CHEMICAL STORAGE KEY



**Location:** Military Training Facility 2F  
**Used In:** Military Training Facility B1F  
**Notes:** A small key with the words "Chemical Warehouse" engraved on it. Unlocks a container.

## CLEMENT $\Sigma$



**Location:** Military Training Facility B1F  
**Used In:** Military Training Facility B1F  
**Notes:** This chemical combination changes color at a certain temperature, and forms an alloy-decaying super-chemical when combined with Clement  $\alpha$ .

## CONFESSION LETTER



**Location:** Private Residence 4F  
**Used In:** Private Residence 4F (used instantly, then filed)  
**Notes:** A letter from Alfred Ashford showing a startling devotion to his sister.

## CONTROL LEVER

**Location:** Transport plane  
**Used In:** Airport 2F  
**Notes:** An industrial lever. When slotted into a panel, powers a set of bridge controls.



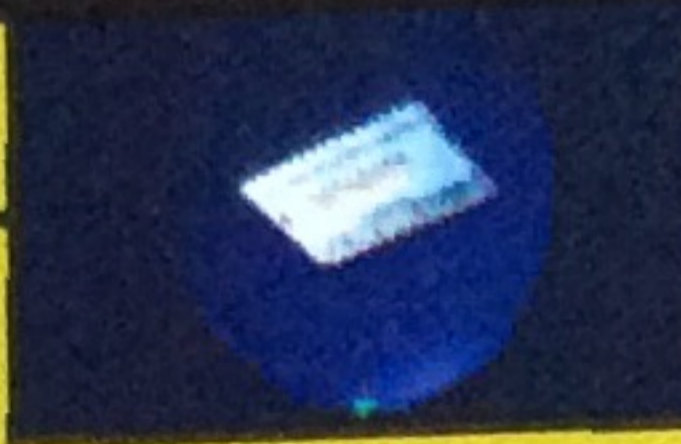
## CRANE KEY

**Location:** Antarctic Transport Terminal B1F  
**Used In:** Antarctic Transport Terminal B1F  
**Notes:** A modern key used to start a crane that moves cargo crates.



## CRYSTAL

**Location:** Antarctic Transport Terminal B4F  
**Used In:** Antarctic Transport Terminal B4F  
**Notes:** A crystal cannonball with a security card inside. The Crystal must be broken by a large weight.



## DETONATOR

**Location:** Antarctic Transport Terminal B2F  
**Used In:** Antarctic Transport Terminal B2F  
**Notes:** A small explosive device used to set off a tiny explosion to open a locked cabinet. Sensitive to heat.



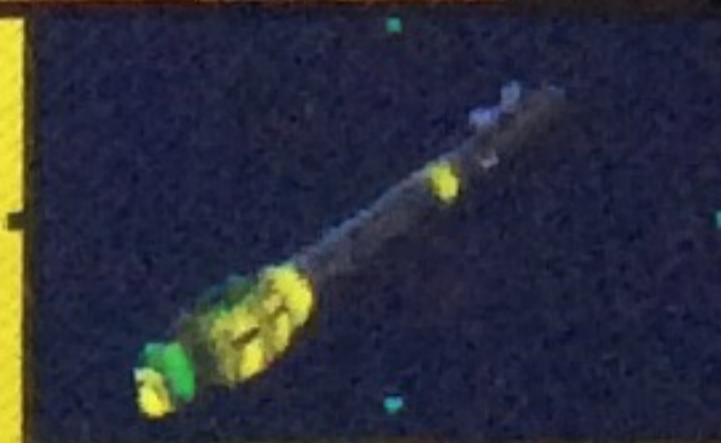
## DOORKNOB

**Location:** Military Training Facility B1F  
**Used In:** Military Training Facility 2F  
**Notes:** Slots into a door without a knob, giving you access.



## DRAGONFLY OBJECT

**Location:** Antarctic Transport Terminal B3F  
**Used In:** Antarctic Transport Terminal B4F  
**Notes:** The body of a dragonfly. The four Wing Objects can be affixed to it. This is an elaborate key to the self-destruct control room.



## DURALUMIN CASE

**Location:** Palace 1F (Cases 1 and 2 – Claire); Antarctic Transport Terminal (Case 3 – Chris)  
**Used In:** As soon as Lockpicks and Duralumin case are in Claire's possession  
**Notes:** A secure case made from strengthened Duralumin. Unlocked with Lockpicks.



## EAGLE PLATE

**Location:** Eagle Plate 1 – Military Training Facility 1F (Claire), Military Training Facility B2F (Chris); Eagle Plate 2 – Palace 1F (Claire)  
**Used In:** Eagle Plate 1 – Military Training Facility 2F (Claire), Military Training Facility B1F (Chris); Eagle Plate 2 – Prison 1F (Claire)  
**Notes:** An indigo-blue metal plate showing the Ashford family crest – an eagle clutching a gold halberd.



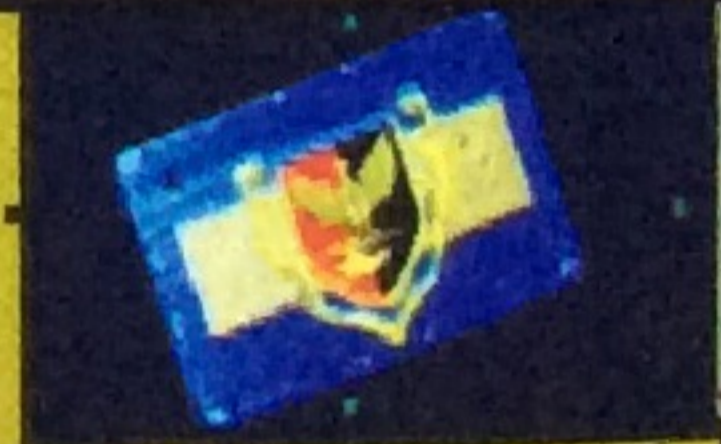
## EARTHENWARE VASE

**Location:** Palace 1F  
**Used In:** Palace 1F (used instantly)  
**Notes:** An antique earthenware vase with a lavish floral design. An Ashford family heirloom with an object inside.



## EMBLEM CARD

**Location:** Military Training Facility 2F  
**Used In:** Military Training Facility B1F, 1F, 2F  
**Notes:** A swipe card used in indigo-blue card readers to open some security doors.



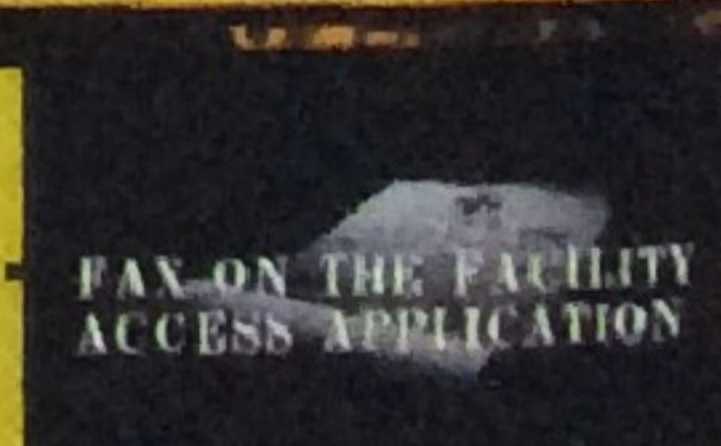
## EXTINGUISHER

**Location:** Prison 1F  
**Used In:** Prison 1F, Antarctic Transport Terminal B2F  
**Notes:** Must be refilled after one use.



## FAX

**Location:** Prison 1F  
**Used In:** Prison 1F  
**Notes:** Fax regarding the transportation of the TG-01 Alloy and accessing the facility of the deliverer, Carl Grisham.



## GAS MASK

**Location:** Antarctic Transport Terminal B2F  
**Used In:** Antarctic Transport Terminal B1F, B2F  
**Notes:** Automatically donned when venturing into rooms filling with poisonous yellow gas.



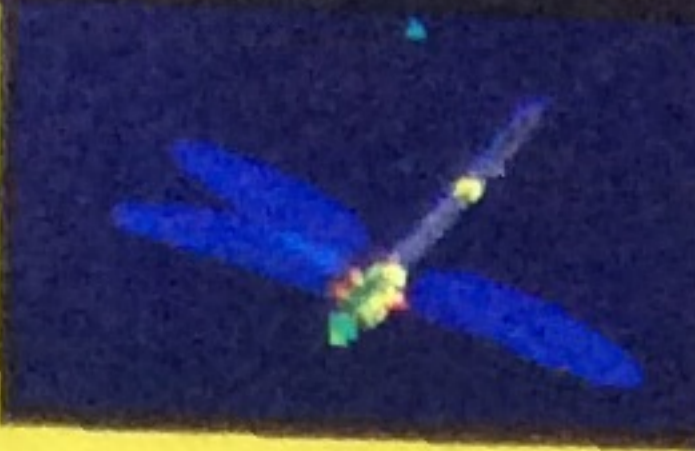
## GLASS EYE

**Location:** Prison 1F  
**Used In:** Prison 1F  
**Notes:** A blue glass eye taken from an anatomic model.



## GOLD DRAGONFLY

**Location:** Antarctic Transport Terminal B3F  
**Used In:** Antarctic Transport Terminal B4F  
**Notes:** The Dragonfly Object with the four Wing Objects attached. This is an ornate key.



## GOLD KEY

**Location:** Military Training Facility 1F  
**Used In:** Palace 1F  
**Notes:** An ornate key with the Ashford family crest engraved on the handle.



## GOLD LUGERS

**Location:** Palace 1F  
**Used In:** Palace 2F  
**Notes:** Two golden guns without ammunition. Used in an elaborate door lock, and in combat (by Steve Burnside).



## HALBERD

**Location:** Military Training Facility B2F  
**Used In:** Military Training Facility B1F, Antarctic Transport Terminal B2F  
**Notes:** The gold Halberd originally encased in the Eagle Plate. Once the plate dissolves, the Halberd is left. It is used to open elaborate locks.



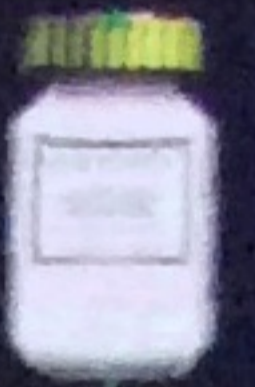
## HAWK EMBLEM

**Location:** Palace 1F  
**Used In:** Prison 1F  
**Notes:** Golden plaque with an eagle on it. Sets off the security alarm.



## HEMOSTATIC MEDICINE

**Location:** Military Training Facility 2F  
**Used In:** Prison B1F  
**Notes:** Medicine used to stem bleeding.



## HUNK'S REPORT

**Location:** Palace 1F  
**Used In:** Palace 1F  
**Notes:** Message from Umbrella Salvage team regarding the transportation of a frozen cargo unit.



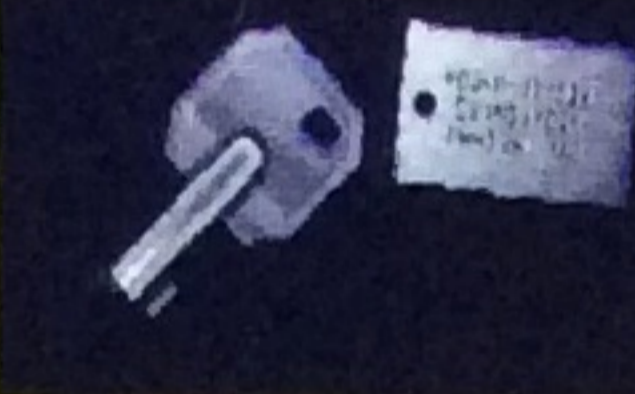
## ID CARD

**Location:** Palace 2F  
**Used In:** Palace 1F  
**Notes:** Umbrella security ID card, originally belonging to James Astor. Has the ID number NTC0394 on the back. Unlocks a Palace door.



## KEY WITH TAG

**Location:** Military Training Facility 1F  
**Used In:** Military Training Facility 1F  
**Notes:** A small key used to unlock a metal cabinet.



## KING ANT OBJECT

**Location:** Palace 2F  
**Used In:** Private Residence 2F  
**Notes:** A large brooch-like object with a blue gem inside. Slots into an elaborate lock.



## LIGHTER

**Location:** Claire – on person; Chris – given by Rodrigo, Military Training Facility B3F  
**Used In:** Various locations  
**Notes:** Scares off Bats, illuminates dark areas



## LOCKPICK

**Location:** Prison B1F  
**Used In:** Various locations  
**Notes:** Opens simple locks in cabinets and cases



## LUGER REPLICA

**Location:** Military Training Facility B1F  
**Used In:** Not used, but find it and put it in an Item Box to unlock Steve Burnside in the Battle Game  
**Notes:** A single Luger, ornate, but lacking ammunition. Store it immediately.



## MACHINE ROOM KEY

**Location:** Antarctic Transport Terminal B2F, under plant pot  
**Used In:** Antarctic Transport Terminal B1F  
**Notes:** A modern key that unlocks the door to the machine room.



## MEMO

**Location:** Military Training Facility 2F  
**Used In:** Military Training Facility 2F (used instantly, then filed)  
**Notes:** A message to a careless Umbrella scientist. Reveals the code to the Lab – it's a four-digit number on a painting.



## MESSAGE CARD

**Location:** Private Residence 2F  
**Used In:** Private Residence 2F (used instantly, then filed)  
**Notes:** A short message commending Alfred Ashford on his courage and strength as a soldier, signed by his sister.





## MINING ROOM KEY

**Location:** Antarctic Transport Terminal B2F  
**Used In:** Antarctic Transport Terminal B1F  
**Notes:** A modern key that unlocks the door to the mining room.



## MUSIC BOX PLATE

**Location:** Private Residence 2F (Claire); Antarctic Transport Base B4F (Chris)  
**Used In:** Private Residence 2F (Claire); Antarctic Transport Base B4F (Chris)  
**Notes:** A circular metal plate with holes punched in it. Plays a tune when placed in a large music box.



## NAVY PROOF

**Location:** Palace 1F (Claire); Airport 1F (Chris)  
**Used In:** Airport 1F (Claire); Military Training Facility 1F (Chris)  
**Notes:** A hexagonal object with a submarine carved into it.



## NEWSPAPER CLIP

**Location:** Private Residence 4F  
**Used In:** Private Residence 4F  
**Notes:** Tells of a girl genius graduating from university at age 10. She was offered the head researcher job at Umbrella Chemical, Inc.



## OCTA VALVE HANDLE

**Location:** Antarctic Transport Terminal B1F  
**Used In:** Antarctic Transport Terminal B1F (Claire); Antarctic Transport Terminal B5F (Chris)  
**Notes:** The Valve Handle after the base was changed from four to eight sides. A Socket can fix onto the end, allowing a four-sided valve to be released.



## PADLOCK KEY

**Location:** Prison 1F  
**Used In:** Prison 1F  
**Notes:** Small key used to unlock a padlocked door.



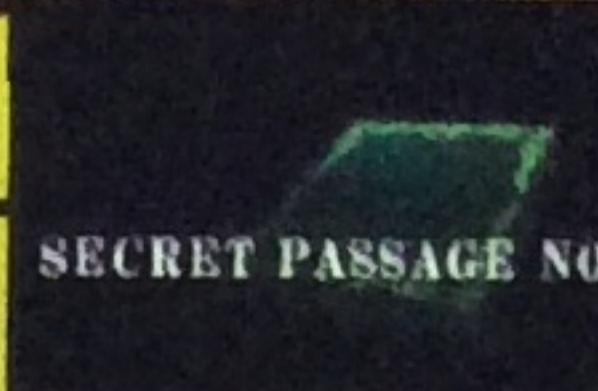
## PAPER WEIGHT

**Location:** Antarctic Transport Terminal B2F  
**Used In:** Antarctic Transport Terminal B6F  
**Notes:** A large, die-shaped object, engraved with the Ashford Double A, a Heart, a Spade, a Crown, a biohazard symbol, and an Umbrella logo. Used to unlock an elaborate piece of machinery.



## PASSAGE NOTE

**Location:** Military Training Facility 1F  
**Used In:** Military Training Facility 1F (used instantly, then filed)  
**Notes:** Alfred Ashford's plans to construct a bridge from the Facility to the hidden Private Residence for Alexia.



## PIANO ROLL

**Location:** Prison B1F  
**Used In:** Palace 2F  
**Notes:** Used in pianos to automatically play a tune.



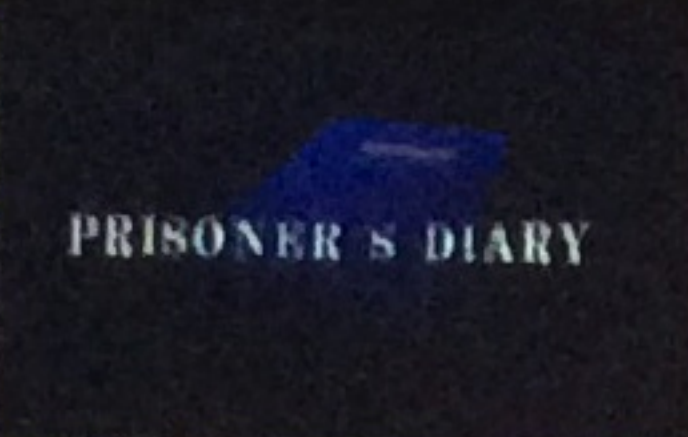
## PLANT POT

**Location:** Antarctic Transport Terminal B2F  
**Used In:** Antarctic Transport Terminal B2F  
**Notes:** A terracotta pot once used to grow Herbs. Now empty, but something is attached to its base.



## PRISONER'S DIARY

**Location:** Prison 1F  
**Used In:** Prison 1F  
**Notes:** Details the detainment and eventual experimentation of prisoner Bob, as told by his cellmate.



## QUEEN ANT OBJECT

**Location:** Palace 2F  
**Used In:** Private Residence 2F  
**Notes:** A large brooch-like object with a red gem inside. Slots into an elaborate lock.



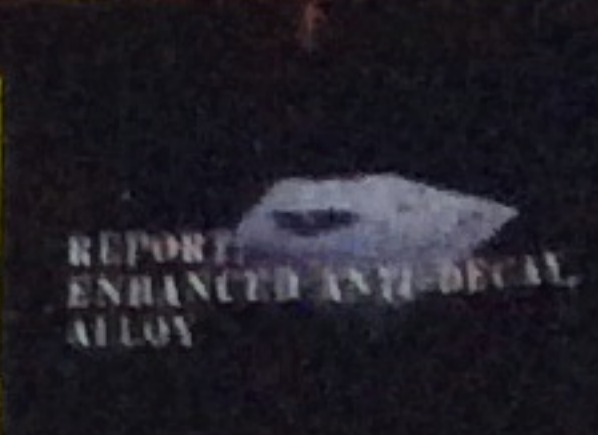
## RED JEWEL

**Location:** Antarctic Transport Terminal B5F  
**Used In:** Antarctic Transport Terminal B4F  
**Notes:** The left eye of a tiger statue. When the base's power is on, removing the jewel makes the statue rotate. This unlocks an ornate music box.



## ALLOY REPORT

**Location:** Military Training Facility 2F  
**Used In:** Military Training Facility 2F (used instantly, then filed)  
**Notes:** A report on an advanced alloy being tested, called Diploid. Problems arise when it is discovered the alloy dissolves in a chemical mixture. The blue-indigo portion of the Eagle Plate is made from Diploid.



## RESEARCH REPORT ON THE QUEEN ANT

RESEARCH REPORT ON QUEEN ANT

**Location:** Antarctic Transport Terminal B6F  
**Used In:** Antarctic Transport Terminal B6F  
**Notes:** Details experiments with virus splicing on test subjects after extracting an ancient virus from the Queen Ant. The result is the T-Virus, for which the only known cure is a Serum found in the weapon room.

## SECRETARY'S NOTE

SECRETARY'S NOTE

**Location:** Palace 2F  
**Used In:** Palace 2F (used instantly, then filed)  
**Notes:** Alfred Ashford's private secretary details his master's odd and threatening habits, and mentions a residence atop a hill. Also speaks of Alexia's fabled beauty.

## SECURITY FILE

SECURITY FILE

**Location:** Antarctic Transport Terminal B4F  
**Used In:** Antarctic Transport Terminal B4F; Chris uses this later  
**Notes:** Advice from Alexander Ashford on precautions against outside intervention. The self-destruct control room is mentioned. The code to activate the self-destruct routine is "the name of my beautiful ancestor."

## SIDE PACK

**Location:** Airport 1F (Claire); Military Training Facility 2F (Chris)  
**Used In:** Airport, Military Training Facility 2F (used instantly)  
**Notes:** Standard military issue side pack, adding two spaces to the character's inventory.

## SILVER KEY

**Location:** Private Residence 2F  
**Used In:** Palace 1F, 2F  
**Notes:** An ornate key with the Ashford family crest engraved on the handle

## SOCKET

**Location:** Antarctic Transport Terminal B5F  
**Used In:** Antarctic Transport Terminal B1F  
**Notes:** A small metal socket screwed onto a valve handle to change it from releasing octagonal to square valves.

## SQUARE VALVE HANDLE

**Location:** Antarctic Transport Terminal B5F  
**Used In:** Antarctic Transport Terminal B1F  
**Notes:** The Valve Handle after the socket is fixed onto the end, allowing a four-sided valve to be released.

## RUSTED SWORD

**Location:** Prison B1F  
**Used In:** Prison B1F  
**Notes:** An antique rusted blade held by a statue with a green gem on the hilt. It cannot be used as a weapon and must be inserted into an ornate lock.

## SECURITY CARD

**Location:** Antarctic Transport Terminal B4F  
**Used In:** Antarctic Transport Terminal B4F  
**Notes:** The security card inside the Crystal. Used to gain access to a long hallway and to the self-destruct control panel.

## SERUM

**Location:** Antarctic Transport Terminal B2F  
**Used In:** Antarctic Transport Terminal B2F  
**Notes:** Antidote to the T-Virus, used to heal Claire Redfield if she becomes poisoned after being cocooned.

## SILVER DRAGONFLY

**Location:** Private Residence 3F  
**Used In:** Private Residence 3F  
**Notes:** A pen-sized ornate object with detachable wings. Slots into an elaborate lock.

## SKELETON PAINTING

**Location:** Military Training Facility 2F  
**Used In:** Military Training Facility 1F  
**Notes:** A painting of a skeleton pirate set against a hellish sunset. The number 1126 is in the lower left corner. Needs to be hung.

## SPECIAL ALLOY EMBLEM

**Location:** Prison 1F  
**Used In:** Prison 1F  
**Notes:** Sculpted TG-01 alloy. Copy of the Gold Hawk Emblem, used to unlock a door. Does not set off security alarms.

## STEERING WHEEL

**Location:** Prison 1F  
**Used In:** Palace B1F  
**Notes:** A wooden steering wheel historically used to maneuver ships. Fits onto an ornate control panel.

## STERILE ROOM KEY



**Location:** Antarctic Transport Terminal B4F  
**Used In:** Antarctic Transport Terminal B5F  
**Notes:** A modern key with a biohazard logo engraved on the handle. Used to gain direct access to the red-tile corridor.

## SUB MACHINE GUNS



**Location:** Military Training Facility 2F  
**Used In:** Military Training Facility 1F  
**Notes:** Two fully-automatic guns, given to Steve Burnside in return for two Gold Lugers. Lacks ammunition.

## TANK OBJECT



**Location:** Military Training Facility 2F  
**Used In:** Military Training Facility 1F  
**Notes:** A scale model of the military tank sitting outside the Facility. Slots into a model of the Facility.

## TG-01



**Location:** Inside Briefcase  
**Used In:** Prison 1F  
**Notes:** Anti-metal alloy, able to be sculpted. Does not set off security alarms.

## TG-01 PRODUCT DESCRIPTION



**Location:** Inside Briefcase  
**Used In:** Briefcase (used instantly, then filed)  
**Notes:** List of features of the anti-metal detection alloy TG-01.

## TURN TABLE KEY



**Location:** Military Training Facility 1F  
**Used In:** Military Training Facility 1F  
**Notes:** A modern key used to power an elevator control panel.

## USER'S MANUAL



**Location:** Claire begins the game with this item.  
**Used In:** Beginning of game (used instantly, then filed)  
**Notes:** Provides basic game survival tips

## VIRUS RESEARCH REPORT



**Location:** Antarctic Transport Terminal B6F  
**Used In:** Antarctic Transport Terminal B6F (used instantly, then filed)  
**Notes:** Alexia's plan to remain in stasis for 15 years so the T-Virus she has implanted in her body can be fully enveloped without suffering ill-effects.

## WING OBJECT



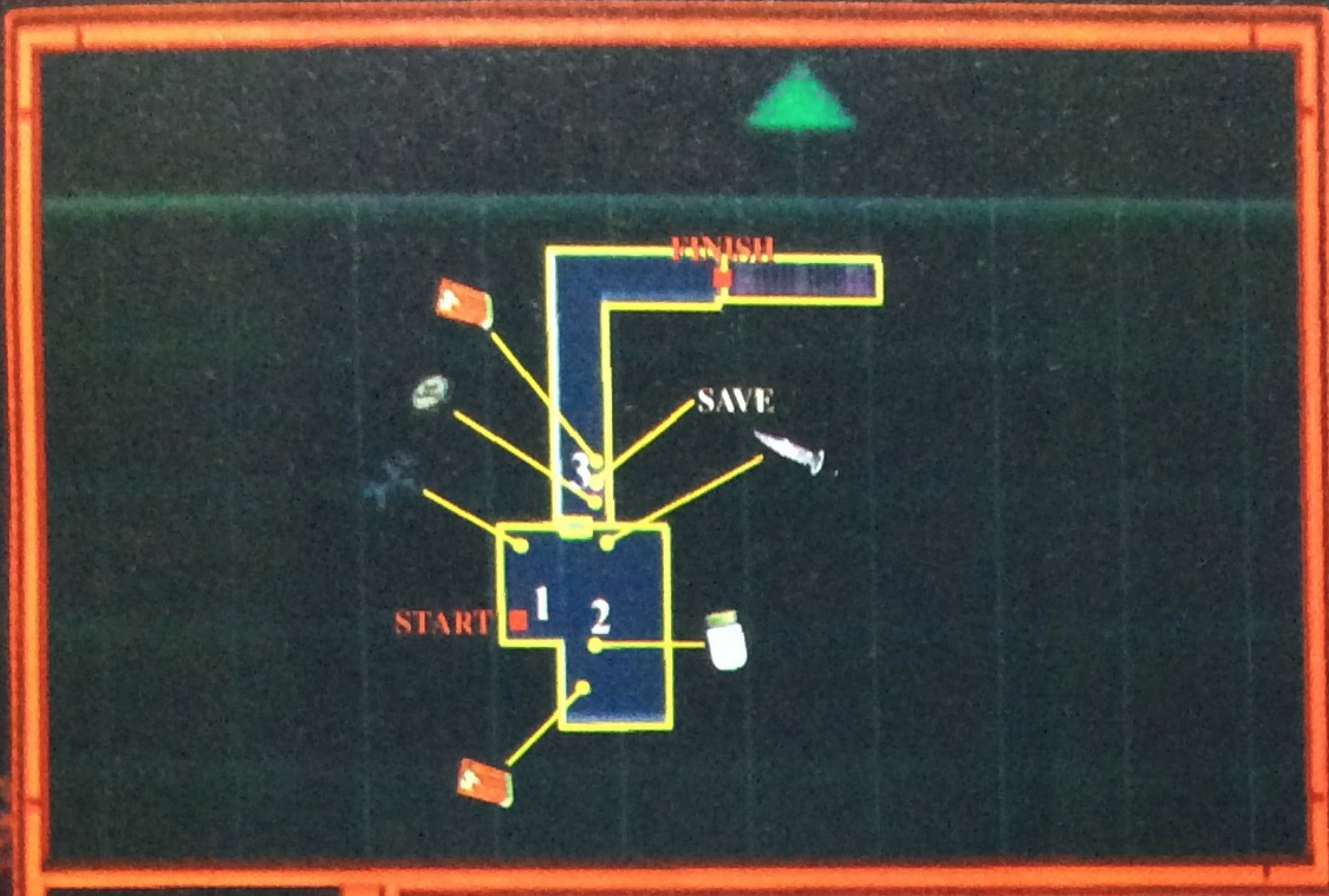
**Location:** Antarctic Transport Terminal B5F (2 parts), Antarctic Transport Terminal B6F (1 part), Antarctic Transport Terminal B4F (1 part)  
**Used In:** Antarctic Transport Terminal B4F  
**Notes:** One of four wings to be slotted into the Dragonfly Object.

## WORKER'S DIARY


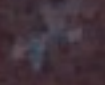





**Location:** Antarctic Transport Terminal B2F  
**Used In:** Antarctic Transport Terminal B2F (used instantly, then filed)  
**Notes:** The diary of an Umbrella employee, not content with his lot in life. He dismisses tales of a mutated human trapped in one of the base's lower levels.

## TRAPPED!



### KEY

-  Combat Knife
-  Green Herb
-  Handgun Bullets (15)
-  Hemostatic Medicine (empty)
-  Ink Ribbon

Prison B1F

### CLAIRE'S INITIAL INVENTORY



Claire begins this mission in good health, despite that vicious blow to the back of the head, and the tumble down the steps. The only objects stored in her inventory are a gold Lighter and three folders.



Use the D-Pad to highlight the word "File" to access the three folders. The red, blue, and yellow folders are detailed in the Items section of this guide, and the red book in her inventory (detailing game moves) moves to the blue folder when opened.



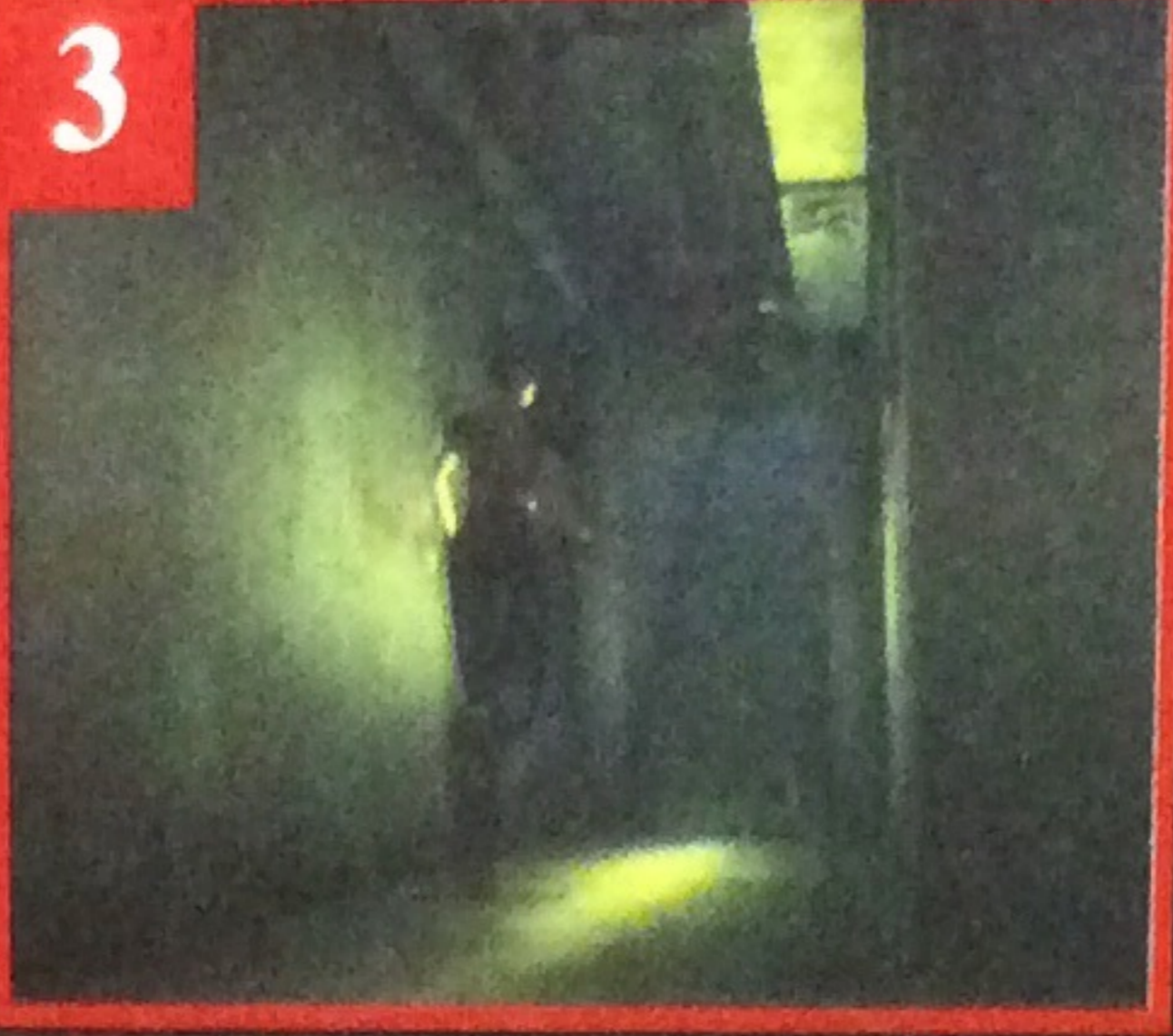
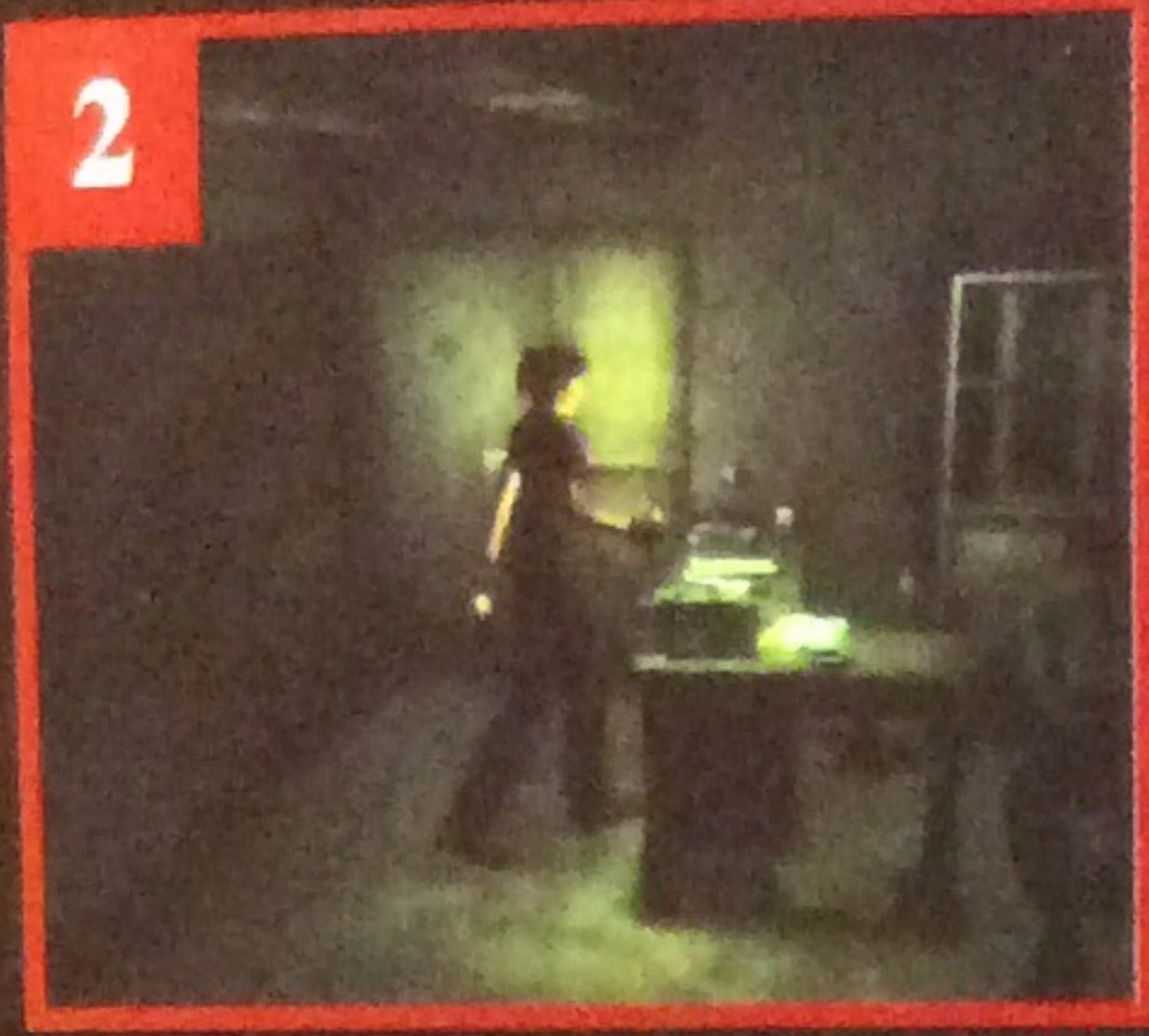
**I** You come to in a dank cell. After checking your inventory, file your "How to Play" manual, then spin and turn (**BSALOG** + **↓** + **×**) and head to the northeast corner of the cell. Pick up the Green Herb.



To light the way, equip the Lighter. As you step toward the cell door, you see your captor appears.



*You are free from the jail cell. Note the Hemostatic Medicine that the jailor threw to the ground before he collapsed. Also note that the jailor's name is Rodrigo Juan Raval.*

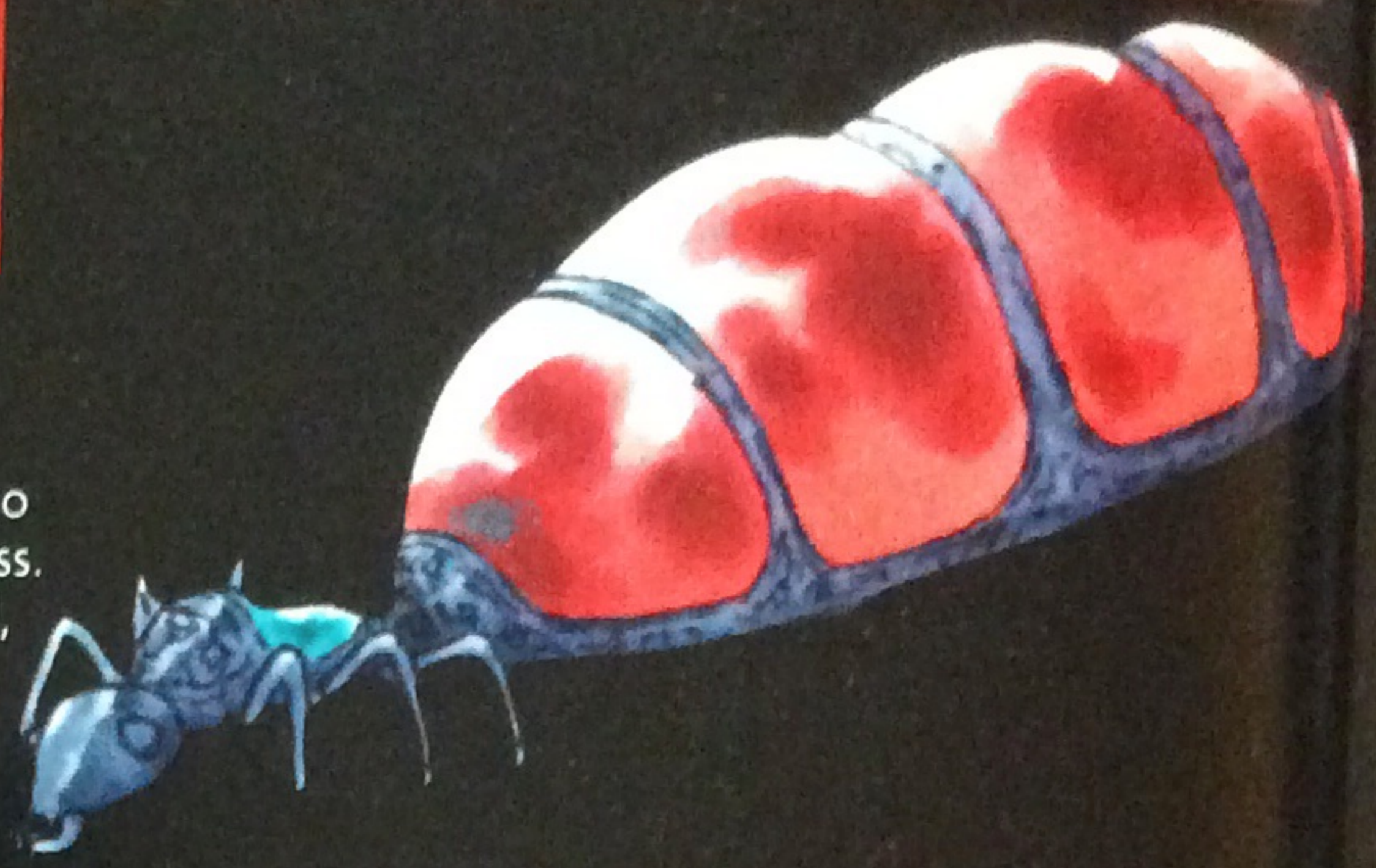


2 Turn south and locate the box of Handgun Bullets on the chair. Ignore the southeast part of the prison—it's empty. Move past the slumped guard, and rifle through the list of prisoners to discover the guard's name and a background story. As you round the corner of the table, pick up the Combat Knife and exit through the metal door.

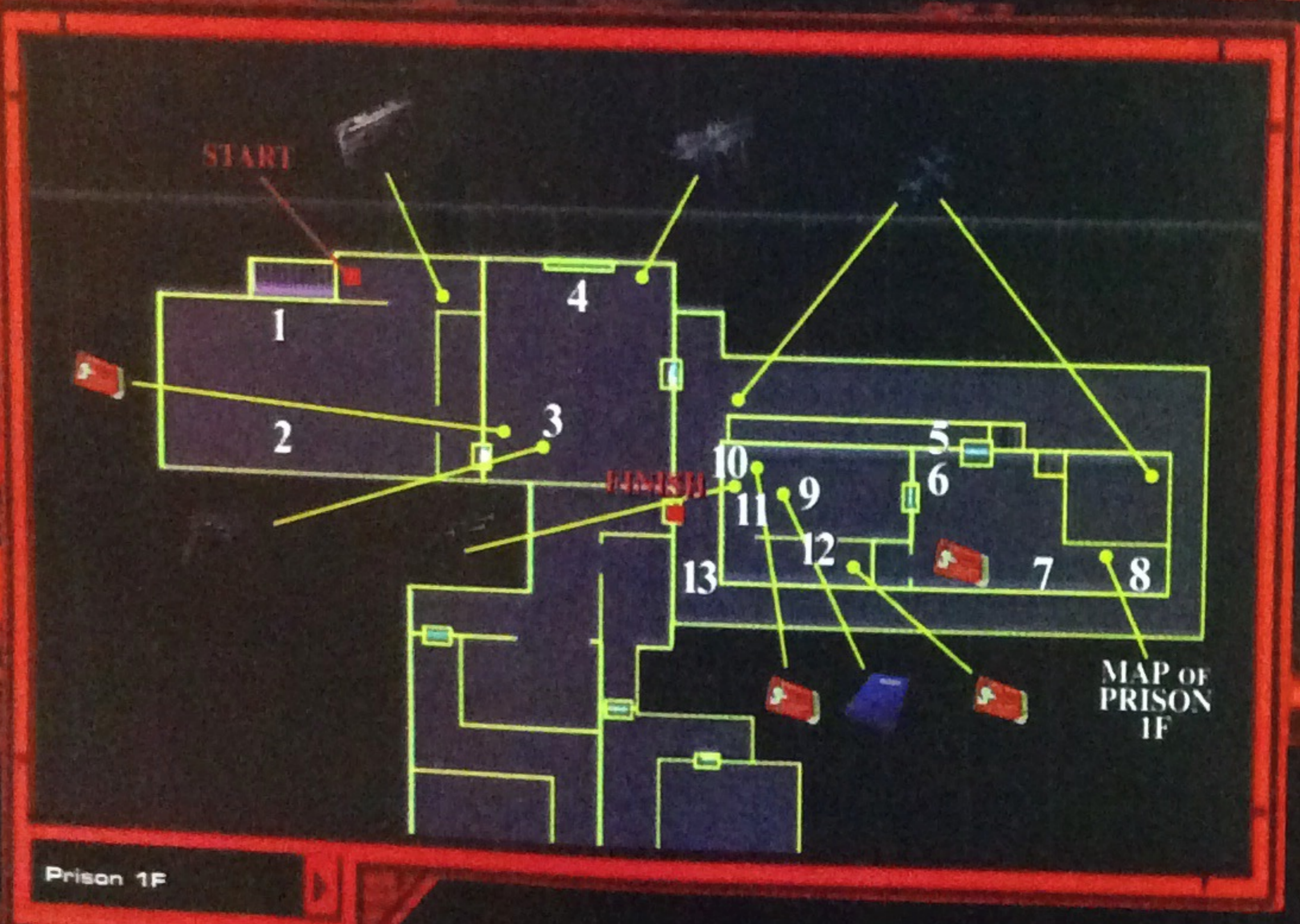
3 You appear in a narrow concrete-lined corridor. Take the Ink Ribbon from the table, stoop to collect a box of Handgun Bullets, and turn to the Typewriter to save your progress. Walk down the corridor to the end, past the broken glass, and turn to the right. Ascend the steps.

**TIP**

*It is vital to equip the Combat Knife before venturing into the prison exterior.*



# THE PRISON COMPLEX



**KEY**

- Green Herb
- Handgun Bullets (15)
- M-100P Semi-Automatic Pistols (2)
- M93R Handgun
- Sub Machine Gun
- Briefcase
- Prisoner's Diary



*You hear someone walking on gravel. Cautiously run around the wall, past a wrecked army truck, and into the island's small cemetery. Once the truck explodes, get ready to fight the undead!*

2



Run east (the direction you're facing) to the iron railing and the open gate. Dodge (See the Basic Survival section) the two zombies – you may have to push past one of them. Now exit through the metal door in the southeast corner of the cemetery.

## TIP

You face a total of four naked zombies, plus one burning zombie. Claire dies after being mauled ten times, so keep count. If you're brave, you can swipe at each zombie with the Combat Knife – you'll destroy them in two to four strikes.



## TIP

You see the Metal Suitcase, which contains a useful item, but you can't take it because it's surrounded by fire. (Claire is knocked back but not injured if she approaches it.)



3



You find the M93R Handgun, and meet an escaped prisoner named Steve.

4



Check the double door. They need a shield-shaped object to open them. Ignore the door to the south (it is permanently locked), and head for the door to the east.

5



Enter the Staff Quarters. Run past the padlocked mesh door, the burning building, and the broken drain. Turn right, then head up the three steps and past the door. Take the Green Herb.

## TIP

With two Green Herbs in your inventory, combine them to make a more potent powder and free up an inventory space.

6



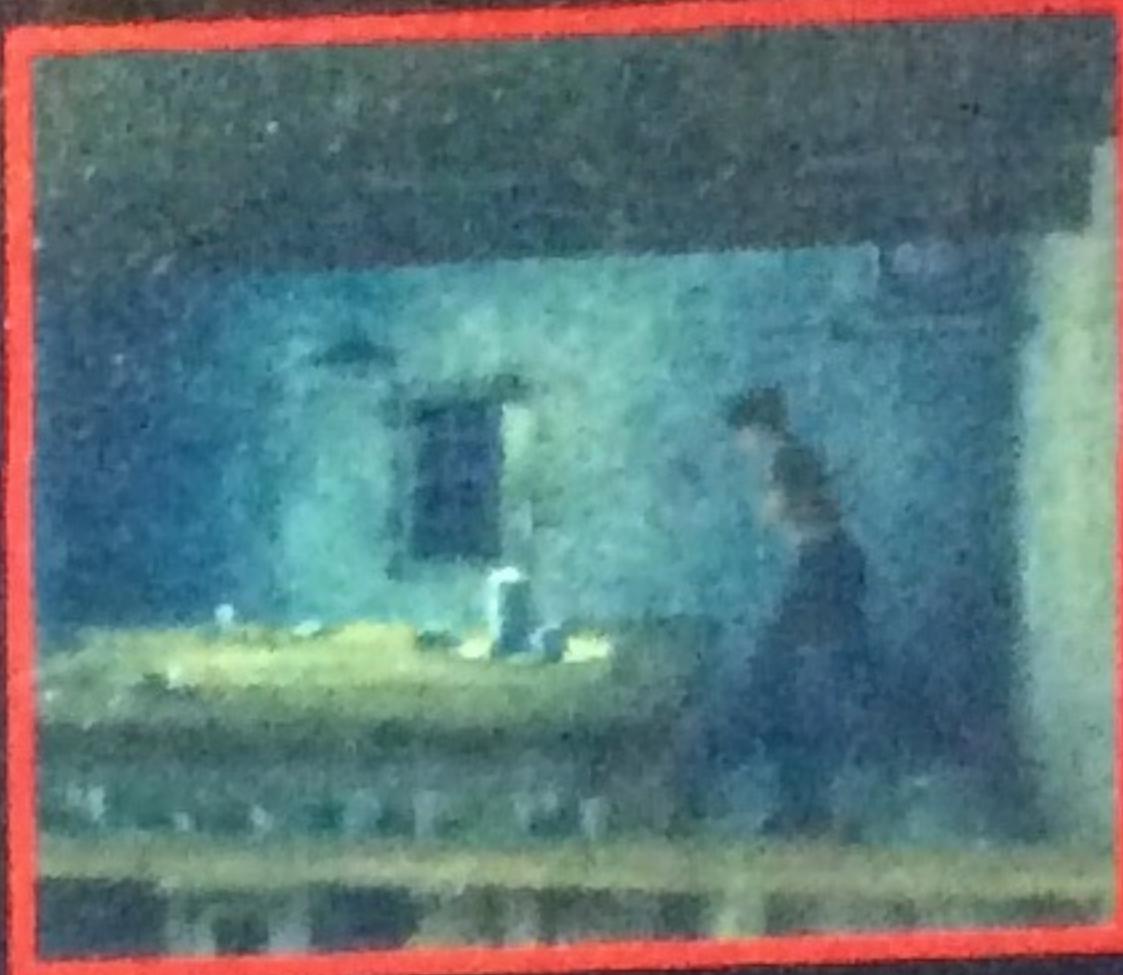
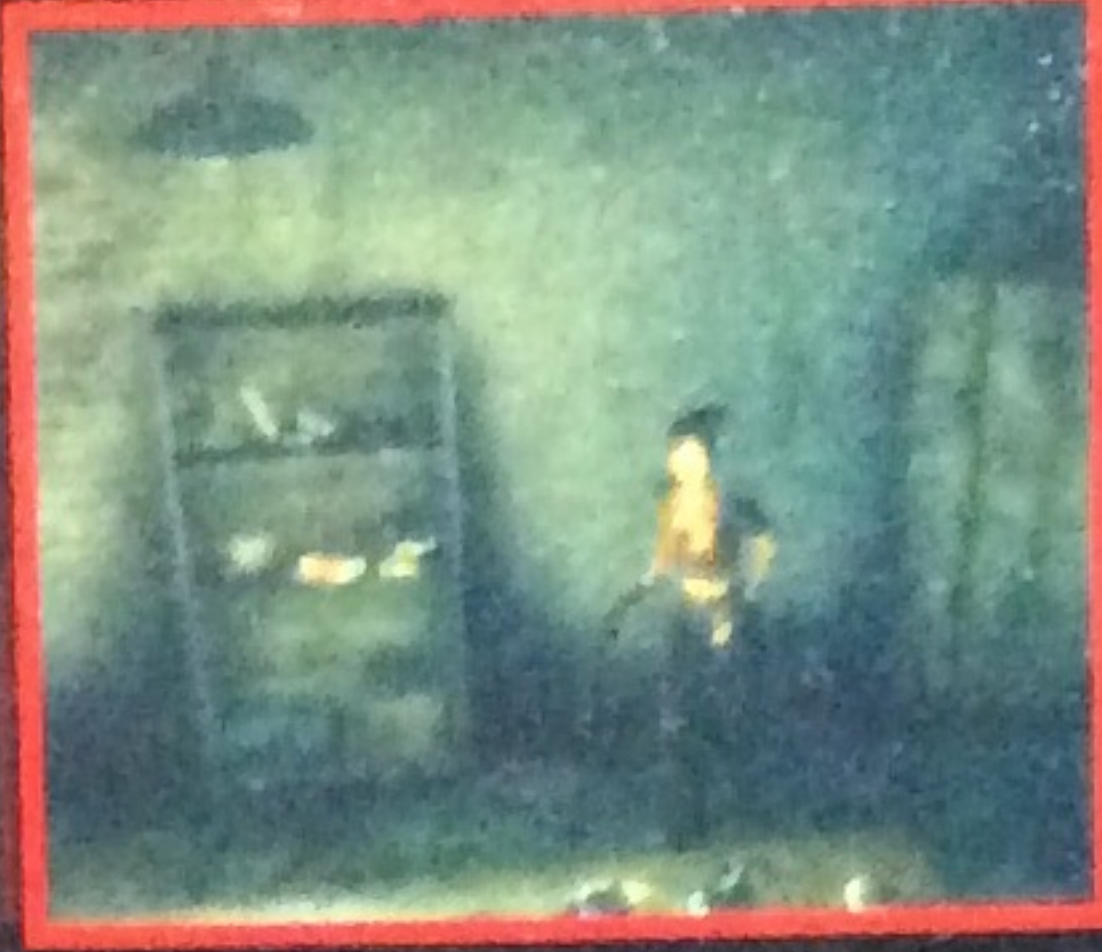
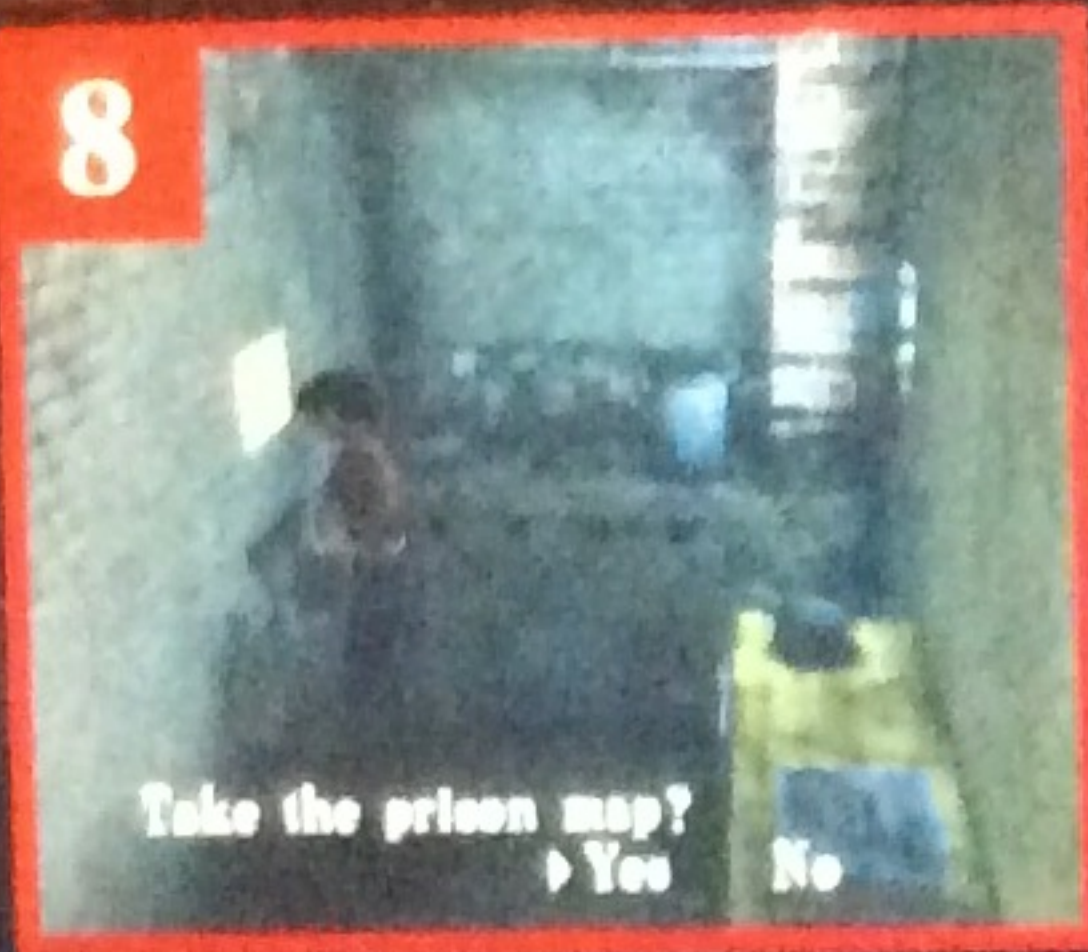
Go back and open the door near the balcony steps. As you pass through the door, press and hold [R1]. As you enter the room, you'll aim at a nearby zombie. Fire three shots to down it, then run to open the west door.

7

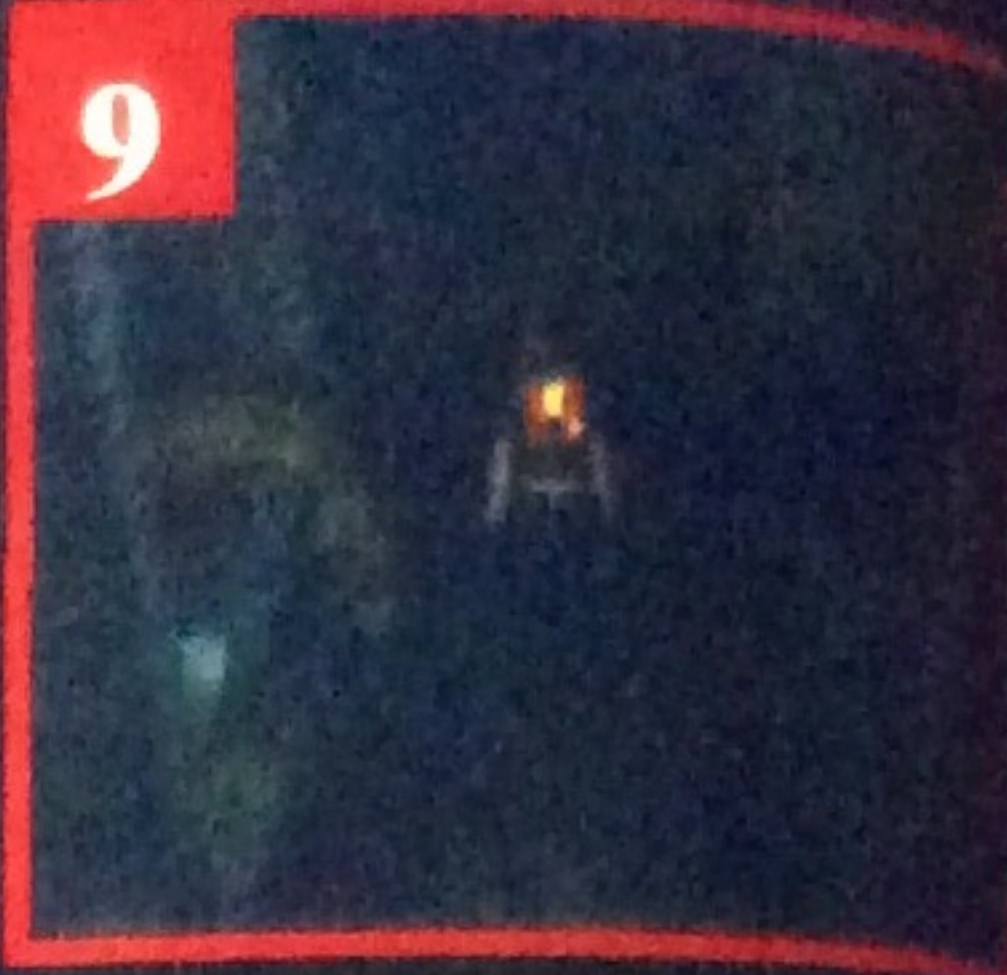


If you want to, finish off all the zombies here. Run past the first zombie, stop, then aim at it and the other two in the room. The best place to tackle these critters is in the kitchen area to the east.

8



9



If you've killed your pus-oozing opponents, spend a little time exploring here. Head east into the kitchen, and take the map from the north wall. It shows the entire first floor of the Prison.

Locate the Handgun Bullets on the shelf on the south wall. Don't waste time inspecting the latrine – it is infested with harmless cockroaches.

Finally, climb the three steps onto the raised eating area and locate another Green Herb in the northeast corner. Head for the door to the west.

Head south, into the sleeping quarters. Ignore the noise ahead, and focus on the notebook on one of the bunk beds on the south side. This is the Prisoner's Diary. The diary mentions a building behind the guillotine stand.

10



Round the corner and head north to find a box of Handgun Bullets on a shelf, and the source of that banging. A zombie is attempting to break through from the outside.



*The window breaks, and a zombie trooper slithers on top of you. As Claire and the creature attempt to stand, the zombie drops two M-100P Semi-Automatic Pistols onto the ground. Two more zombies close in.*

11

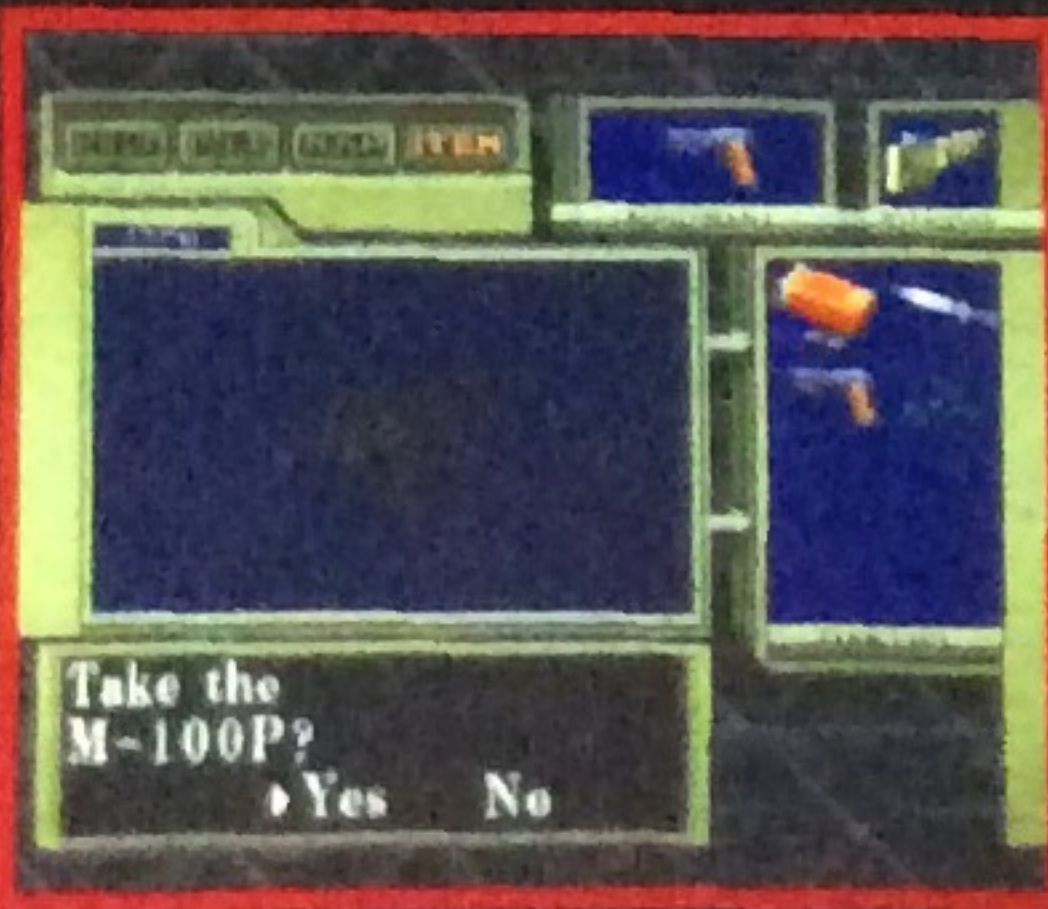


Run back into the area with the bunkbeds and fire groups of three Pistol shots into the horde. Hit one zombie three times, then re-aim and tag another.

TIP



*Aim down to kill the crawling zombie! You can also retreat and use the Combat Knife to conserve ammunition, but remember to time your swipes.*



With the three zombies defeated (one from the window, one crawling from the bunkbeds area, and another from the showers), pick up the pair of M-100P Semi-Automatic Pistols and save them for later.

TIP

*Your new weapons take up two inventory slots. If you cannot carry these items, free up one space by reading the rule book. Once read, it is automatically placed in your "File" area of the inventory. To open another space, combine two Green Herbs.*

12



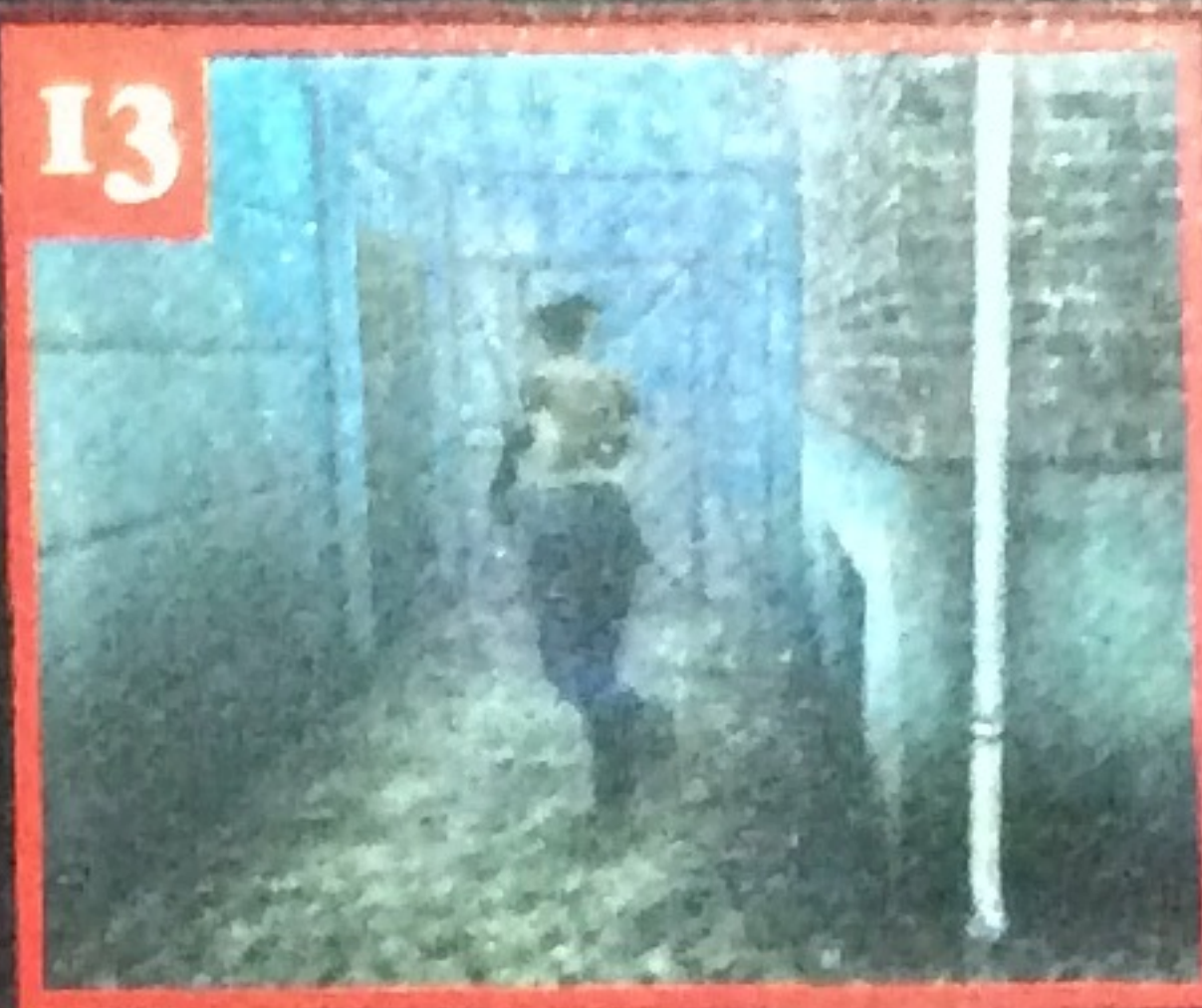
Stroll to the south shower area, a narrow dark corridor. The lighter may help you to spot the Handgun Bullets in the far shower. Best not think where the mass of blood came from....



Exit via the main dining area and go onto the porch, where another zombie roams. If you didn't kill all three zombies earlier, they'll also be here.

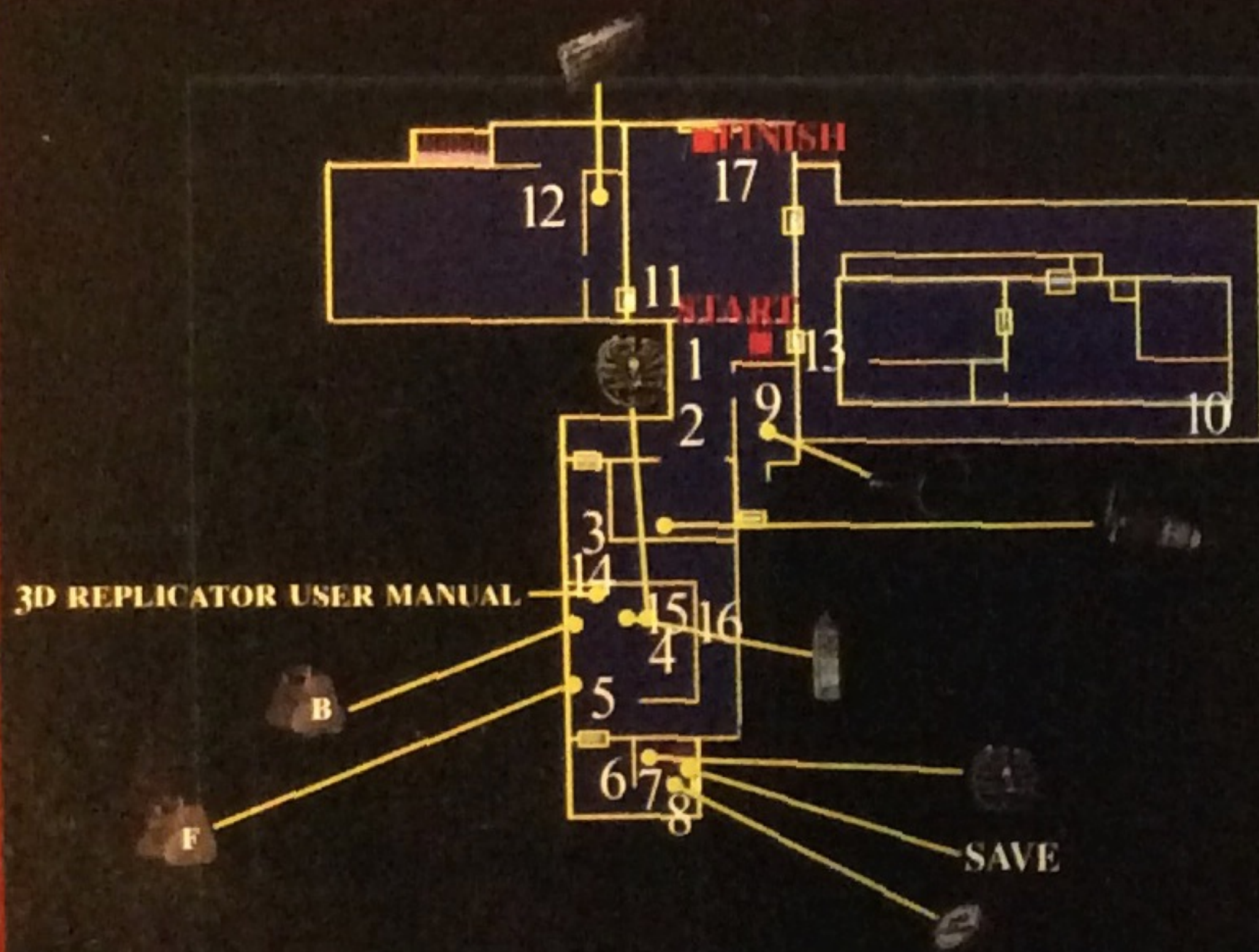


As you step down the porch stairs, the view changes to that of a beast stalking Claire from underneath the building. It doesn't show itself...yet. Running around the east side of the building, Claire is startled by a decomposing corpse that is dragged under the building, leaving only a pool of blood.



13 When you return to this area later, you're likely to meet the beast that is gnawing on the corpse. But for now, continue along the south side of the quarters, then turn north and check the mesh door. It is locked from this side. Turn west and open the adjacent door.

## BUSTING OUT!



Prison 1F

### KEY

- First Aid Spray
- Bow Gas Rounds (3)
- Flame Rounds (3)
- Fire Extinguisher
- Hawk Emblem
- Ink Ribbon (3)
- Padlock Key
- Briefcase with TG-01
- Special Alloy Emblem

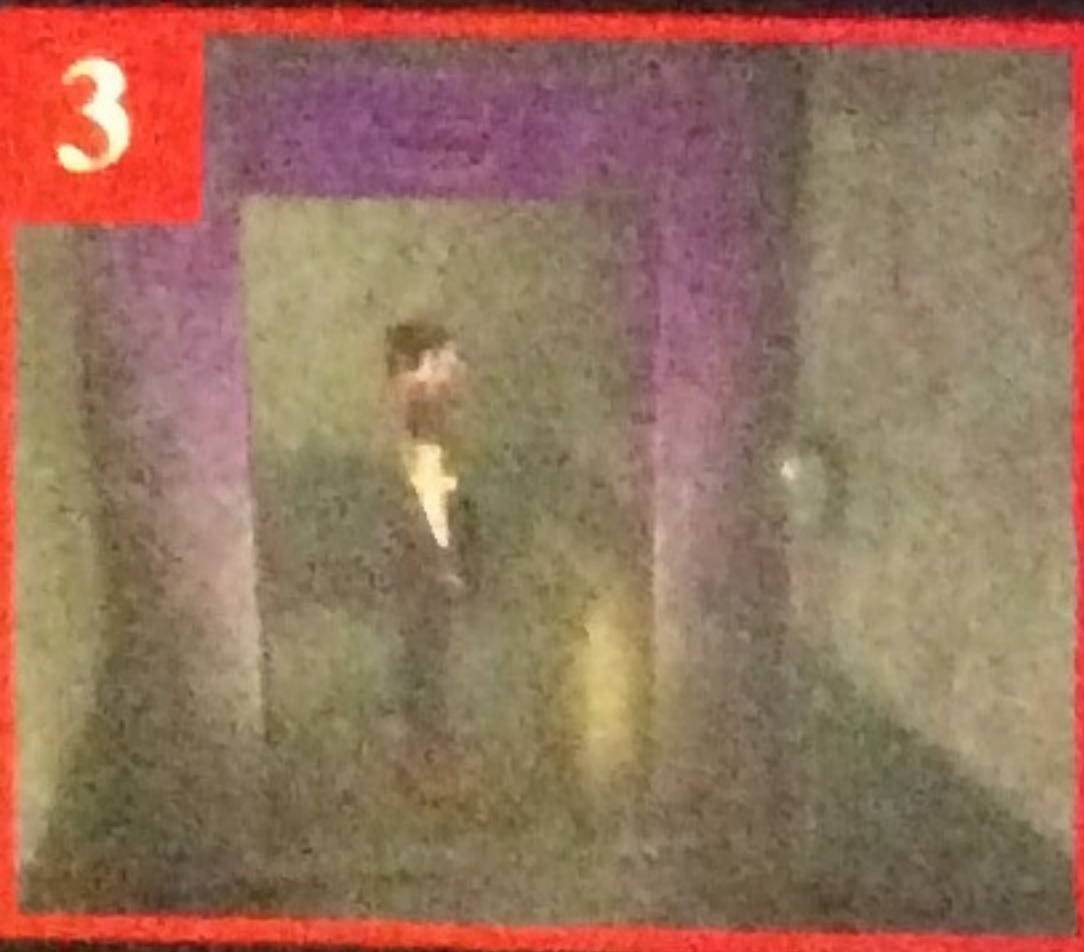


1 In the damp courtyard, three more green-clothed zombies wait. Dispatch them with your Pistol, or back up to the entrance and hack at them one at a time with your Combat Knife. The remaining two zombies in the fenced area can't get to you.



2 The switch to the left of the roll-up garage door does nothing. The door is locked. Perhaps the key to opening it lies in the next area. Continue to the door and the security checkpoint.





**3** At the checkpoint, you are instructed to place all metallic items into the Security Box. This means leaving behind your M-100Ps, M93R Handgun, Combat Knife, Bullets, and Lighter.

## NOTE

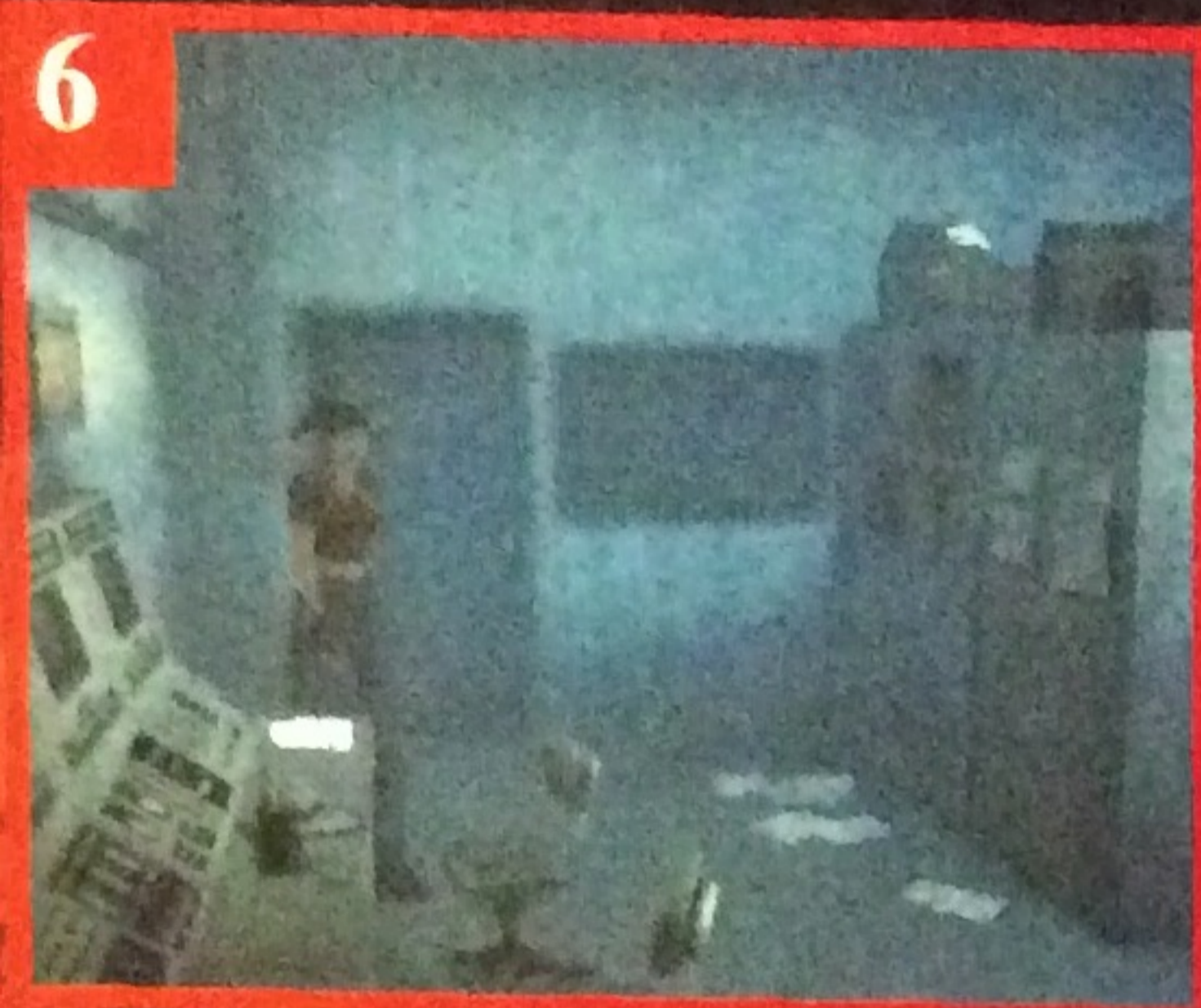
*Failure to surrender all metallic items results in a security lockdown of the passageway ahead. If this occurs, return to the Security Box, flick the switch from blue to red, and try again.*



**4** Once through the security corridor (those zombies are roaming outside and are harmless for now), check the room for items and objects. In the northeast corner of the room are a 3D Scanner and an engraver. The Scanner can clone an object you place on the engraver. Return here in a moment.



**5** Spend your remaining time collecting the various items from this area – the First Aid Spray and the 3D Scanner User's Manual on the table, and two types of Grenade ammunition on the west wall. Then head through the door in the southwest corner.



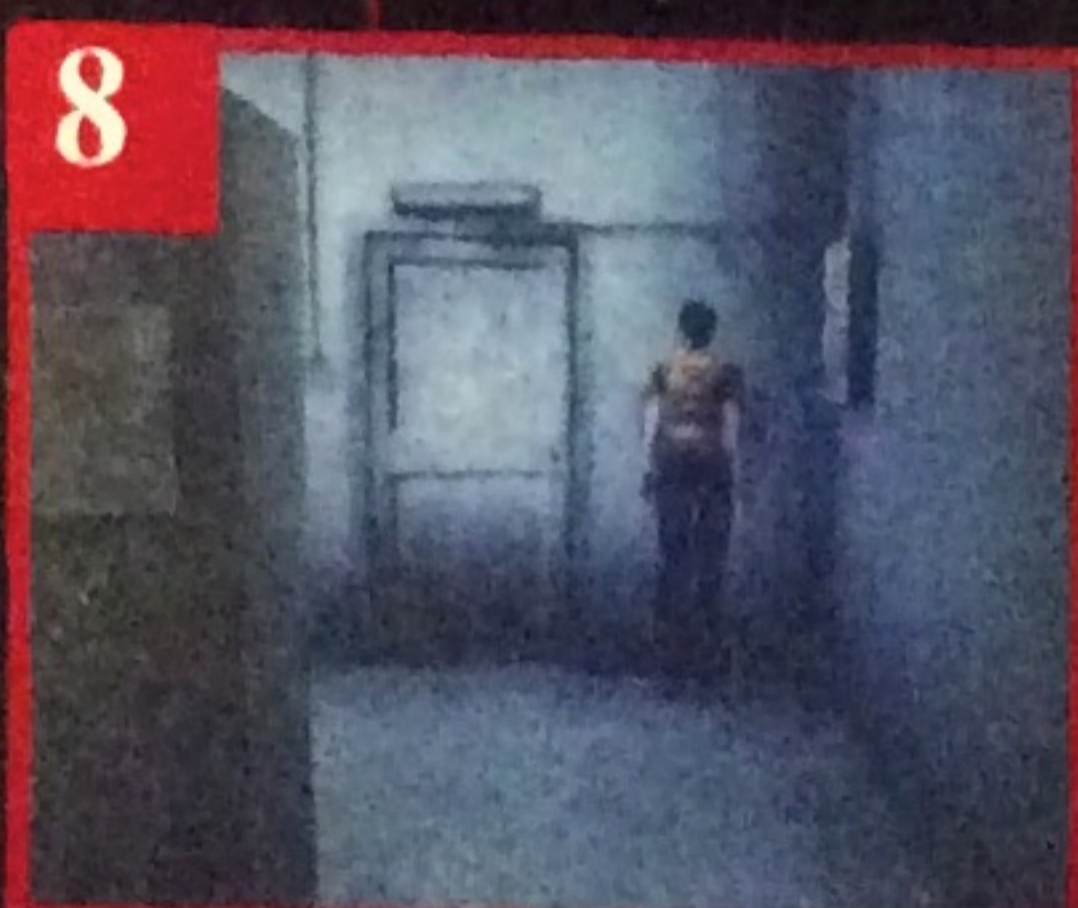
**6** Inside the communications room, you hear typing. Ignore this for now, and take the Fax lying on the console. It reveals that a new material sample, called TG-01, is on its way.



*As you round the corner, you see Steve checking the island's intranet for information on your brother, Chris. Claire attempts to contact Leon Kennedy and Chris while Steve has a fit and storms off.*



**7** Next to the computer terminal is a shallow desk drawer underneath a yellow clipboard. Inside is a gold Hawk Emblem matching the engraving on the gate. To the right are a Typewriter and three Ink Ribbons. Take the Hawk Emblem and Ribbons, and save your progress.



**8** Now for the door in the southeast corner. Alas, heavy boxes prevent you from opening it. Next to the door, however, is a switch. Flick the switch.



Now retrace your steps back to the first courtyard. You must transfer your Grenade Rounds, Ink Ribbon, Hawk Emblem, and First Aid Spray into the other Security Box before you continue. Back at the initial Security Box, pick up your items.

## TIP

*You need three open inventory spaces for the next part of your mission. You should take either the M-100Ps or the Handgun and ammunition, and have two spaces for Herbs and one for the Combat Knife.*

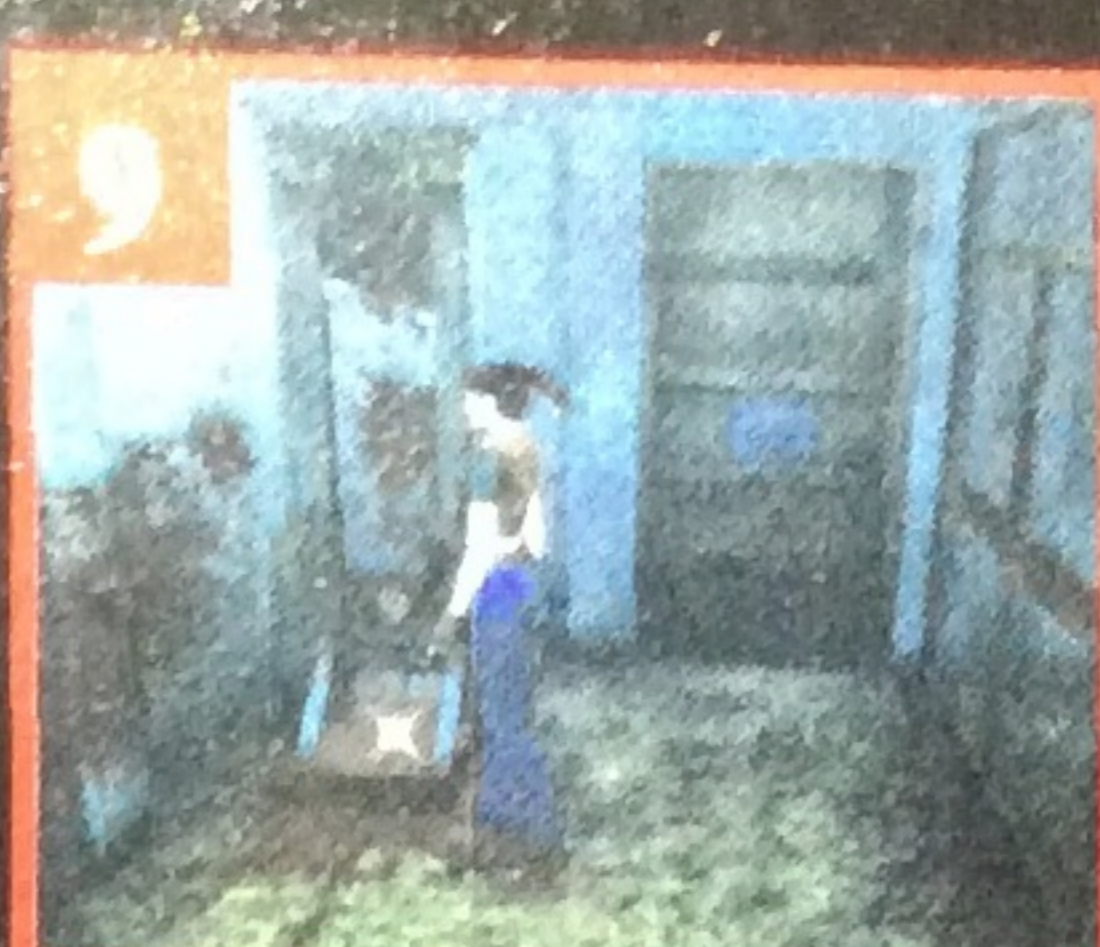
# THE WALKTHROUGH



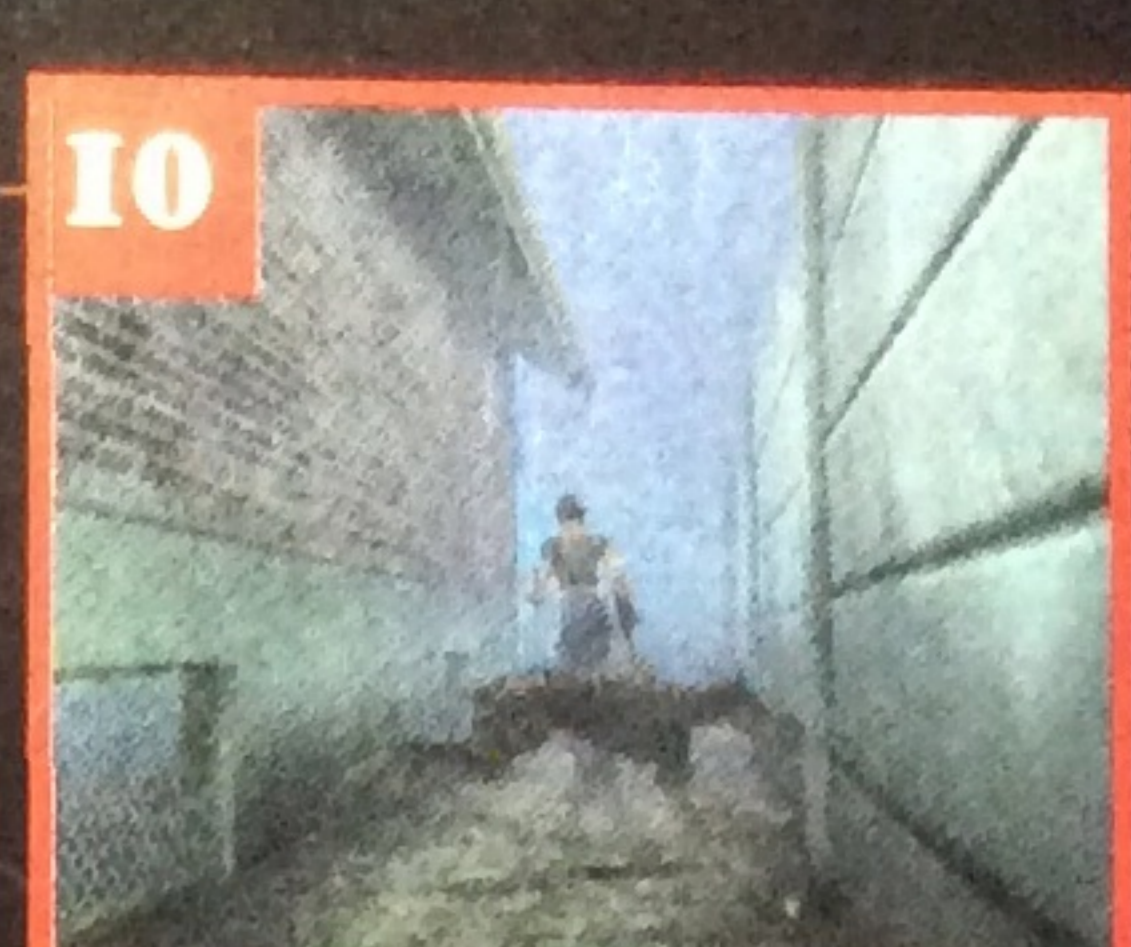
Back in the courtyard, check the switch that opens the garage door – it is now blue. Press the button, and prepare for combat! Two zombies lurk inside the garage, and another two burst out of the mesh fencing.



As soon as you can move, fire at the gas tank to the right of the zombies. The resulting explosion knocks the two zombies in the garage to the ground. Now back up and plug the zombies from a distance, or swipe at their knees with the Combat Knife.



Enter the garage and collect the Fire Extinguisher from the southwest garage corner. Then, enter the meshed area and inspect the gruesome matter adorning the walls and floor of the guillotine room. Note the locked gate with a shield-like indentation. Take the Padlock Key from the guillotine, and head back to the cemetery.



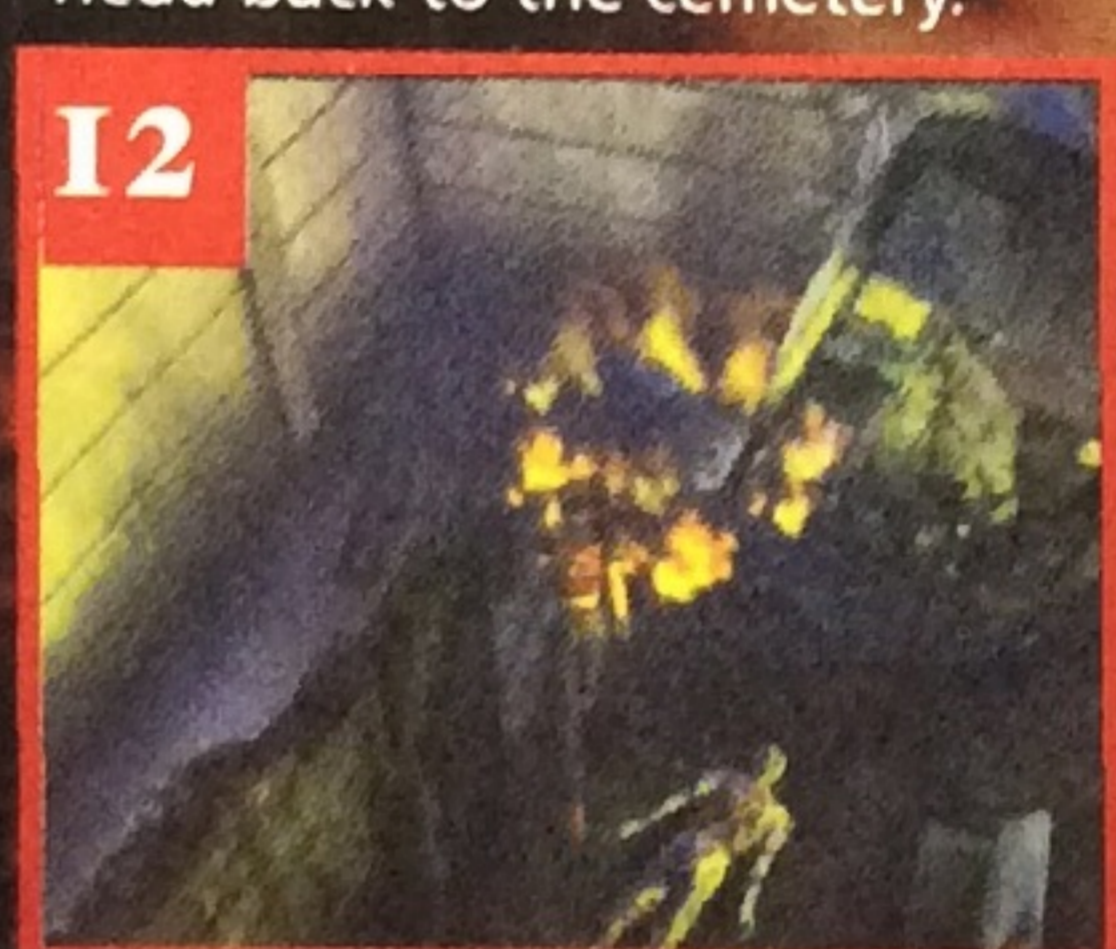
As you round the back of the Staff Quarters building, a grating flies open, and a Zombie Dog leaps out. Keep running, and avoid another one that jumps out in front of you. Dodge them by running away and zigzagging just before they pounce.

## TIP

You can also stand your ground and fight Zombie Dogs. It takes four or five Handgun shots to down them.



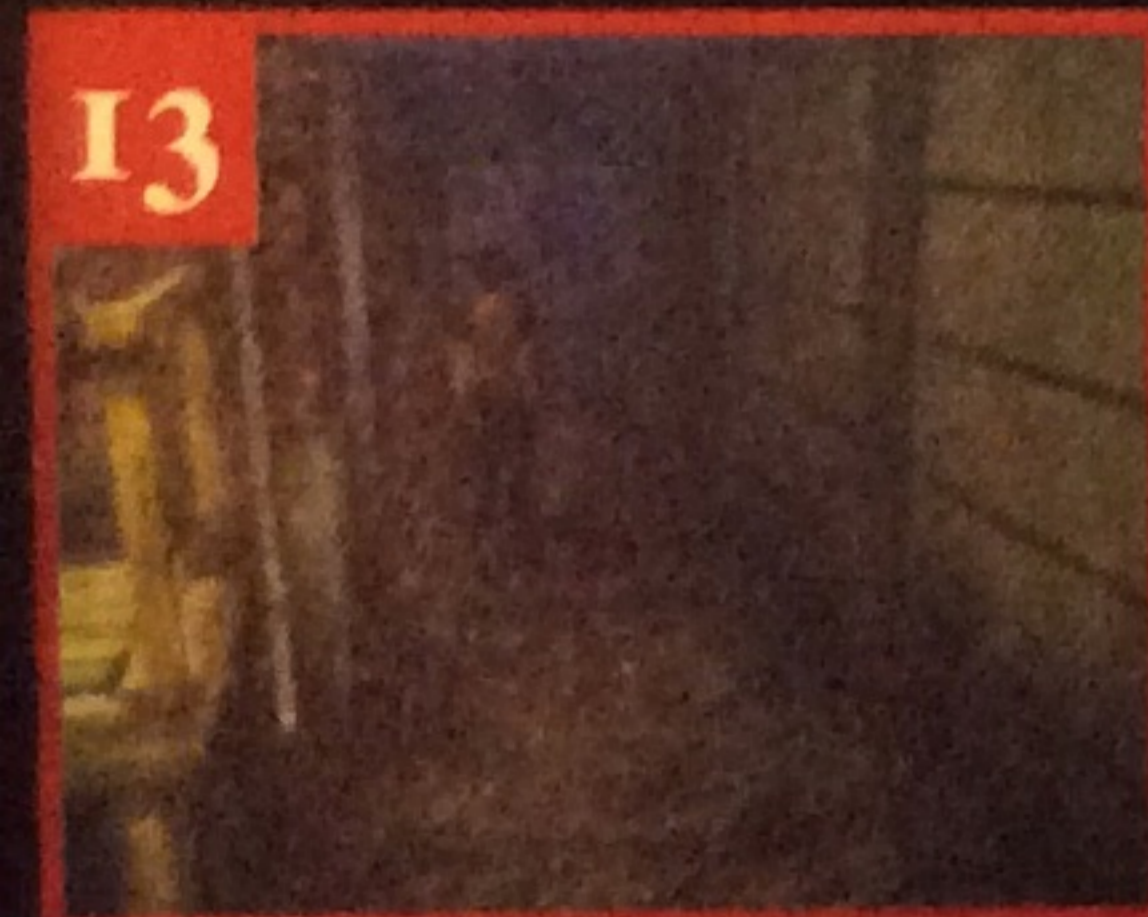
As you enter the courtyard with the burning truck, avoid the two zombies roaming the entrance to the cemetery. Dodge or attack them with your Combat Knife.



In the cemetery, head for the truck fire. There are three zombies to contend with. Once deft knife swiping, gunfire, or dodging has won the day, use the Fire Extinguisher on the truck fire, and pick up the Briefcase.



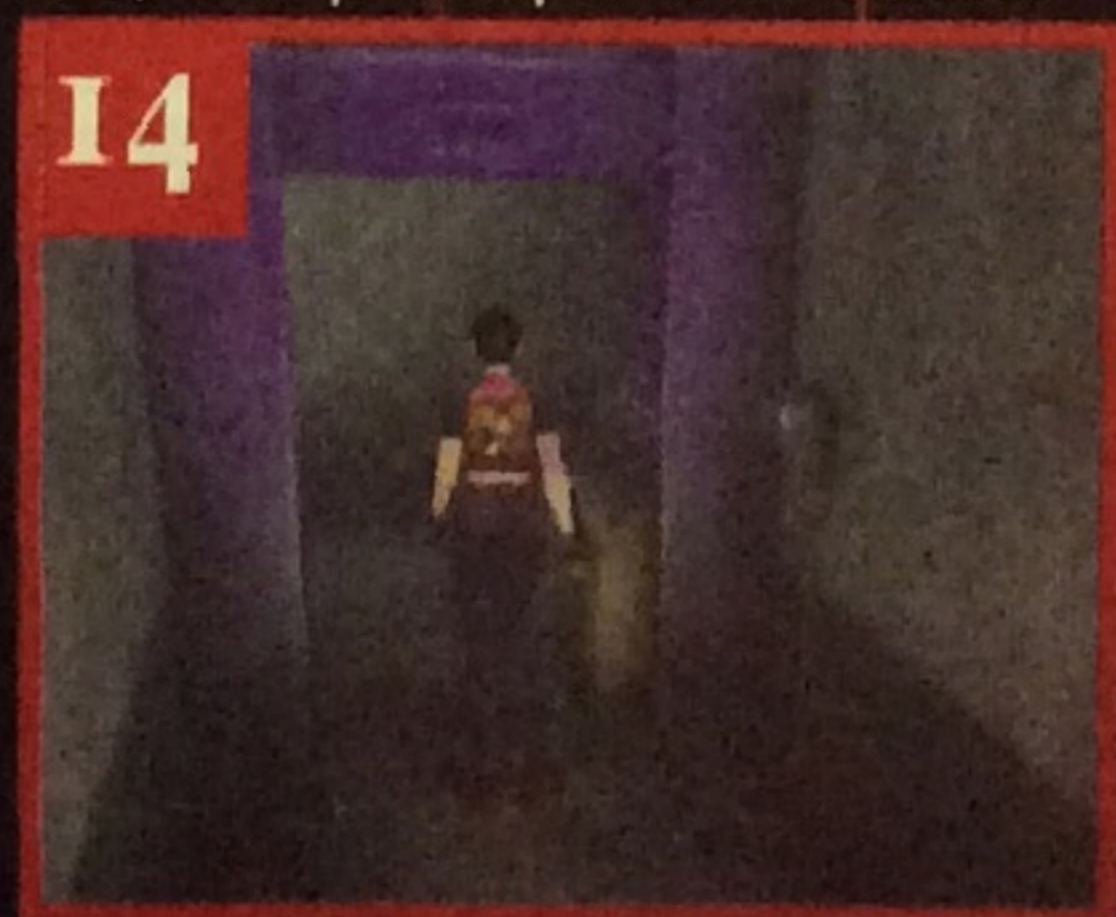
Check your inventory, examine the Briefcase, and rotate it until you spot the latch. Open it to find the TG-01 Alloy, and a note explaining its unique characteristics. Looks like the truck didn't make it to its destination...



Head back to the security area via the courtyard and the Staff Quarters. When you reach the entrance to the Staff Quarters, turn right and unlock the mesh door with the Padlock Key from the guillotine room. This keeps you from having to run around the building and encounter the Zombie Dogs if you haven't killed them.

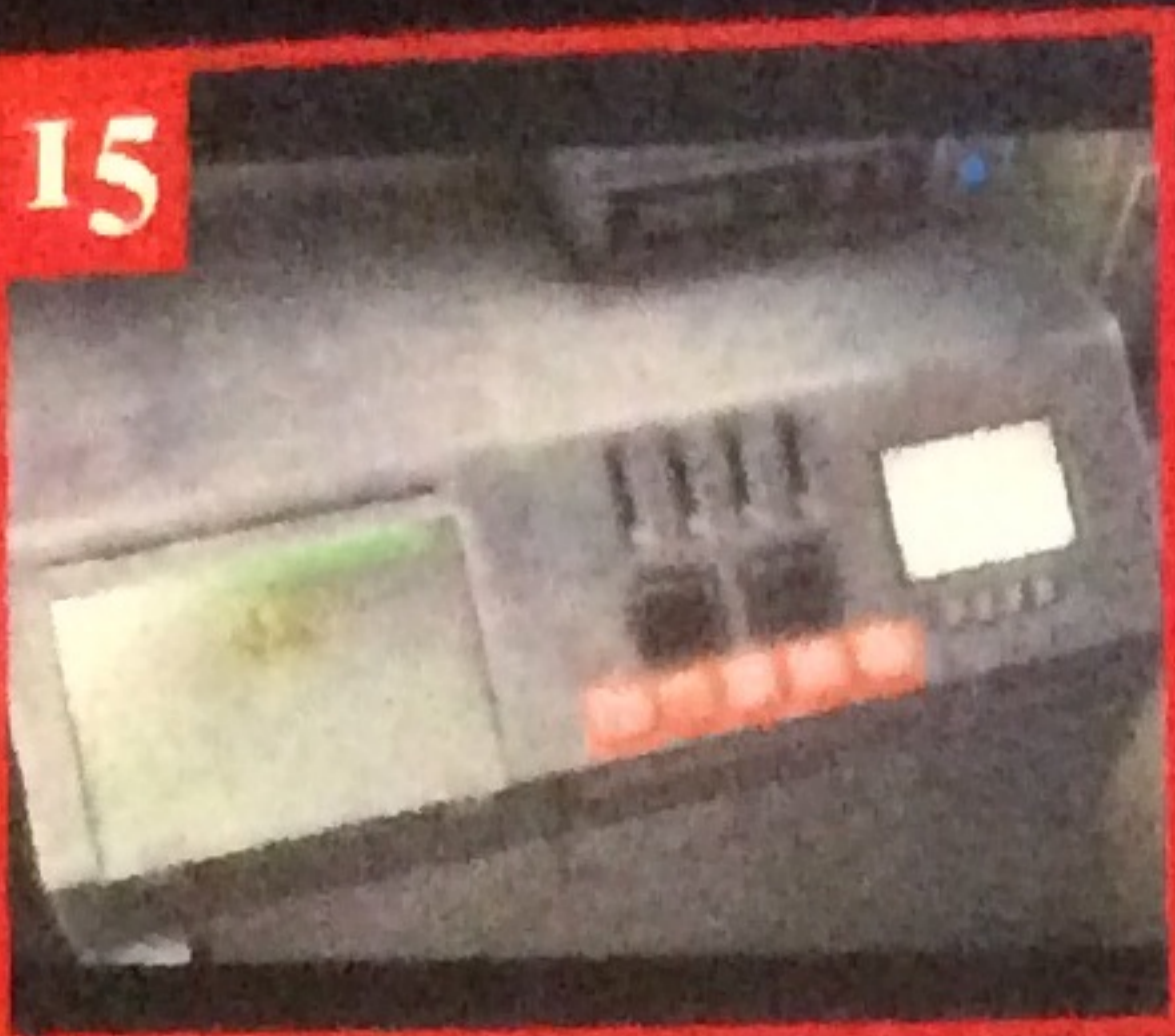
## TIP

Once you use the Padlock Key, you are asked if you want to discard it. The key isn't used again in the game, so get rid of it to free up an inventory space.



Back at the security corridor, you again must leave your metallic items in the Security Box. This includes all your weapons, Bullets, and the Fire Extinguisher. The zombies are getting restless...

15



Now move to the northeast part of the 3D Scanner room, take out the Hawk Emblem from the second Security Box, and place it into the scanning part of the Scanner. Next, take the TG-01 Alloy from your inventory and place that on the engraving part of the Scanner. After some scanning and precision chipping, a non-metallic Special Alloy Emblem is created. Take it.

# NOTE

When you hear zombies infiltrating the secure area, return to the communications room and save your progress.

16



Now place all your items, except the Special Alloy Emblem and Green Herbs, into the box. Dodge the three zombies.

17



After taking your weapons (but leaving two inventory spaces free), head back to the main courtyard. Three more zombies wait there. Dodge or take them down, then go to the main double gate and place the Special Alloy Emblem to unlock the gates. Head through.

# TIP



In case you return here later, pick up your ordnance and enter the security area to finish off the three zombies you just dodged.

# KEY

- Green Herb (2)
- Handgun Bullets (15)

I



Go through the gate, and pass the two locked and partially demolished doors to the Iron Bridge. A wrecked Jeep is perched precariously in the middle of the structure, forcing you to climb down the steps and across the catwalk.



## PUZZLE

2



After you take the two Green Herbs and the Handgun Bullets, head to the northeast part of the area on the other side of the bridge. Fire prevents you from continuing. Walk up to the metal crate and push it as far as you can.

3



Walk around the crate and push it toward the fire so it slides in next to the middle metal crate. Hop onto the crate you were pushing. Clamber over all three crates, hop down, and head up the metal stairs and out of the prison grounds.

# ONTO THE PALACE GROUNDS



1



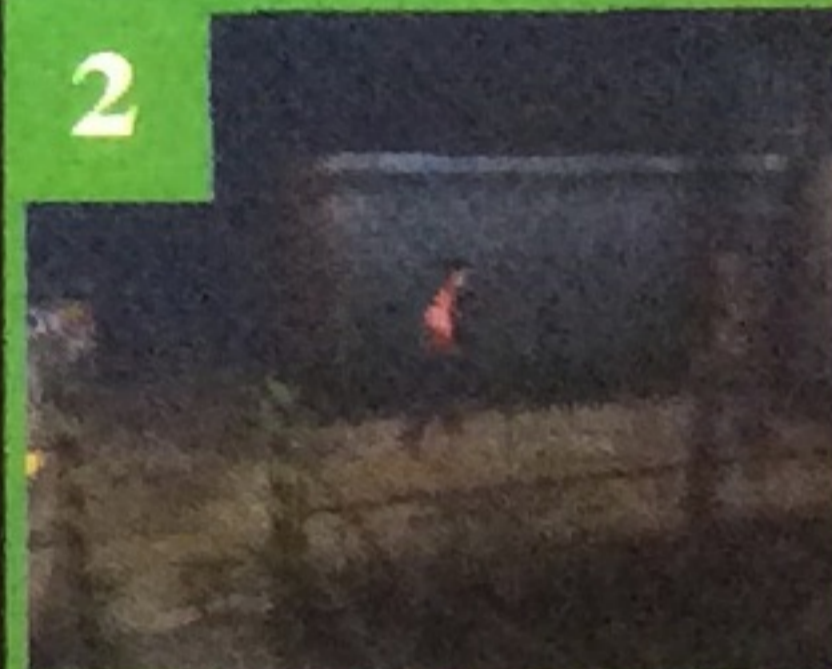
Two zombies lurk at the top of the steps. Attack or avoid them as you please, but be wary of their presence when you return here later. The easiest way to attack them is from the walkway, where they can only move toward you in single file.

## NOTE

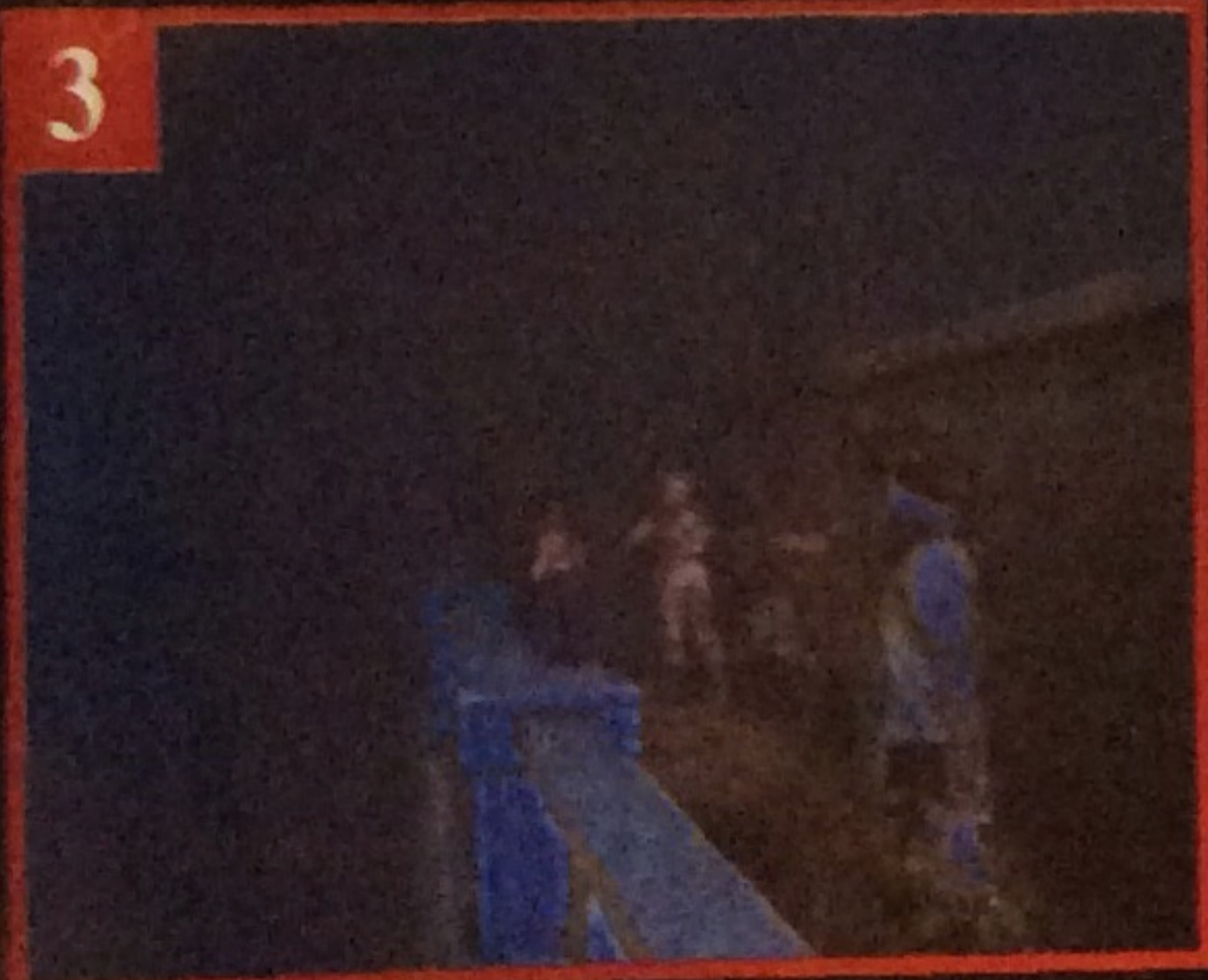
Instead of heading straight to the Palace entrance, Claire can open the door to the left of the garage gate that leads to the Military Training Facility. Three Zombie Dogs guard the area. By exploring some of the facility, you find the Bow Gun with

ammunition in it. You lack the item that would allow you to continue in this area, and your inventory is almost full anyway. Return to explore this region after checking the Palace and the Airport. A walkthrough of this area is provided in the section called "The Plot Thickens."

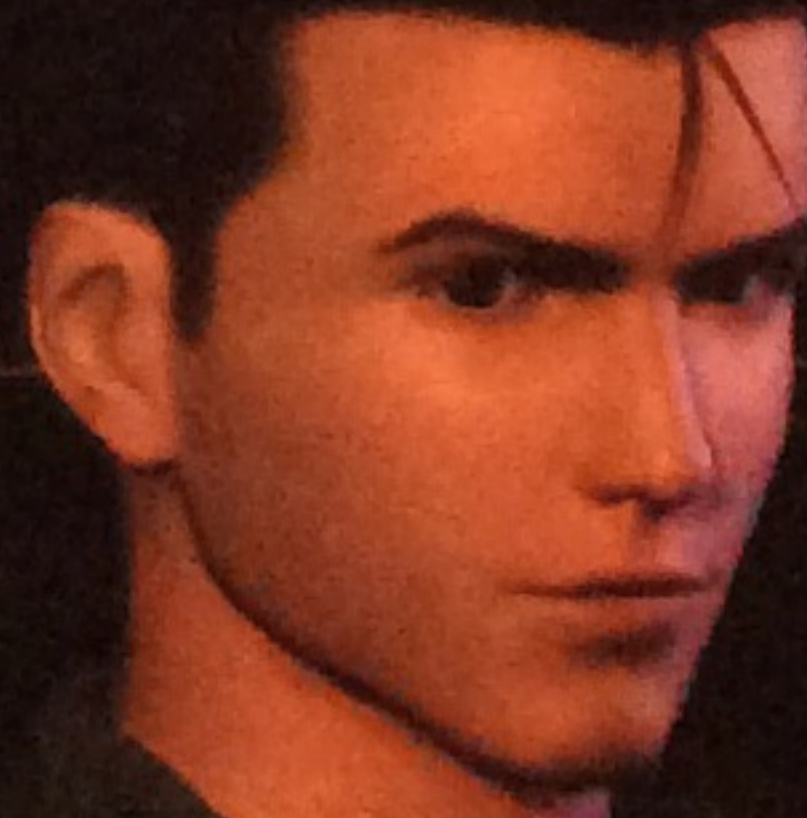
2

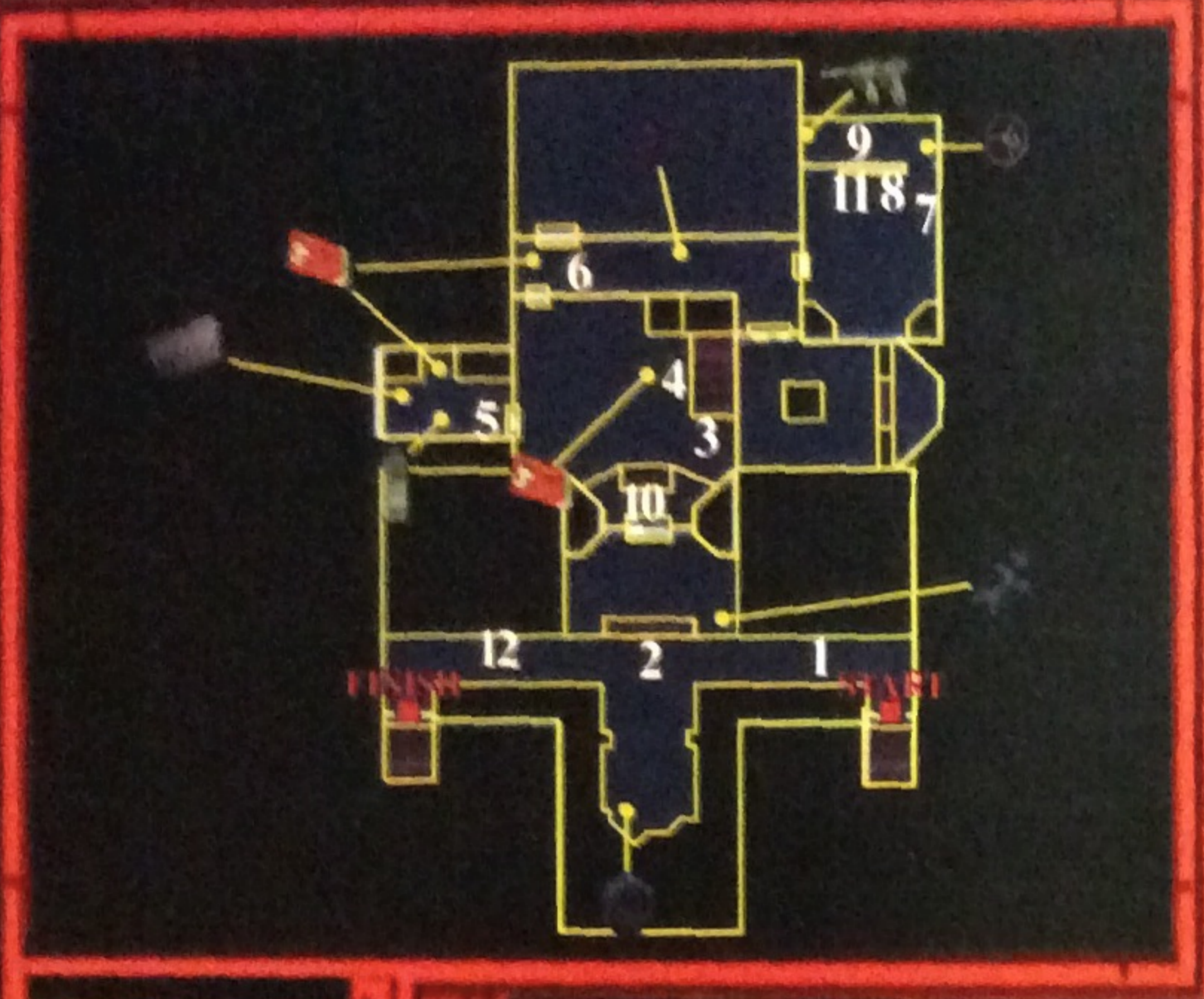


3



Continue farther north to spot two more zombies. Destroy or avoid them as usual, then move past the gate with the fire behind it and up the steps to the Palace gate.





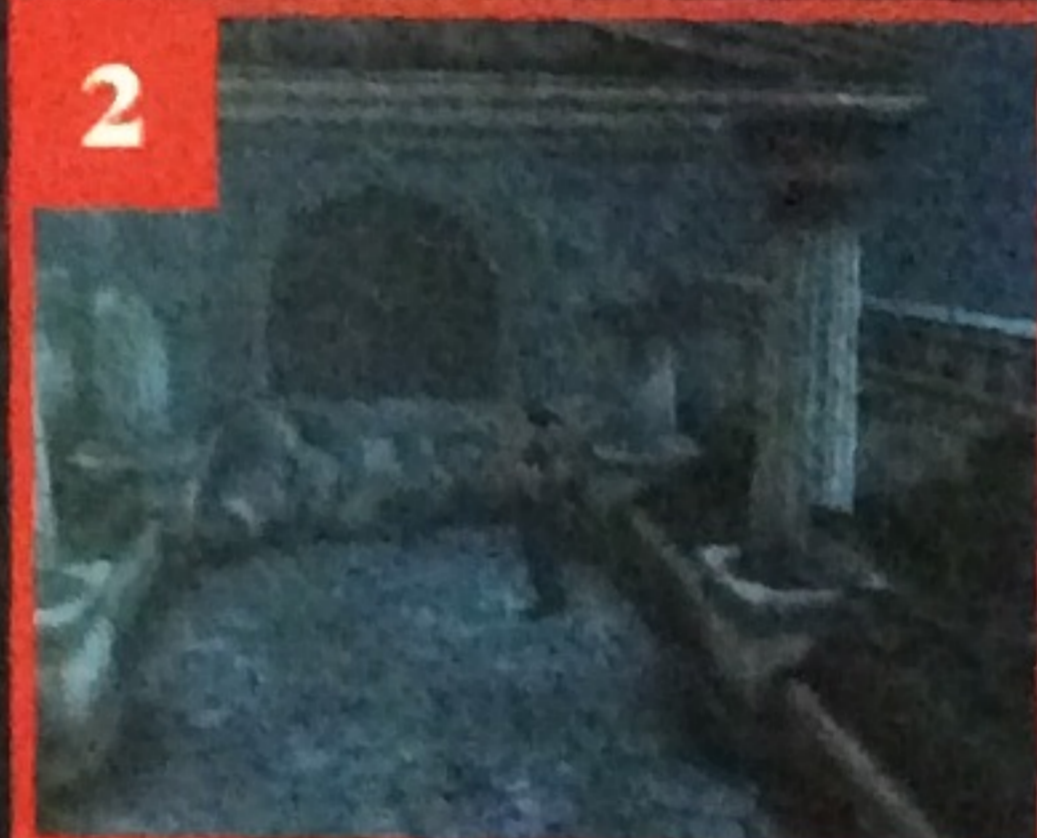
Palace 1F

**KEY**

- Duralumin Case
- First Aid Spray
- Gold Lugers
- Green Herb
- Handgun Bullets (15)
- Navy Proof
- Red Herb
- Steering Wheel



Three Zombie Dogs prowl the formal gardens. Switch to the M-100Ps, wait for a dog to show itself, and take down each one with three shots.



Now, collect the Green Herb. If you have room in your inventory, take the green medallion (called the Navy Proof) lying in the courtyard. Enter the Palace itself. You'll return to this area in a moment.

Ignore the palace's decay, and head up the right-side steps to the landing. Turn right and go up four more steps to a small balcony. Open the door.

**TIP**

Do quick or be dead! If you don't want to engage the dogs in combat, quickly run and dodge them, sprint up the steps, quickly take the Green Herb, and retreat into the Palace. Remember to run!



Palace 2F

**KEY**

- Green Herb
- Handgun Bullets (15)
- ID Card
- Ink Ribbon (3)

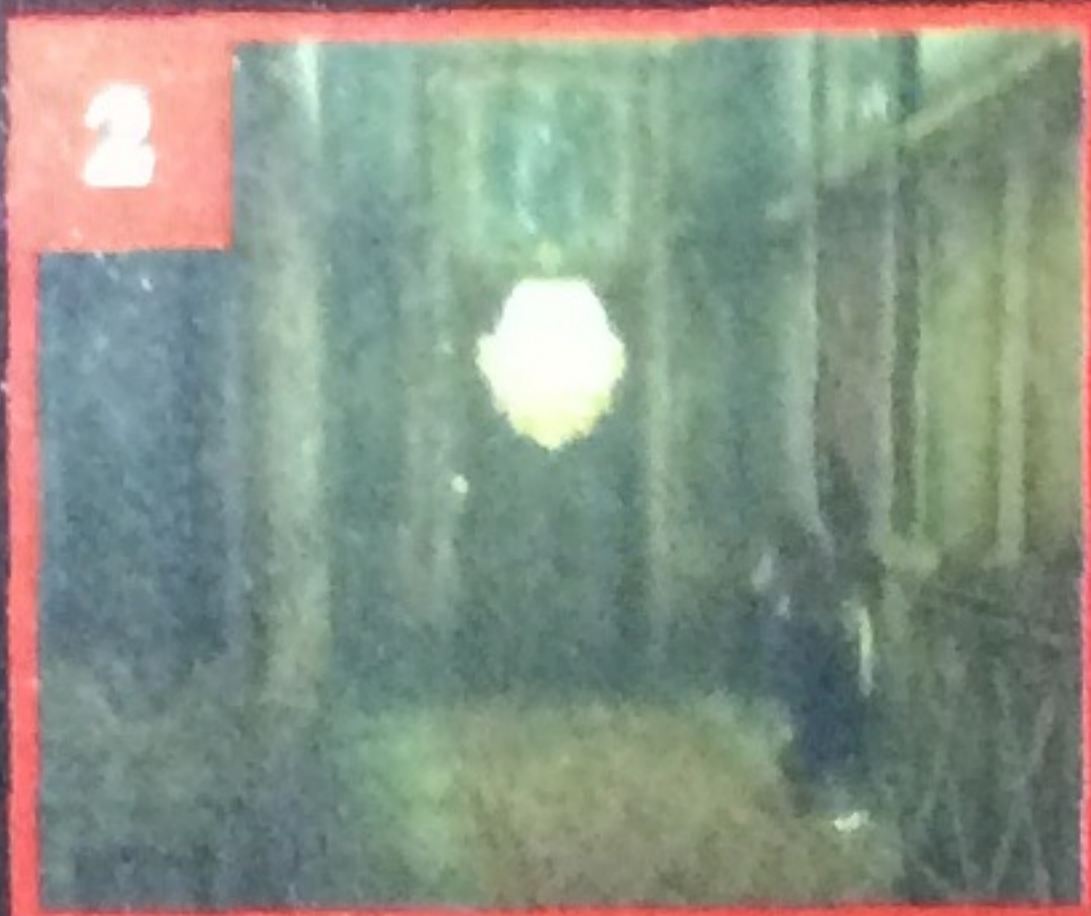


On the second floor of the Palace, head into the small library and collect the Bullets from the bookcase and the Secretary's Note from the table. Then check the ornate door at the end of the corridor.

## NOTE

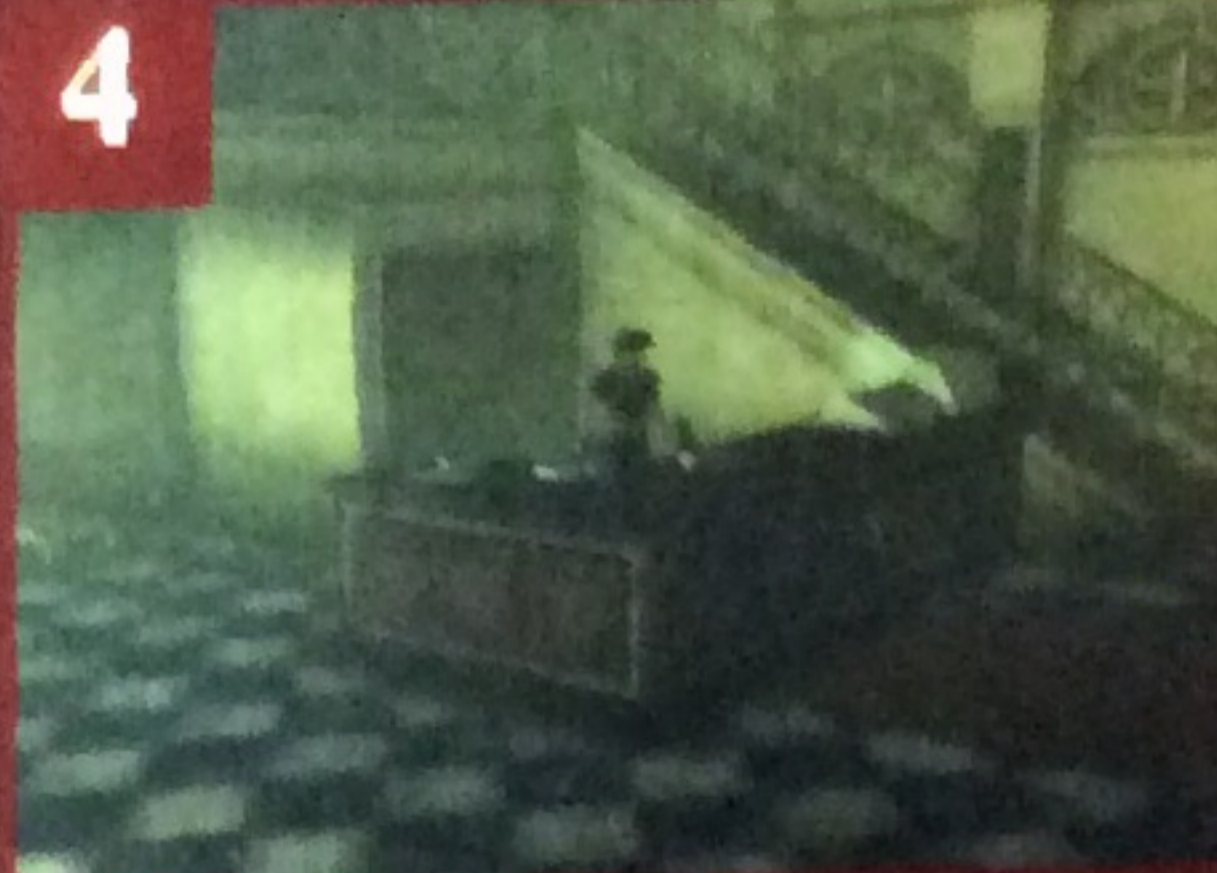
Look on the back of the Umbrella ID Card to see an ID number - NTC0394 - and the name of the security guard who used to patrol here - James Astor.

The following numbers reference the Palace First Floor map on page 36.



The door has a plaque with spaces for two ornate guns. It is locked, so step back, then turn around and push the chest along the wall. Collect the ID Card underneath it, then head back to the Typewriter, save your game, and deposit the Ink Ribbons in your Item Box.

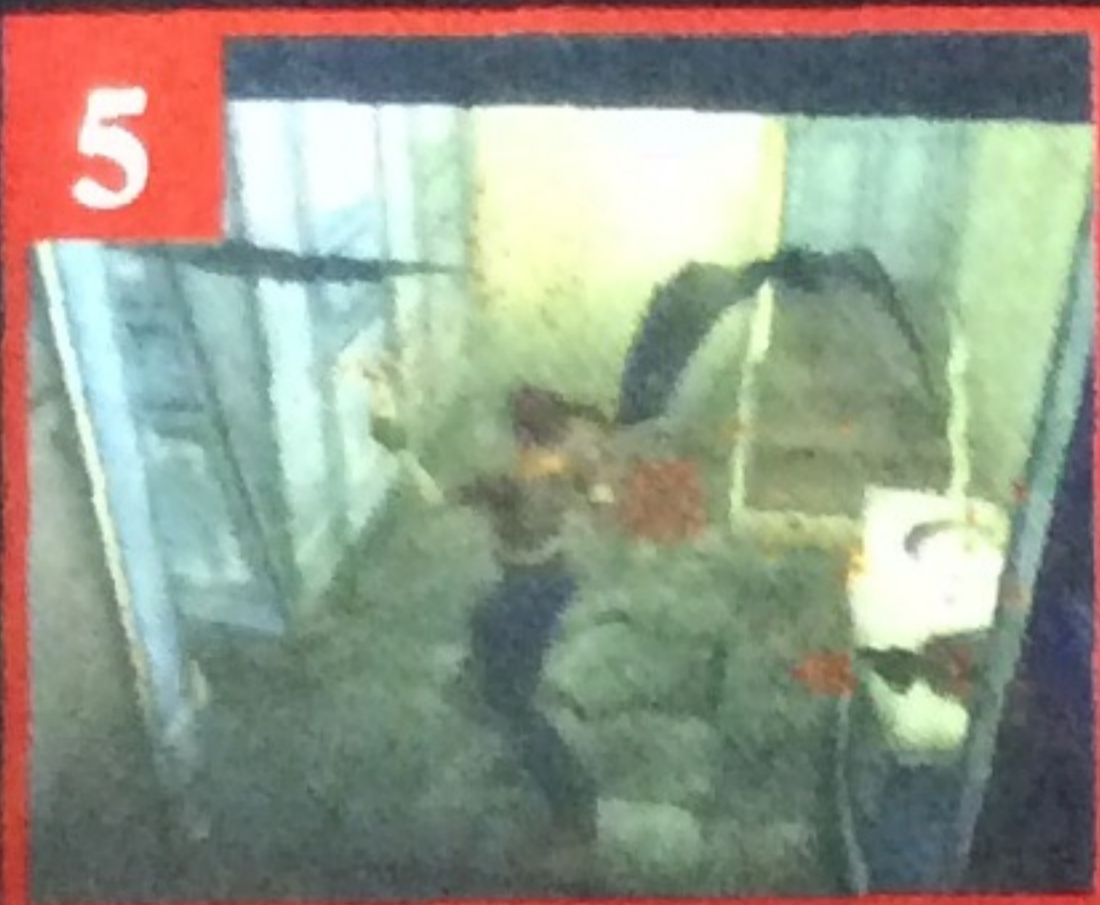
## PUZZLE TIPS



Now back on the first floor, head for the computer terminal. After taking the Bullets, activate the panel. When the prompt asks for a code to unlock the door system, type the ID number you found on the back of the card - NTC0394.

## TIP

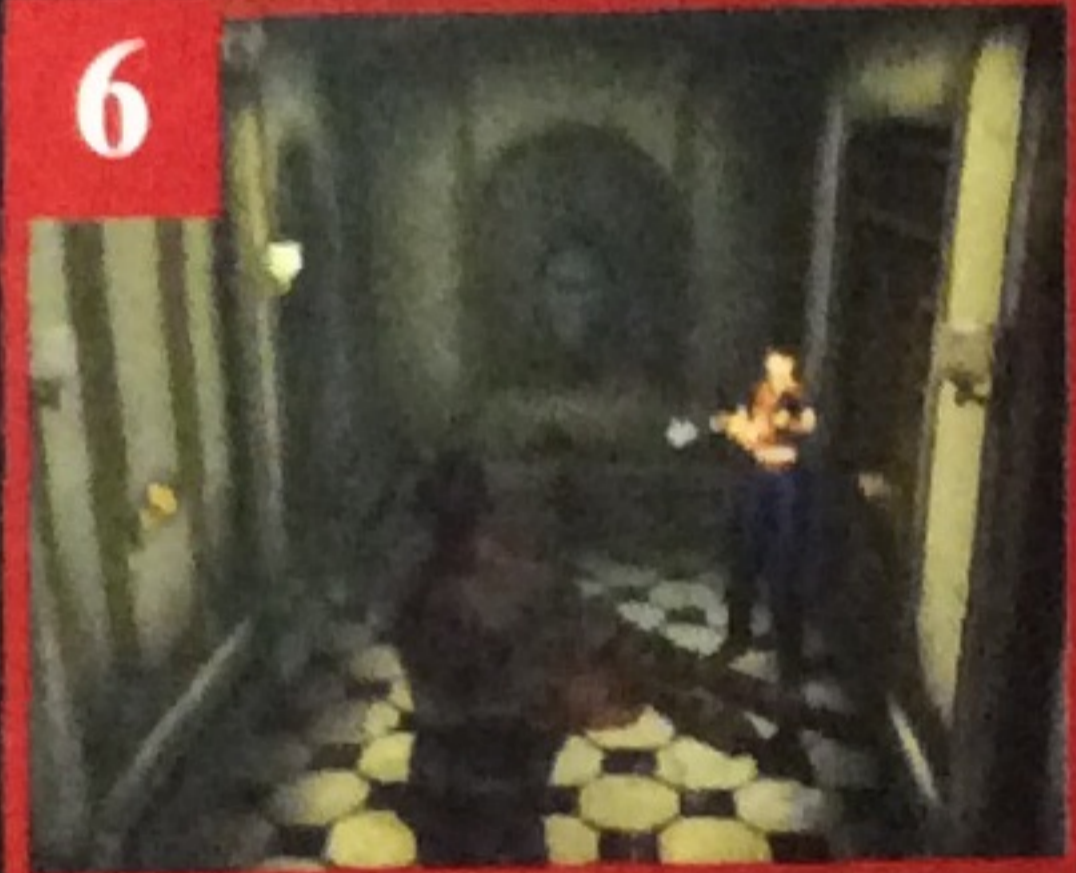
The Duralumin Case is heavy, and must contain an important item. However, the Case is locked, and can only be opened with Lockpicks. Store the Case and retrieve it later.



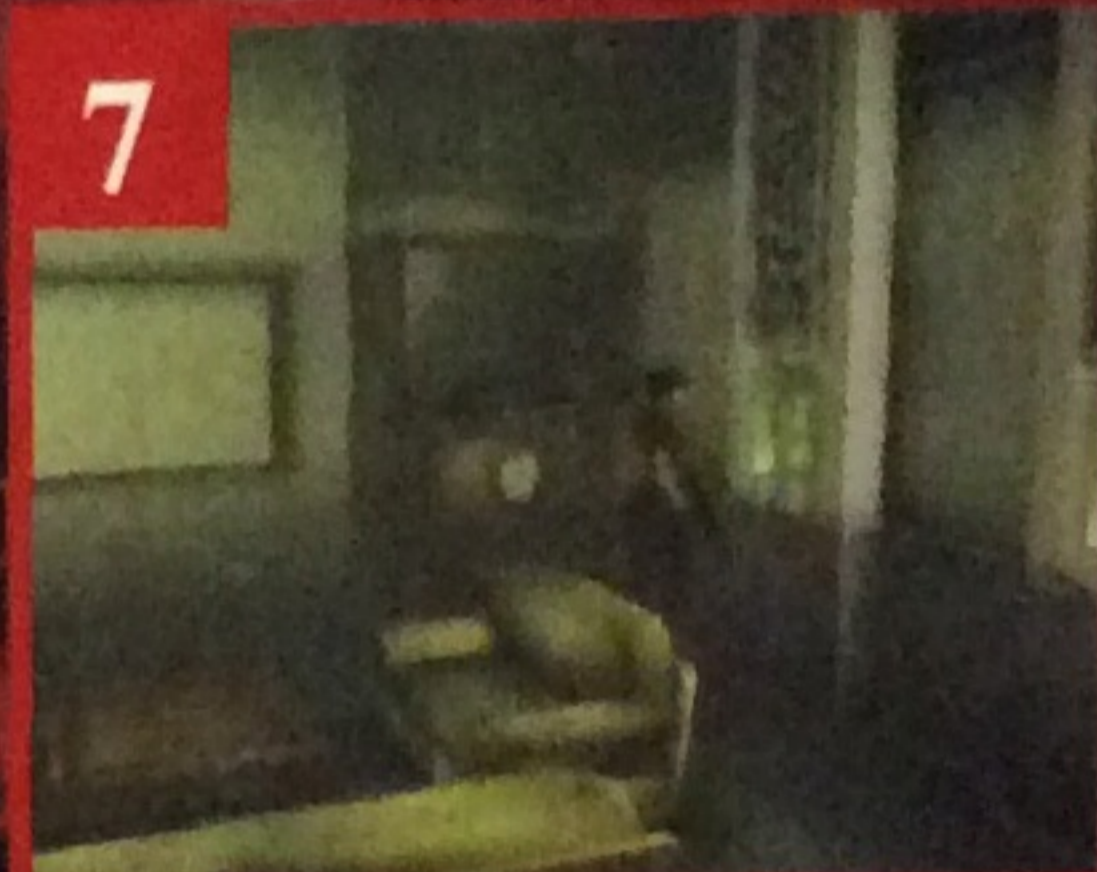
Discard the ID Card, and check the restroom in the southwest before you enter the door to the northwest of the lobby. Inside the restroom, watch out for the four bats nestled in the rafters. Equip yourself with the Lighter (to keep the bats at bay), or the Combat Knife (to strike at the bats).



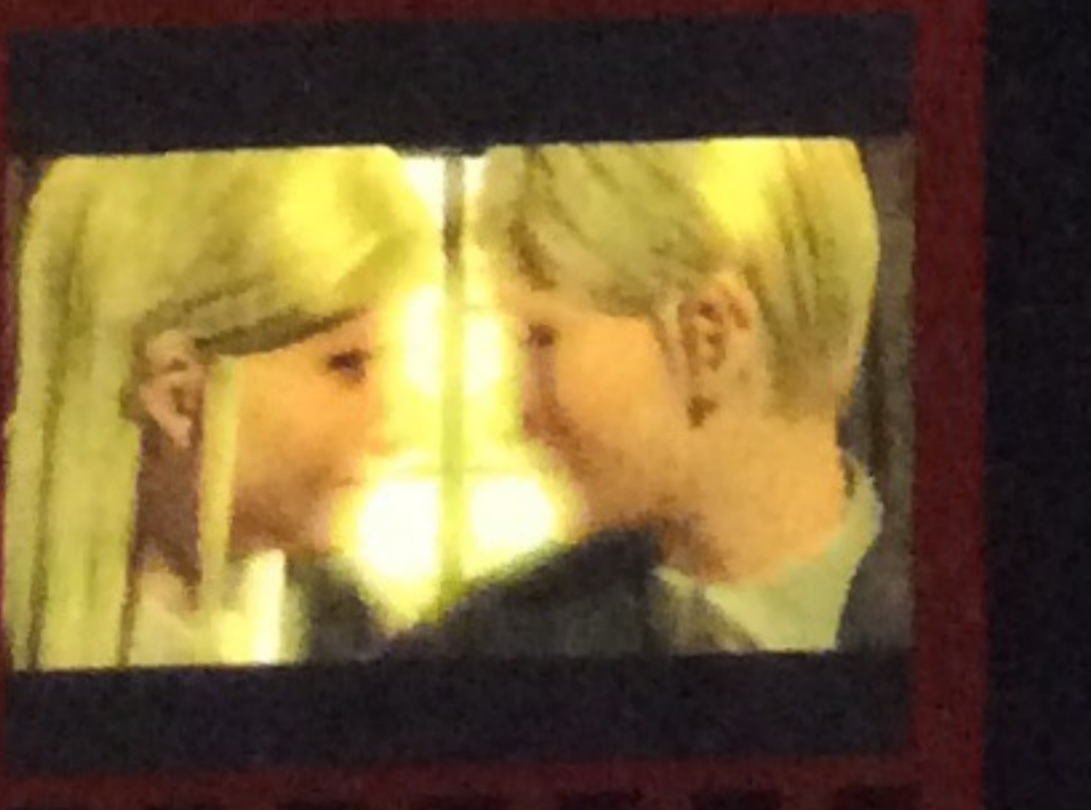
Examine the rest of the room, taking the First Aid Spray on the sink, the Bullets in the stall, and most importantly, the Duralumin Case. Now return to the Second Floor of the palace and deposit the Case in the Item Box before returning downstairs to investigate the door you just unlocked.



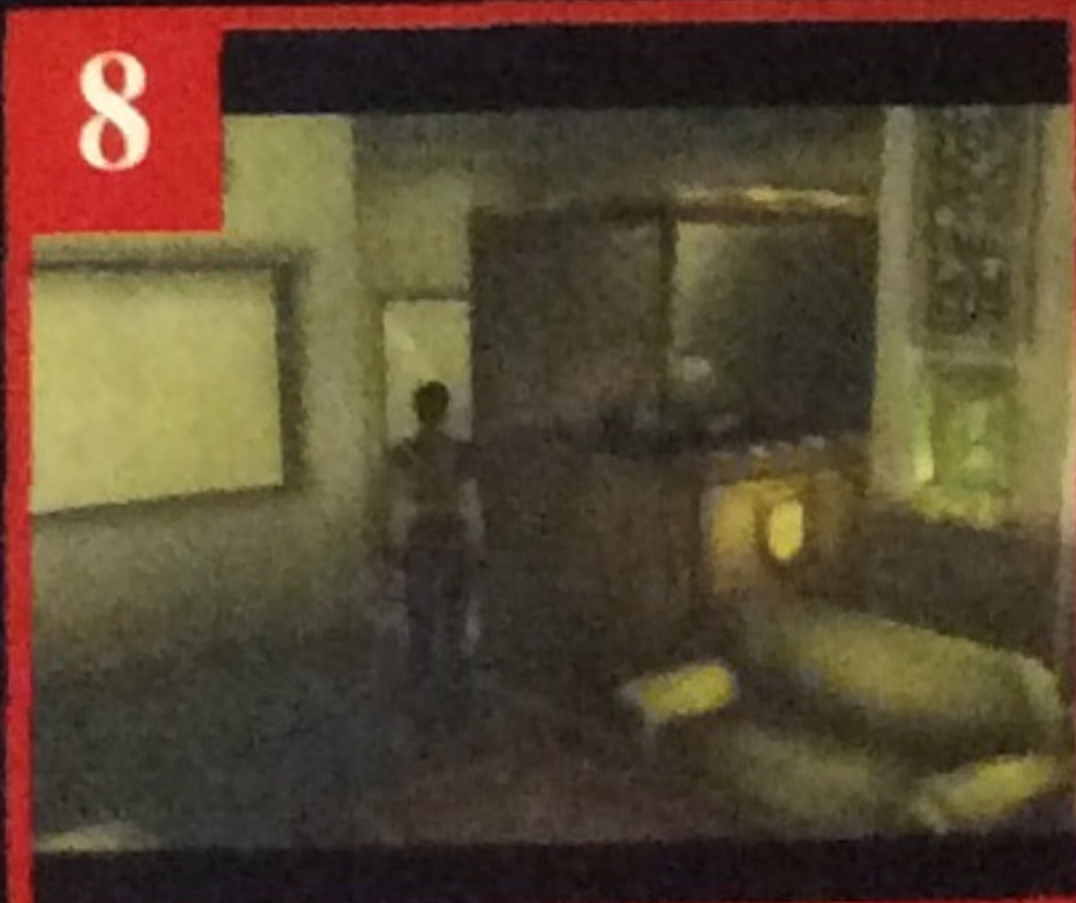
As you enter the hallway, three zombies advance. Deal with them, then grab the Bullets and Red Herb as you head down the hallway. Beware of a fourth zombie to the right - aim and fire at him in the corridor to avoid a mauling, then enter the door to the east - the others are locked.



When you enter the media room, skirt the sides. Check the display cabinets and take the Bullets from the table. Then move to the indented display of a large golden ant. Press the button under the ant and watch the home movie.



The scene of two blond-haired cherubs sitting by a window suddenly changes into a twisted display of dragon-fly hatred. Who are these demented youngsters?



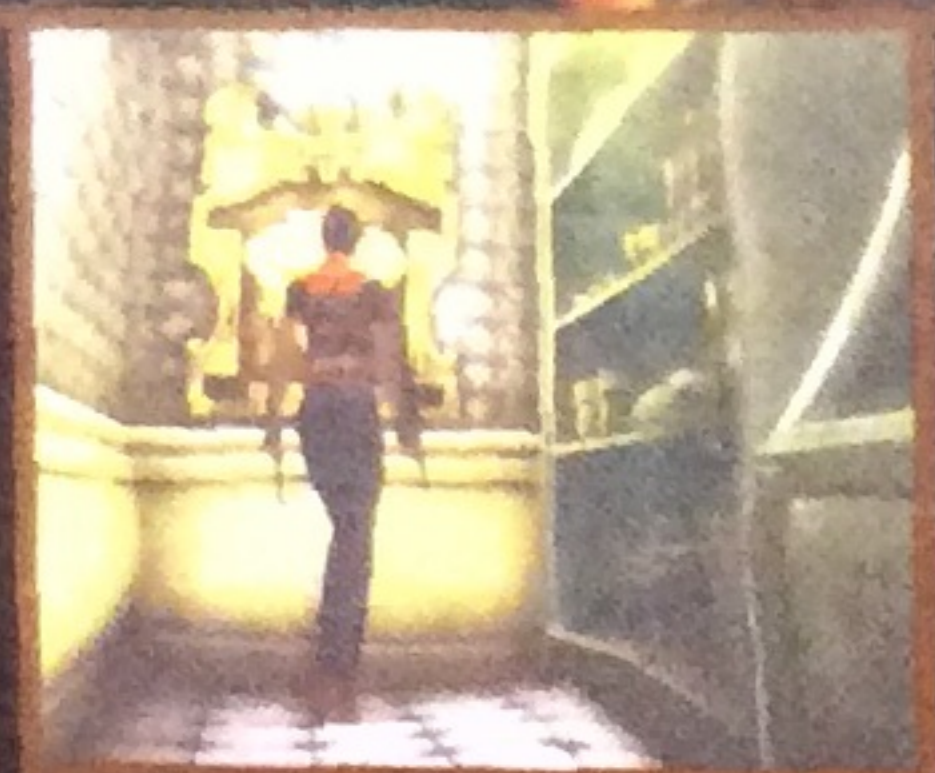
At the conclusion of the movie, a large display case shifts to one side, revealing a secret door. Enter it.



Pick up the small Steering Wheel propped up in a corner, then move to the west wall. Two Gold Lugers are embedded in a shield just like the one in the door upstairs.



# TIP



Taking the Gold Lugers activates a heat trap; the doorway is blocked and the temperature in the secret room starts to rise. Quickly put back the Lugers. How can you retrieve these items? By waiting.

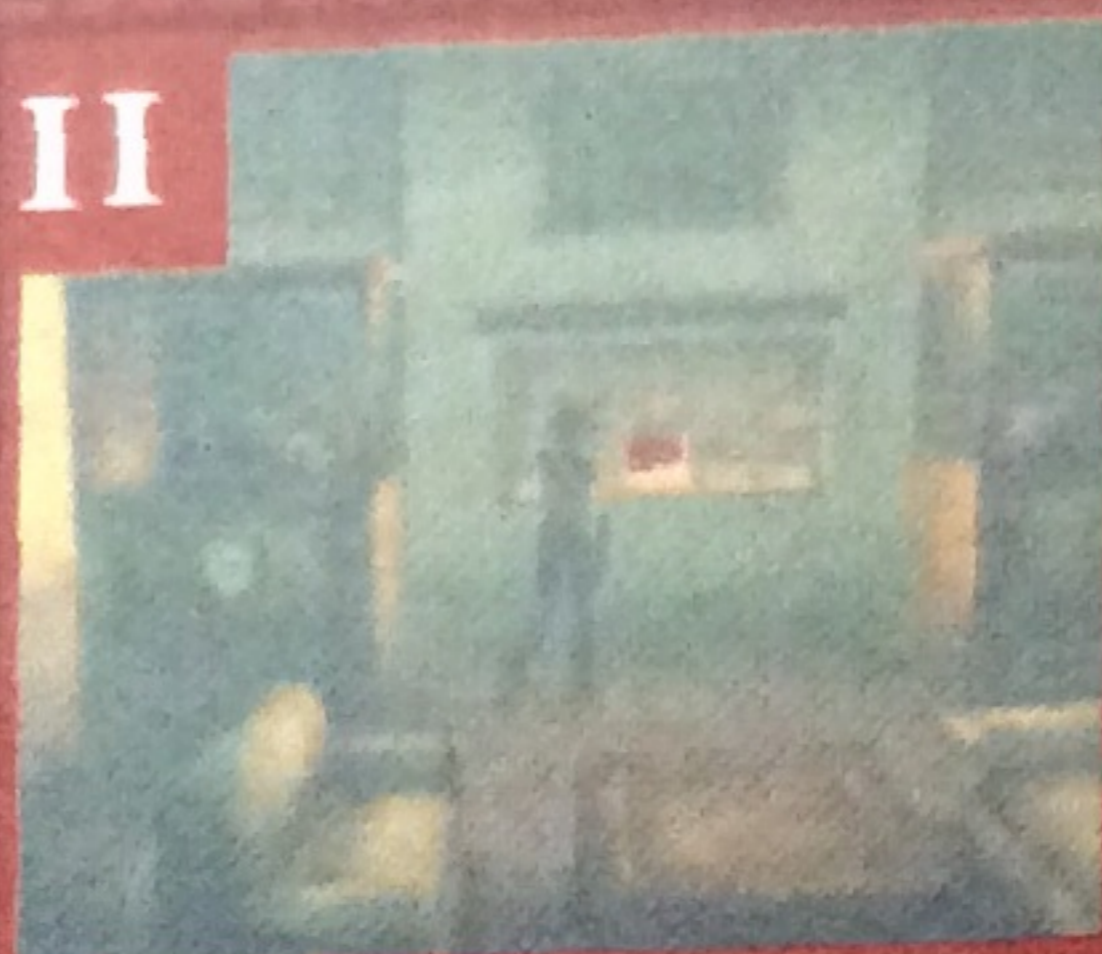
# 10



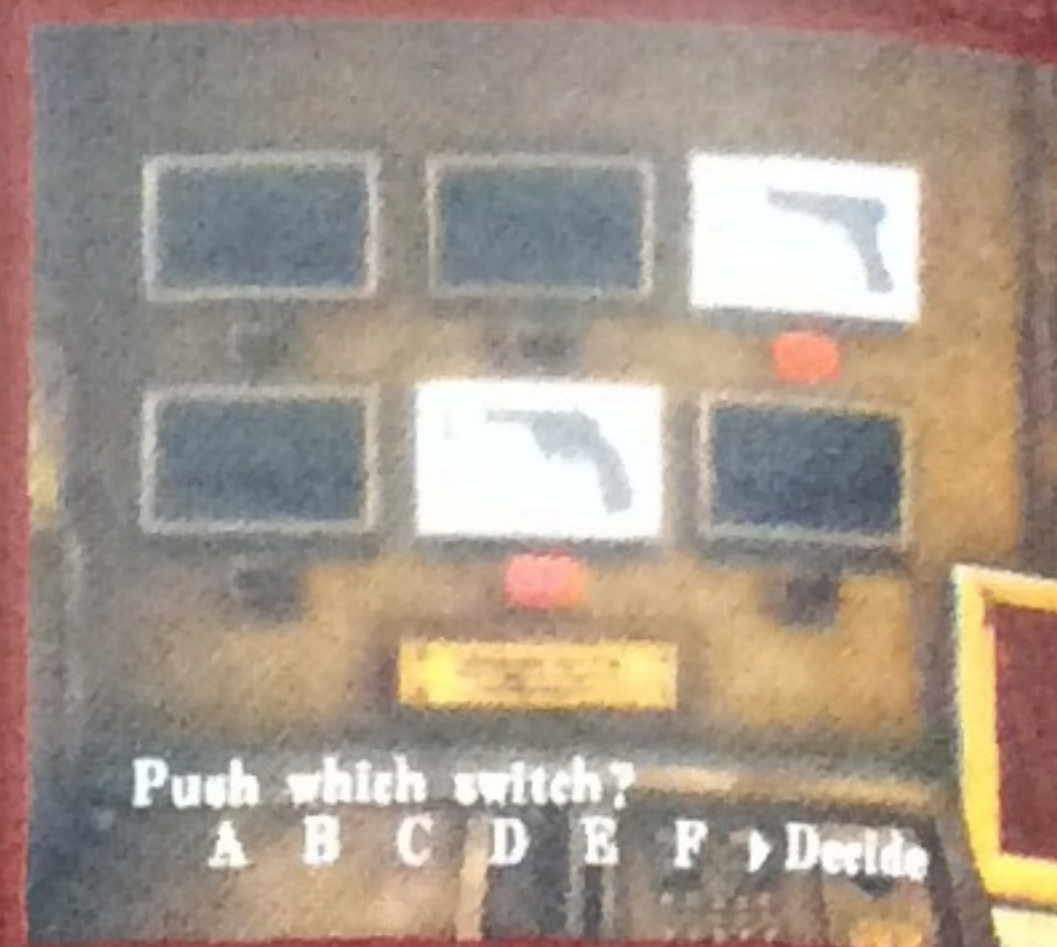
Head back into the palace lobby and try to exit. Just as you are about to leave, a shriek from inside the manor startles you. Steve Burnside needs your help – he's in the media room. Hurry back there.

# PUZZLE

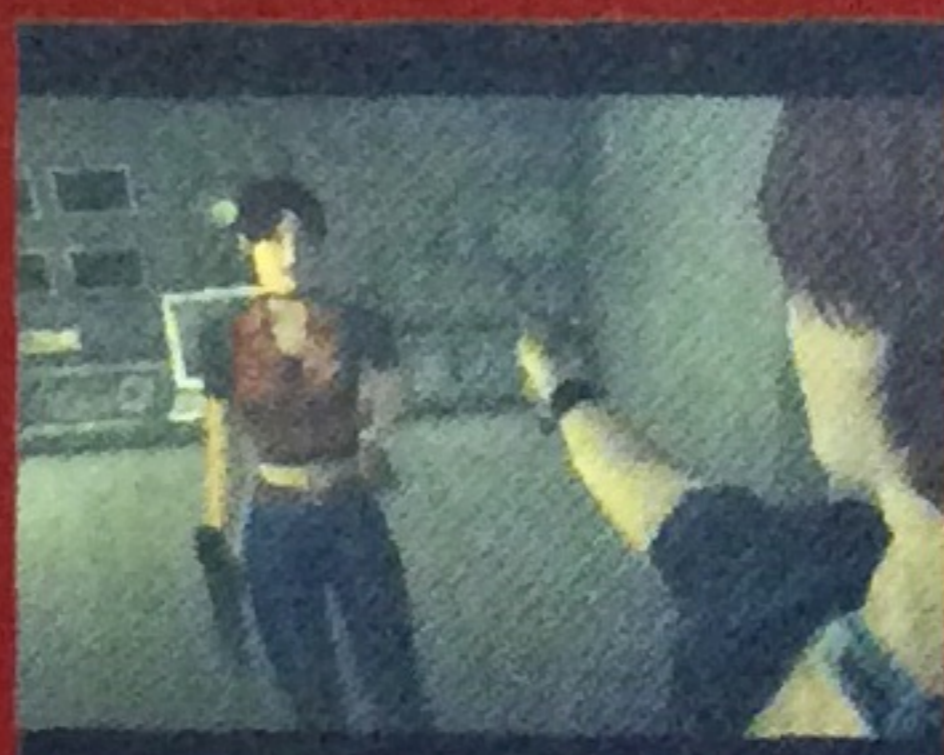
# II



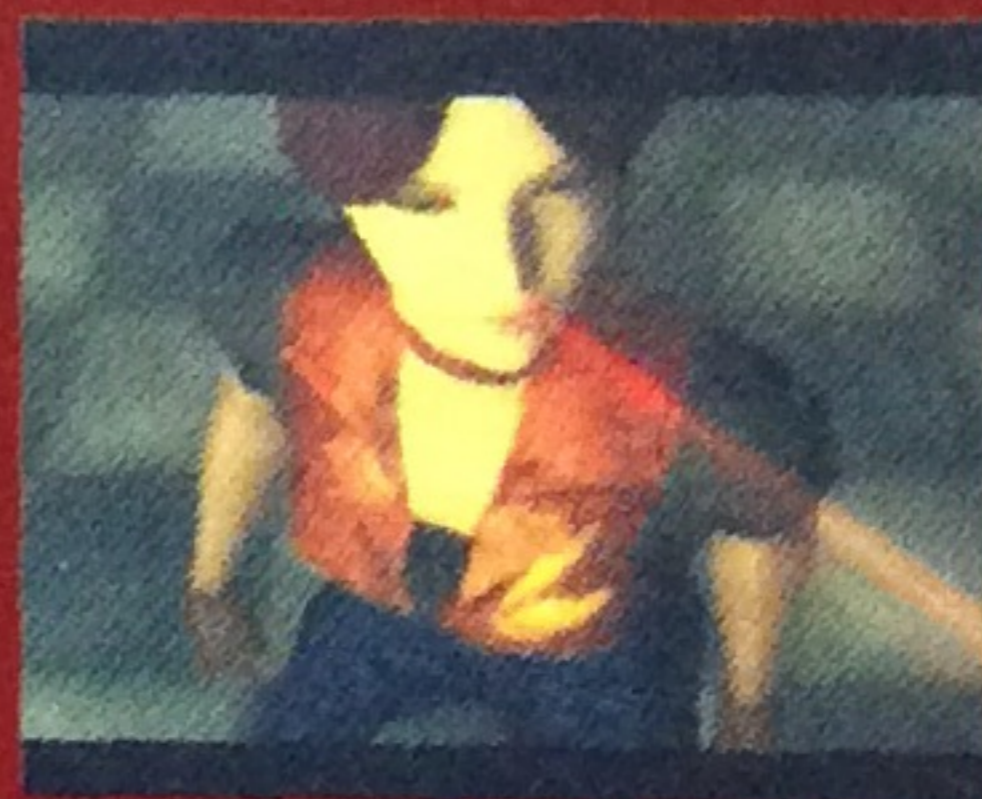
Steve was trying to snatch the Gold Lugers as well, but he doesn't want to put them back, so he's slowly cooking in there. Inspect the newly revealed console.



Steve is panicked. To free him, you need to choose the two correct switches and flick them to light a panel. There's a tank, an ant, a gun, a knife, another gun, and a plane panel, and all of them are shown in displays in the media room. But only two of them are the same type of thing....Choose those two.



Steve tumbles out of the secret room, but fails to give you the two Gold Lugers he's still cradling. He mentions something about swapping them for two of your weapons, and then vanishes, leaving you empty-handed. Head back to the lobby.

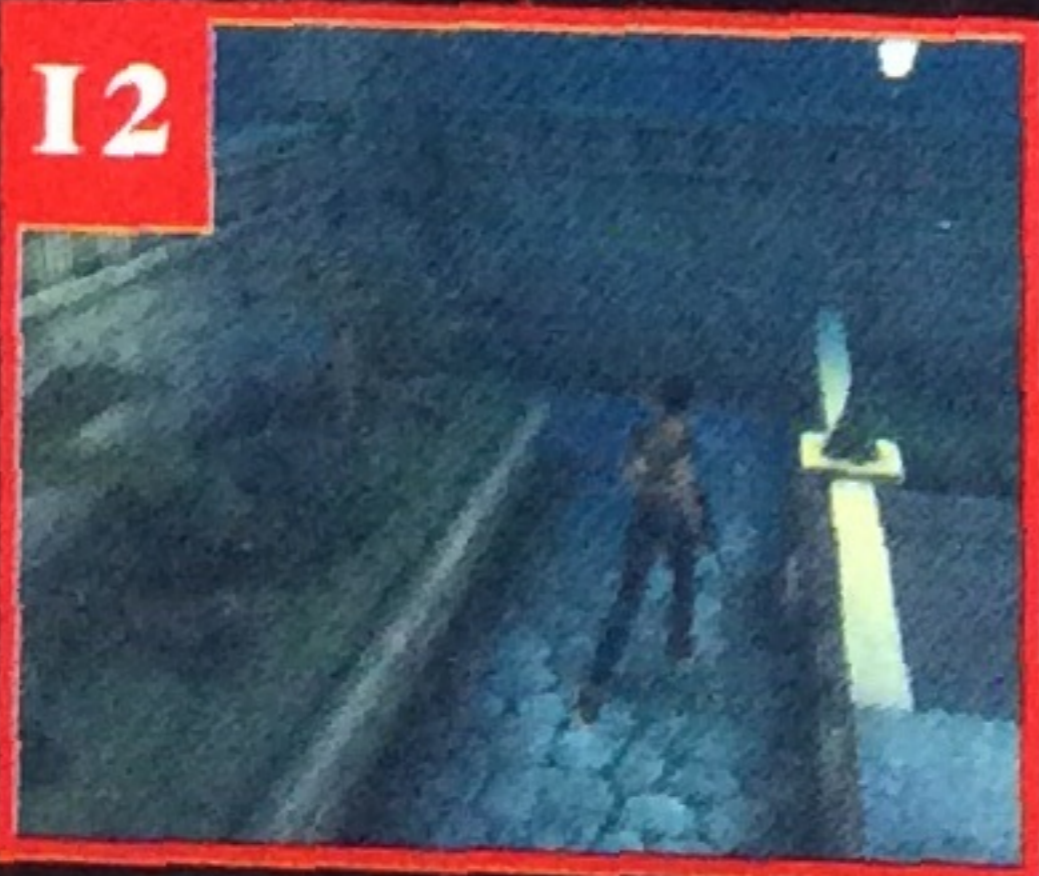


An ambush by a deranged grandson of an Umbrella founder is only the start of your problems! A virus has been released, zombies infest the island, and now there's an eccentric murderer loose with a high-powered laser-sighted rifle! After a mock interrogation, Alfred Ashford threatens to kill you, then leaves you to escape the palace.

# TIP

If your inventory has two or fewer spaces left, head back to the Item Box and leave enough of your possessions to make three open spaces. Keep the Navy Proof and the Steering Wheel, though!

# 12



Exit the palace, and be on guard if you haven't destroyed the Zombie Dogs patrolling this area. Take the Navy Proof if you haven't already, and then exit the palace via the east gate.

# NOTE

Alfred Ashford is a deranged loon. He looks like the boy in the home movie.... Interesting.



## MAP OF PALACE

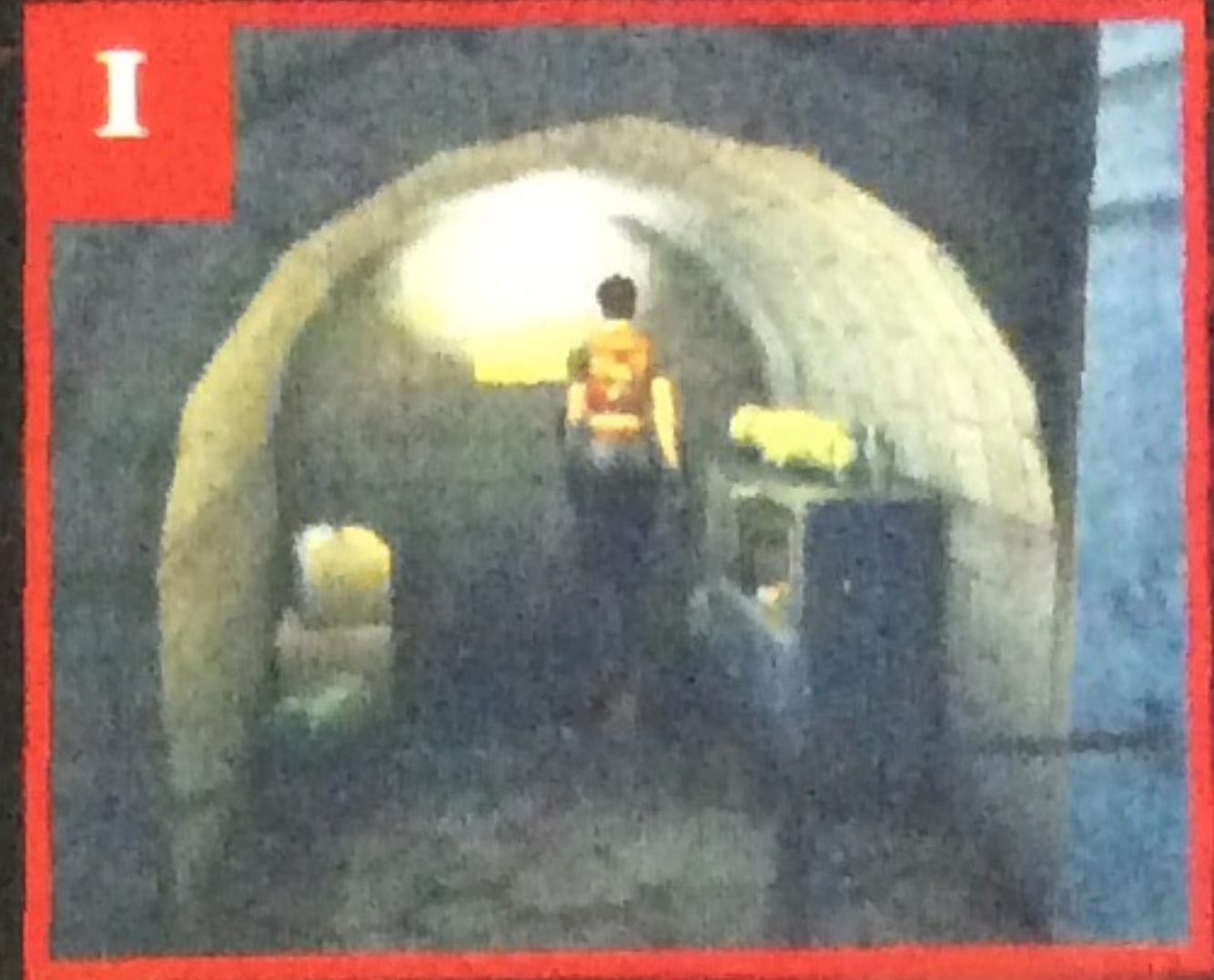


Palace B1F

## KEY

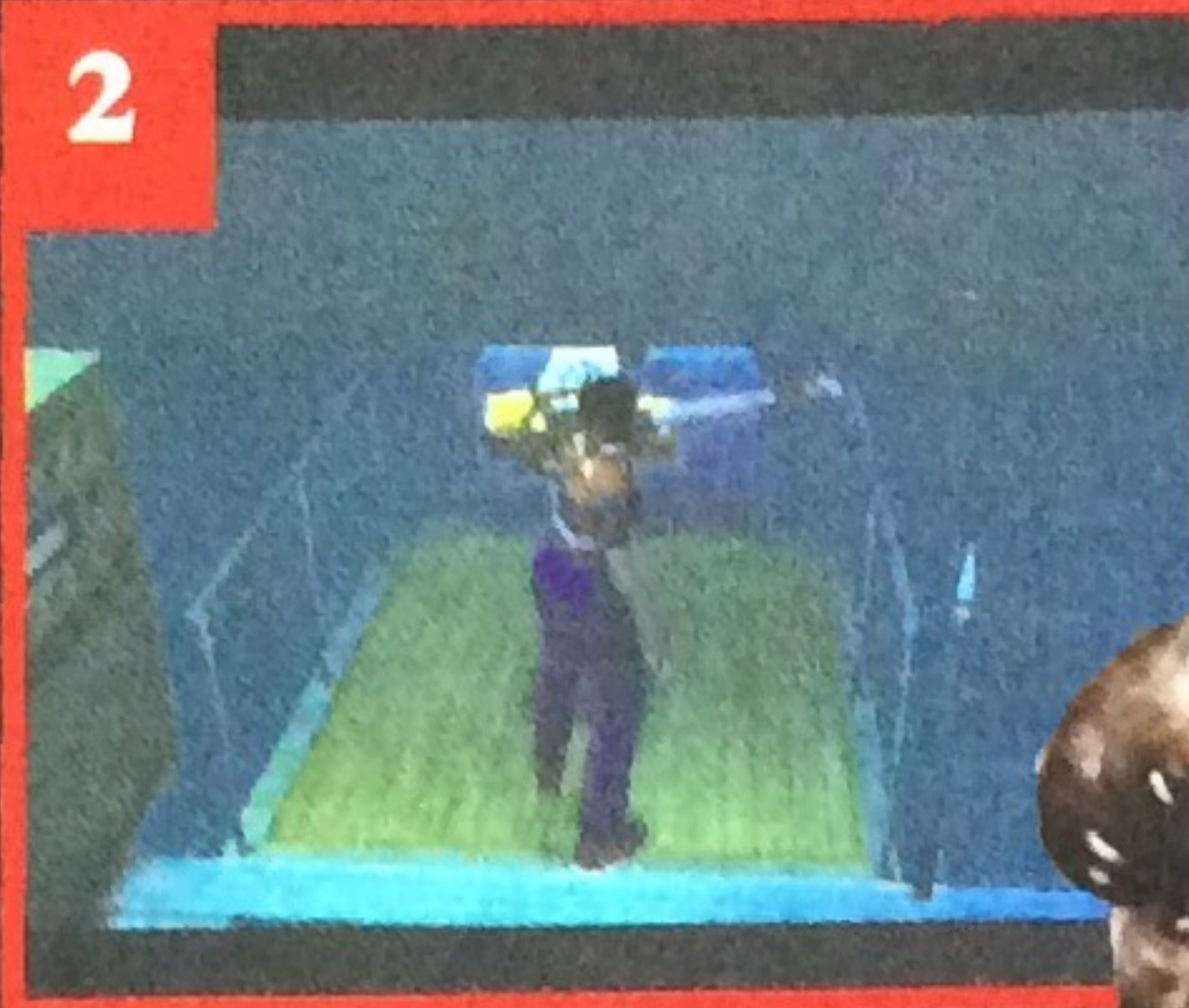
- Bow Gun Arrows (30)
- Handgun Bullets (15)

I



At the bottom of the steps, stop and turn left, then pivot left again and run to the small alcove under the stairs. There you'll find a map of the Palace, and a box of Bullets.

2



Check the oil drum for Bow Gun Arrows, then move to the steering column. Use the Steering Wheel from your inventory.

*Claire spins the Steering Wheel, and a submarine emerges from the water. The platform you're on moves to the submarine and a ramp lowers. Once the platform has stopped, move and climb down the ladder into the submarine.*

START  
FINISH



Airport 1F

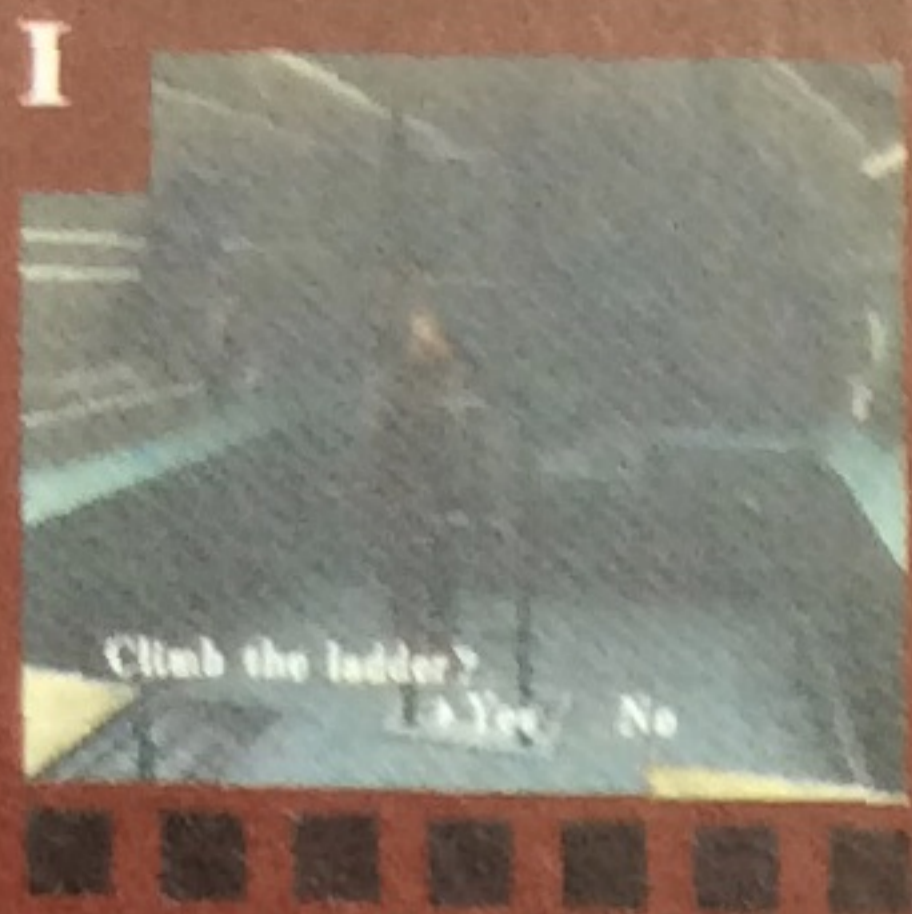
## KEY

- Biohazard Card
- Bow Gun Arrows (30)
- Handgun Bullets (15)
- Ink Ribbons (3)
- Side Pack



Inside the submarine, turn and walk around the ladder to the north part of the control room, and pick up the Side Pack on the sill. This adds two spaces to your inventory. Now move to the south part of the vessel, and flip the switch to submerge it.

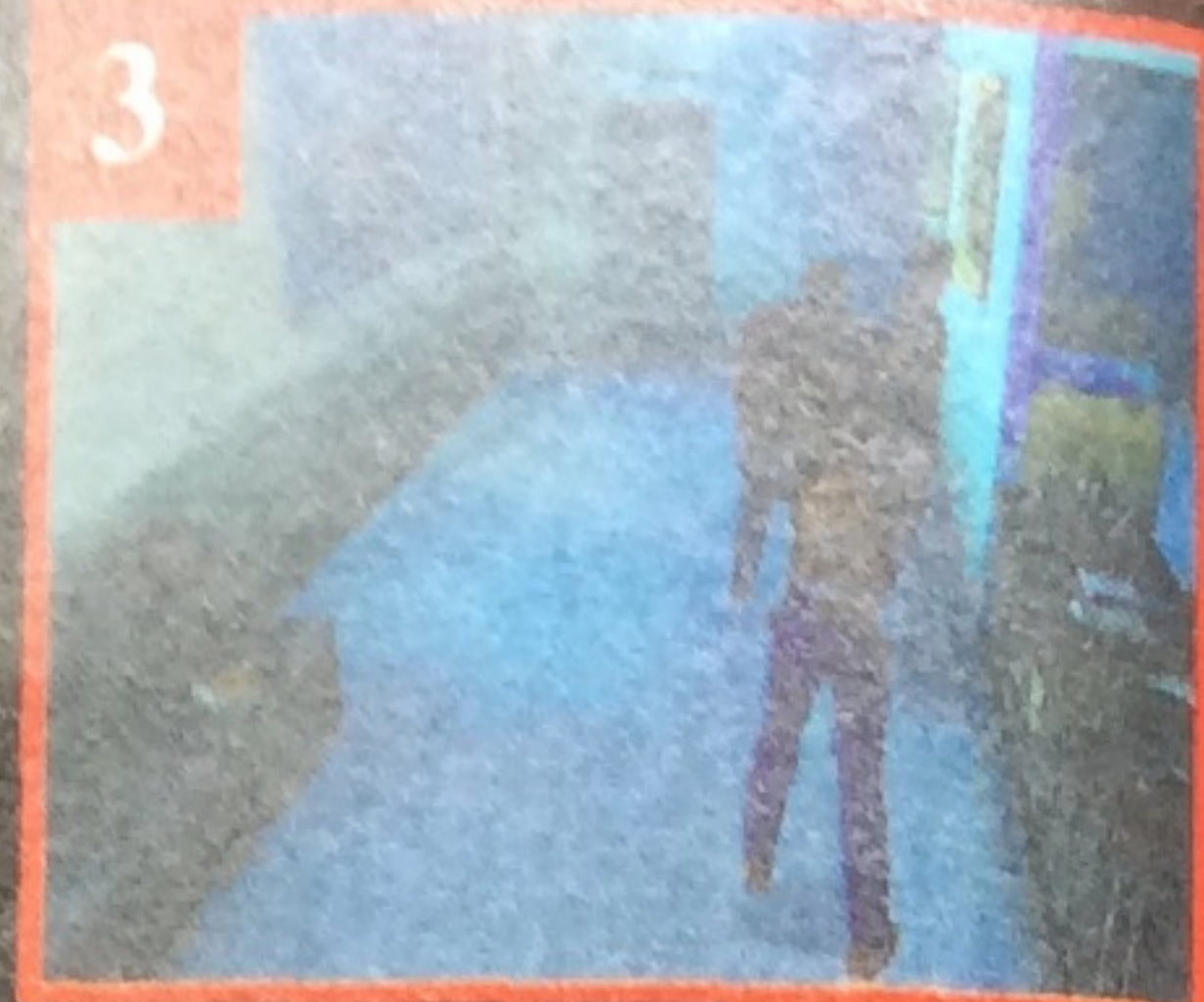




**1** The submarine submerges, moves through the water automatically, then surfaces and docks at the Airport. When the vessel stops swaying, climb the ladder.

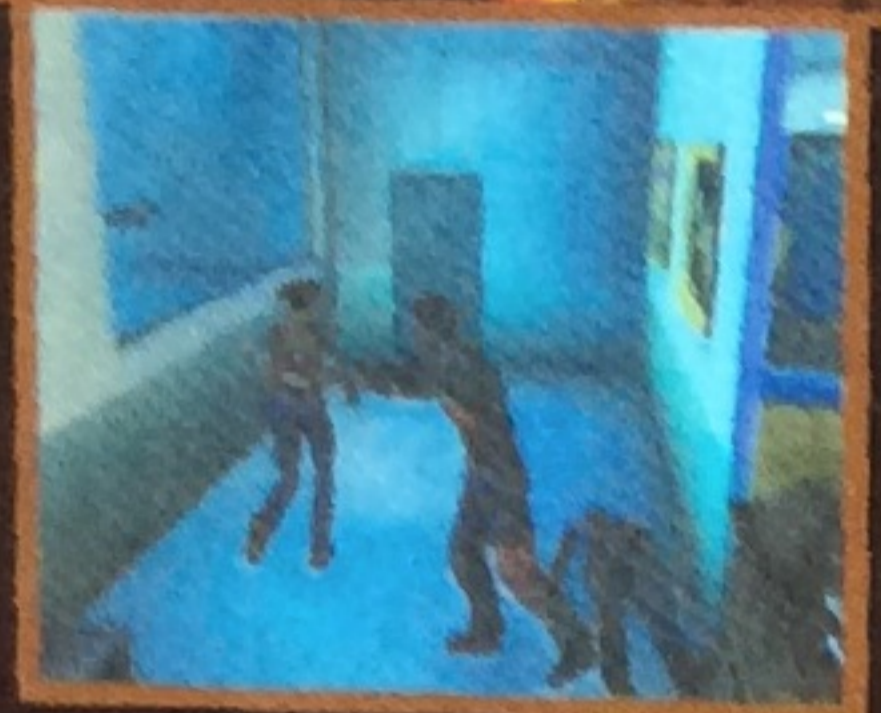


**2** Once in the docking bay, head quickly down the steps, and follow the white line on the floor to the sliding metal door. Enter the door.

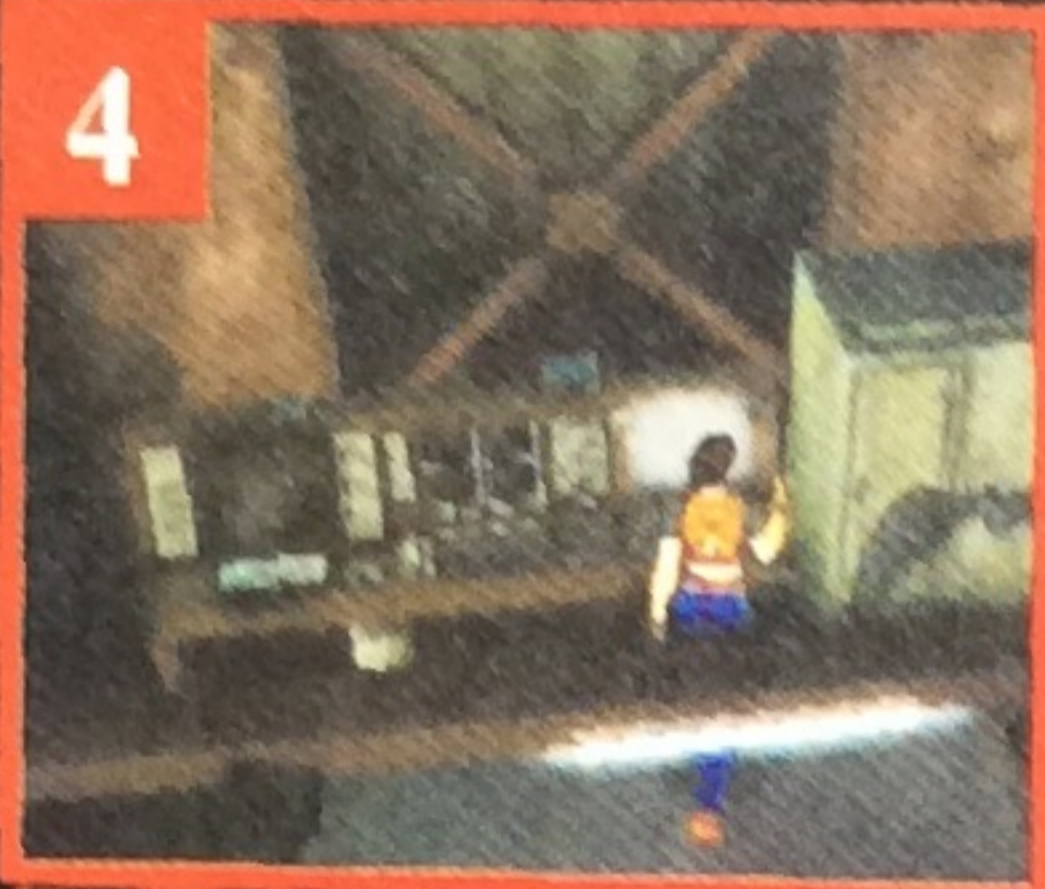


**3** As you appear in an entrance lobby, watch out for three fast-moving zombies. Once the area is secure, head out via the door on the left near the fish tank, not the roll-up gate - you'll return here in a moment.

## TIP



Watch out! These zombies are fast, and can execute a quick lunge that covers great distance. Run, or stand and fire!



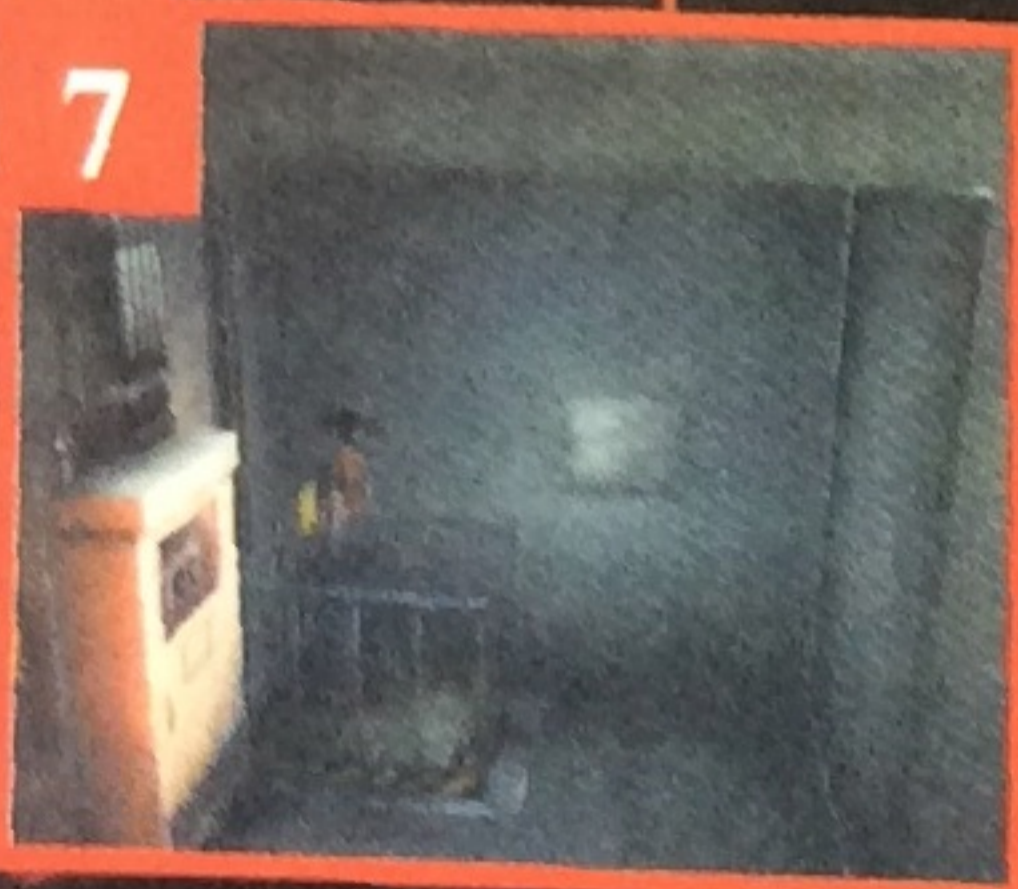
**4** Upon emerging into the boarding area, deal with the Bat problem. Using the Lighter is the best method, but swiping with a Knife also works, and permanently rids the place of winged vermin. Next, move to the console, and switch it on using ●.



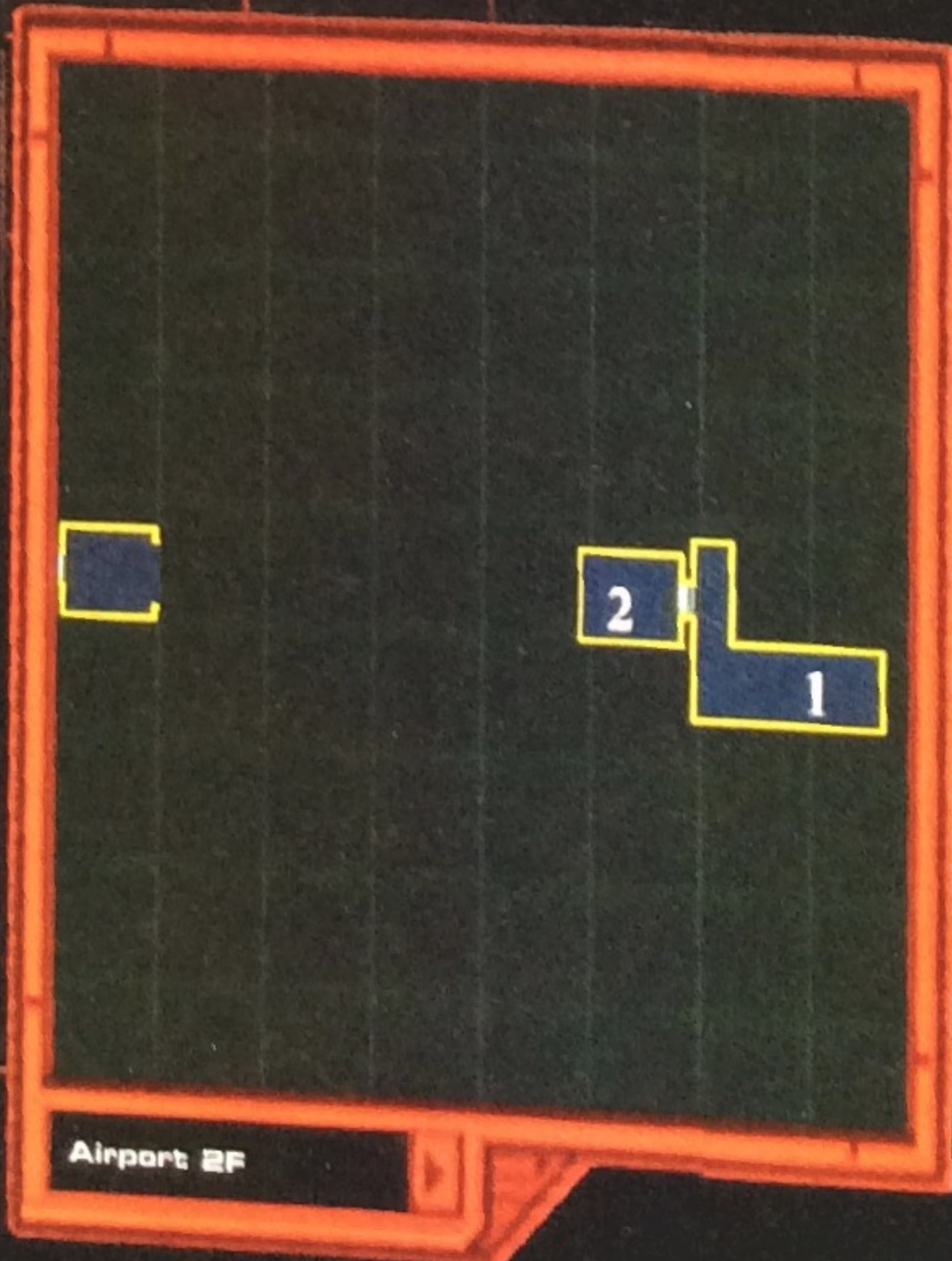
**5** This powers the nearby board-ing lift. Look for three heptagonal shapes on the control panel on the lift - each requires a Proof. Slot the Navy Proof into the first shape.



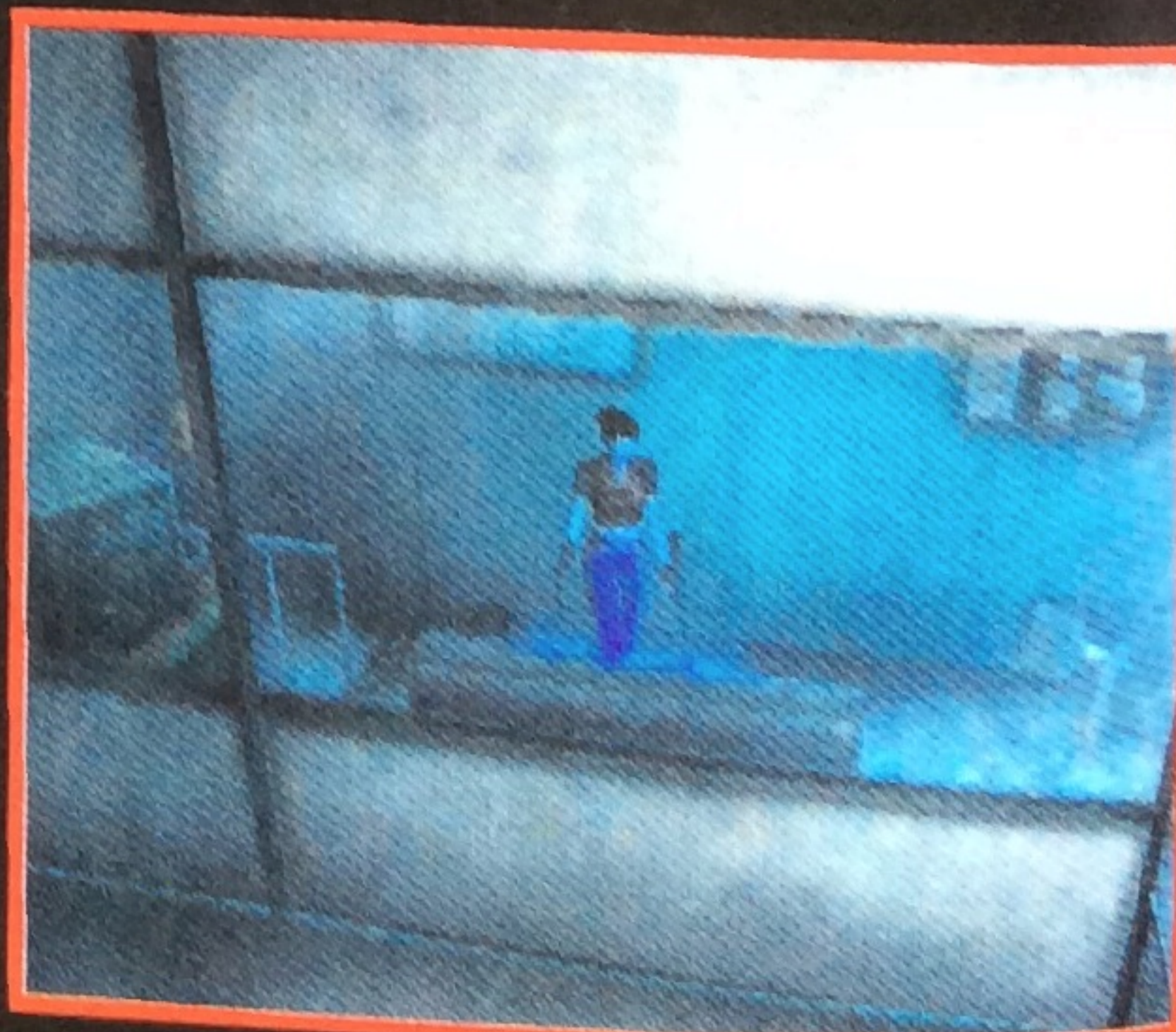
**6** Head back to the room with the fish tank, and exit through the roll-up gate. Don't forget the Ink Ribbons on your way out - they're easy to miss.



**7** Head over the bridge (note the submarine nearby), and open another roll-up gate. Now in the storage room, ignore the gated door, and move to the elevator in the southeast corner. Ride it up.



Airport 2F



You are now in a small L-shaped corridor. Turn to the blue pulsing console, and grab the joystick.

## NOTE



A door at the other end of the corridor leads to a small balcony. The balcony contains the bridge controls, but you can't operate them until you find a lever.

## PUZZLE



You must use the crane arm to grab and raise the container in the top left corner. It's blocking the cargo elevator switch. Move the crane arm up as far as it can go, and then left as far as possible. Then let go.

8



Head back to the first floor, around the large cargo elevator, and under the container you just lifted with the crane. Activate the cargo elevator. Was that a moan?

## TIP



These four zombies are tough, and you should immediately run to gain distance from them. Take them down with Handgun fire, and stand at a corner of the elevator so the zombies must move around the railing to get to you.

9



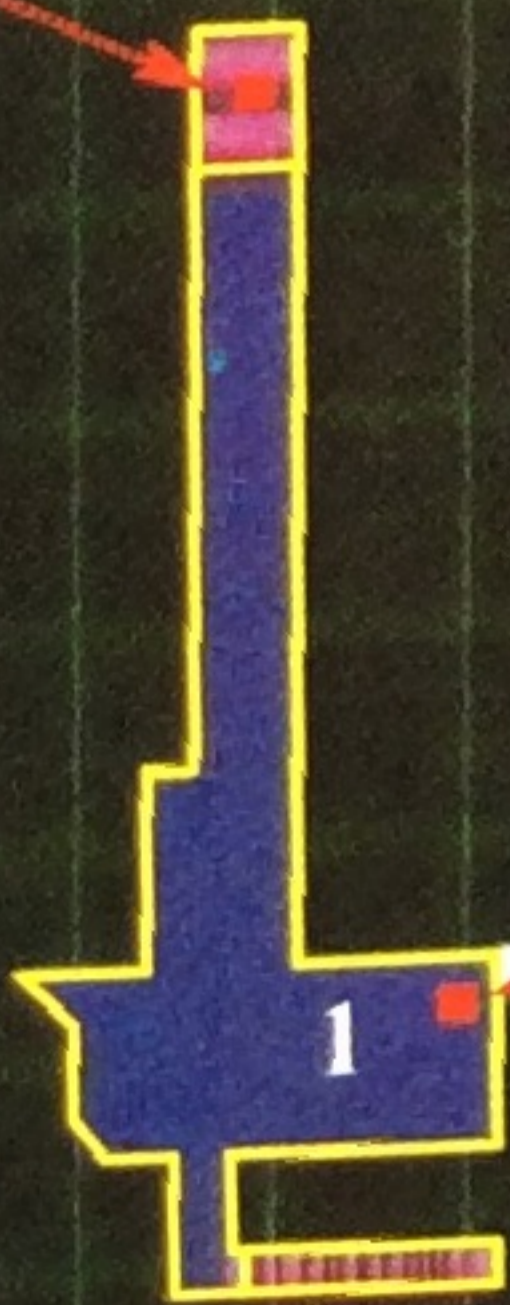
With the zombies eliminated, run onto the elevator and check the green crate in the corner. You should find Bow Gun Arrows and a Biohazard Card. The card is essential for gaining access to the Military Training Facility.



Head back to the submarine, submerge, and return to the Palace Basement. Go back to the Palace First Floor to enter the Palace and save your progress or switch inventory items. Now head back to the passage via the southeast garden gate.

# THE PLOT THICKENS

START



FINISH

Passage

I

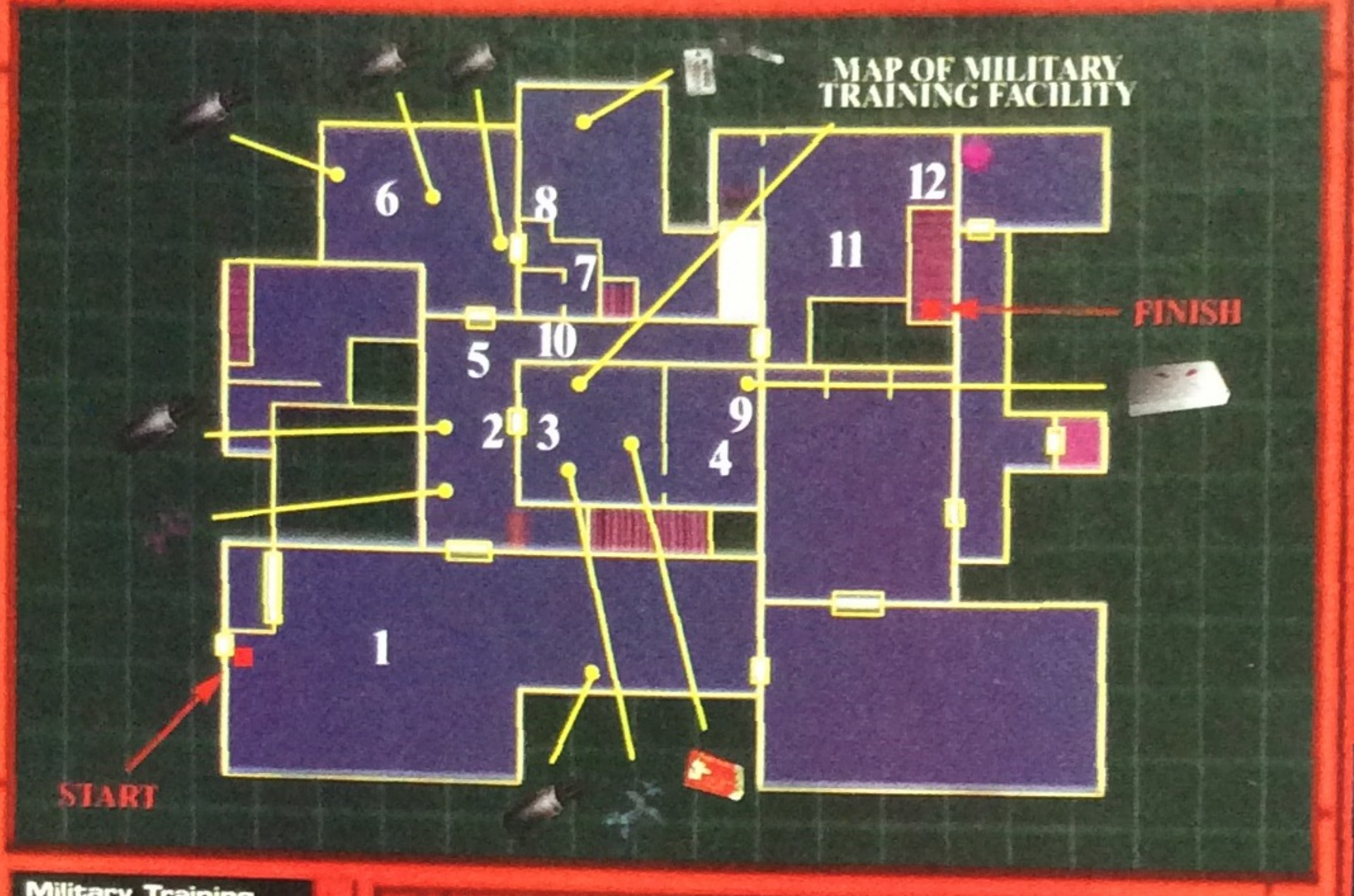


Run down the steps, past the gate with the fire raging behind it, and turn the corner to face east toward a roll-up garage door. Next to that door is a smaller door, which is unlocked. Go through it.

## NOTE

If you've already searched this area and found the Bow Gun before you entered the Palace, be prepared for a surprise!

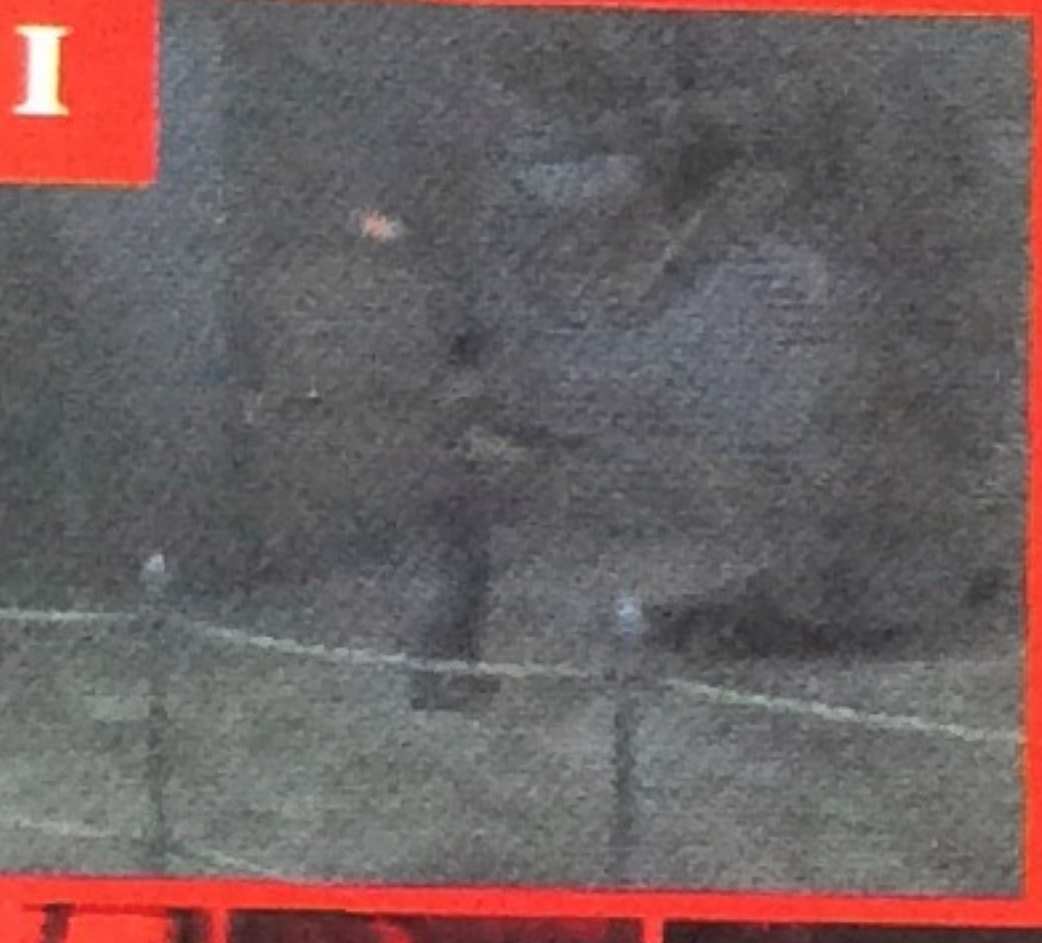




### KEY

- Bow Gun Arrows (30)
- Green Herb
- Handgun Bullets (15)
- Red Herb
- Bow Gun Powder
- Key with Tag

Military Training Facility 1F

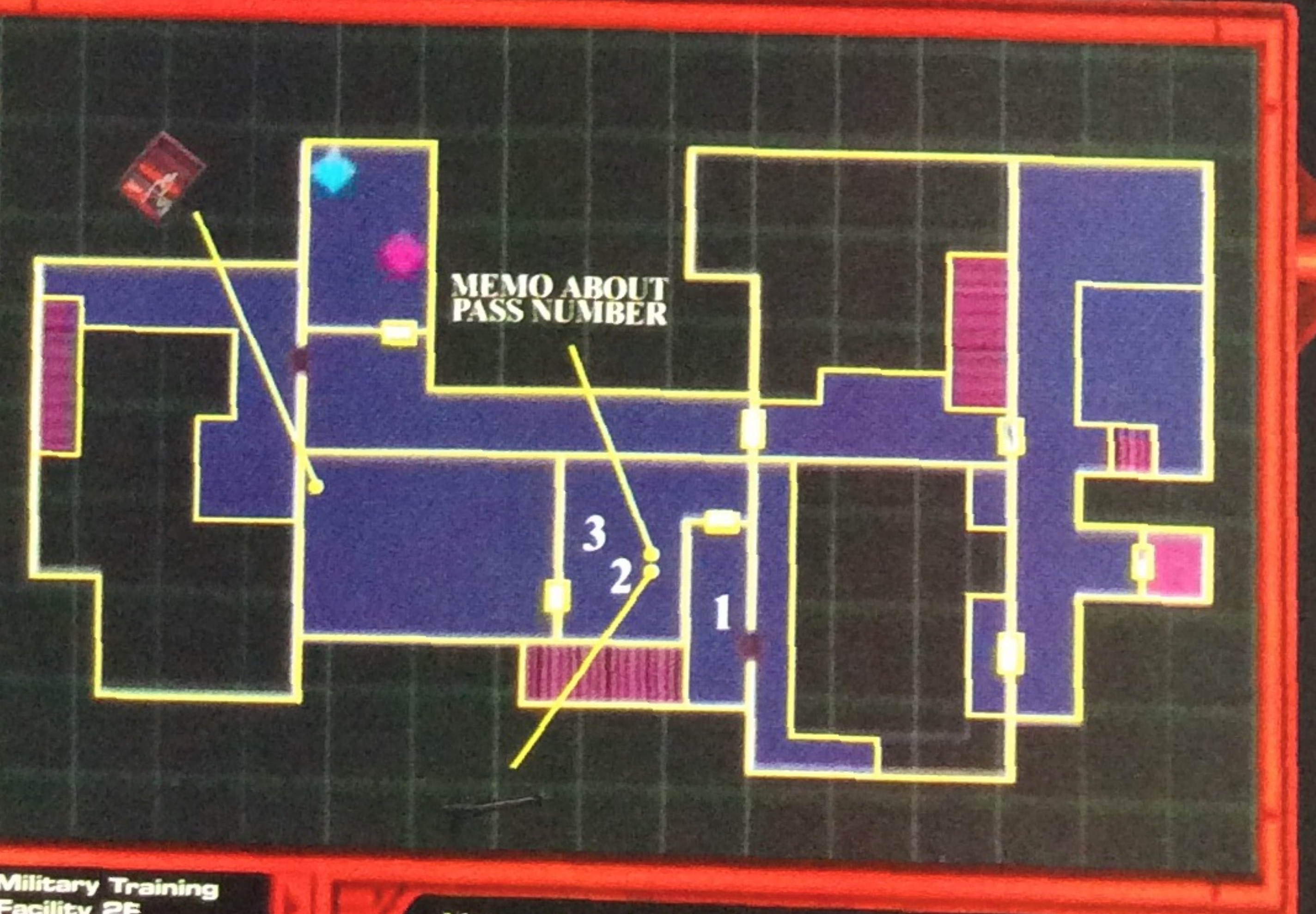


**I** As you step into the Facility courtyard, a gigantic worm breaks the ground and attempts to swallow you whole! Run from the Gulp Worm's jaws, and locate the double doors on the north wall of the building.

## NOTE

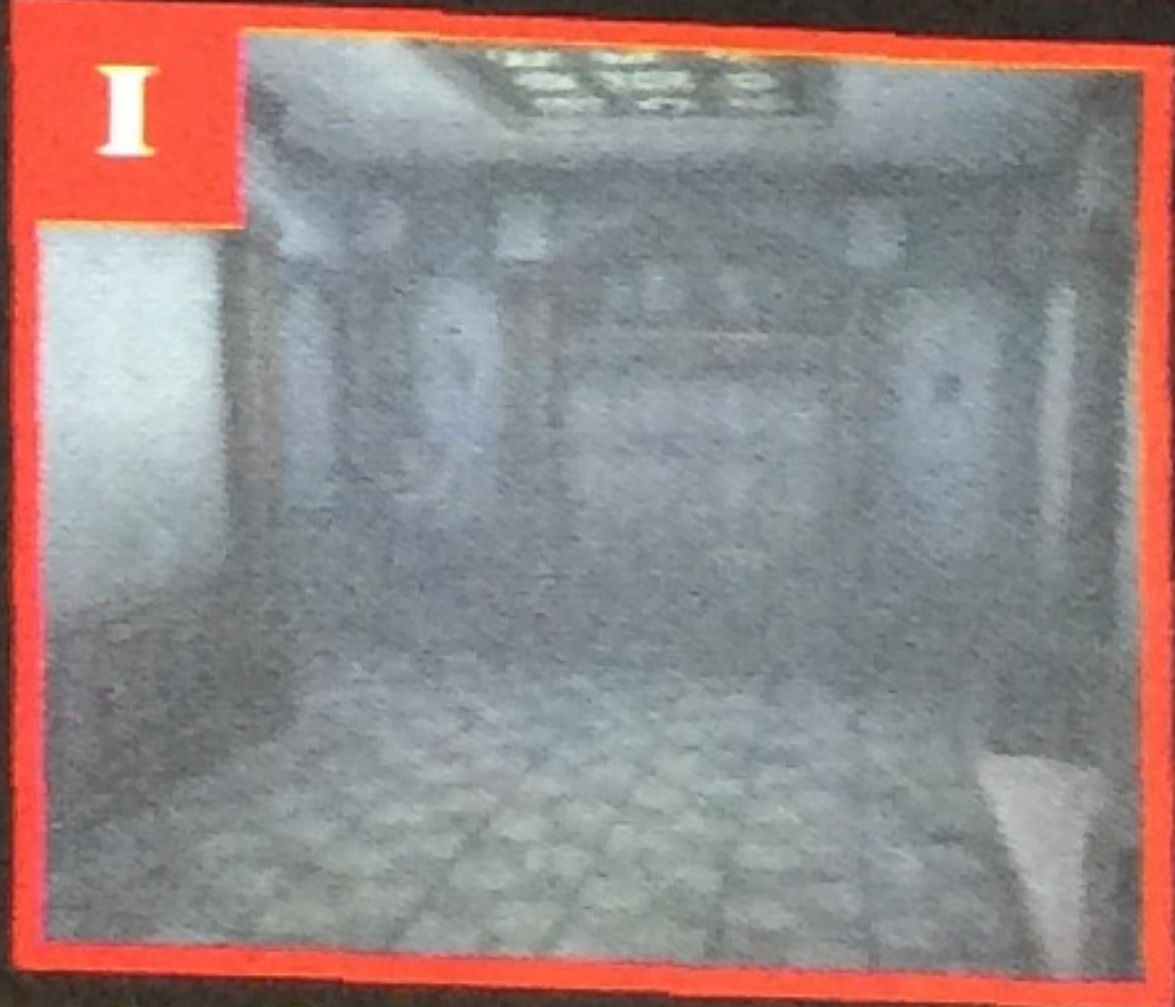


If you've entered this area without visiting the Palace and the Airport, a Gulp Worm does not appear. Instead, there are three Cerberus Zombie Dogs. Run from them, to the double doors.



### KEY

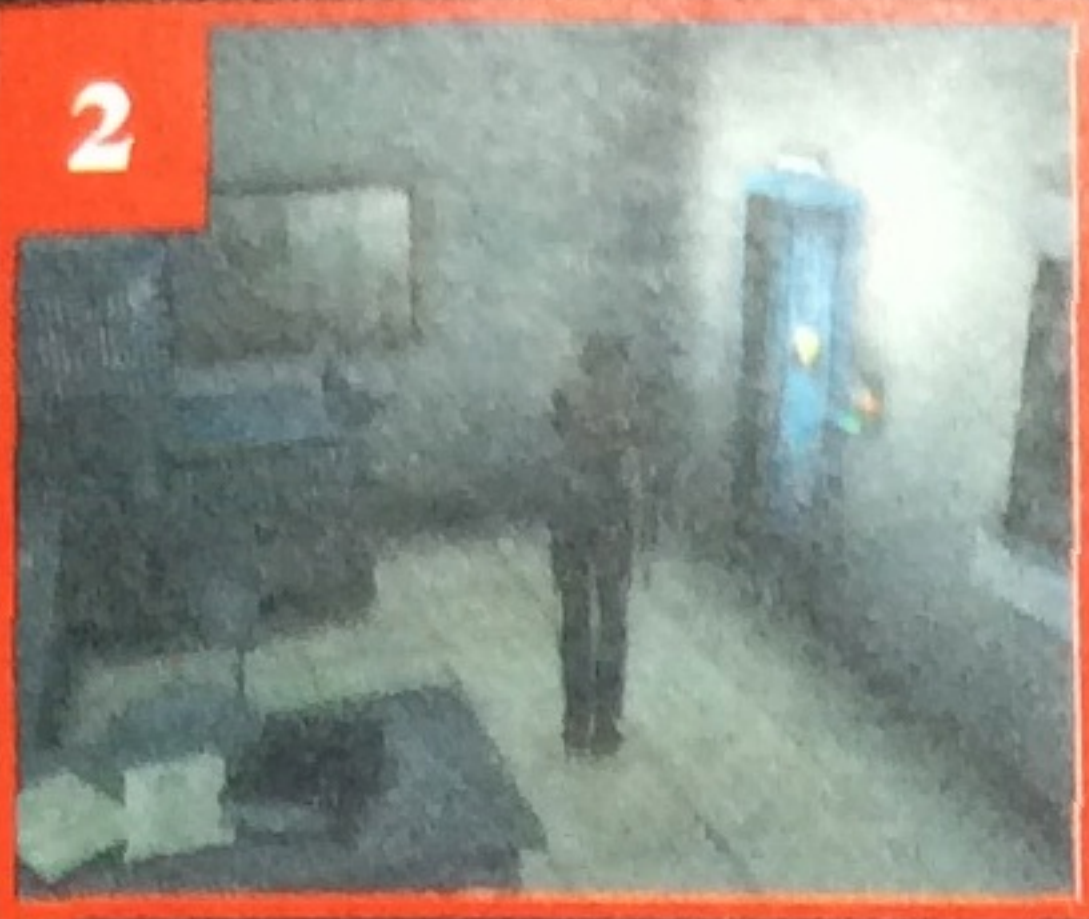
- Bow Gun
- Painting of Pirate Skeleton



Military Training Facility 2F

You enter the Facility hall. Turn right immediately, head east up the stairs, and past the first door without a handle. Now move north to the door at the end of the short corridor.

2

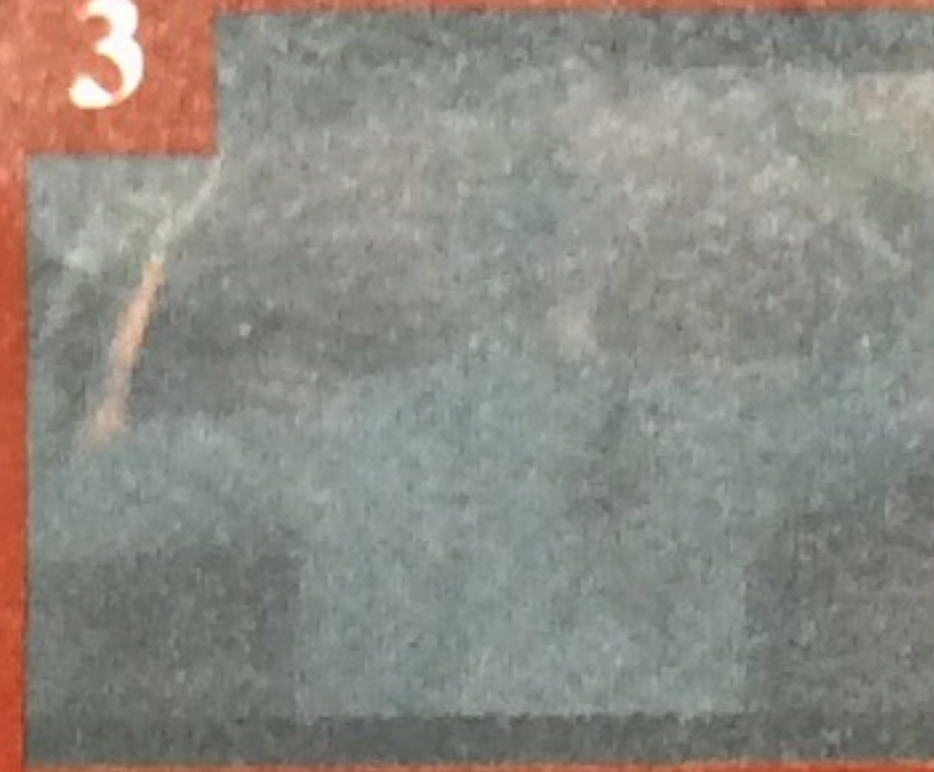


Walk into this laboratory room, checking the metal door. It's locked – you need a keypad code. Pick up the Bow Gun on the table and read the Memo concerning the Pass Number.

## TIP

Use the Bow Gun in combat when you're low on Handgun Bullets. After exploring the Airport and the outside of the Facility, you should already have 120 arrows (90 in quivers, and 30 in your Bow Gun).

3

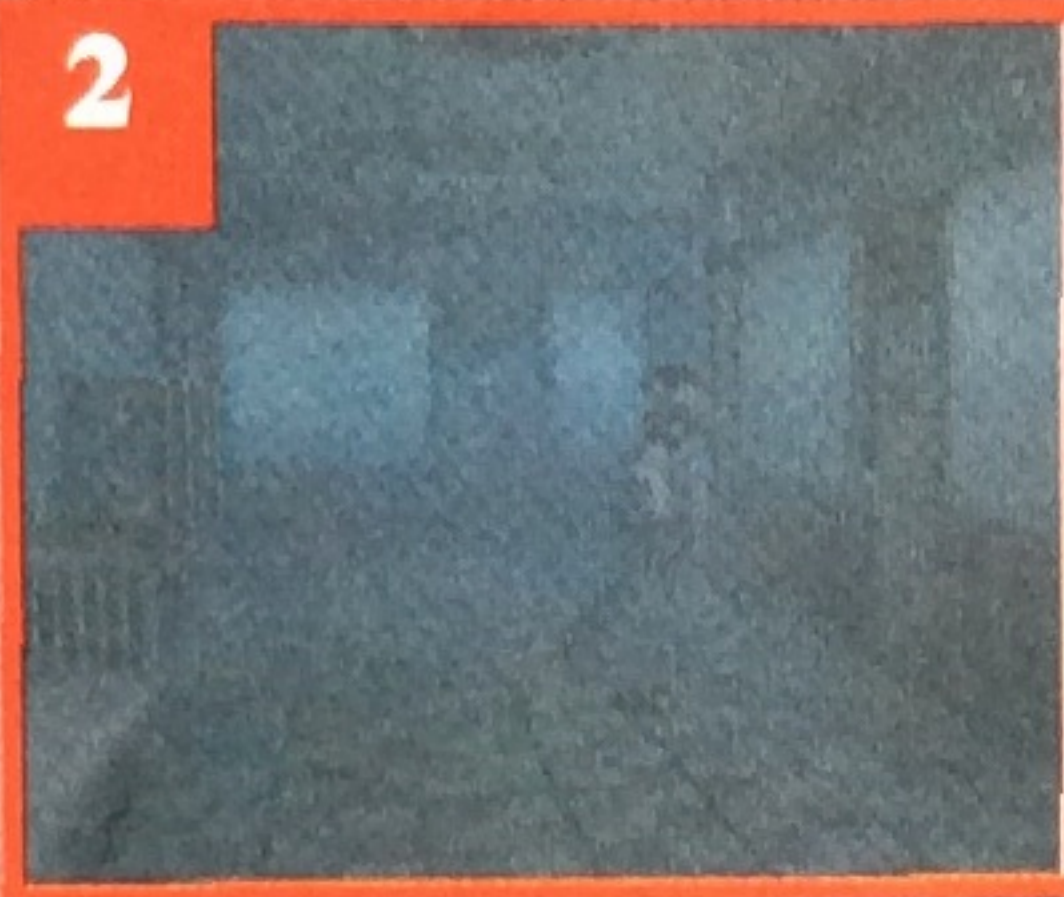


As you walk past the lab window, a red light flashes, and a trapped scientist screams for help. After the worker's brain stops dribbling down the window, Claire notices a painting in the lab. Something interesting is written on it, but you can't read it. Claire tumbles down the stairs and slides under the closing door just as the area is sealed.

## NOTE

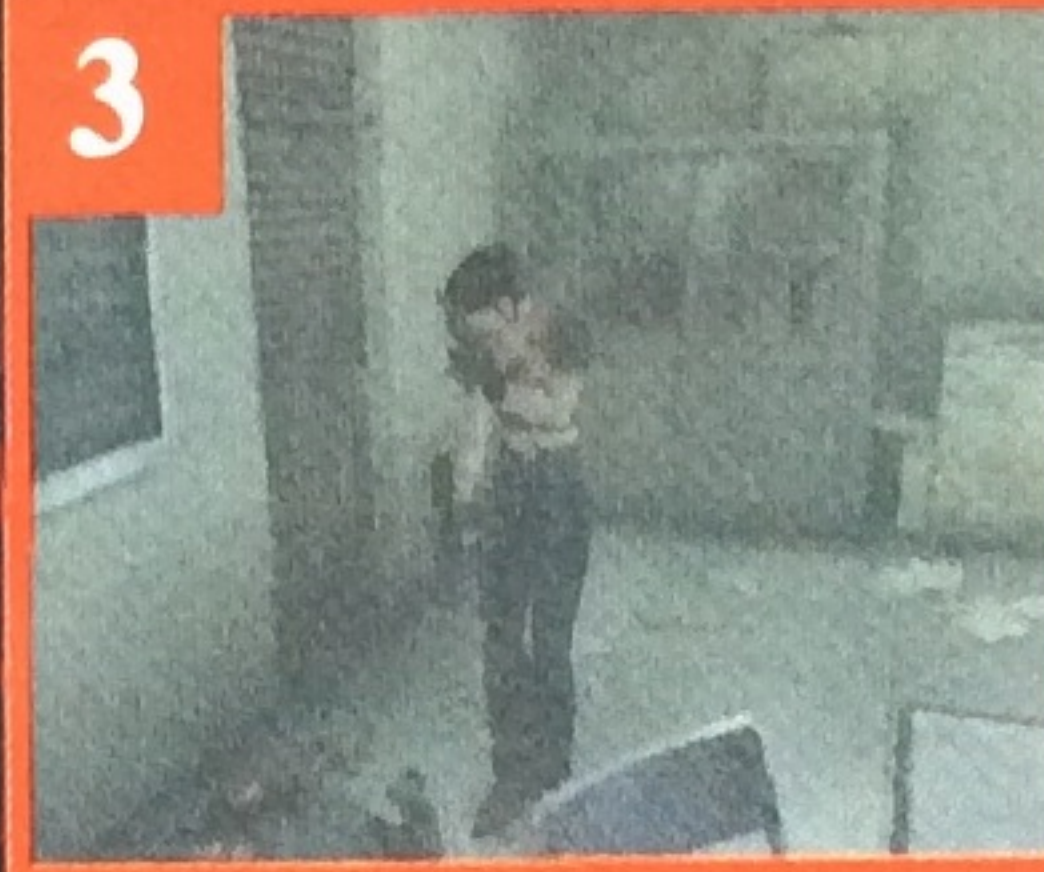
The following numbers match the numbers on the map for the first floor of the Training Facility on page 42.

2



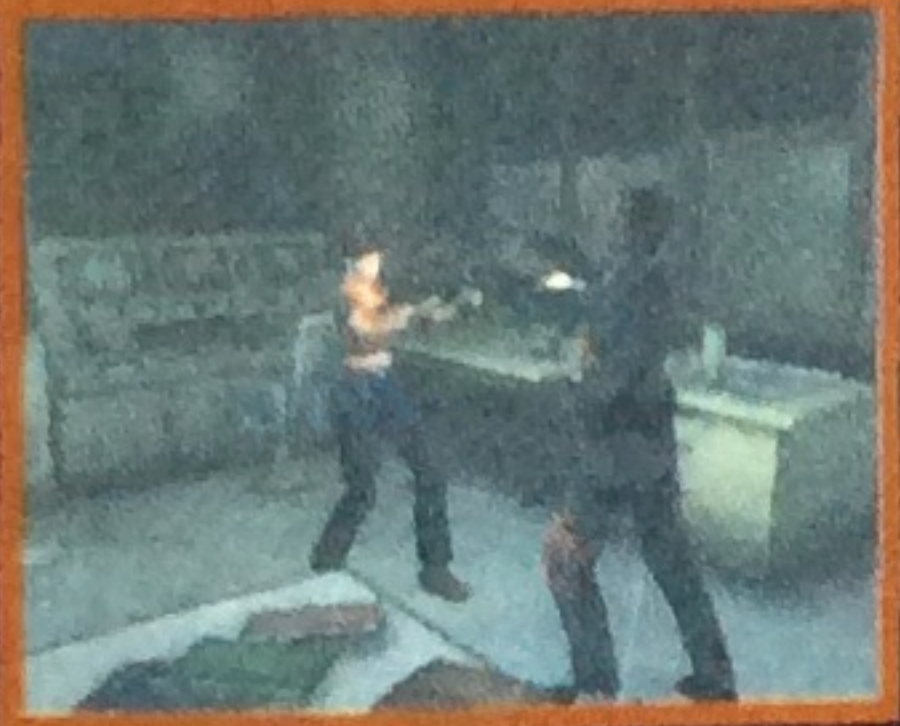
Back in the hallway, grab the Red Herb and Arrows before opening the wooden door to the east. There are two other doors in the northeast, but leave them for the moment. Get out your Combat Knife.

3



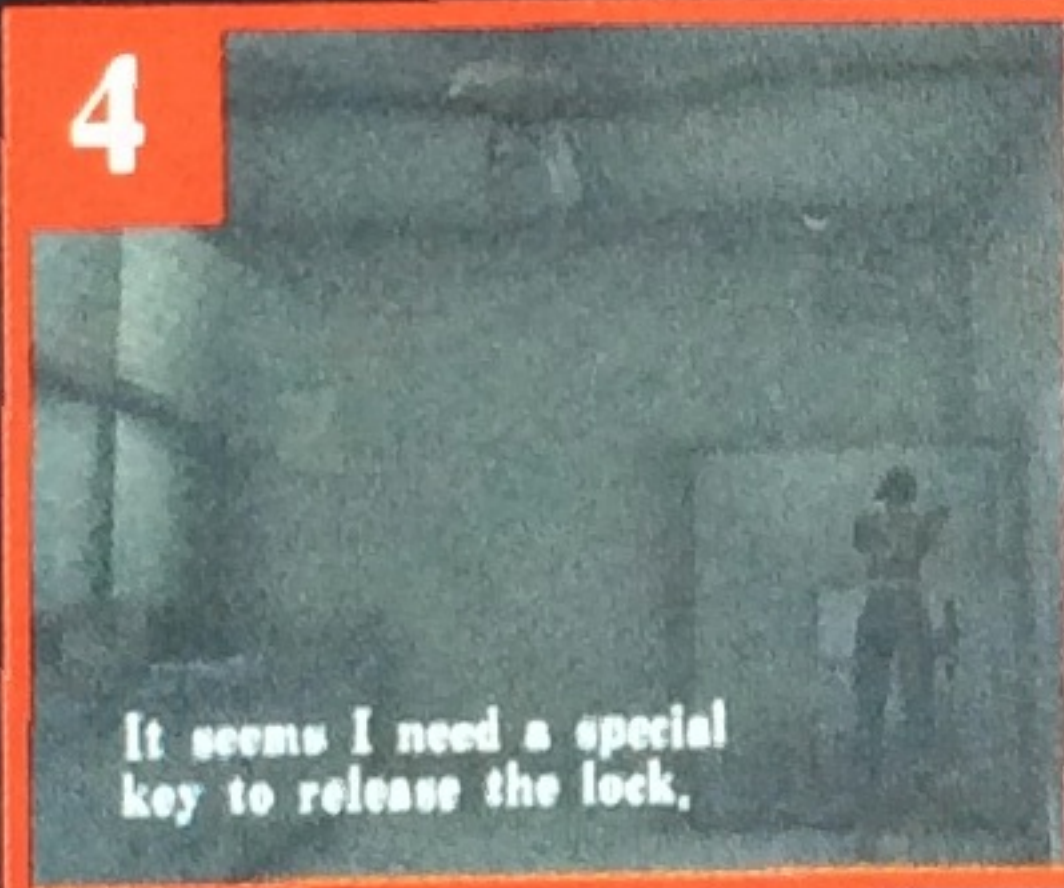
As soon as you enter the security-guard monitoring area, turn and hack the nearly-dead guy on the floor. He's full of the T-Virus!

## TIP



Two other ex-Facility workers shamle about. Dispatch them with careful Knife wielding or Bow Gun rounds. Watch out! It takes around ten Knife slashes to take them down!

4



It seems I need a special key to release the lock.

There are two areas, the monitoring area, and the storage room. The storage room has a large locked cabinet. Return to the first monitoring area and check the monitors.

Take the training facility map?  
Yes No

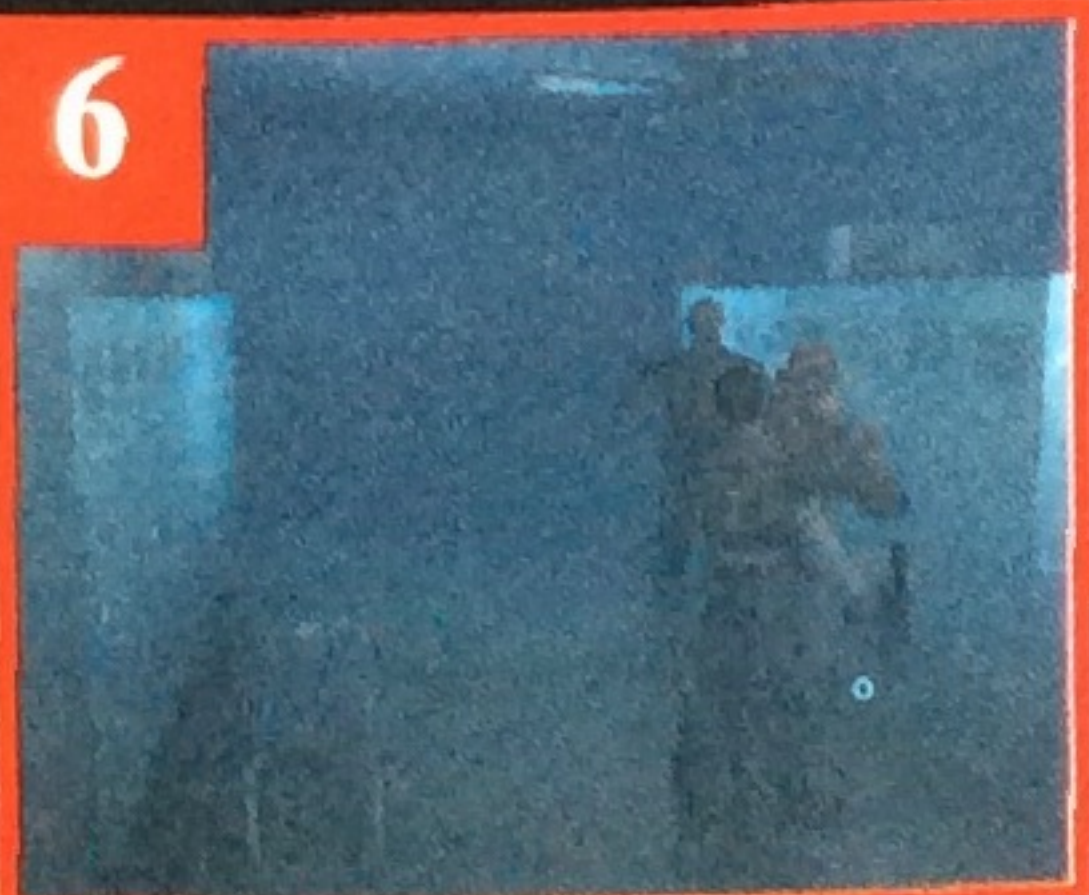
Press the blue button on the monitor control panel, and the photocopier prints a map of the entire Military Training Facility.

5



Now head into the hallway and go to the two doors in the northeast corner. Ignore the metal door with the keycard lock for now, and head through the wooden door.

6



Now in the locker room, there are five zombies (although one is dead), and three sets of Bow Gun Arrows. Switch to the Bow Gun, keep your distance, and down all four zombies before you look for Arrows.

7



Now try the door near the slumped zombie. It leads to a sauna and swimming pool area. Run past (or attack) the zombie shuffling out of the sauna, and head down the steps to the pool. Another zombie lurks here.

**TIP**

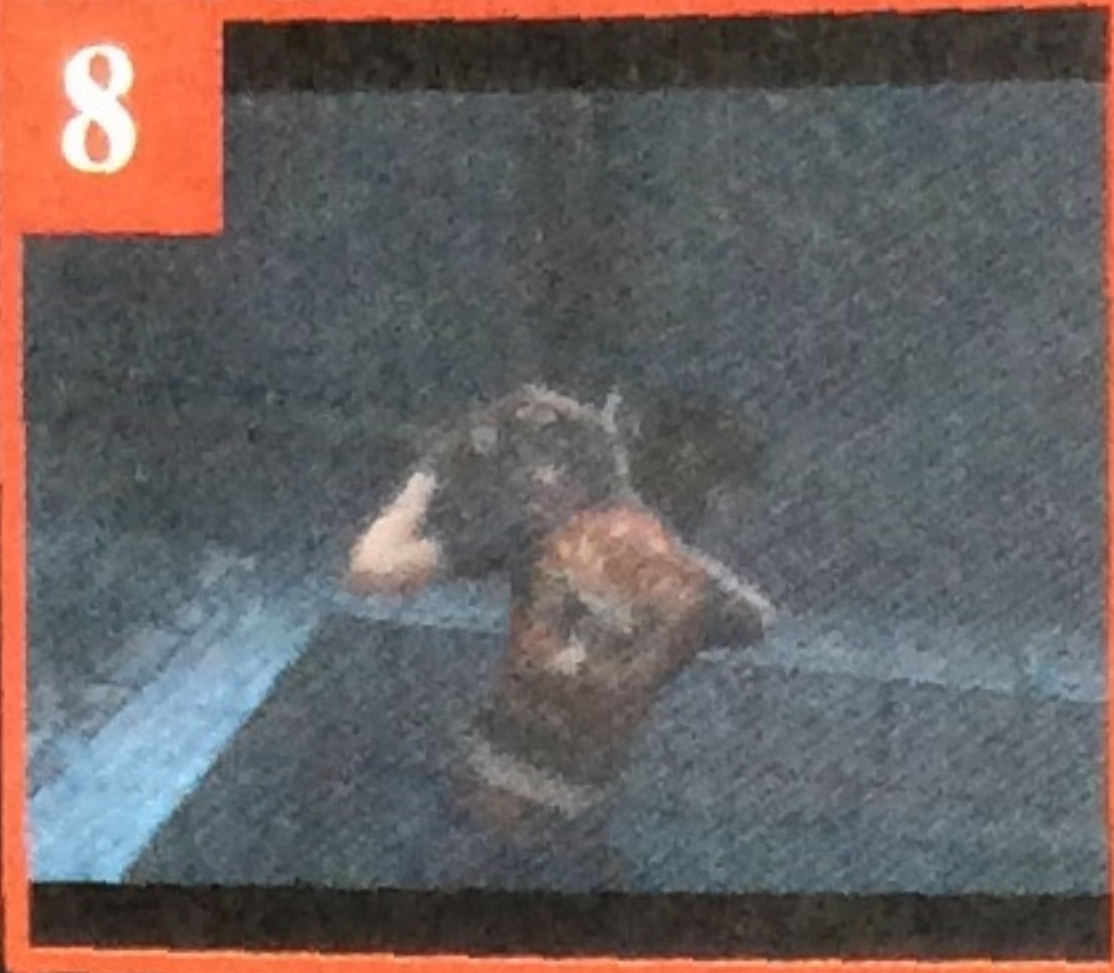


To destroy the zombies without being wounded, jump into the swimming pool, then turn around and aim at the two zombies. They can't swim.

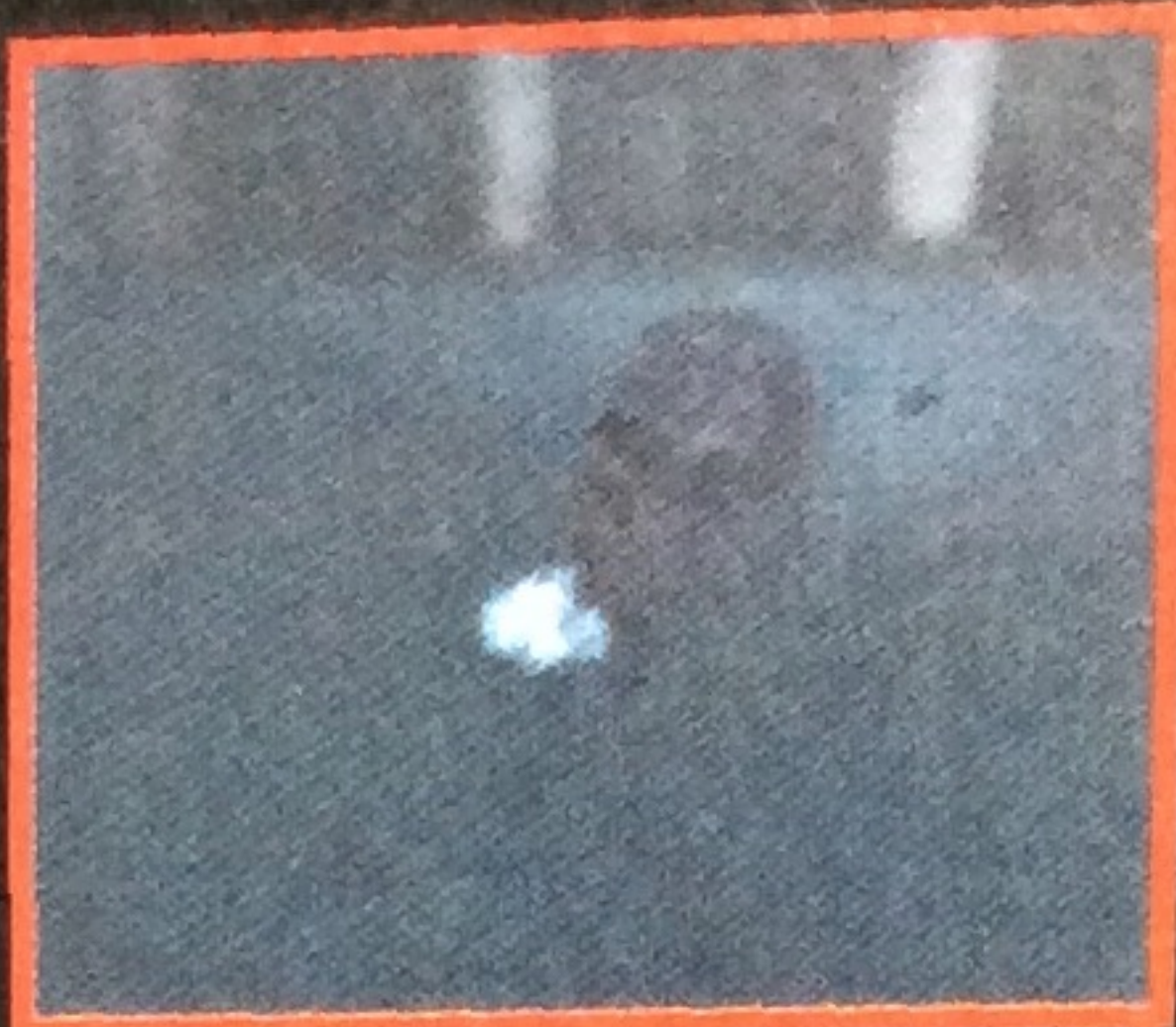
**TIP**

Do not use the Gun Powder Arrows yet. Store them for a later battle. Also, if you are having trouble with the number of items in your inventory, combine the Bow Gun with your Bow Gun Arrows to load all the arrows into the Bow Gun, freeing up an inventory space.

**8**

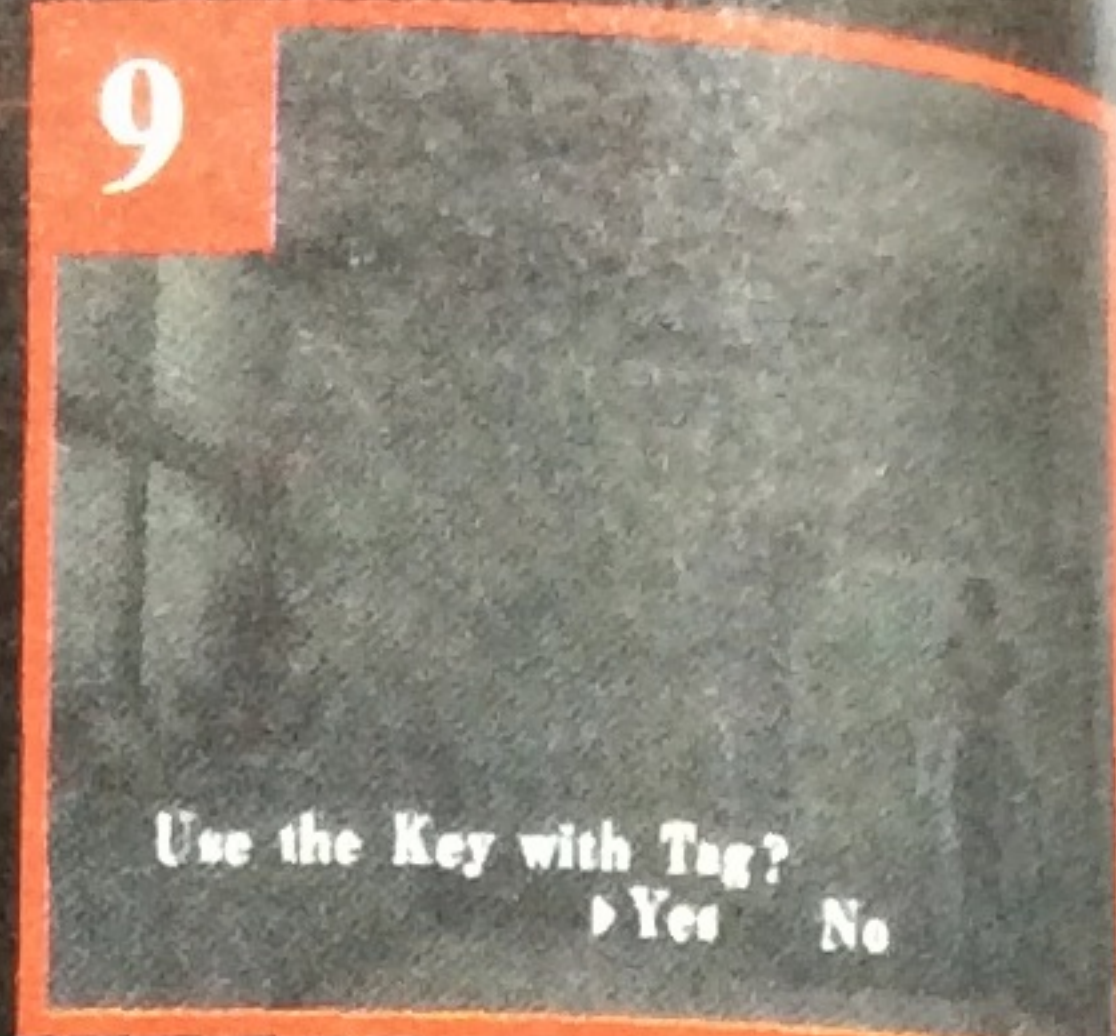


Once in the water, head to the southwest corner of the pool and locate the red valve wheel. Turn it until the lion's head fountain stops spraying water.



Underneath the fountain is a key with a tag. Pick it up and head back to the locked cabinet in the monitoring area.

**9**



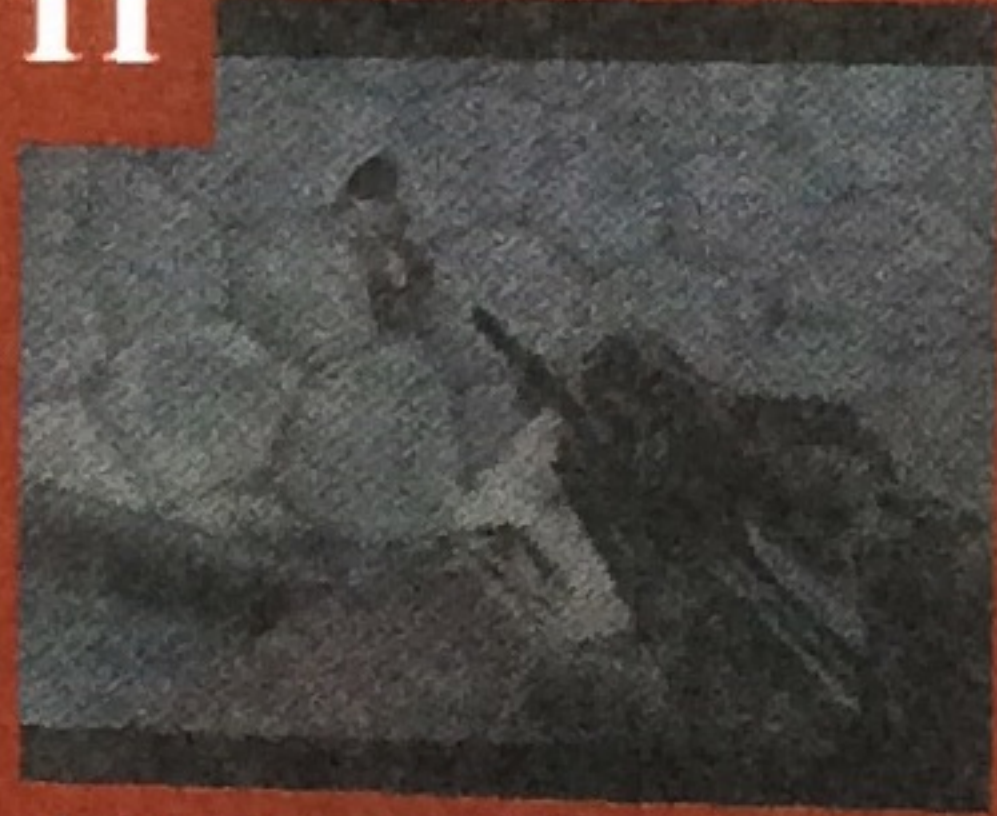
Unlock the cabinet and take the Bow Gun Powder inside. It's an explosive residue to apply to arrows. Combine the Powder with your Bow Gun Arrows to make 10 Gun Powder Arrows.

**10**



Exit into the hall. If you haven't explored the Palace and the Airport yet, do so now, then return here. If you have explored these areas, take the Biohazard Card you found in the Airport and slide it through the security device. The door rises, allowing you to pass through.

**11**



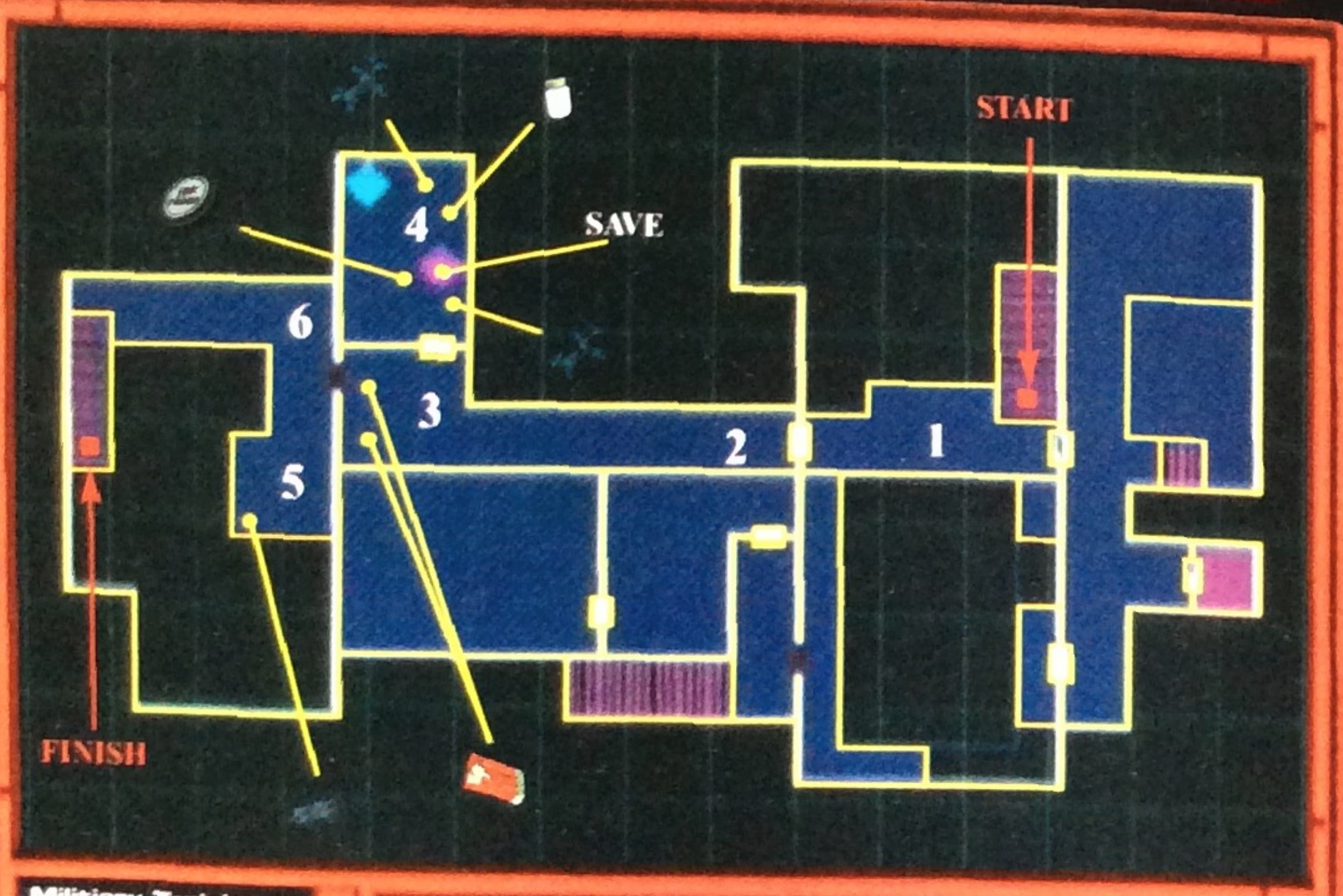
After opening the door at the opposite end of the corridor, you are in an older part of the Facility. Walking into the courtyard, Claire is targeted by Alfred's laser sights. He shoots and detonates some fuel barrels.

**12**



When you regain control of Claire, Alfred is still targeting you. To avoid being shot, keep moving northeast and climb up the steps. Alfred flees the scene as you ascend.

**A DEADLY GAME**



**KEY**

- Handgun Bullets (15)
- Green Herb
- Hemostatic Medicine
- Ink Ribbon (3)
- Sub Machine Guns

Military Training Facility 2F

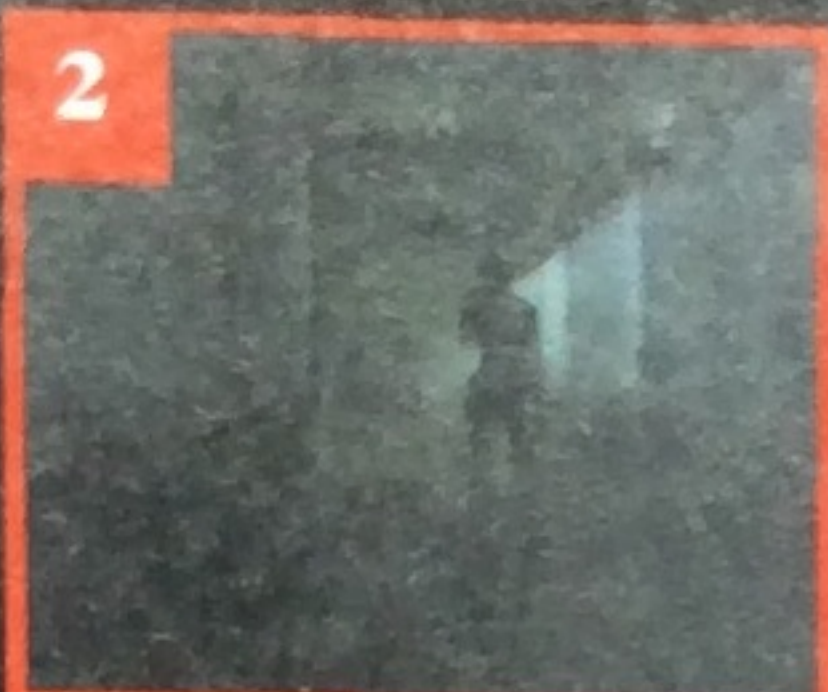
# THE WALKTHROUGH

1



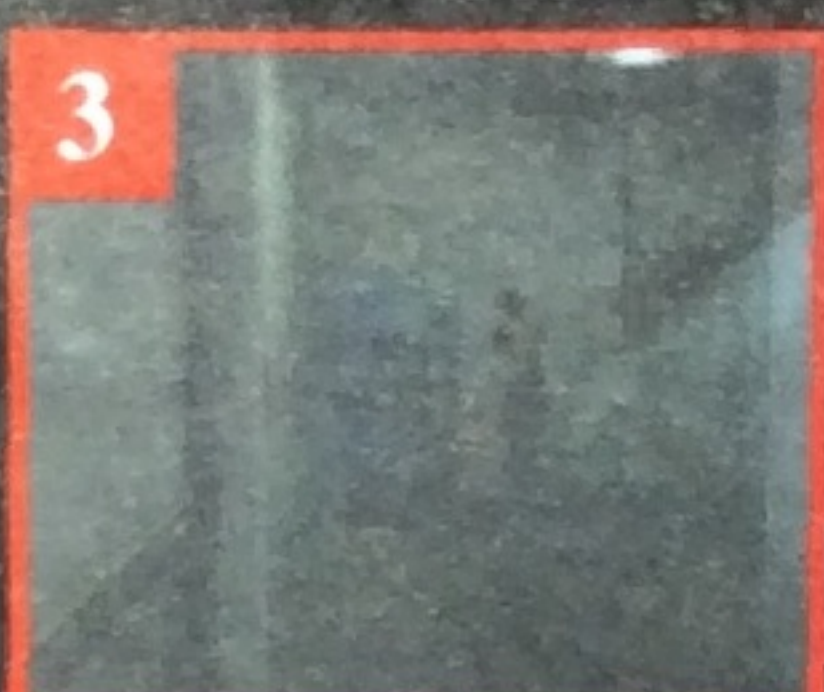
A balcony overlooks the courtyard, a gap in the fence leading to a blocked hole in the ground, and a ladder. Check the blue stone set in the balcony. Note the shield-shaped indentation.

2



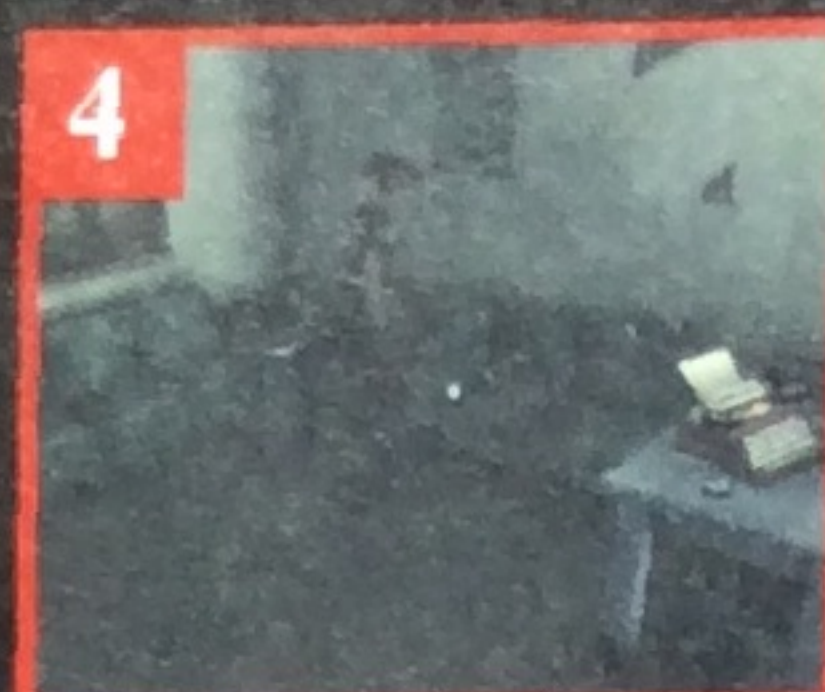
Alfred has locked the door at the top of the steps, so move west and head down the hallway. It seems Alfred is playing a game with you.

3



There's a vending machine at the end of the corridor. Pass under the security door, approach the machine, and take the two boxes of Bullets. Then head directly to the gray door in the northeast corner.

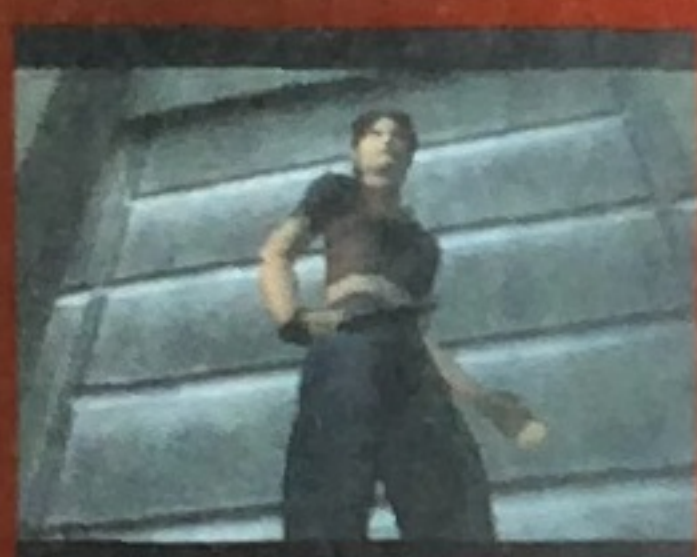
4



This Save Room is a welcome sight. Note the two Green Herbs (one near the couch, the other near the Typewriter), and the Hemostatic Medicine on the couch. Place the Medicine in the Item Box. You don't need it yet.

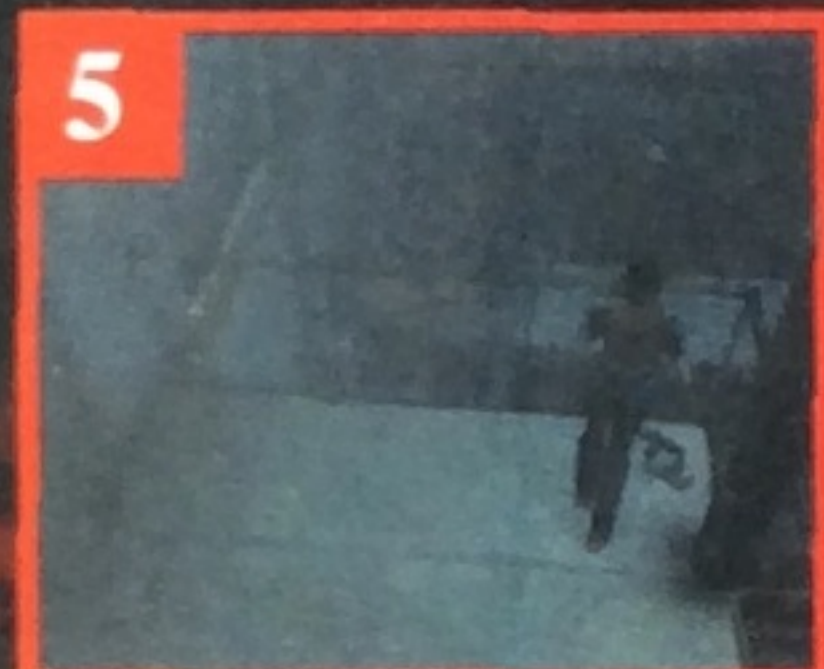
## TIP

Save your game immediately, then make sure you're carrying the two M-100Ps, and that you have three free spaces in your inventory. Keep the Biohazard Card handy.

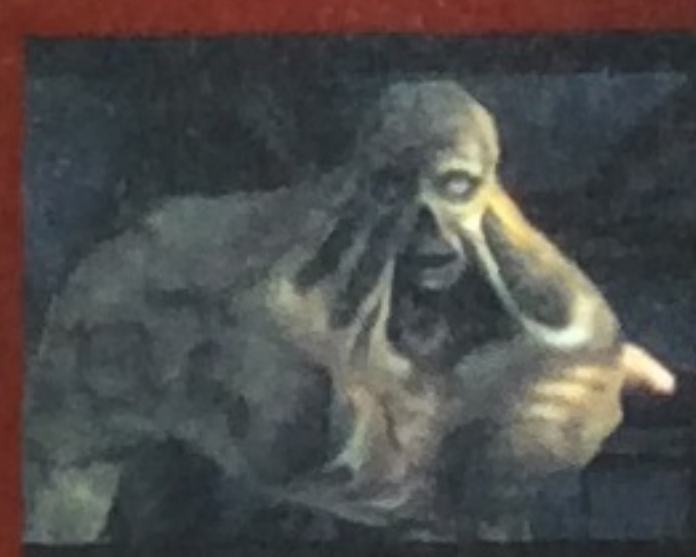


When you try the handle of the wooden door to the east, you realize that Alfred has locked you in. The only way on is to play Ashford's little game....

5

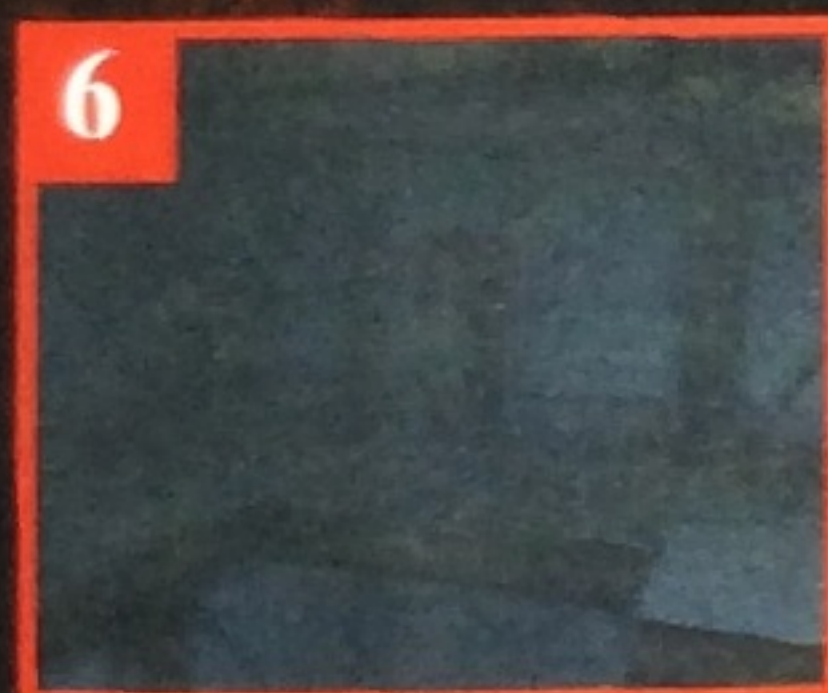


On the other side of the door is a warehouse room. Turn left and head south to the balcony overlooking the first floor. On the ground is a pair of Sub Machine Guns. Notice ammo for them in the next room.



As you return to the wooden door, it locks, and the terrifying sound of a Bandersnatch echoes through the chamber. The monstrosity lollops over the balcony and advances on Claire.

6



Back up and avoid the Bandersnatch's arm swipe. Target the creature and fire at it with the M-100Ps until it drops. Then head to the northwest and descend the stairs.

SUB MACHINE GUN AMMUNITION



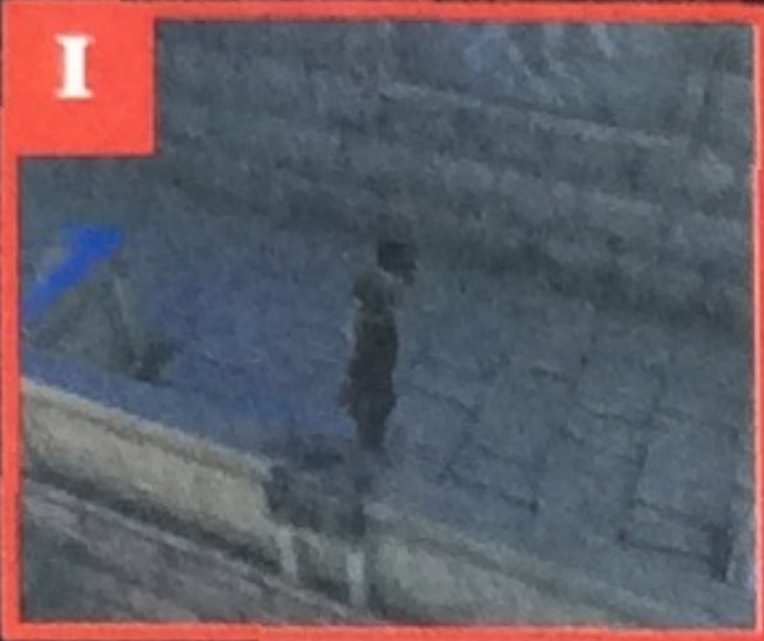
Military Training Facility 1F

# THE RETURN OF STEVE

## KEY

← Gold Luger (2)

I



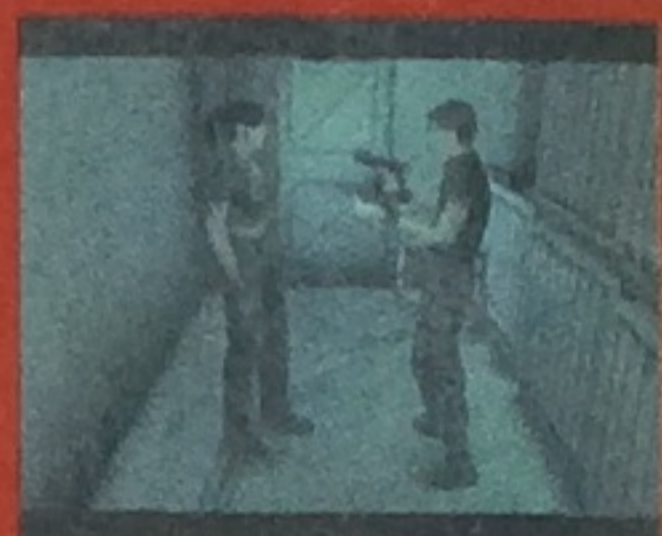
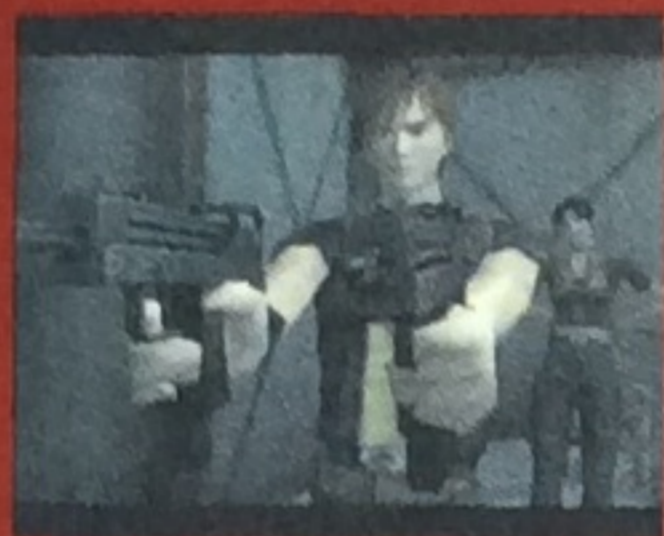
At the bottom of the steps, the door leading to the southern part of the chamber creaks open. Start searching for Sub Machine Gun Ammunition.

## NOTE

While Claire moves to another location, you briefly gain control of Steve Burnside to hunt down the undead.



As soon as Claire steps into the southern chamber of the storage room, another Bandersnatch leaps out, paws Claire, and throws her about like a rag doll. Fortunately, Steve enters and attacks the Bandersnatch with the Gold Lugers.



After the battle, Steve and Claire swap weapons, Claire taking the Lugers, and Steve grabbing the Sub Machine Guns. Steve is a little unhappy about the empty chambers, so they both look for the Ammunition, then take the freight elevator down to the basement.



GREEN CHEMICAL CONTAINER

START

FINISH



## KEY

- Grenade Launcher
- Grenade Rounds (6)
- Handgun Bullets (15)
- Glock Parts

Military Training  
Facility B1F

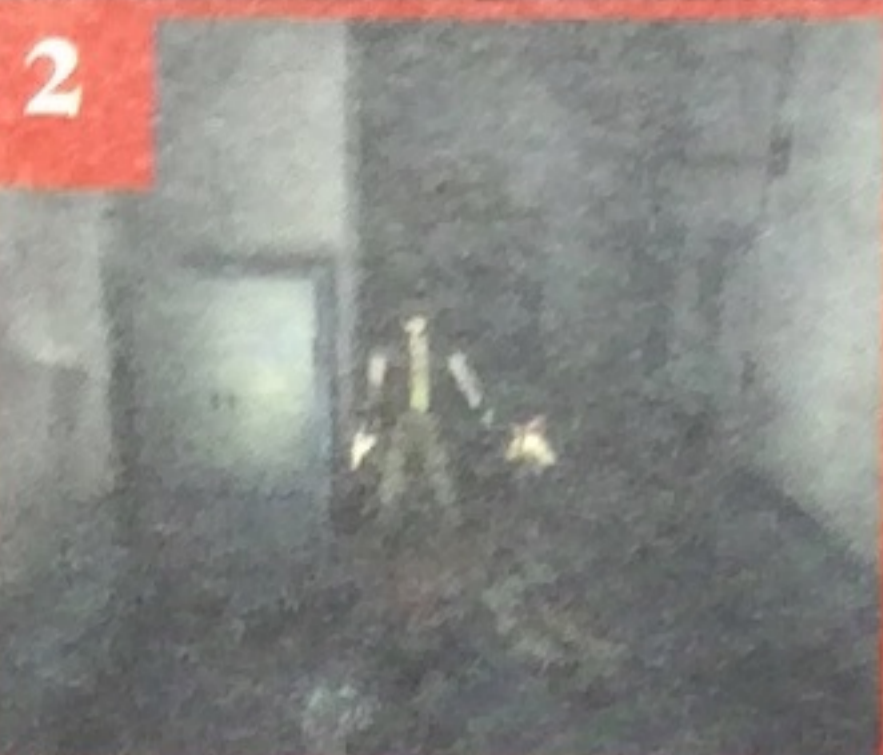


**1** Steve starts his mission in a holding cell. Step forward and aim at the explosive tank on the other side of the gate. This burns and knocks down the two zombies, leaving you to attack the two closing in on you.

## NOTE



*You see a Grenade Launcher in the caged room. However, you cannot activate the switch to open the gate.*



**2** Charge into the room to the north, laying down suppressing fire on the three moaning freaks. The items here are either out of reach or locked up.



**3** Head through the door to the south, then turn and immediately aim and fire. You hit an explosive tank, burning one of the four zombies. Aim to blow up the second tank, and mop up the remaining corpses.

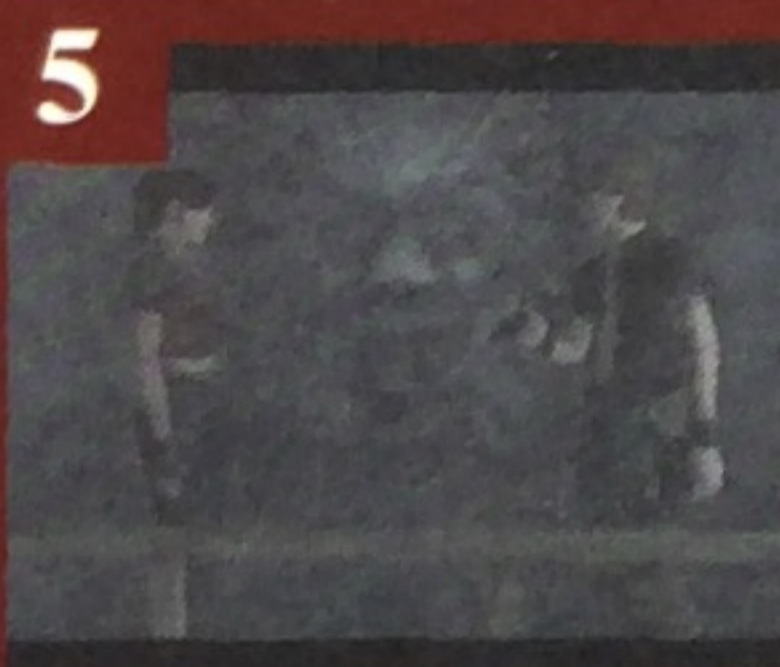


**4** You shouldn't have any more problems with the undead. Check the gate (with the switch on the other side), and the Caution notice near the east door, then exit through that door.

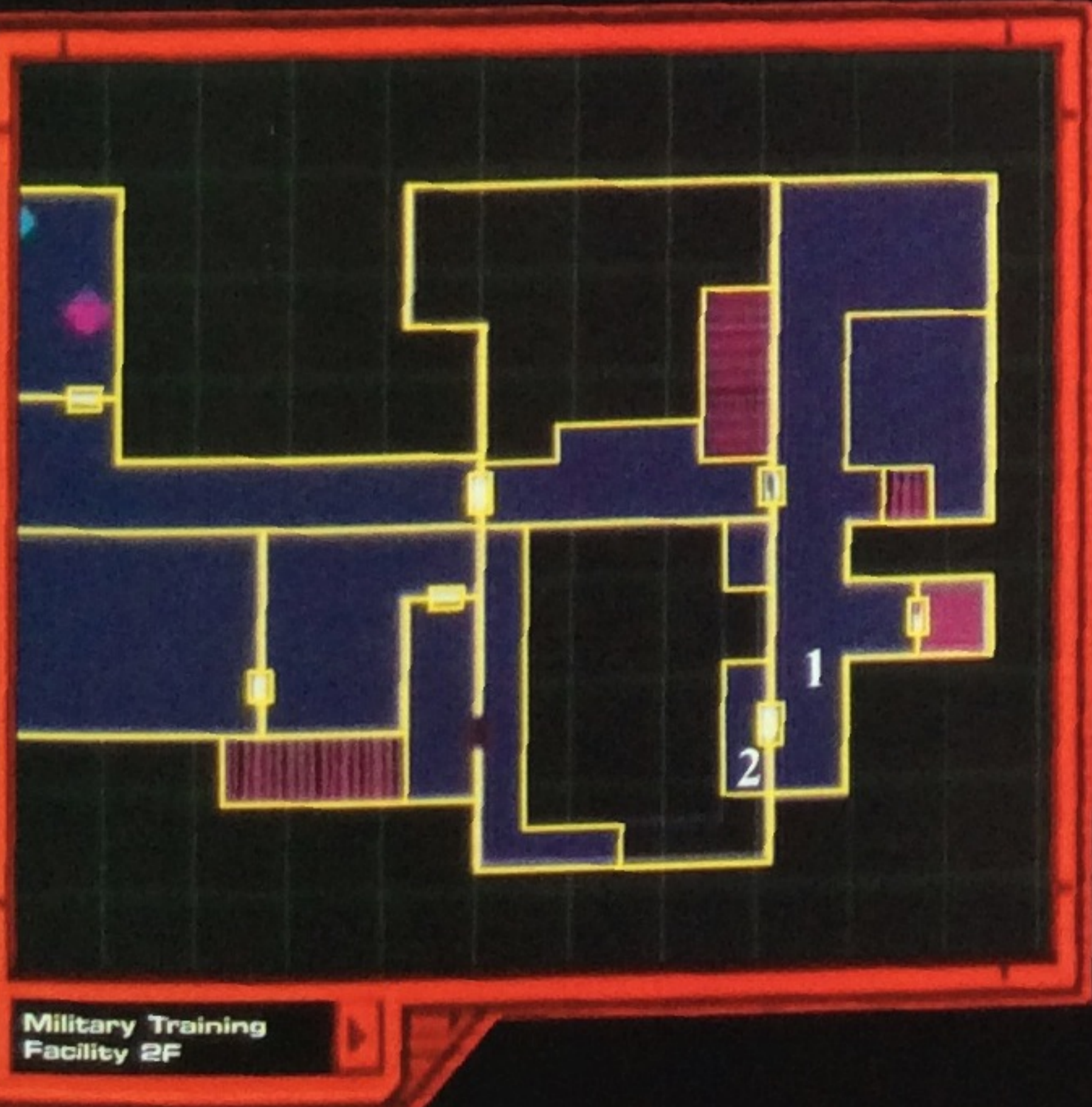
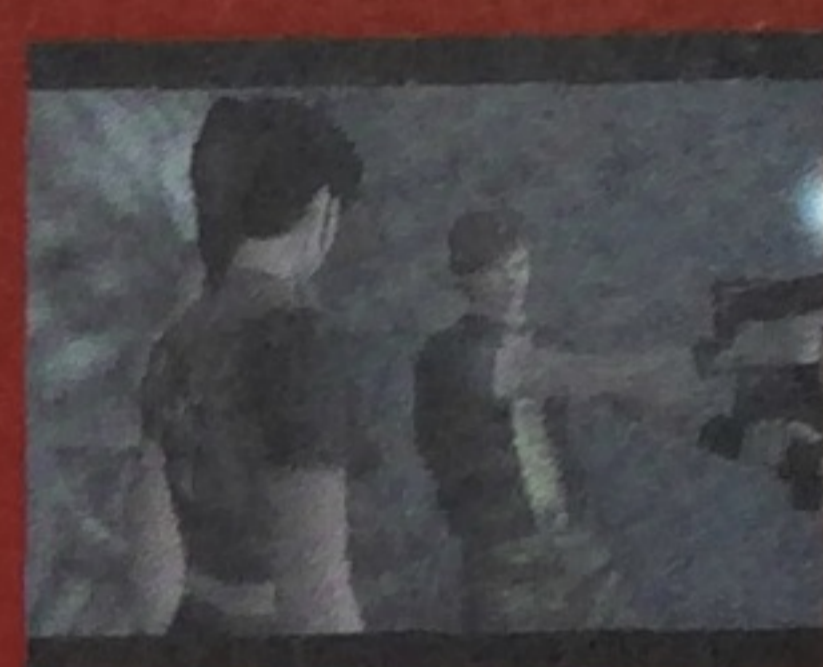
## NOTE



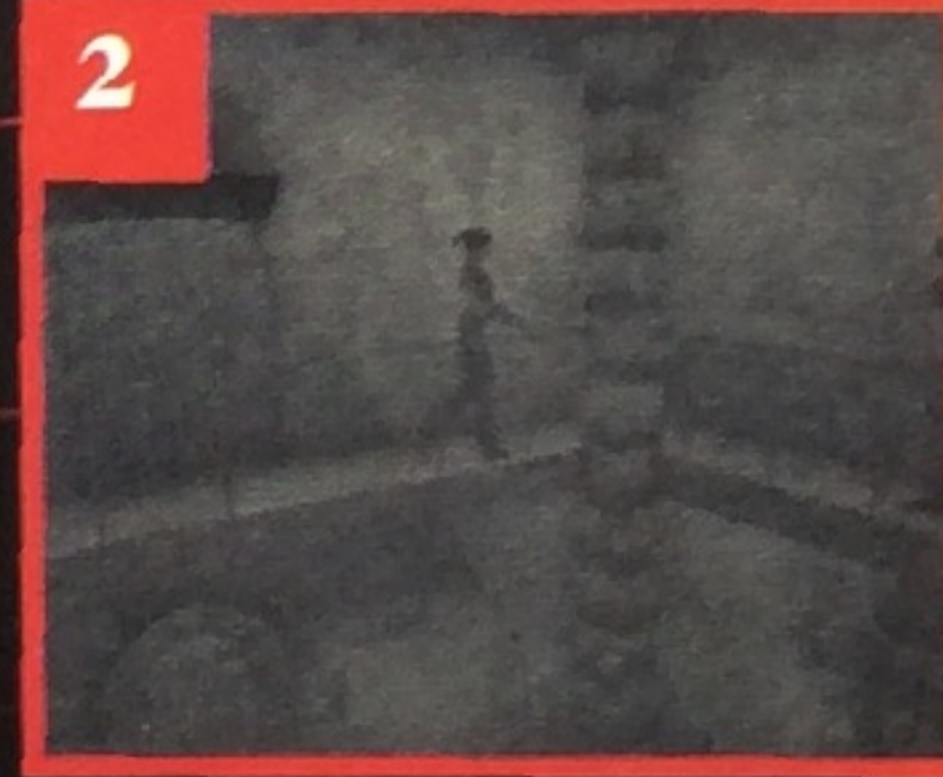
*This Caution notice informs you where the circuit breaker for the ground fan is. Chris will be happy to have this information.*



**5** Steve calls Claire, telling her the coast is clear. He explains his trust of guns and hatred of humans. Anger sparks a rapid-fire session, after which both Claire and Steve ascend an elevator to the second floor.

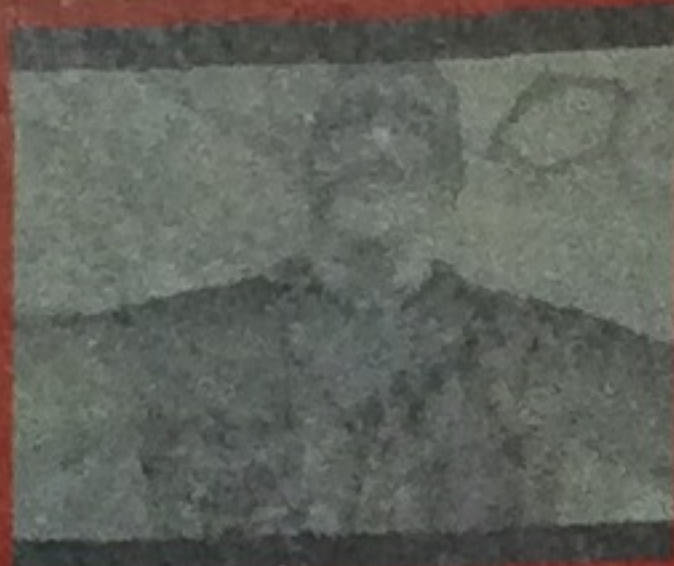


**1** When the elevator stops on the second floor, Steve heads around the corner to the wooden door to the west. Follow him.



**2** You enter a balcony overlooking a supply room. Turn left and move around the balcony to where Steve is standing.

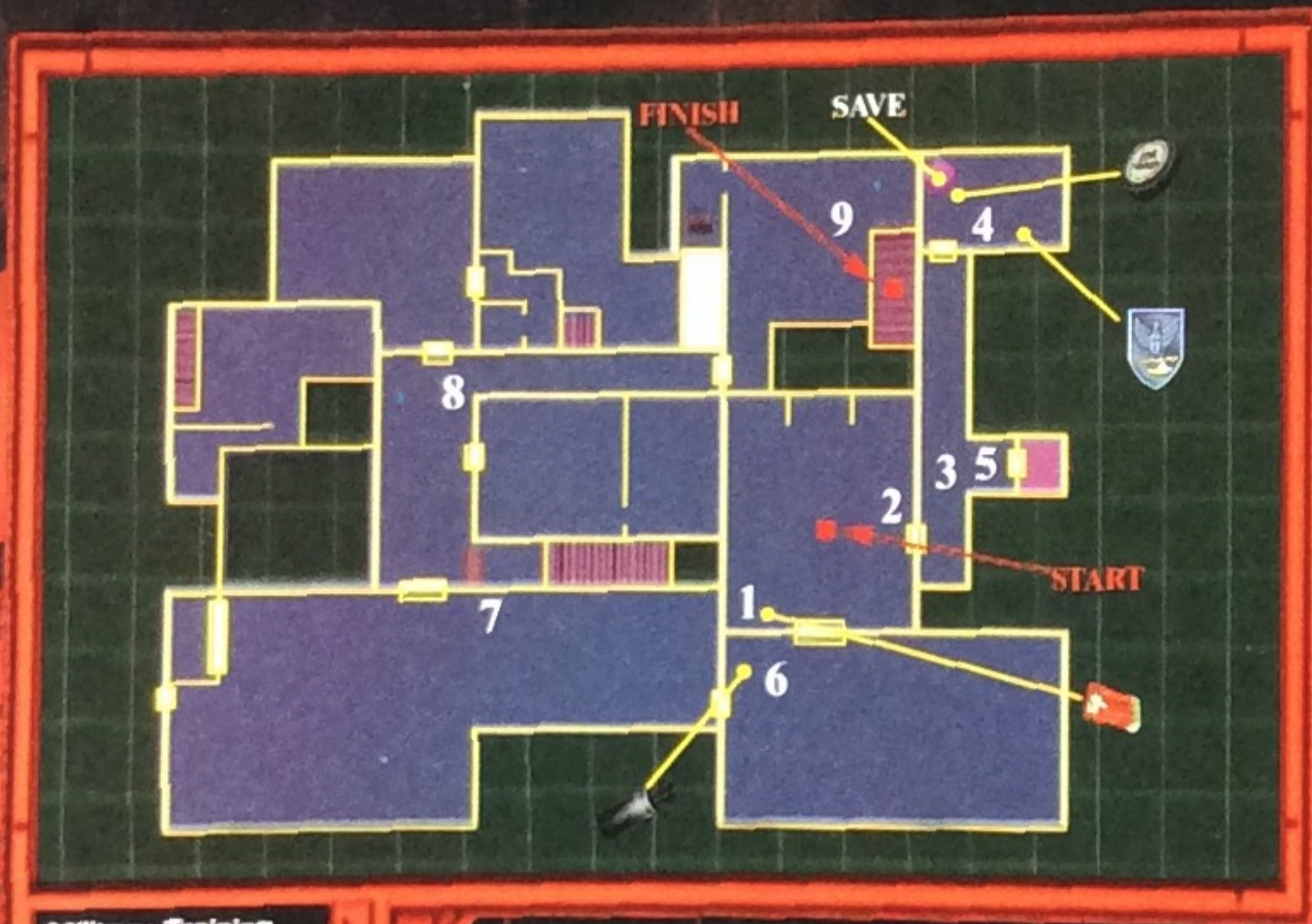




The weight of Claire and Steve is too much for the balcony, and they fall down to the first floor. Claire seems to have hurt her leg...and there's a zombie advancing! Steve seems petrified.



Steve peppers the zombie with machine-gun fire just in time. The zombie was once Steve's father, an ex-Umbrella employee who sold company secrets before being caught and shipped to this island. When Steve finishes his story, you regain control of Claire.

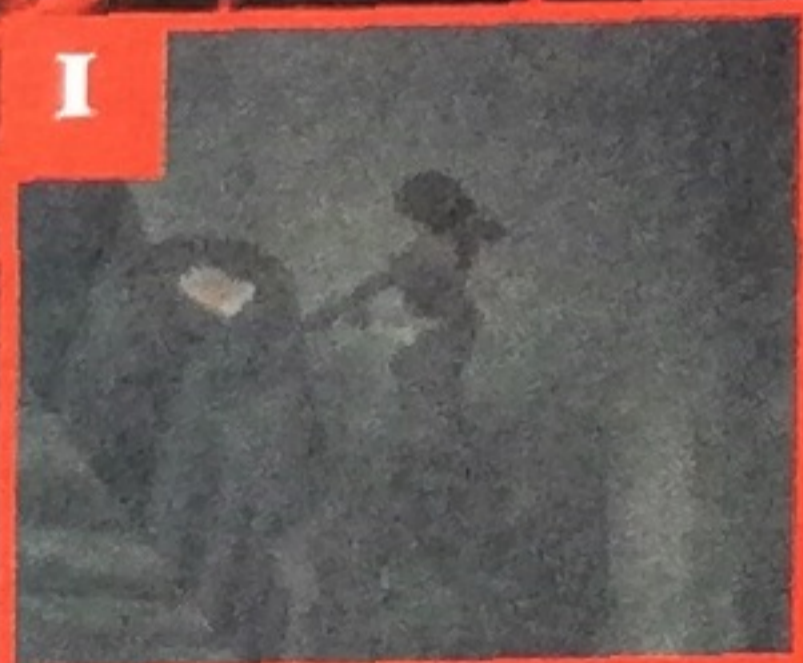


Military Training Facility 1F

### KEY

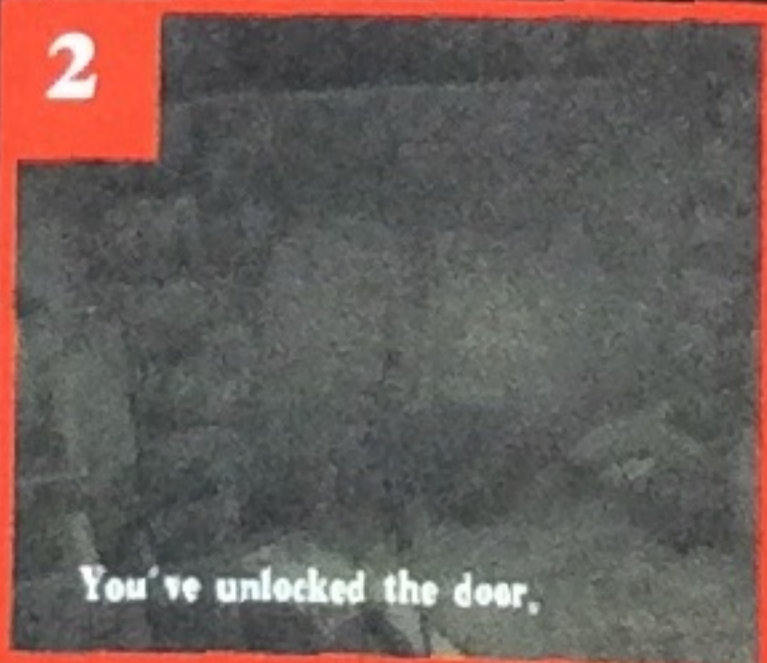
- Handgun Bullets (15)
- Ink Ribbon (3)
- Eagle Plate
- Bow Gun Arrows (30)

**1**



Check the room for items – you'll have to climb onto a crate in the southwest corner to take the Handgun Bullets. Leave them there if you have enough ammo – your brother may need them later in this mission.

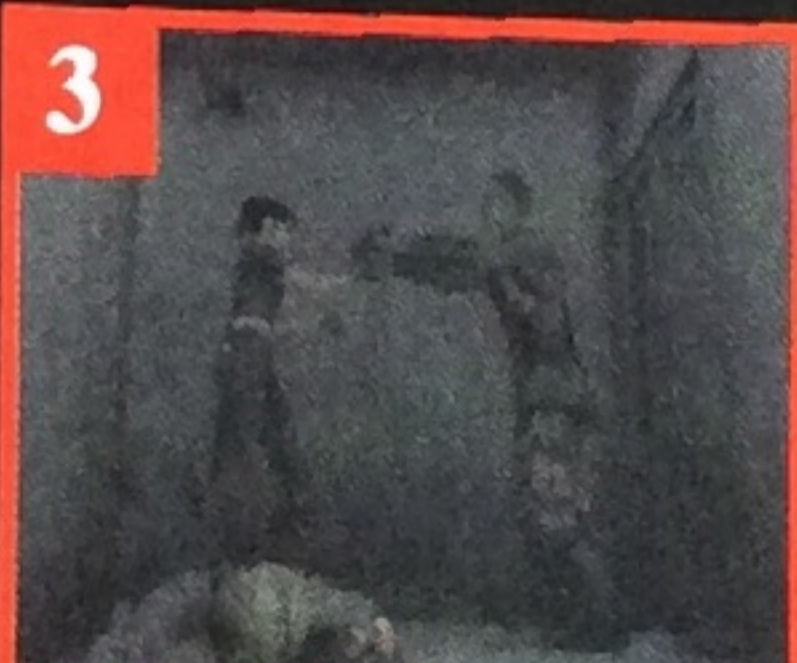
**2**



You've unlocked the door.

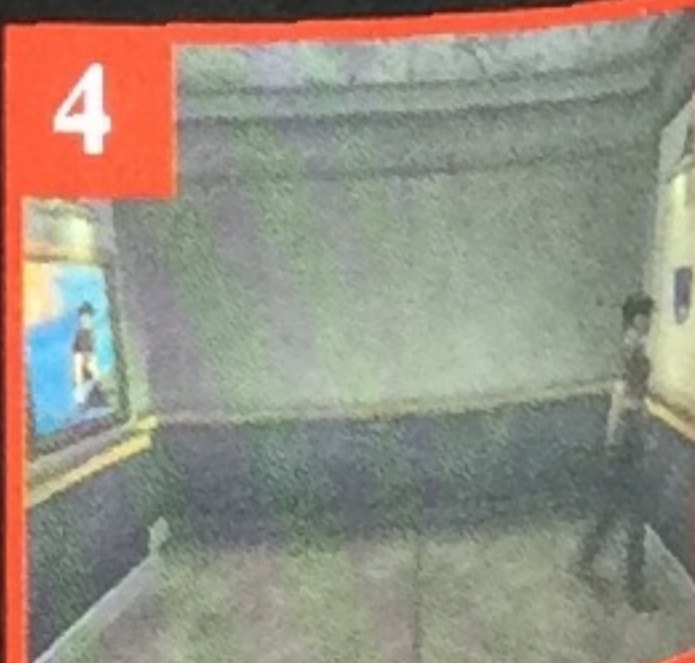
Find the door in the east wall. There's a larger door to the south, but this isn't the time to investigate it.

**3**



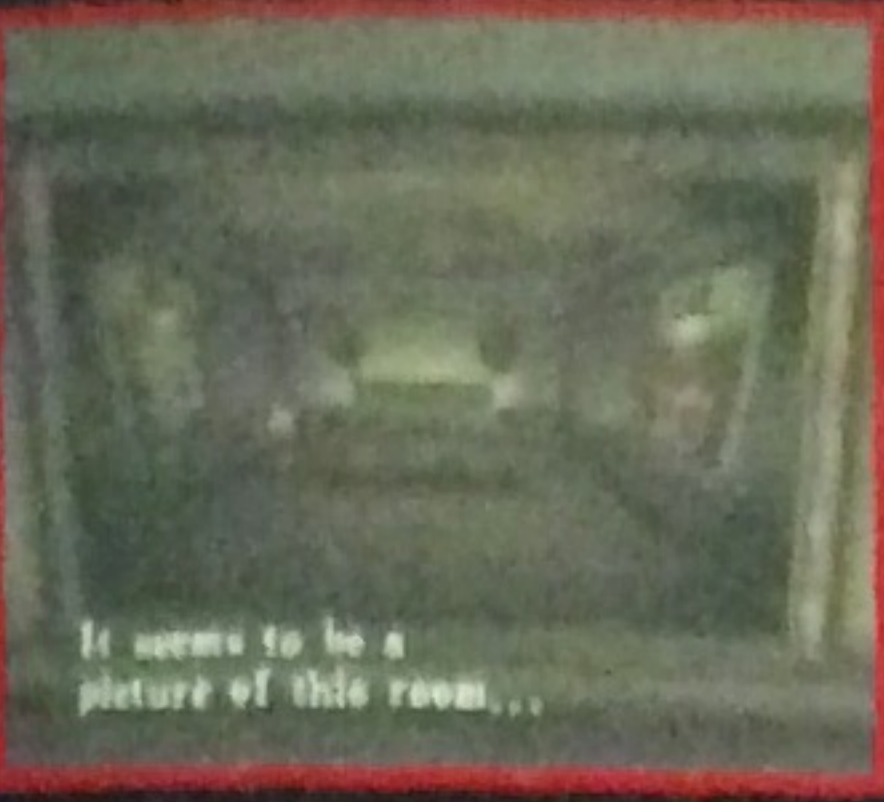
After you automatically unlock the door, you enter a gloomy, dank corridor. Two zombies lurk in this area. Destroy them before continuing north to the far end of the corridor.

**4**



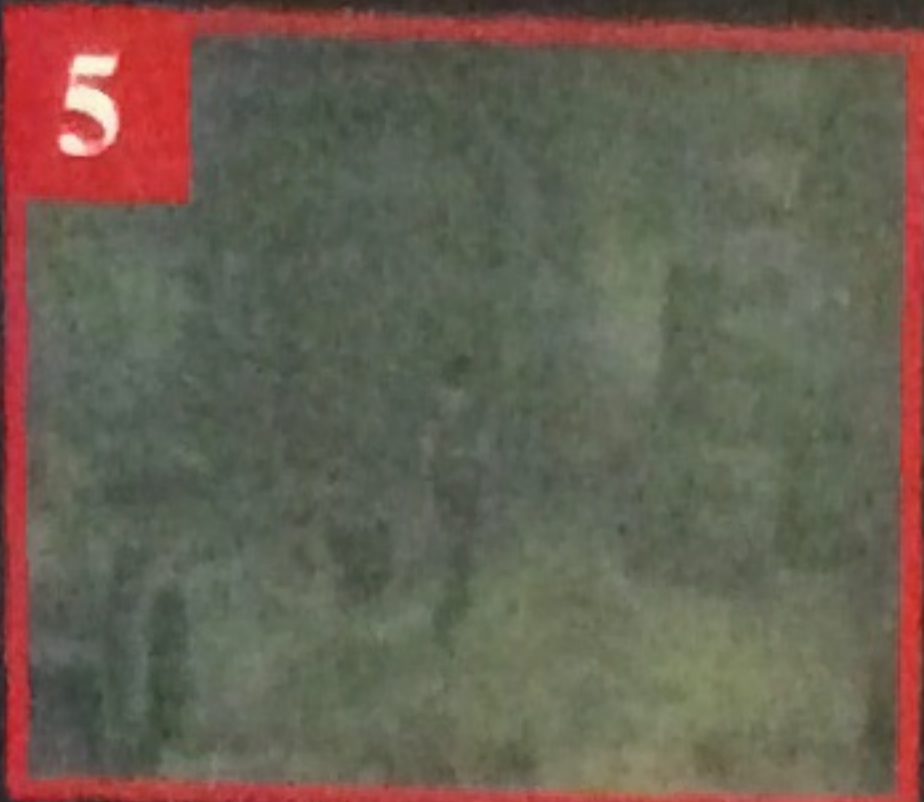
Move to the east side of the room, and locate the Eagle Plate. Unhook it from the wall and place it in your inventory. Now turn and check out the painting on the west wall.

# THE WALKTHROUGH



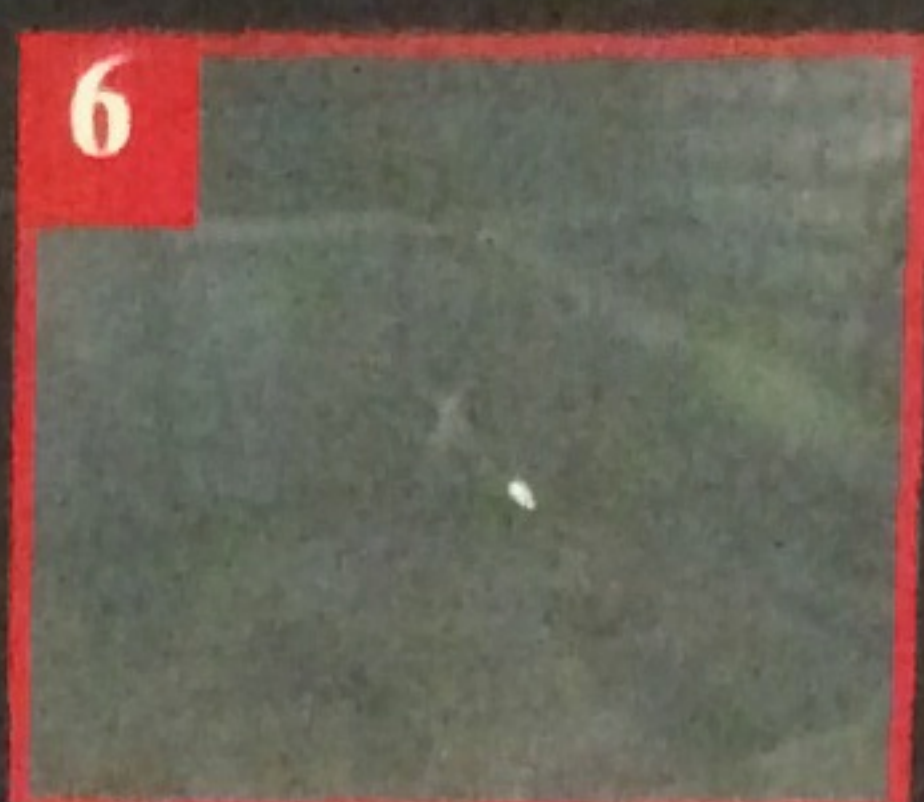
It seems to be a picture of this room...

It depicts the east part of the room, except there isn't that wooden structure or red painting there. Curious. Take the Ink Ribbons and save your progress at the Typewriter, then return to Steve.



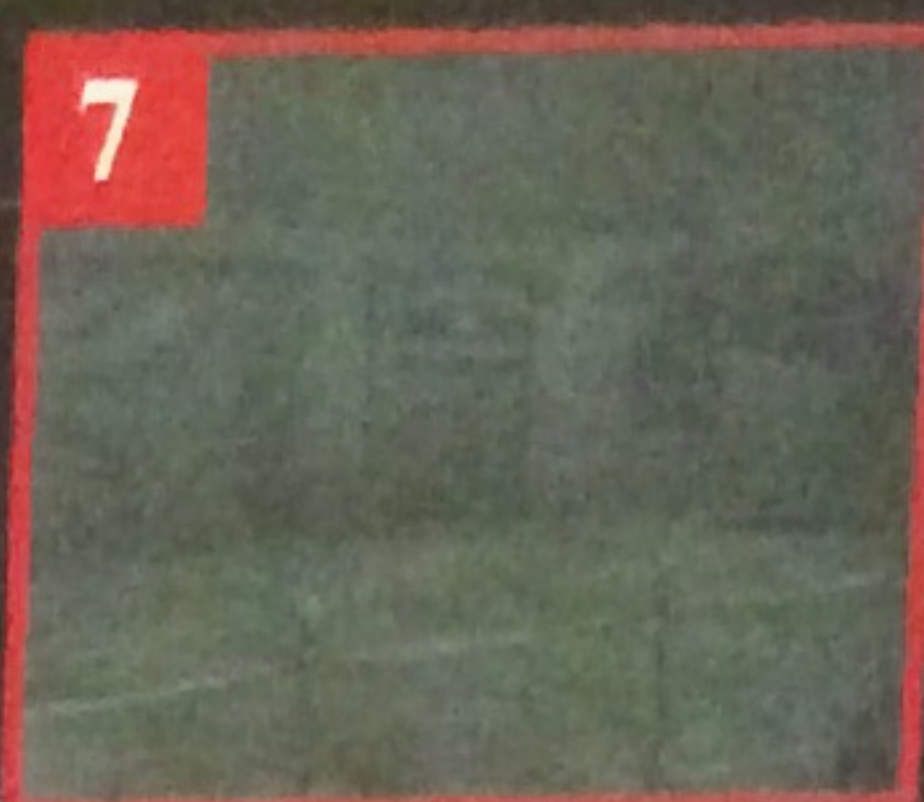
5

On the way to the large storage room with the Jeep in it, you pass the elevator. It allows you access to the Basement, First, or Second floors of the Facility. Remember this. Now head out of the large southern doors.



6

A vicious pair of Zombie Dogs guard the large tank in this exterior courtyard. Dispatch them, then run to the small metal door in the east wall and open it. You automatically unlock it.



7

The gigantic Gulp Worm is still burrowing in this now-familiar exterior courtyard. Resist the temptation to stand and fight (this wastes ammunition and health). Run to the double doors in the north wall. Enter here.



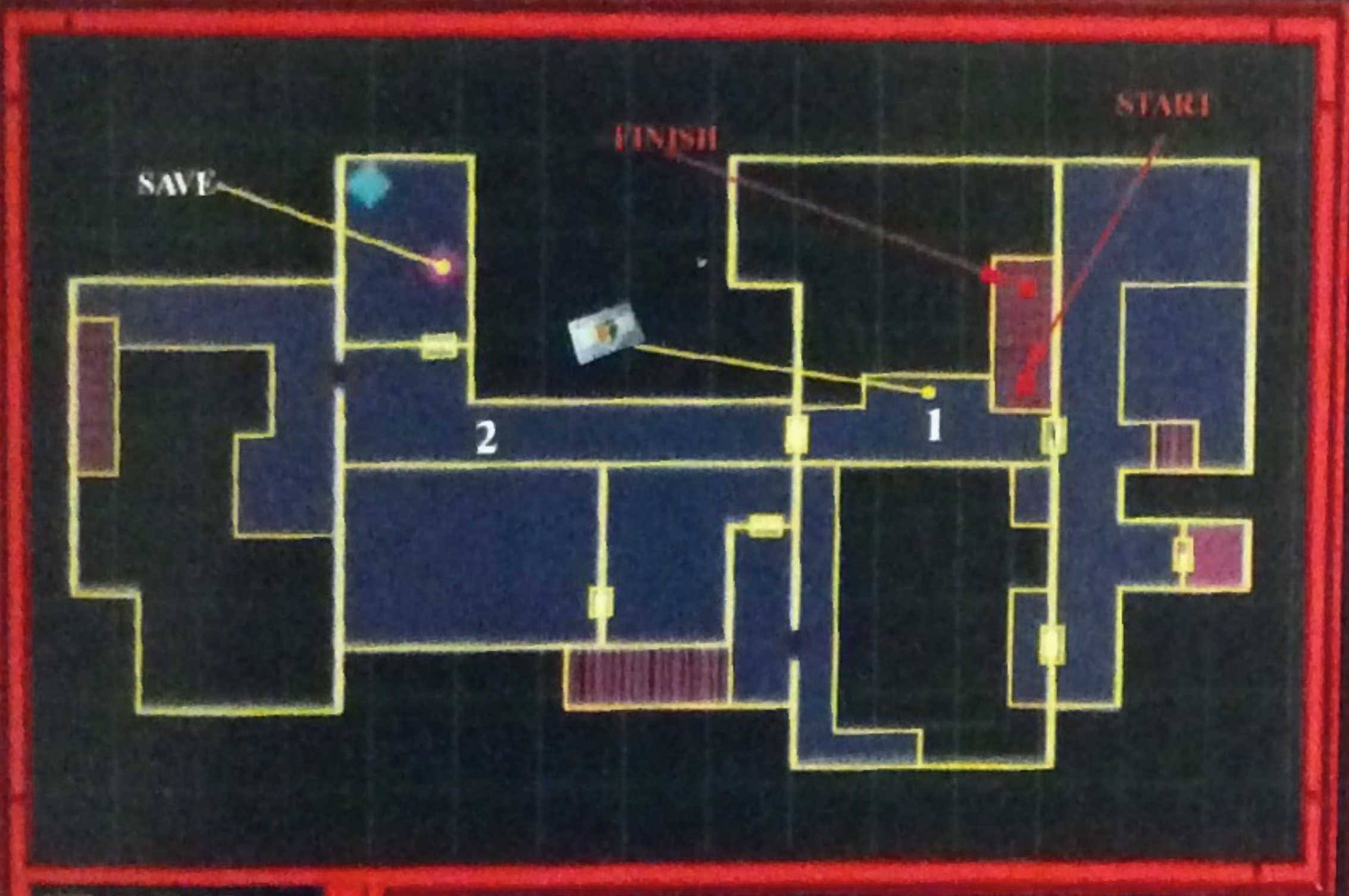
8

The siren still sounds. Run to the metal door, and use the Biohazard Card to open it. Head down the corridor and through the wooden door.



9

In the stone courtyard, face off against the two Cerberus Zombie Dogs, then head up the steps.

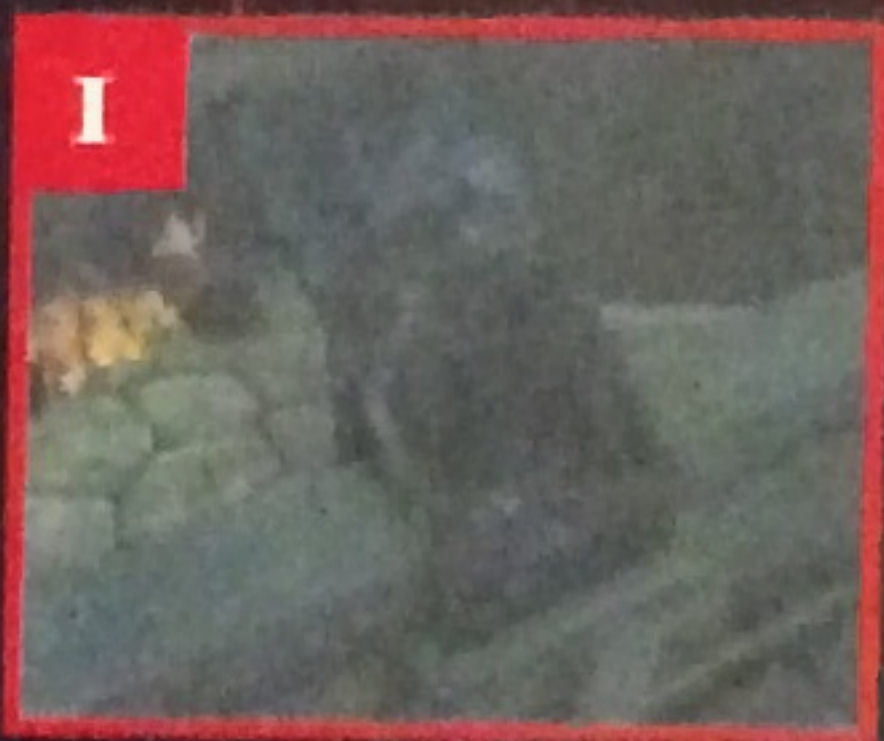


Military Training Facility 2F



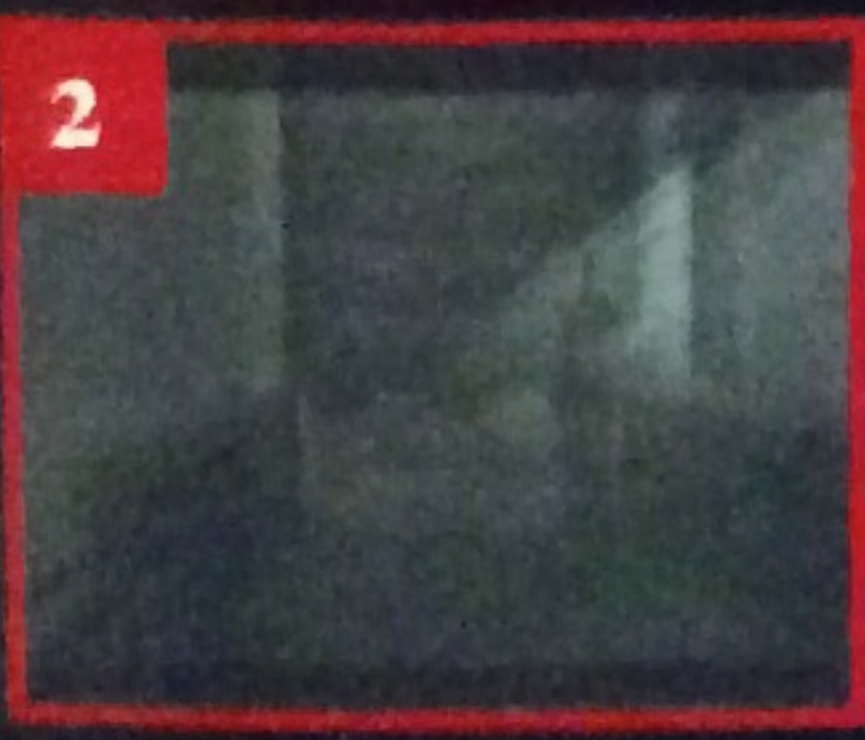
## KEY

Emblem Card



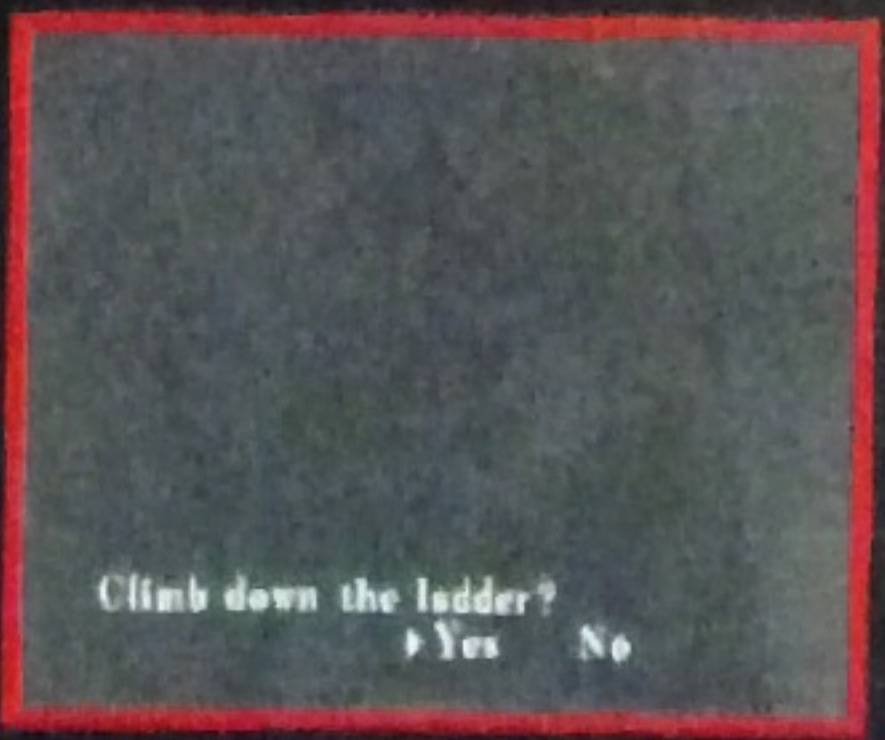
I

At the top of the steps, move to the blue stone with the shield-like indentation on the balcony. Slot the Eagle Plate into the stone. The stone opens on a hinge, revealing the Emblem Card. Take it.

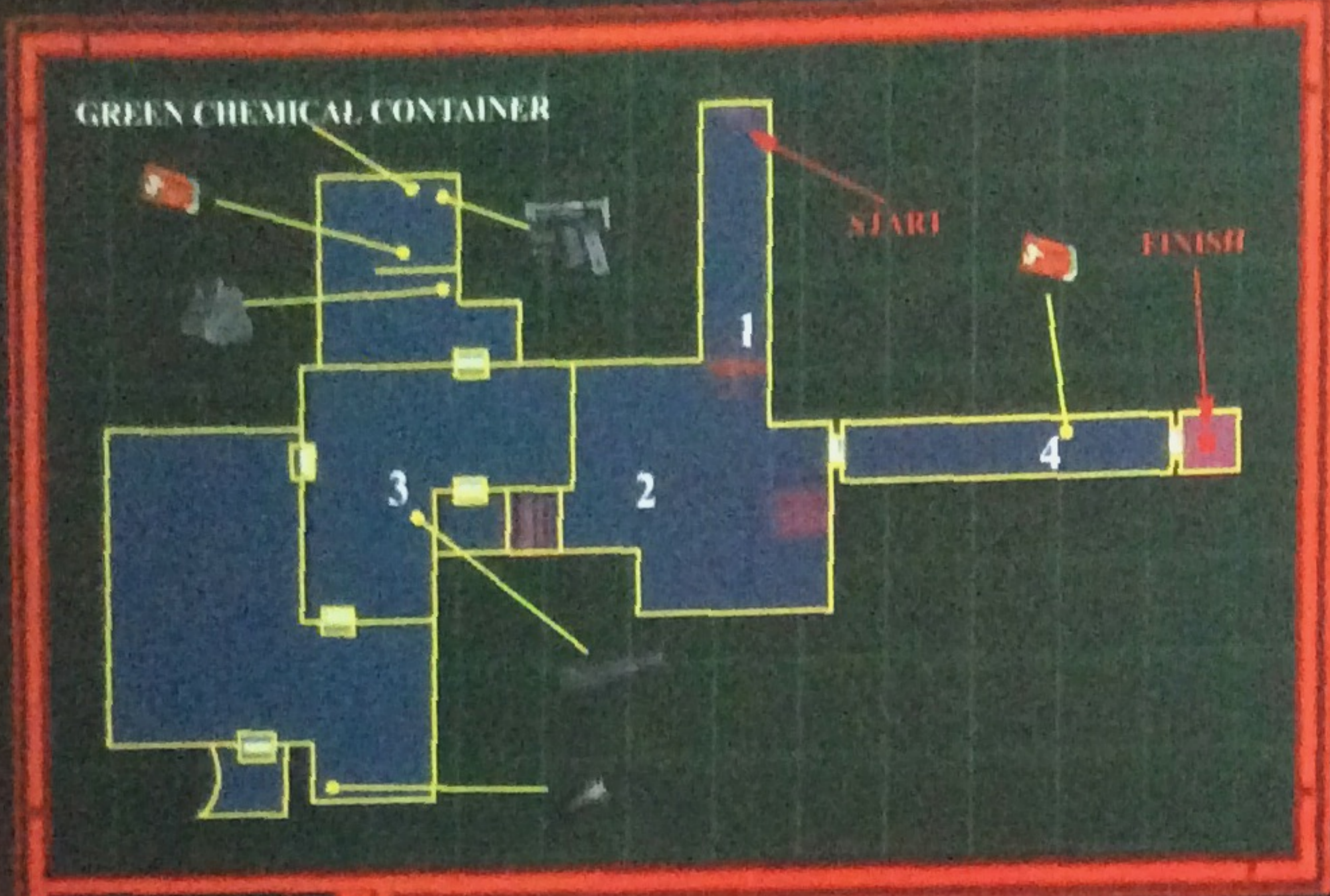


2

Save your progress now. Head east, open the door, and trek down the corridor to the area where Alfred trapped you. Open the metal door with the Biohazard Card, and then head to the gray door and the security area. Save, then drop off the Gold Lugers - you won't need them for a while.



Head back out to the courtyard and down the steps to find the mesh fence with the ladder behind it. This leads to the basement level. Climb down the ladder.



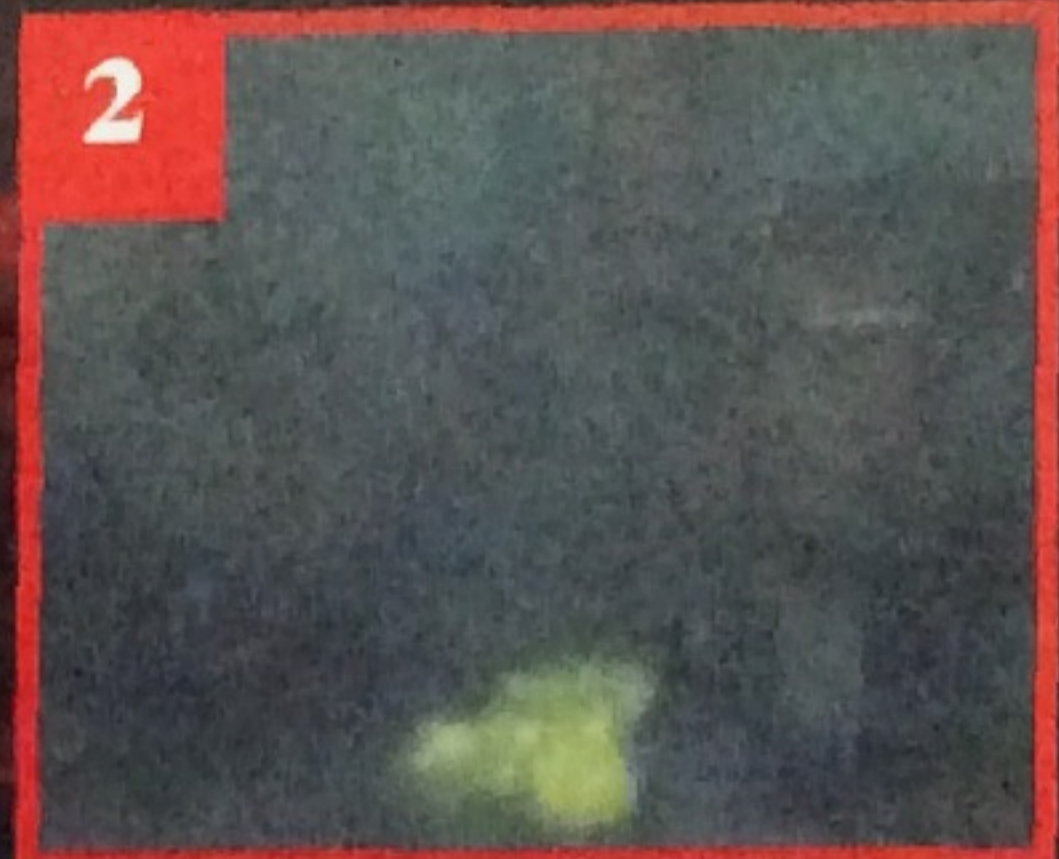
### KEY

- Grenade Launcher (6)
- Grenade Rounds (6)
- Handgun Bullets (15)
- Glock Parts
- Bow Gun Arrows (30)
- Handgun Bullets (15)

Military Training Facility 1F



**1** At the bottom of the ladder, run forward to the closed gate and swipe the Emblem Card through the scanner to open the bars. This also helps Chris in his quest later in the game.



**2** Drop down into the boiler room, run over the fan, and head east up the three steps. Open the door in the corner on the north wall.



**3** Move to the card scanner that locks the cage where Steve blew up the tank, and swipe the Emblem Card to open the bars, allowing you to pick up the Grenade Launcher.



**4** Backtrack to the boiler room, and instead of ascending the ladder, head up the steps to the east, open the door, and run past the animal head carving and the gurgling water to the elevator. Take it to the second floor.

### TIP

You can also explore the rooms to the north and south. The south area is a large storage room with two Bandersnatches on guard. The room to the north houses a locked container of Grenade Rounds, some Bullets, and Handgun Parts. Leave everything for Chris.



# THE WALKTHROUGH BACKWARD THEN FORWARD



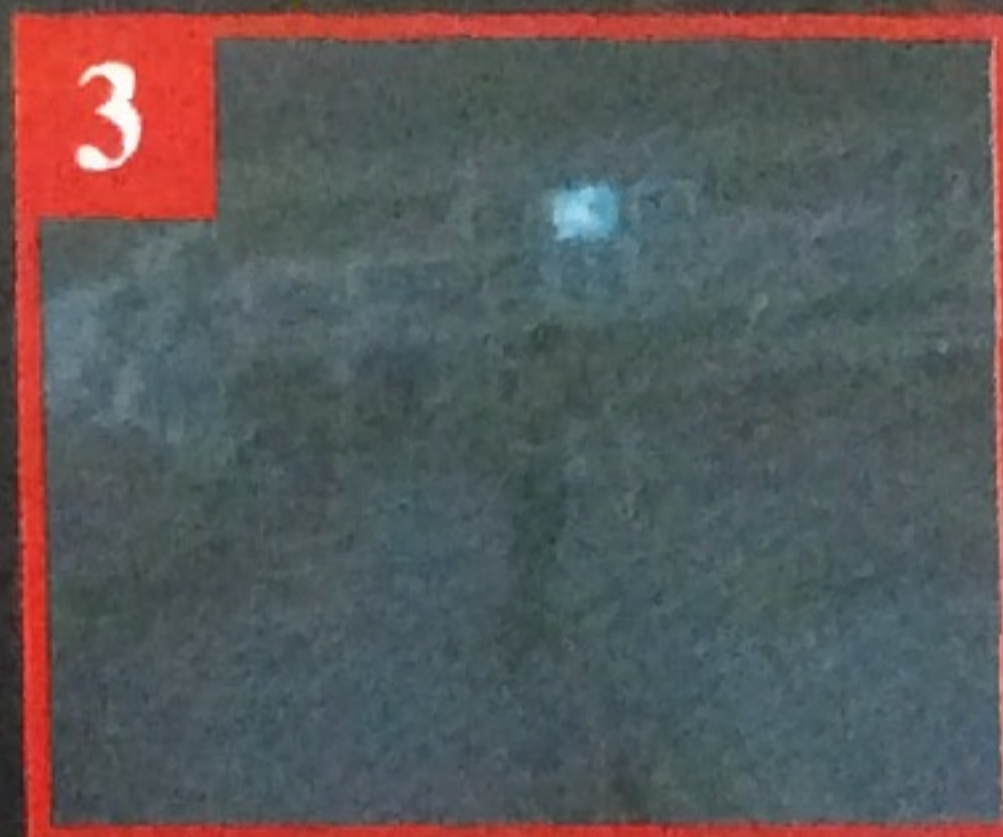
Once out of the elevator, run to the metal door in the north wall and swipe the Emblem Card. The door opens, and a zombie technician slumps to the ground. Ignore this horror, and head into the computer room.



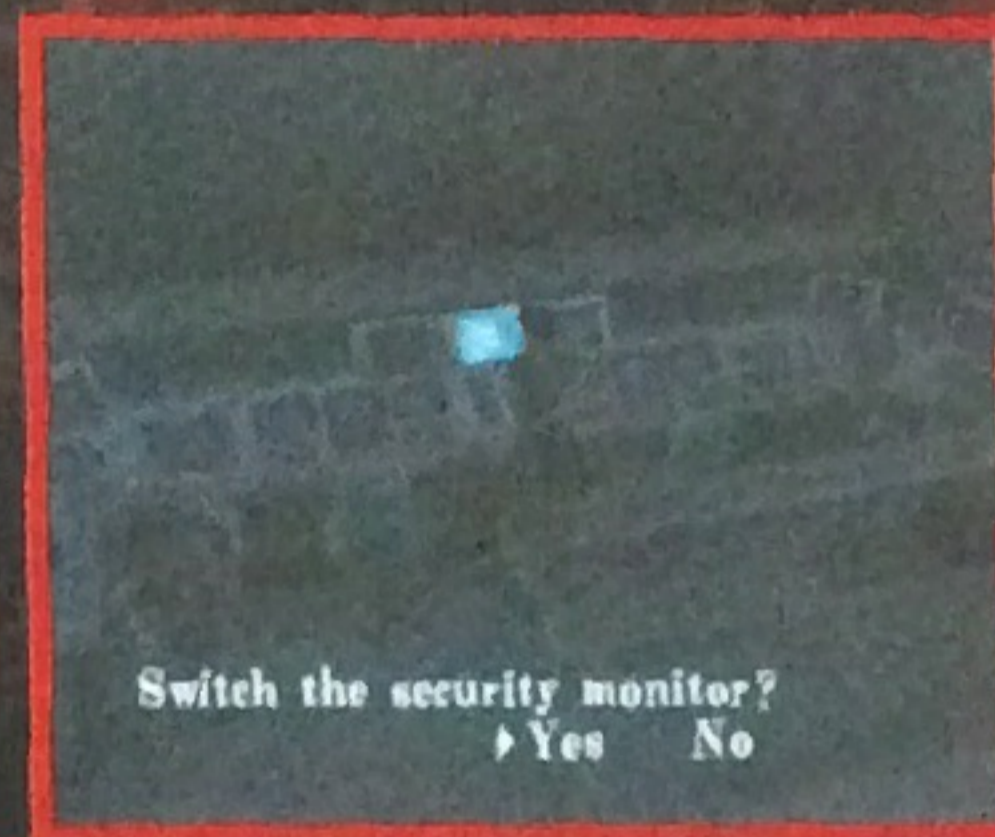
Ignore this horror, and head into the computer room.



Turn right and climb the three steps up to the raised area. Check the computer screen on the wall. The readout details unspeakable experiments with the T-Virus and salamanders. The results are Albinoids. Take the Grenade Rounds by the chair, and head down the steps.



Move to the north of the room, locate the two Herbs, and check the console screen. On it is a heptagonal stone - the Army Proof. Pocket it, then look at the monitor again.



A remote camera shows the interior of the sealed section of the laboratory. Crumpled bodies, odd lumpy pieces of flesh, and a painting are on display. Move the camera, then zoom in on the painting.



Note the number 1126 in one corner of the painting. It's the keypad combination. The laboratory is now safe to enter.



As you leave the console, the two prone zombies attempt to attack. Retaliate, and then open the door to the west (it unlocks automatically). You appear in the stone courtyard. Head down the stairs.



Head around the fire, through the door, and into the long hallway near where you found the Bow Gun Powder. Head toward the double entrance doors, slide the Biohazard Card into the door release, and then climb the stairs.

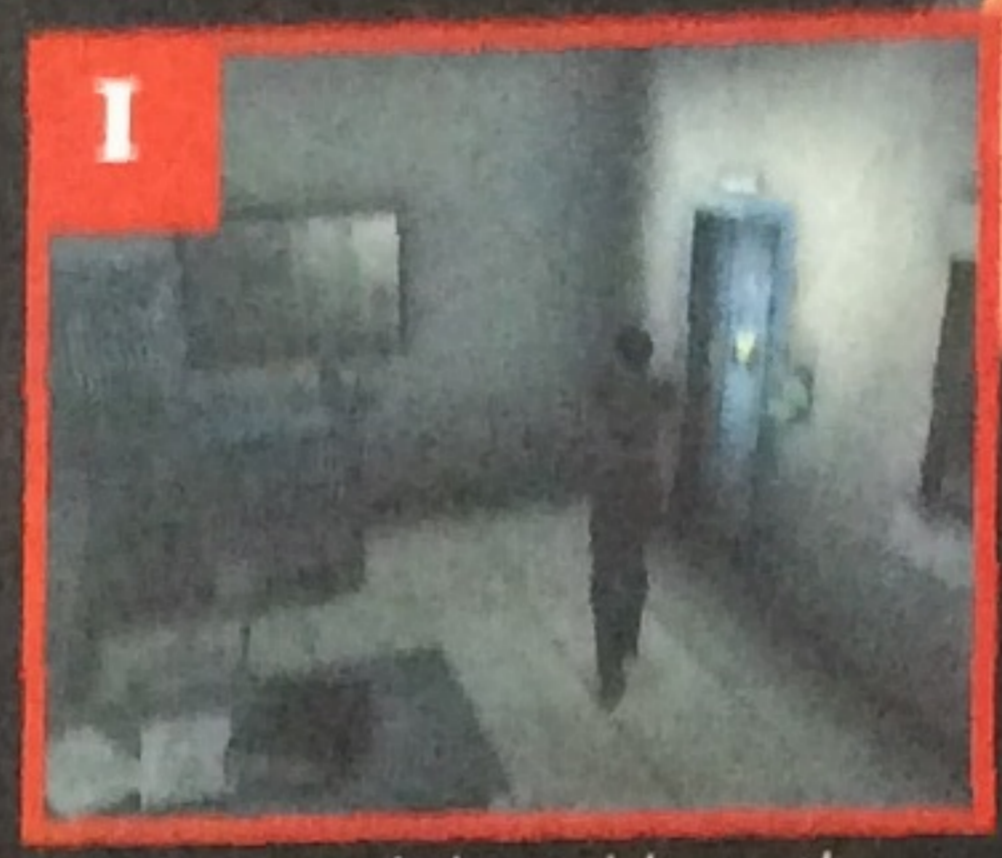




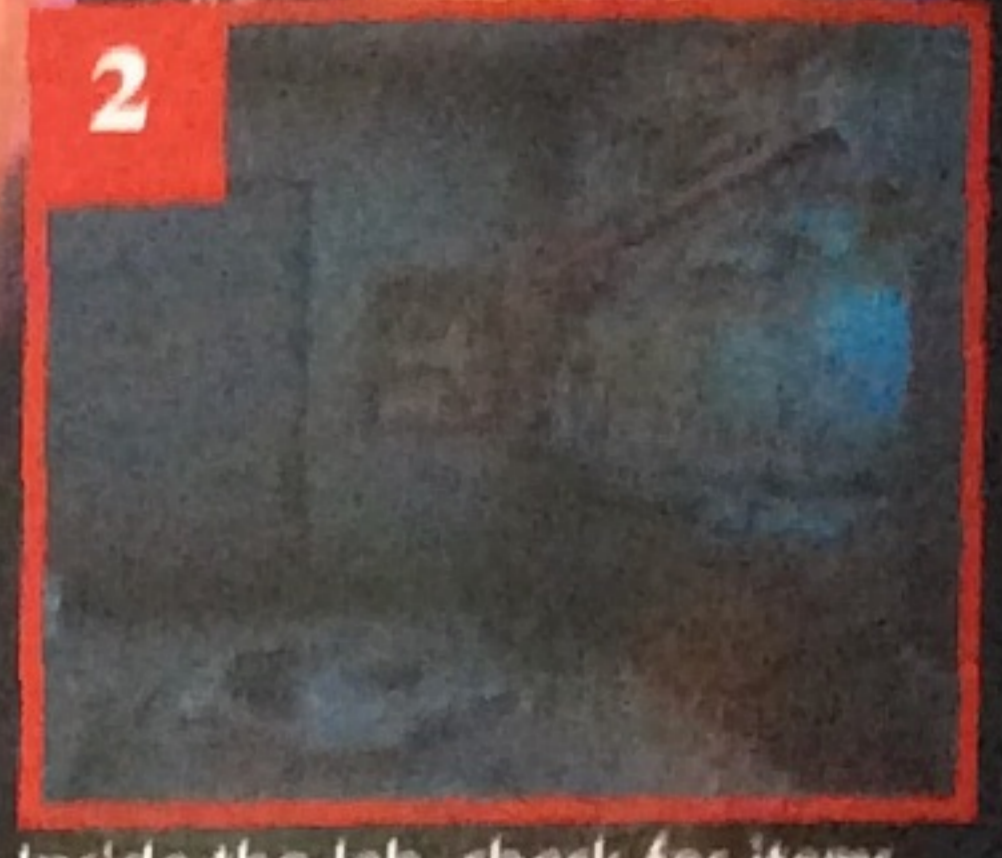
Military Training Facility 2F

### KEY

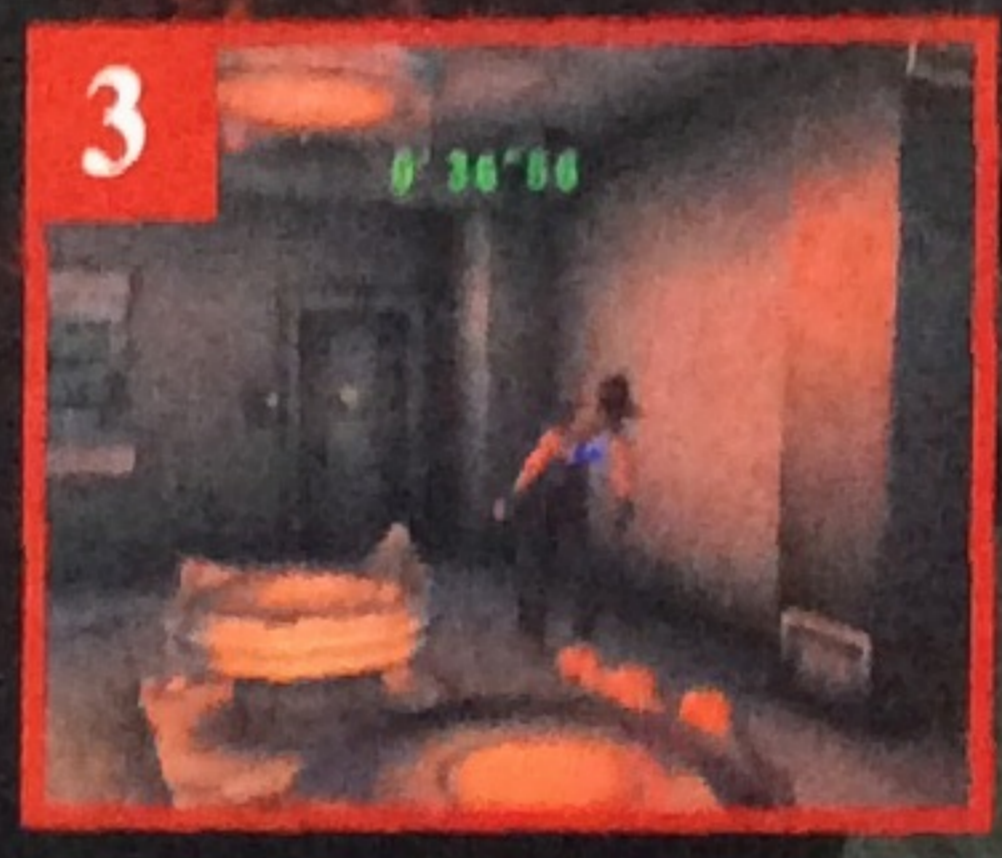
- Acid Grenade Rounds (5)
- Painting of Pirate Skeleton



**1**  
Head around the table to the security door leading to the laboratory. When you reach the door, input the number code you discovered from the painting.



**2**  
Inside the lab, check for items, inspecting the dead scientist and avoiding the gaze of the Albinoid trapped in embryonic fluids. Note the following caution before you unhook the painting from the wall.



**3**  
Leave the room and head down the steps. The security door seals behind you.

# CAUTION!

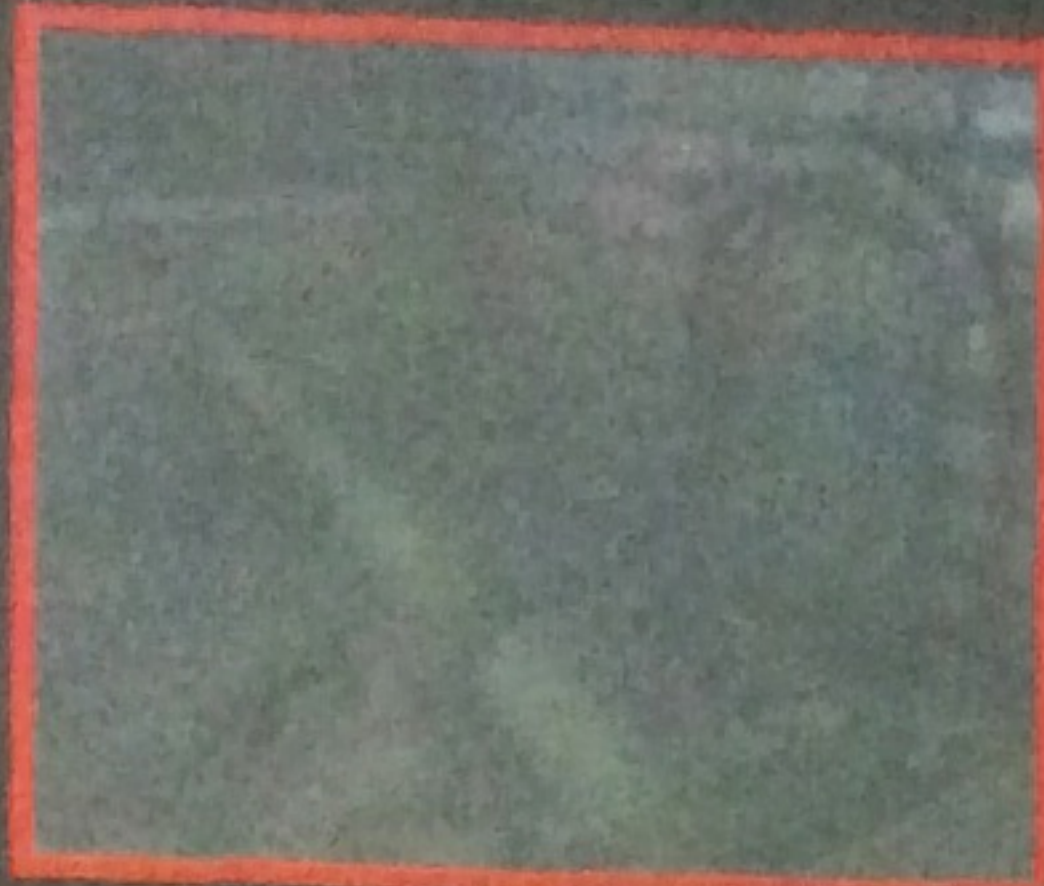
The bio-contamination alarm sounds when you unhook the painting! The Albinoid breaks free from its incubation chamber, and multiple Albinoids swarm the room. You have 40 seconds to escape. Don't try to kill the Albinoids! Instead, quickly run for the door!



Military Training Facility 1F

### KEY

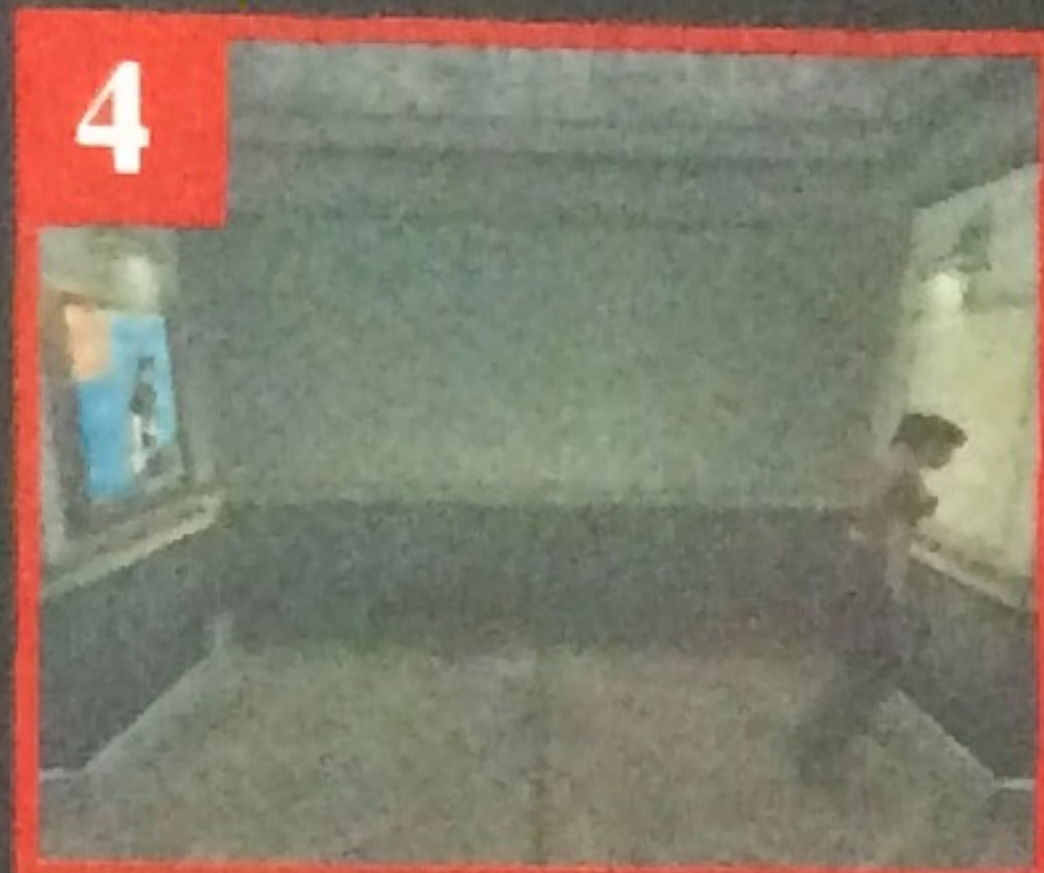
- Gold Key
- Green Herb
- Shotgun Shells (7)
- First Aid Spray



Turn around and head out of the main entrance doors, avoid the Gulp Worm, and run east to the metal doorway. Go around the tank to the double doors in the north wall, then into the Jeep room and through the door to the east.



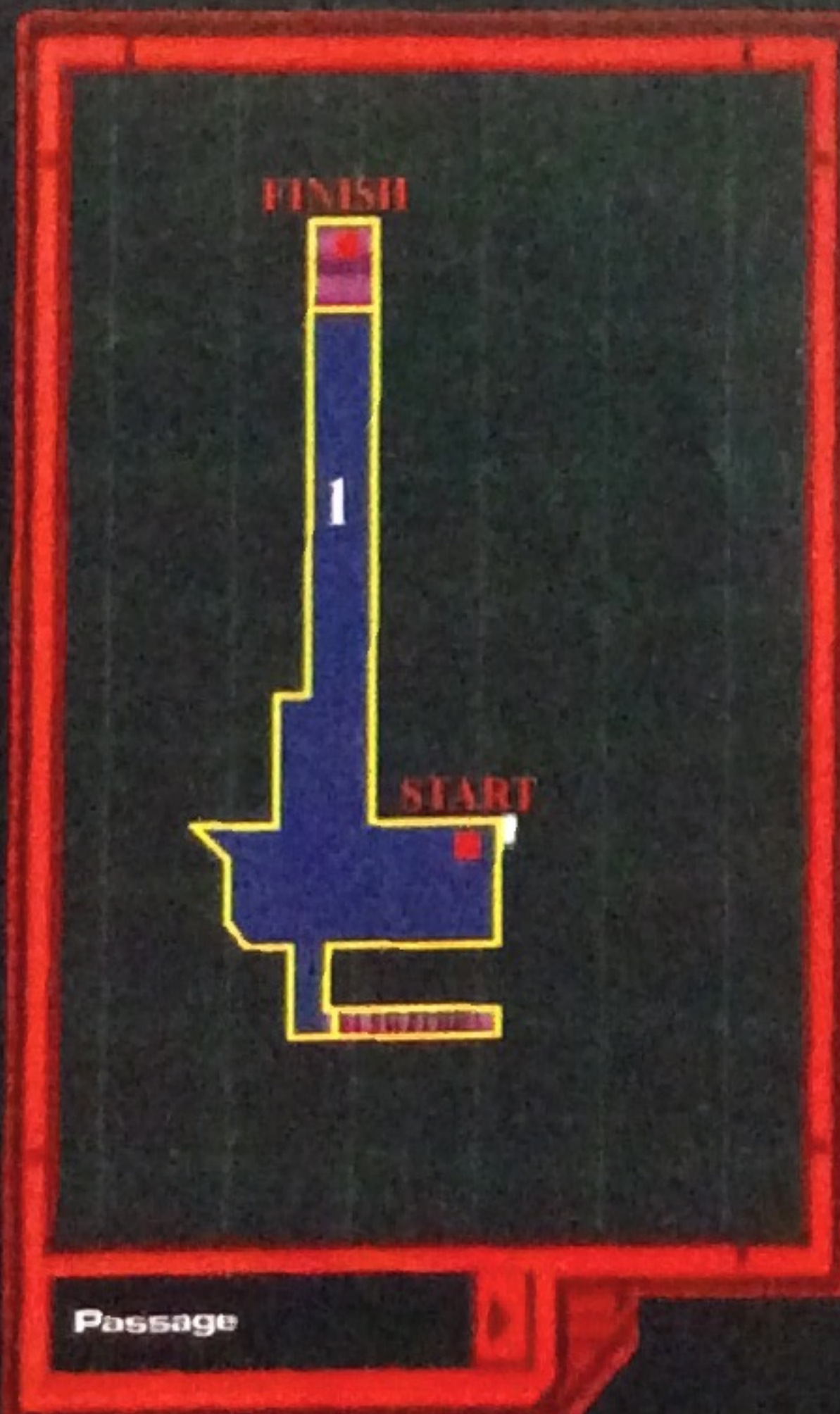
There are two zombies in this area, regardless of whether you dispatched them before. Take them down with gunfire, then head north to the wooden door. Enter the room.



Head directly to the south wall, and hang the painting of the pirate skeleton there. A false wall sinks into the ground, revealing a partition housing a scale model of the Facility, exactly like the painting on the east wall depicted it.

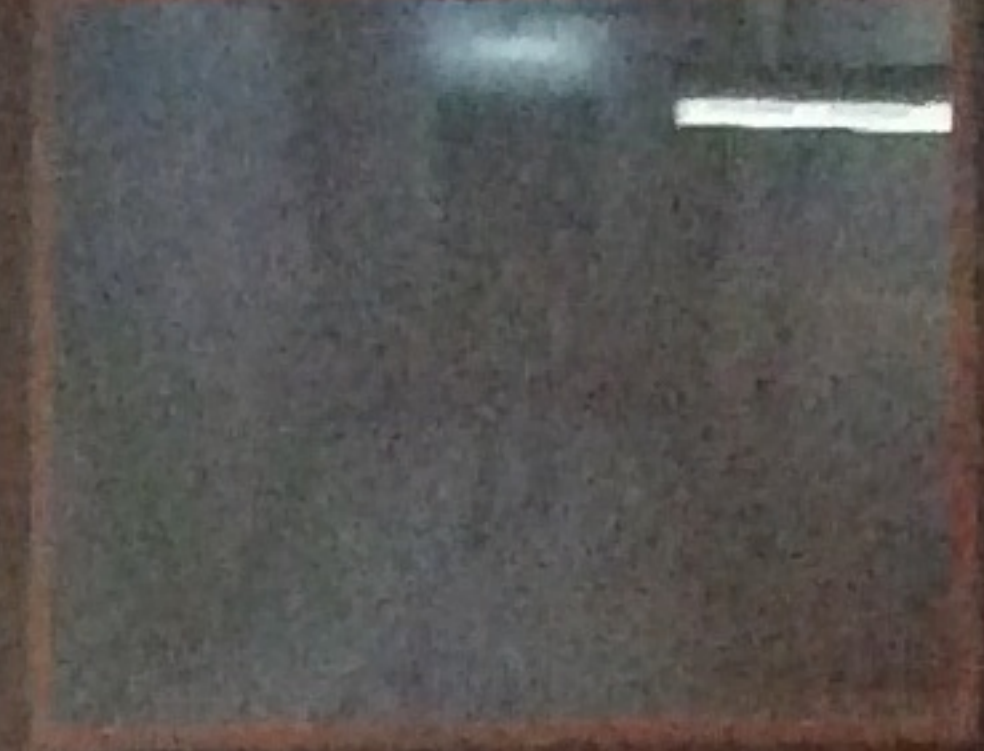
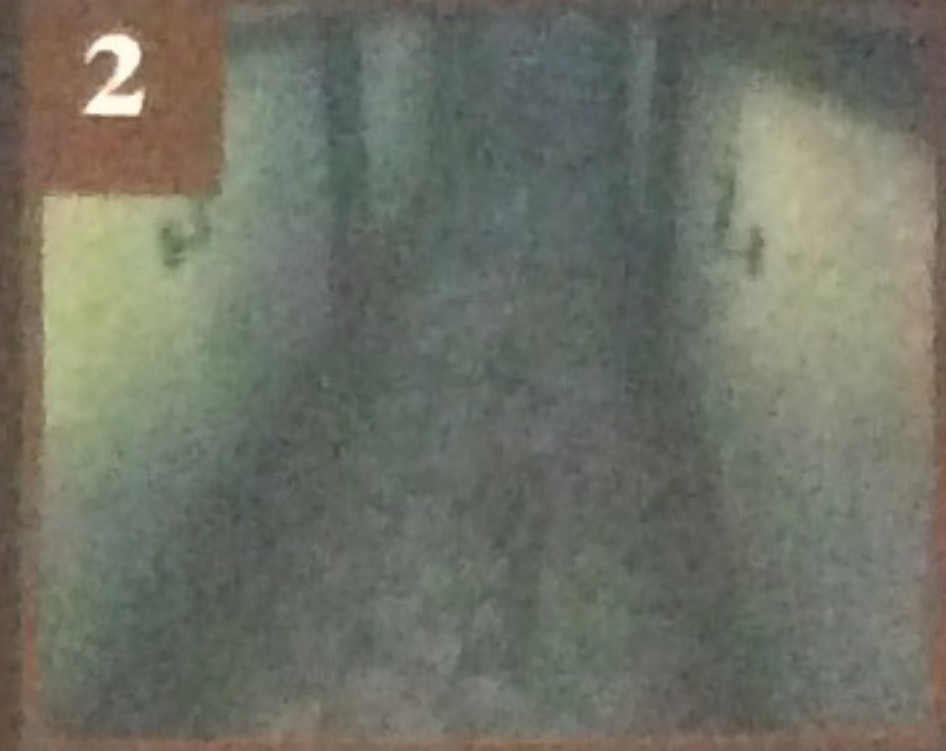


The route is clear – head back to the Palace via the tank courtyard and another dodging session with the Gulp Worm. Exit the Facility via the metal door on the west side.



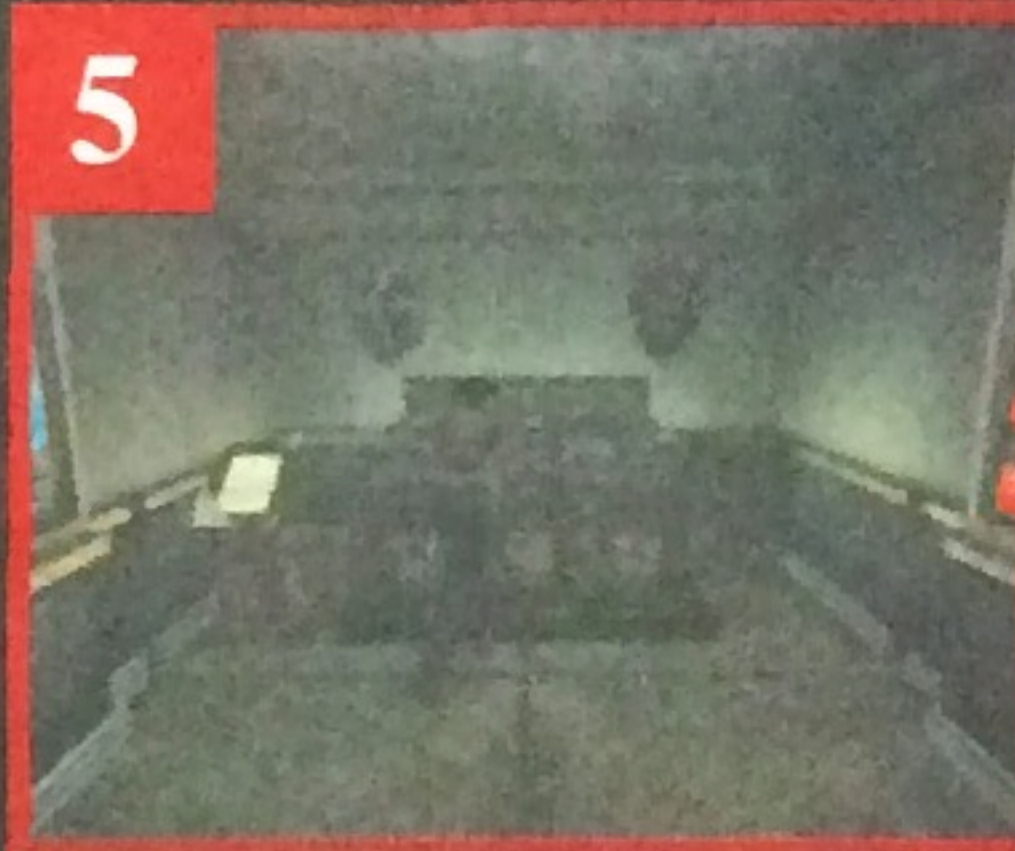
## TIP

2



A shorter route is to head north (you cannot return to the laboratory; it is sealed), then turn east and pass through the narrow corridor to the stone courtyard. Move around past the fire and up the steps. At the top of the steps, turn left, heading straight for the elevator, and take it down to the first floor.

5



Read the plaque, and then take the Gold Key from the center of the model. With your work here complete, return to the Palace.

## NOTE

See the Green Herb and Shotgun Shells behind the podium? Those items are for your brother Chris, so you cannot take them.

1



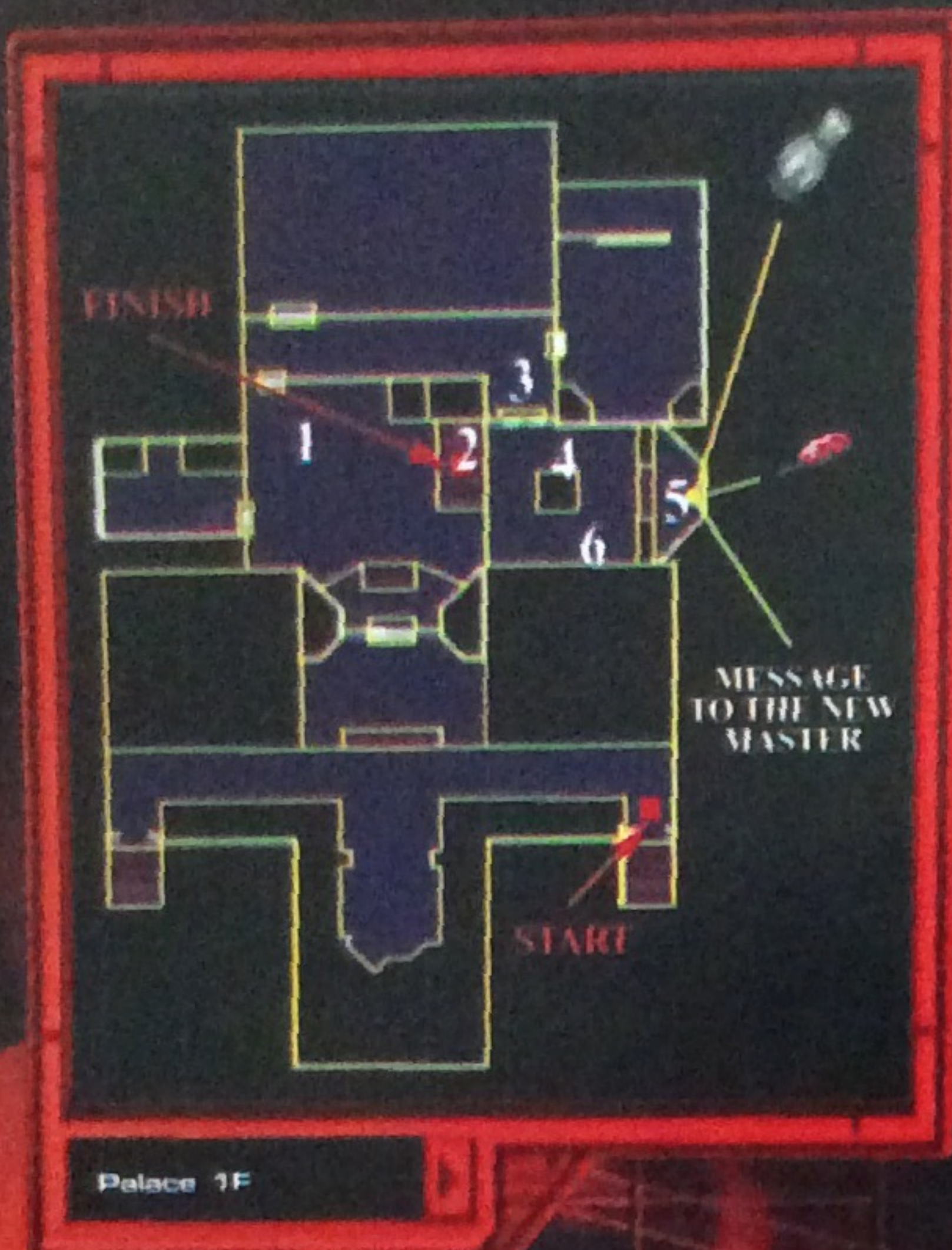
The final path between the Facility and the Palace is the Passage. Round the corner and head north. Watch out! Two Bandersnatches spring from the depths and leap over the balcony to attack!



By running without pausing, and climbing the steps quickly, you can escape the Bandersnatches before they land and attempt to maul you. Or, if you've plenty of ammunition, plug away at the beasts before entering the Palace gardens.



# FUN FOR THE WHOLE FAMILY



### KEY

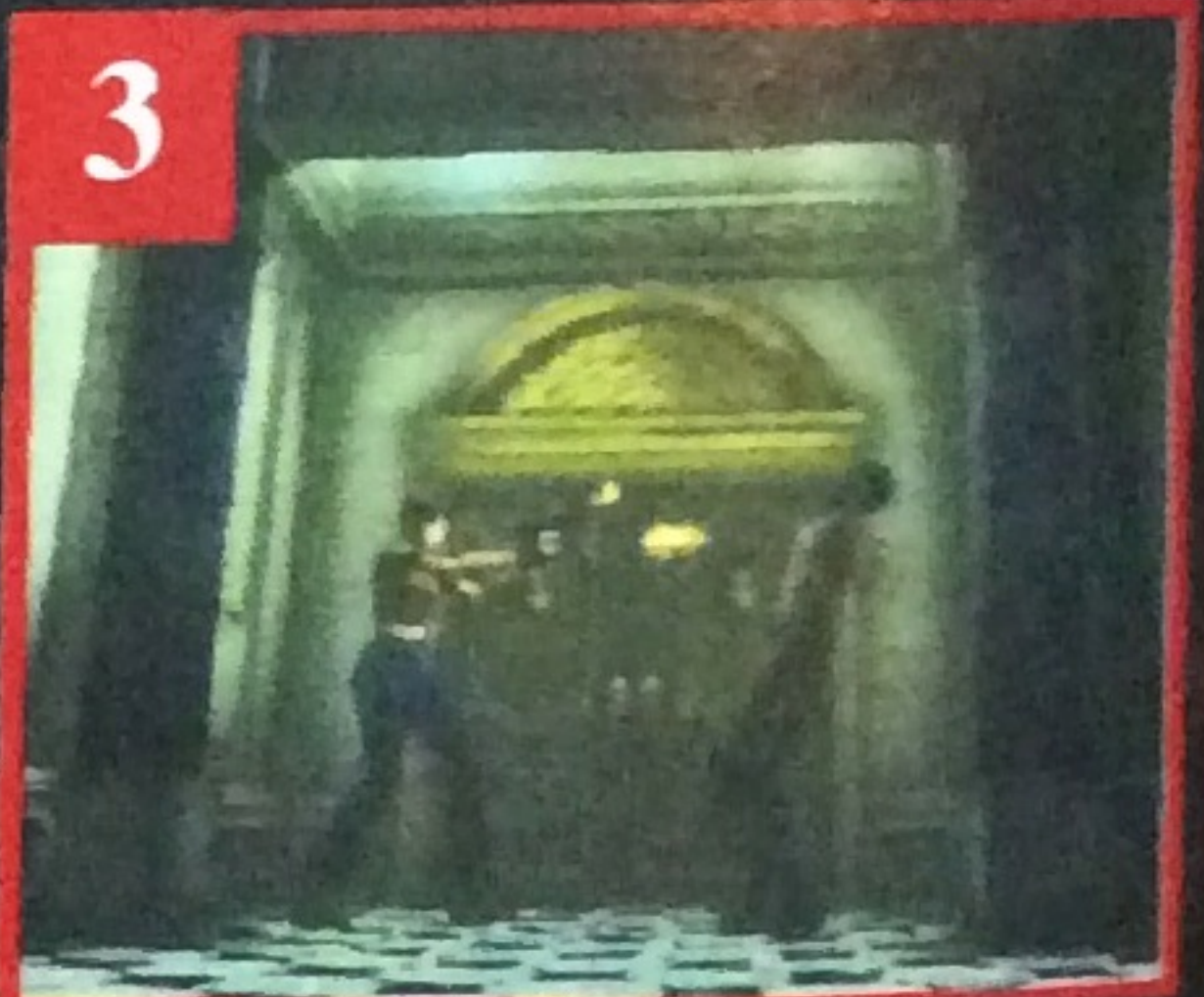
-  Earthenware Vase
-  Queen Art Object



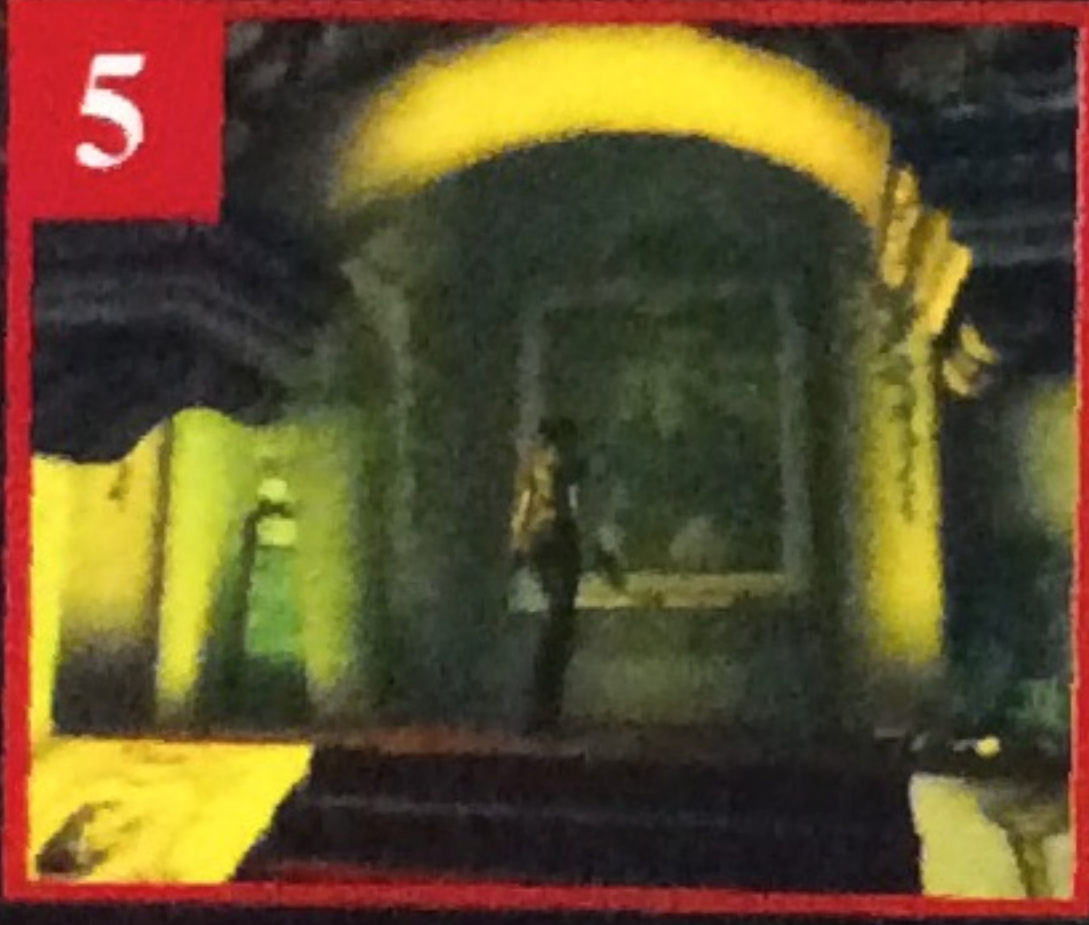
**1** Head around the garden, up the stairs, and open the Palace entrance. Twomoaning sub-humans roam the first floor lobby. Tackle them and then open the northwest door.

### TIP

*If you need to save (although you'll return here shortly), climb the steps and head for the Save Room on the second floor. Watch out for the roaming zombie on the balcony - he can spit and claw!*



**4** This appears to be the Ashford family museum. Each painting has a button underneath it, but don't press them yet.



**5** Instead, head up the small set of stairs in the east part of the room, and inspect the large painting. On its frame is a scroll - the Message to New Master. It details the Ashford family in their birth order.

**3** Head up the hall and turn the corner to the arched double doors. If you didn't take down the zombie prowling this area earlier, he may lunge for you. Once the area is secure, check the door - you'll unlock it using the Gold Key.

## PUZZLE



The first painting on the east wall is a picture of a blond-haired boy - a young Alfred Ashford.



Walking clockwise around the room, the second painting shows Veronica Ashford sitting with a cup of tea.

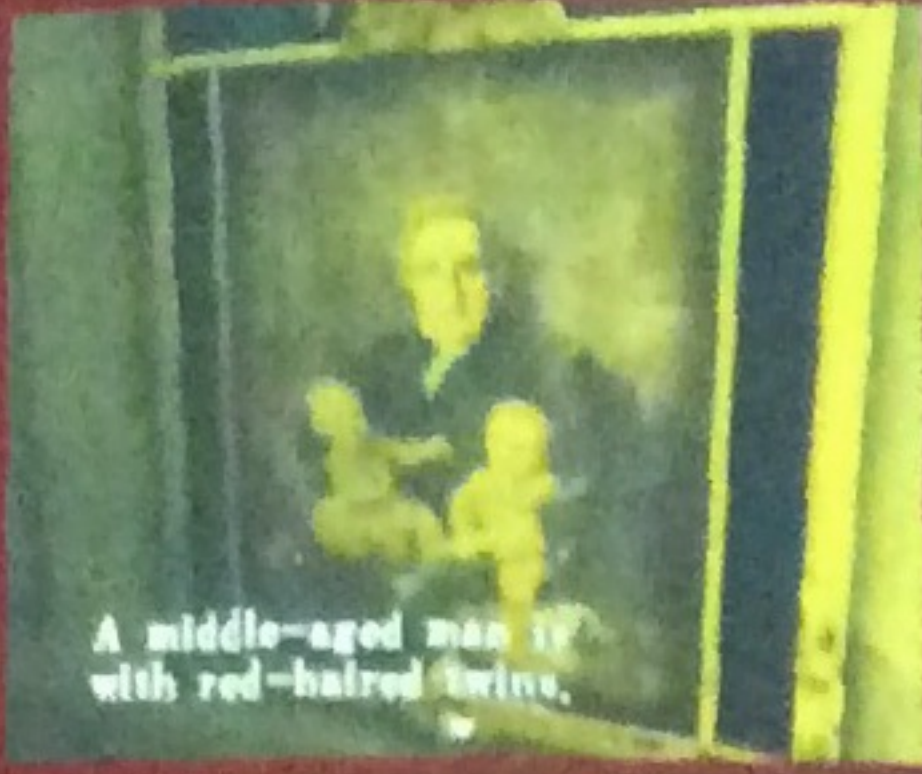


Next to her is Alexander Ashford.



Behind the pillar to the left is a morose-looking Arthur Ashford.

## PUZZLE



To the right of the main pillar is a man holding two babies. Meet Stanley Ashford.



This older man reading near an earthenware vase is Edward Ashford.



This is the stately Thomas Ashford with a cup of tea.

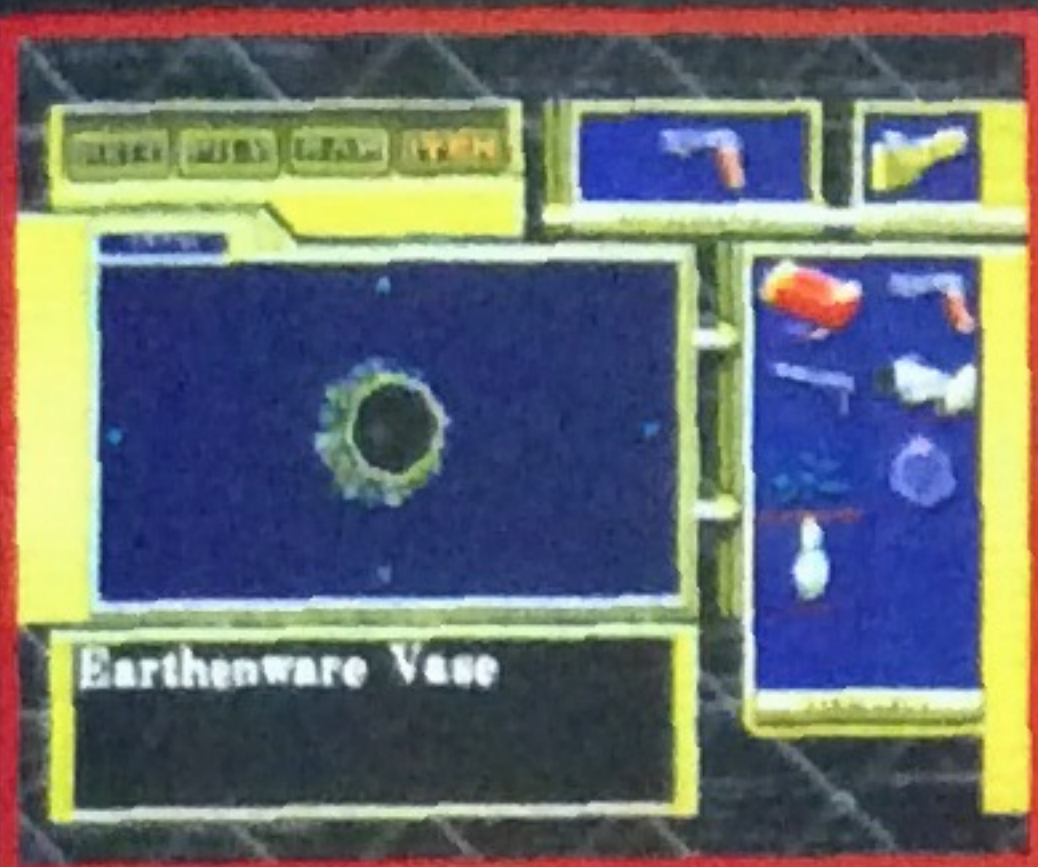
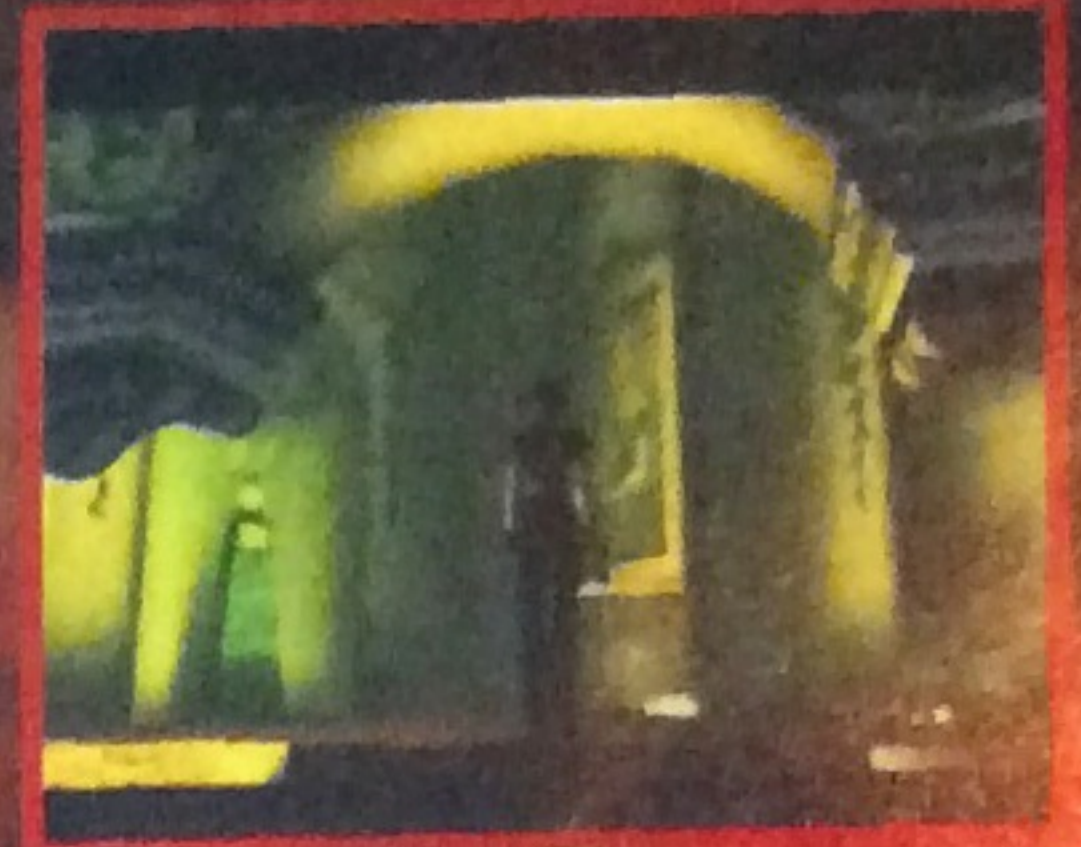


The Message to New Master scroll tells in which order to press the buttons.

## TIP

If you press a painting's button in the wrong order, simply exit the room and re-enter. The buttons reset and you can try again.

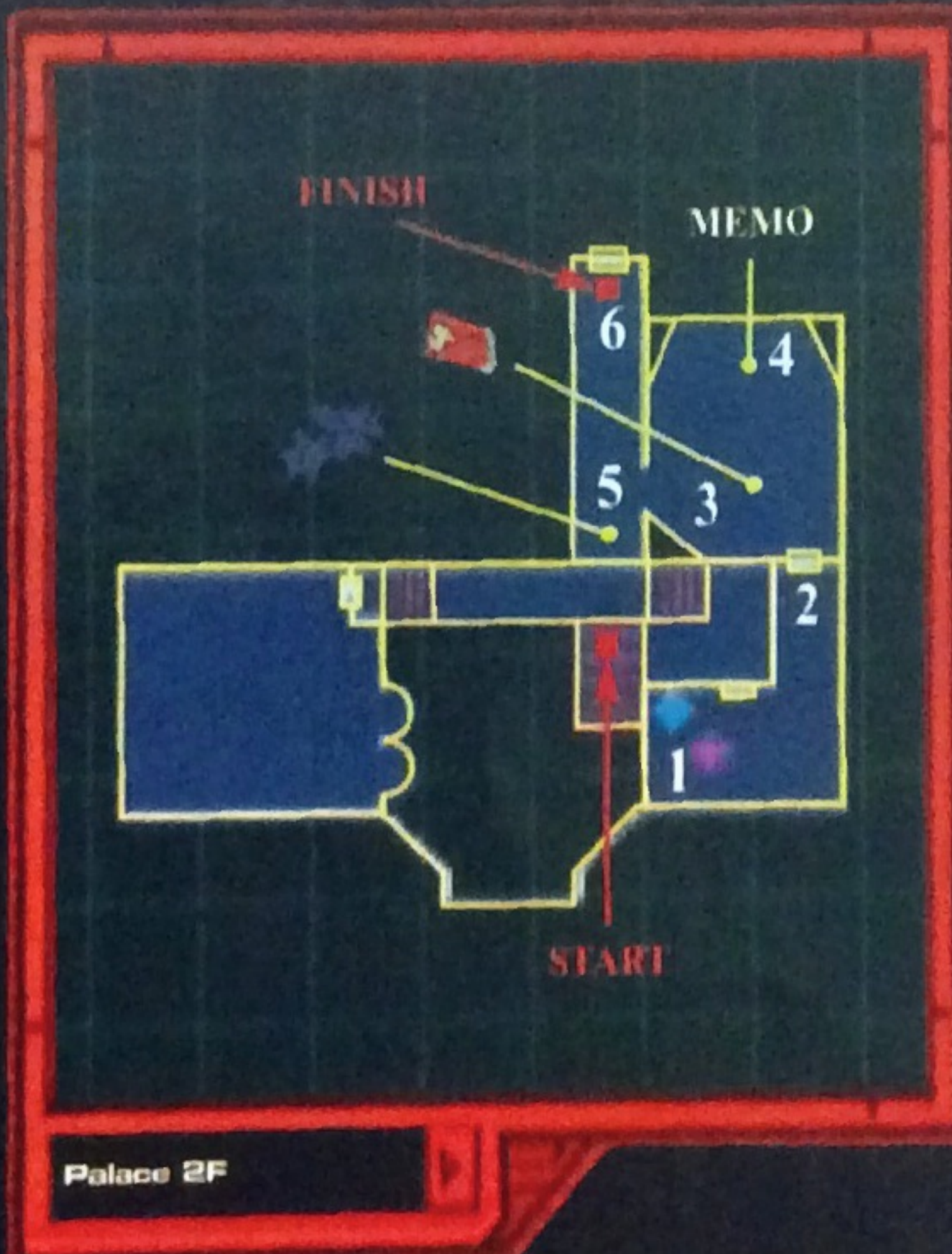
Once the final button is pressed, the wall behind Alfred's painting revolves to reveal a painting of Alexia, and a Vase on a shelf. Pick up the Vase.



Check your inventory. Select the Vase and examine it. Rotate the piece of pottery until you can see down the mouth of it. Inside is another object.



When you discard the Vase, the strange-looking Queen Ant Object appears. Leave it in your inventory, return to the lobby, and head upstairs to the Save Room.



## KEY

- Handgun Bullets (15)
- Blue Herb



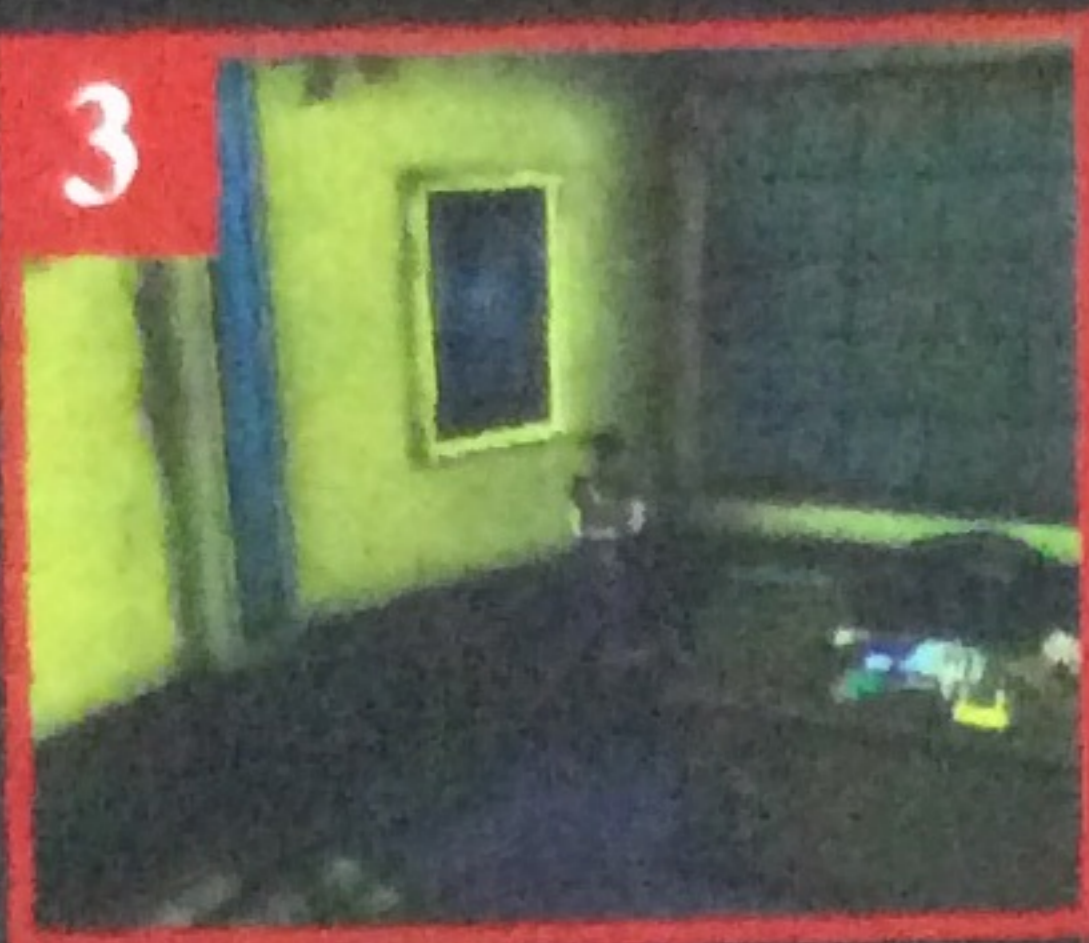
In the safety of the Save Room, tool up with a decent amount of firepower (such as the Handgun, Bow Gun, and Grenade Launcher), and take the pair of Gold Lugers from the Item Box. Save here.



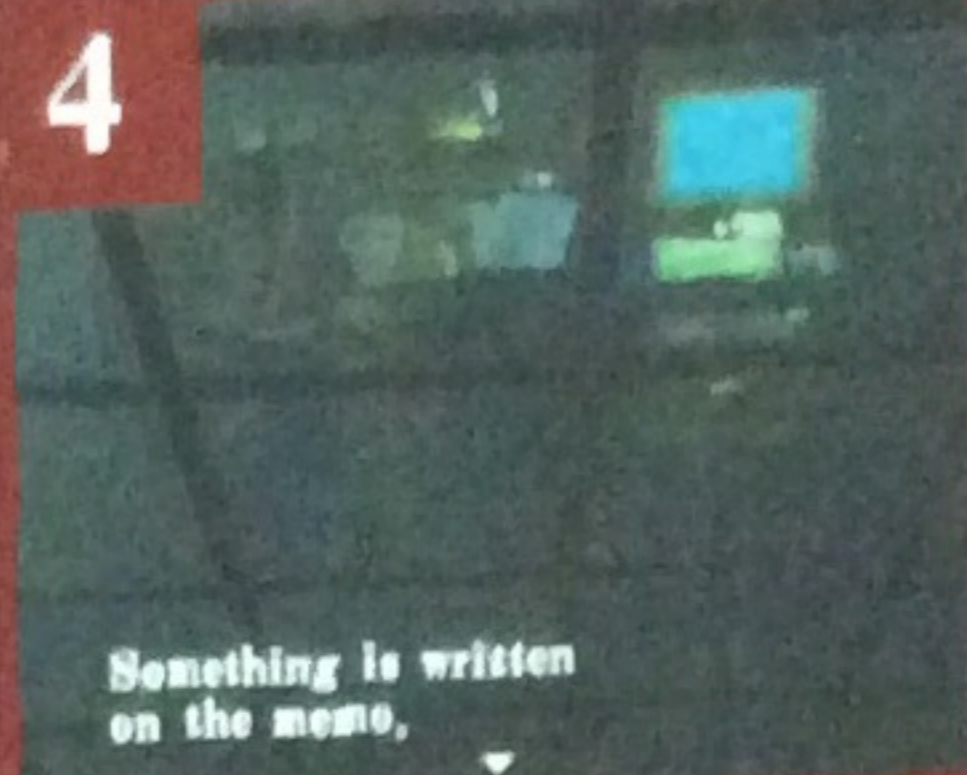
Now head north to the door with the plaque that has the indentation of two guns on it. Select your Gold Lugers from the inventory and use them. They slot into place, and the door unlocks.



## PUZZLE



**3** Enter a large study. Check the table for Bullets, and go to the desk and computer terminal near the bay window.



**4** Before you boot up the computer, check the Memo on the left side of the table. It has an order written on it: 1) Left, Right; 2) Left; 3) Right; 4) Right, Right, Right.



Now move slightly right and switch the computer on. It displays a rather unpleasant screensaver of the young Ashfords playing with ants.



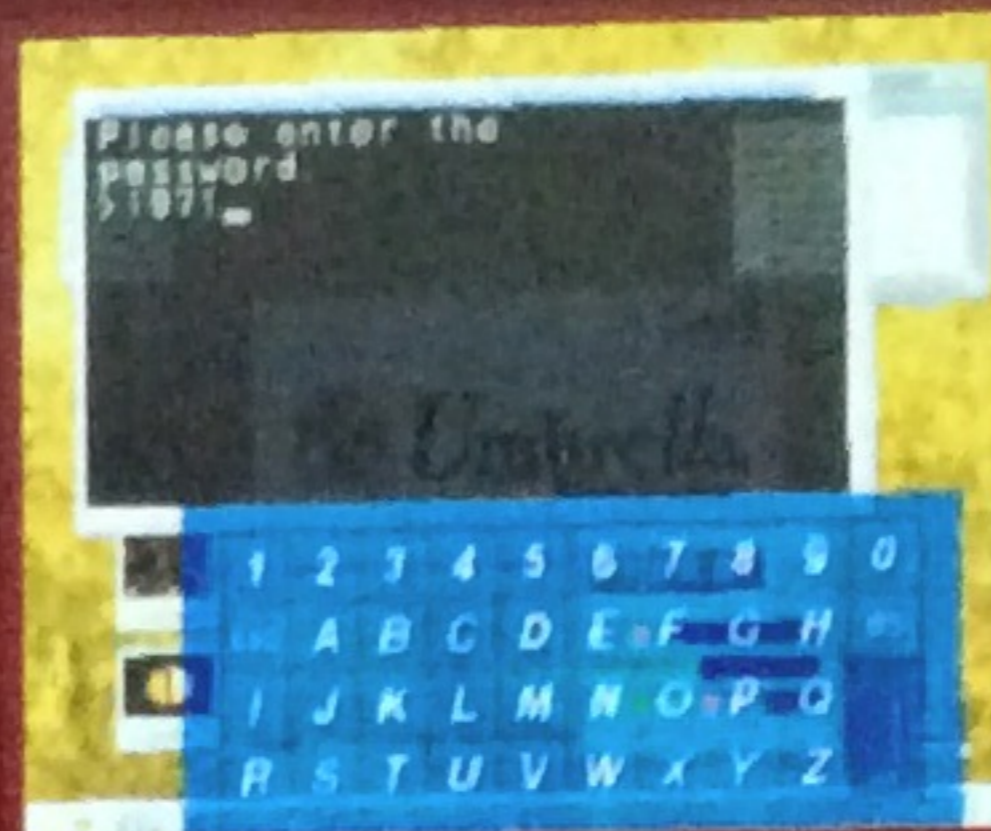
The computer routes power to a large music box (two buttons on the box glow blue), and then asks for a four-digit password. Press the Escape key on the keyboard, then move to the music box.

## TIP

Before you enter the four-digit number into the computer, you may want to reload and equip a powerful weapon such as the Grenade Launcher, the M-100Ps, or the Handgun.



Input the order from the Memo into the Music box. The dials on the Music box rotate to reveal a number: 1971.



Remember this four-digit number, and return to the computer terminal. Activate the computer, and type in the four numbers. Now press the Enter button on the keyboard.



The Music box whirrs into life. After the figures have stopped and the music fades, the entire box shifts right, revealing a secret door. As soon as you move, a Bandersnatch crashes through the window.

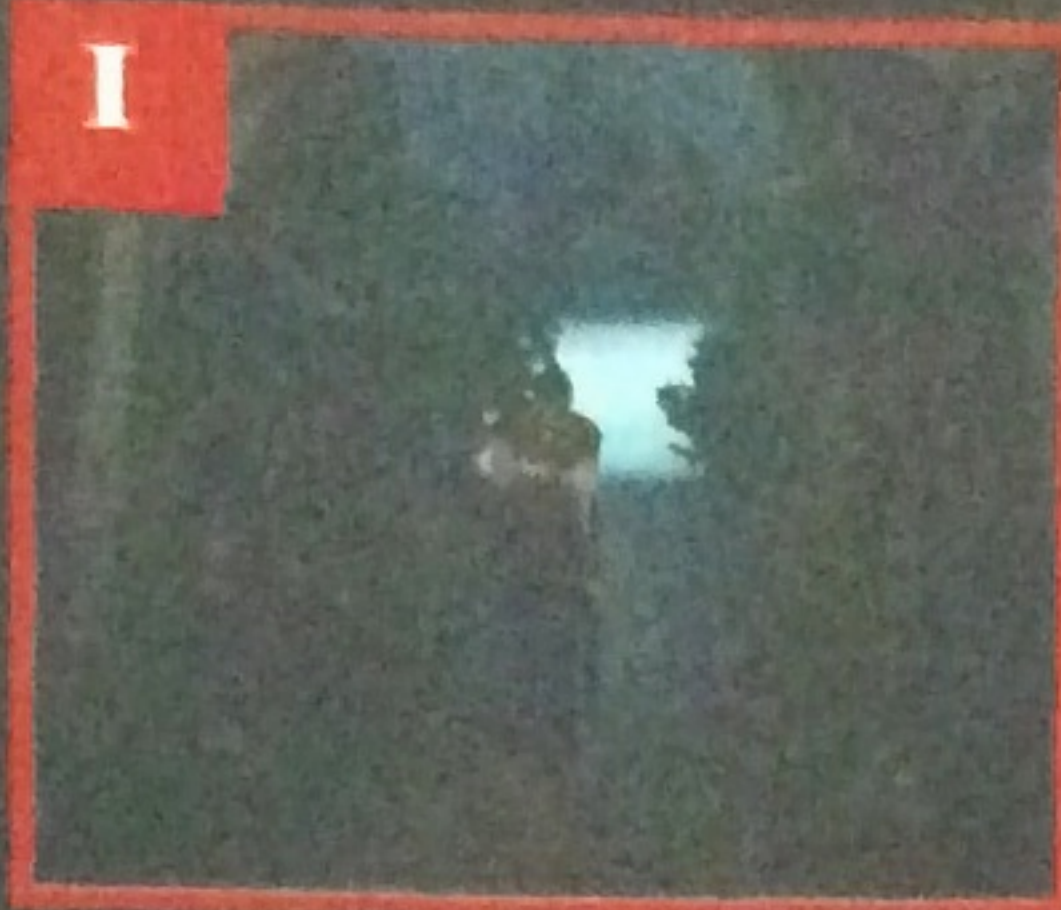
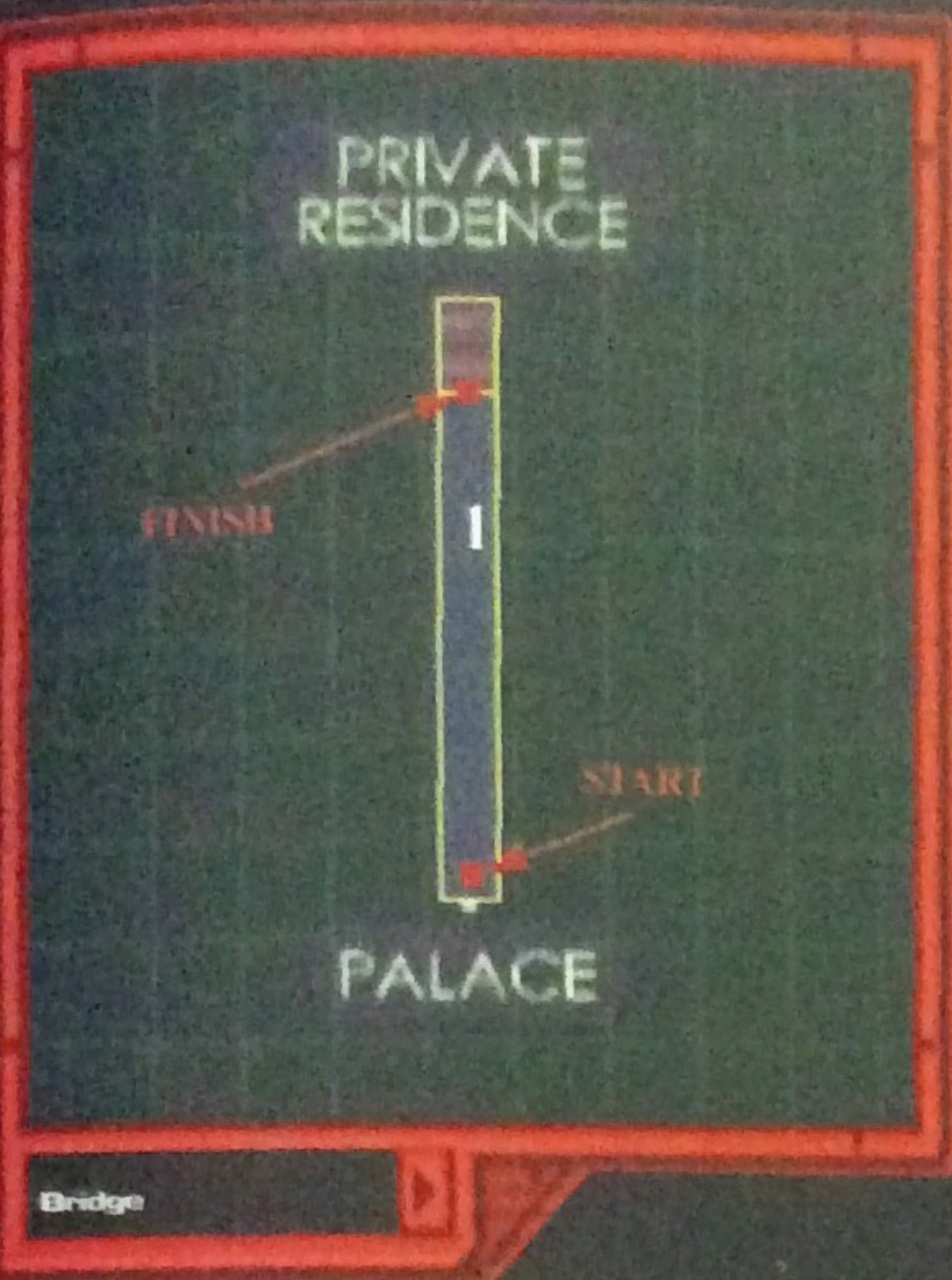


**5** Unload on the Bandersnatch. If you run through the newly revealed doorway, it will follow you, so dash through, around into the passage, and then aim at the beast as it follows you.

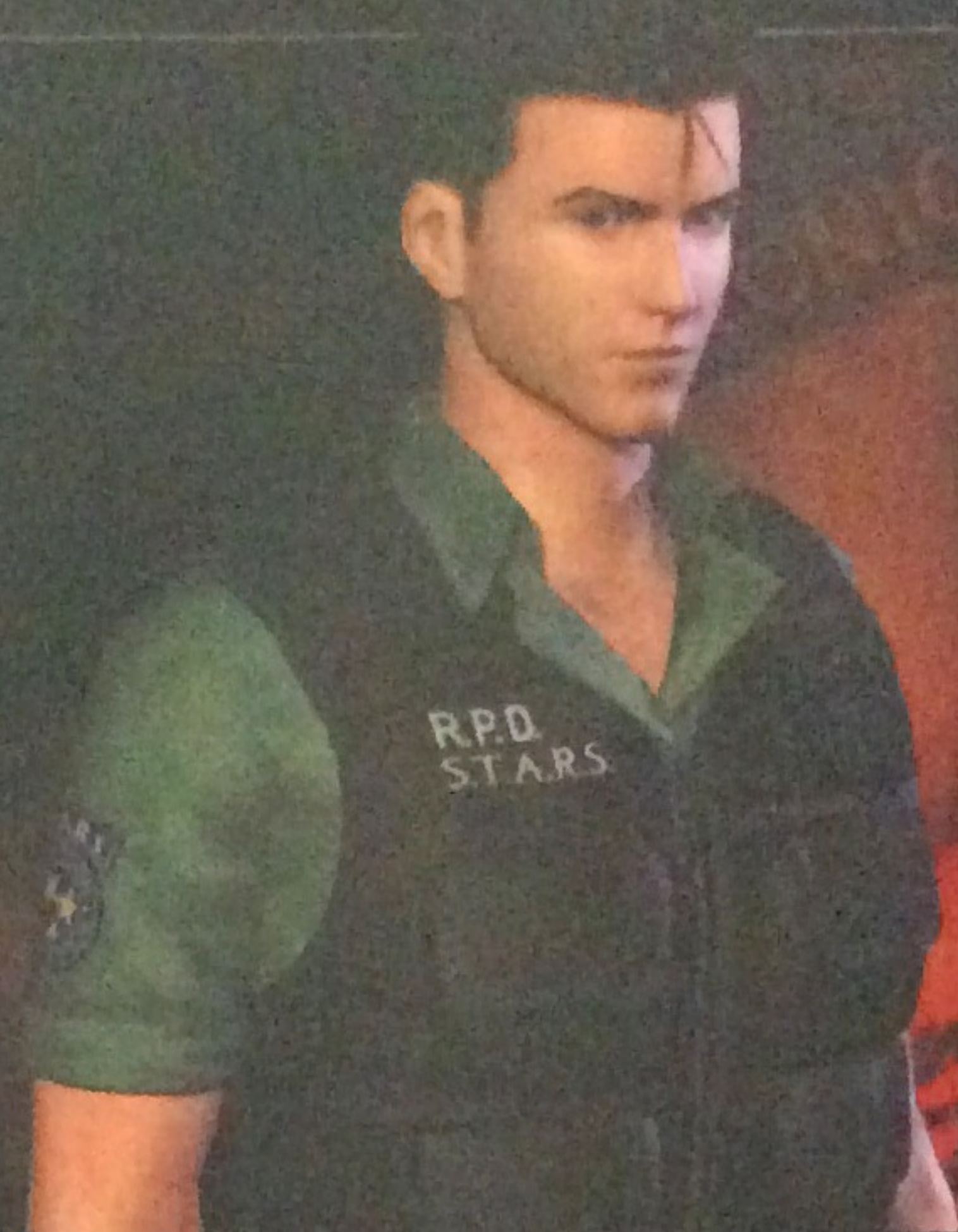


**6** With the Bandersnatch out of the way, scan the rubble near the doorway for a Blue Herb, and then open the door and continue through to the Bridge.

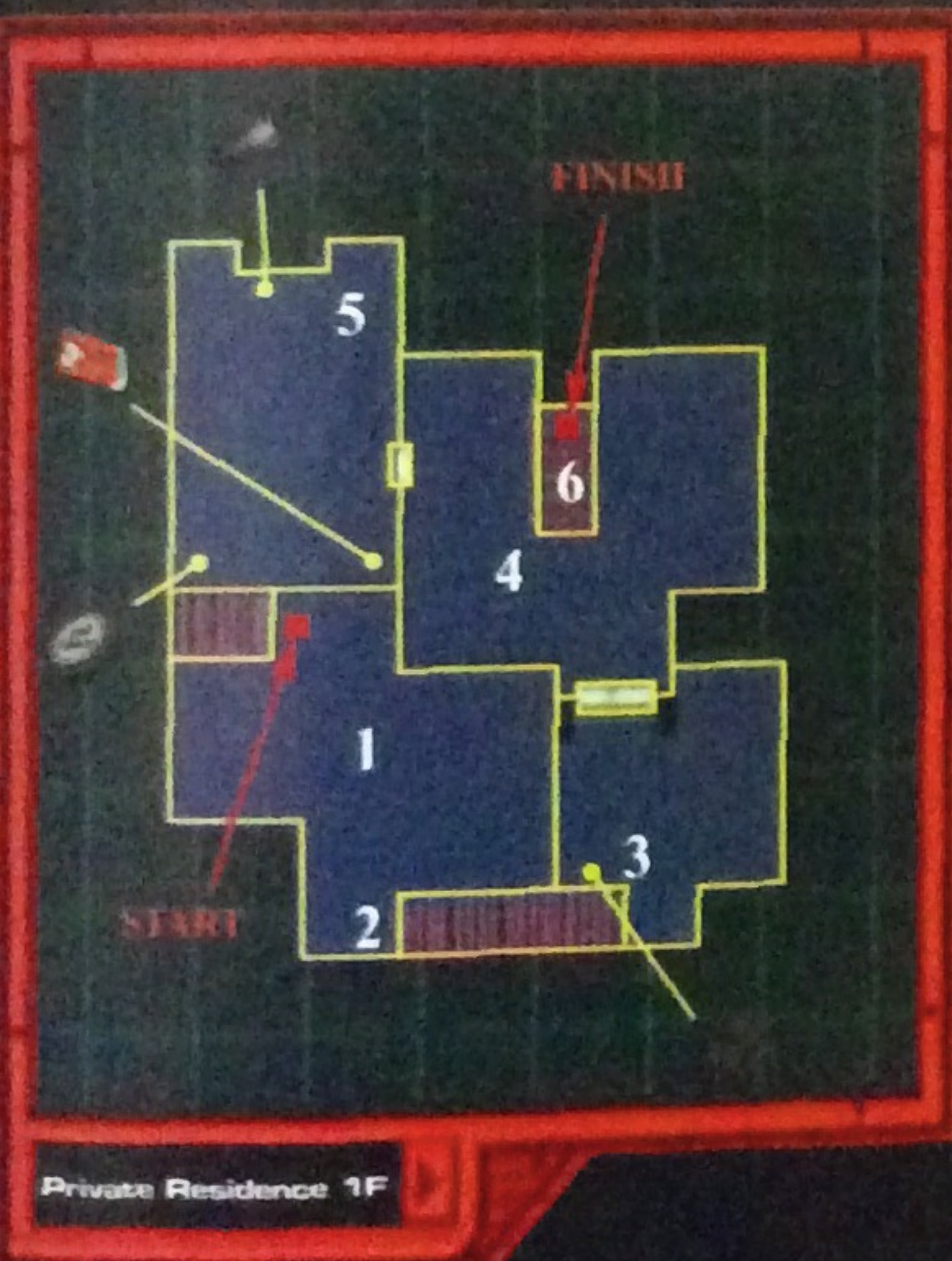




**1** Run across the rickety wooden floor. Ahead, a huge set of stone stairs leads to a mansion half-obscured by mist. Climb the steps and ignore the laughter of a family member gone mad.



## THE RESIDENCE OF EVIL



### KEY

- Red Herb
- Handgun Bullets (15)
- Ink Ribbons (3)
- Bow Gun Arrows

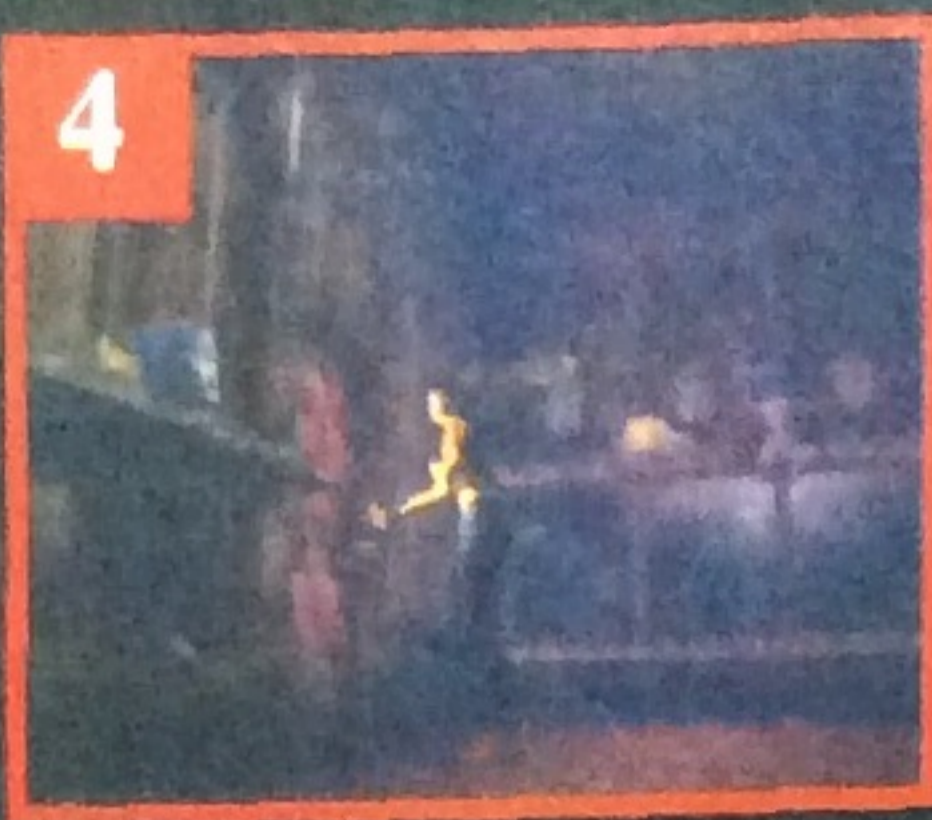
What was once a formal garden is now a series of ruined stone walls and decaying gargoyles. Two Bandersnatches greet you as you enter. Attack the first one as soon as you spot it.



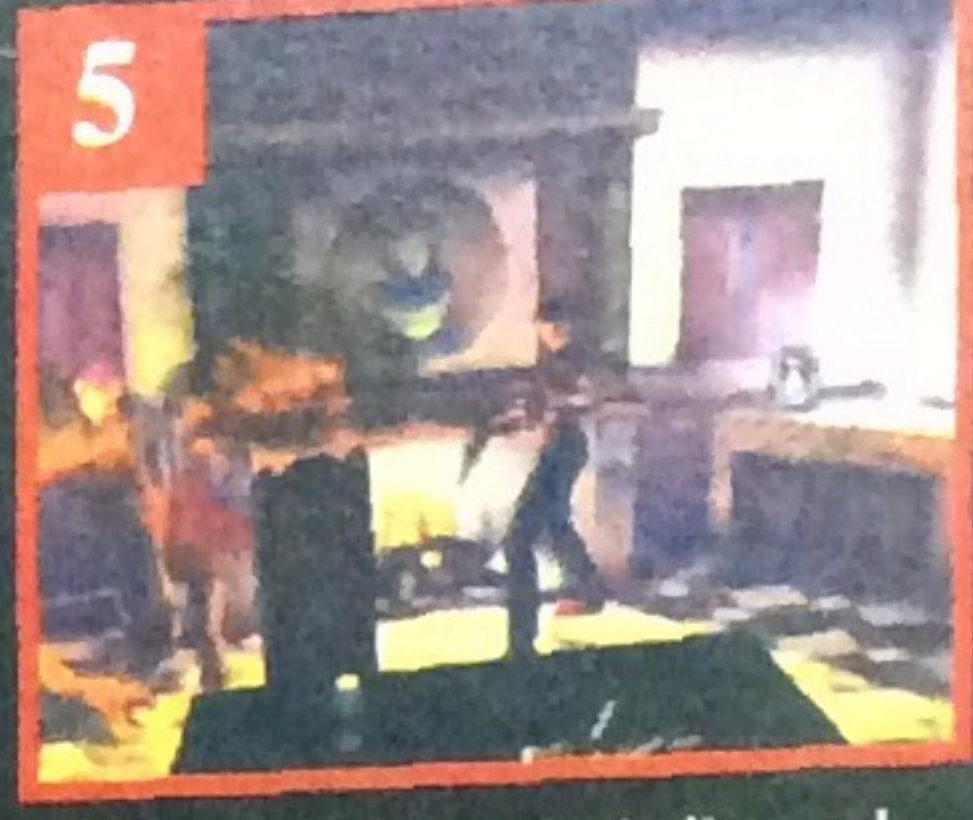
**2** Do not try to run between the two Bandersnatches or you'll feel their whipping arms. Instead, tackle them one at a time. When you've dispatched them both, move around the entrance area to the steps and go up.



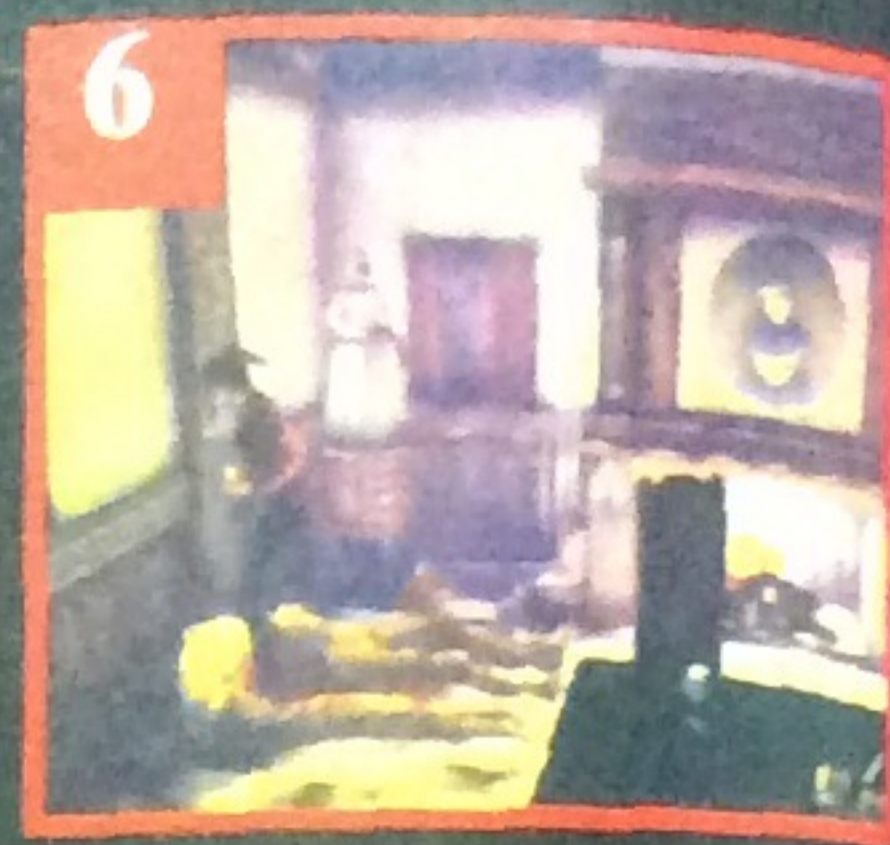
**3** If you haven't taken down the Bandersnatch on the ground, it can use its one good arm to grab the balcony and leap over to ambush you near the double doors – be ready! Grab the Red Herb and enter the mansion.



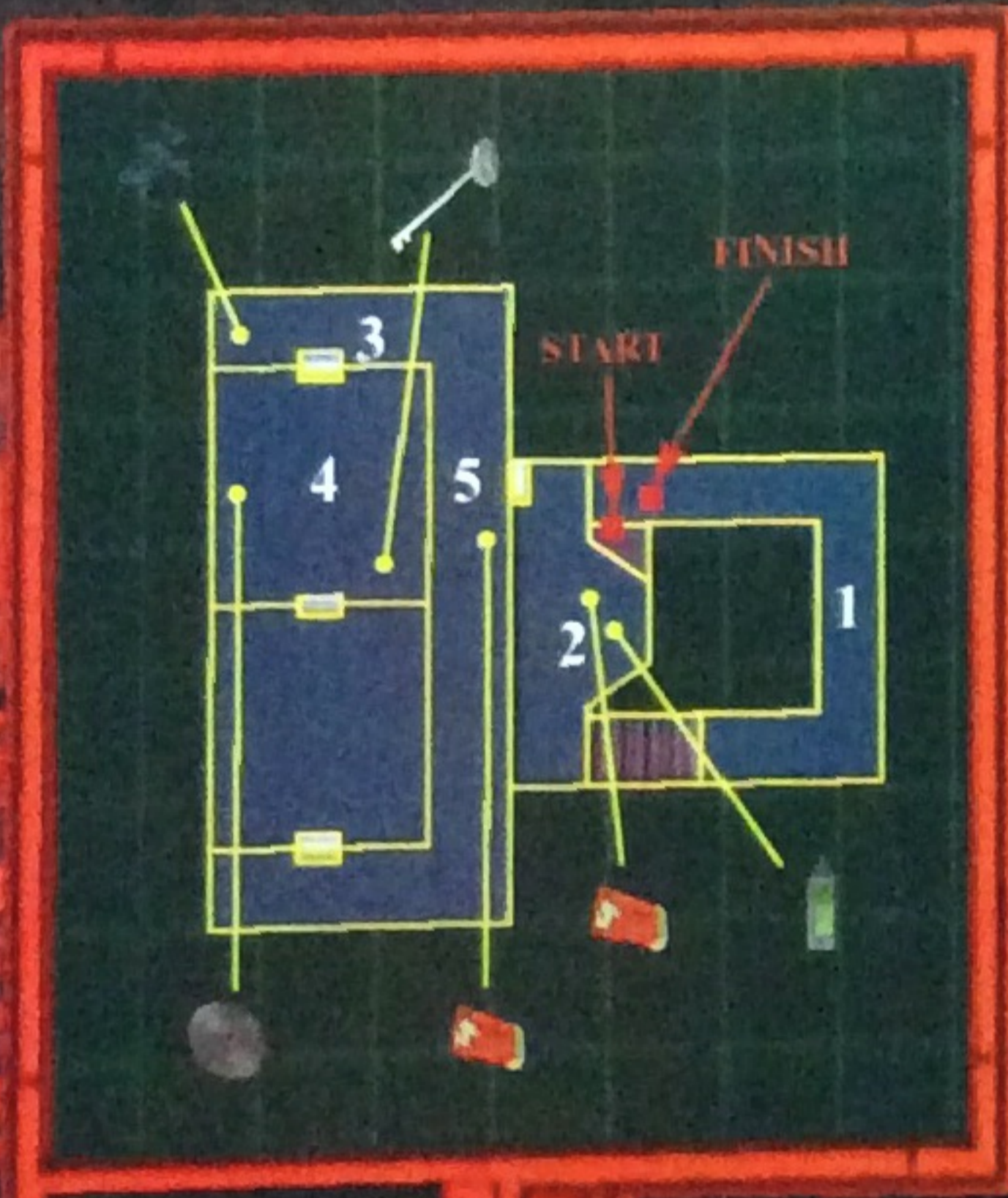
**4** The lobby of the mansion is adorned with bizarre dolls and freakish images. It is also home to a flock of Bats, so bring out your Lighter to scare them off. Then investigate the padded door on the east wall.



**5** This great hall is dimly lit, and houses a lolling Bandersnatch. Change to your preferred weapon (try rapid fire from your Bow Gun for great results) to take it down.



**6** Now use the Lighter to burn the kindling in the fireplace, illuminating the room. Take all the objects you need, and exit the lobby, ascend the stairs.



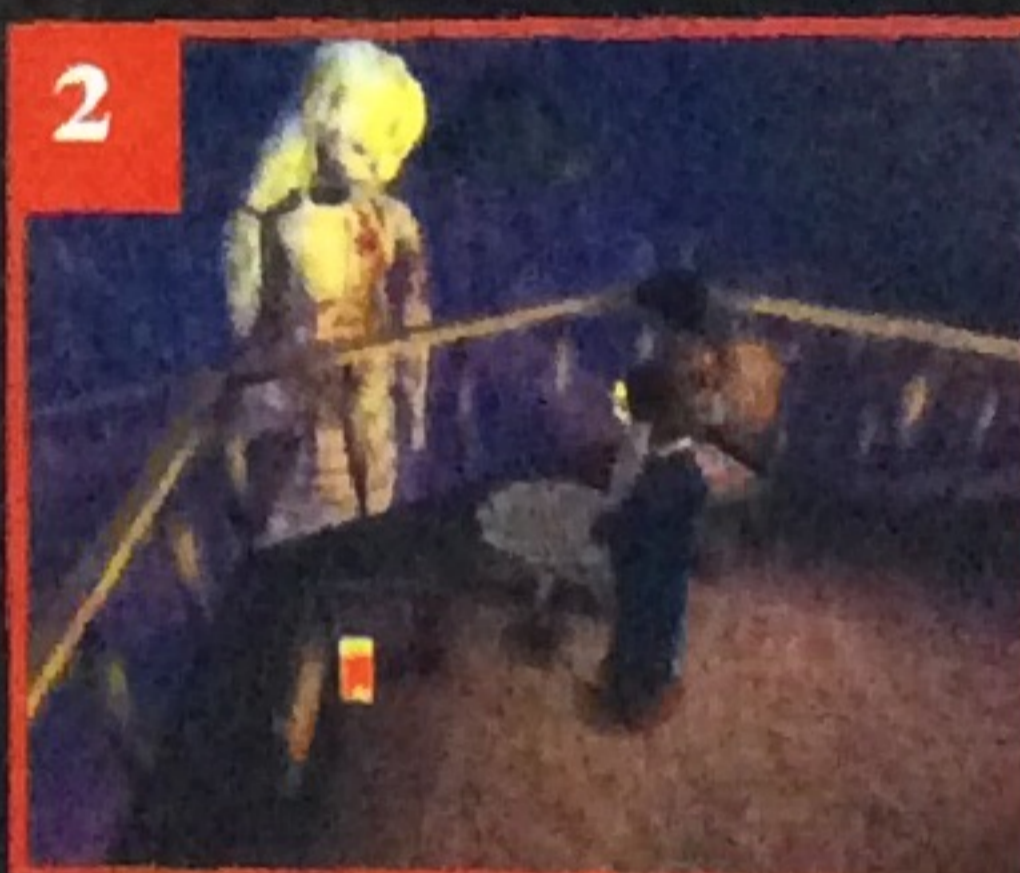
Private Residence 2F

**KEY**

- First Aid Spray
- Handgun Bullets
- Green Herb
- Silver Key
- Music Box Plate

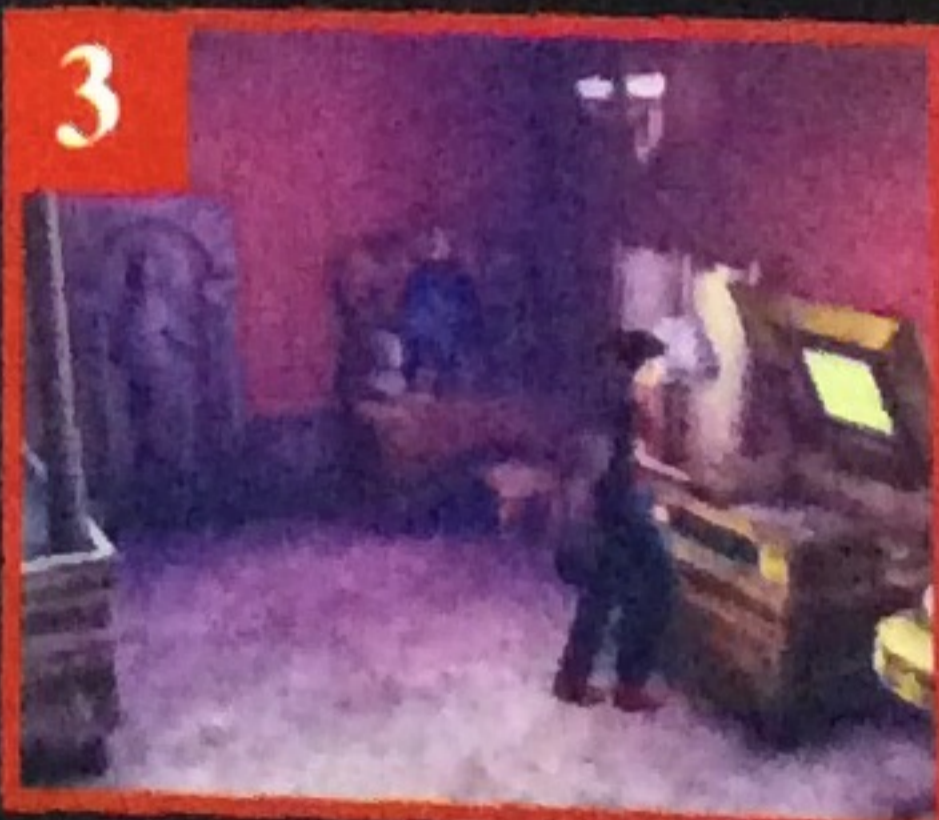


**I** As you ascend the steps, brace yourself for the Bat at the top of the stairs. Remember that Lighter unless you want to swipe at Bats with your Combat Knife.



**2**

This creepy doll looks onto the second floor balcony, where you can quickly grab a First Aid Spray and Bullets before entering the door to the northwest.



**3**

Ignore the porcelain doll staring at you, and enter the door on your left. This is the bedroom adjacent to the one the Ashfords were in. A familiar tune plays on the music box.



**4**

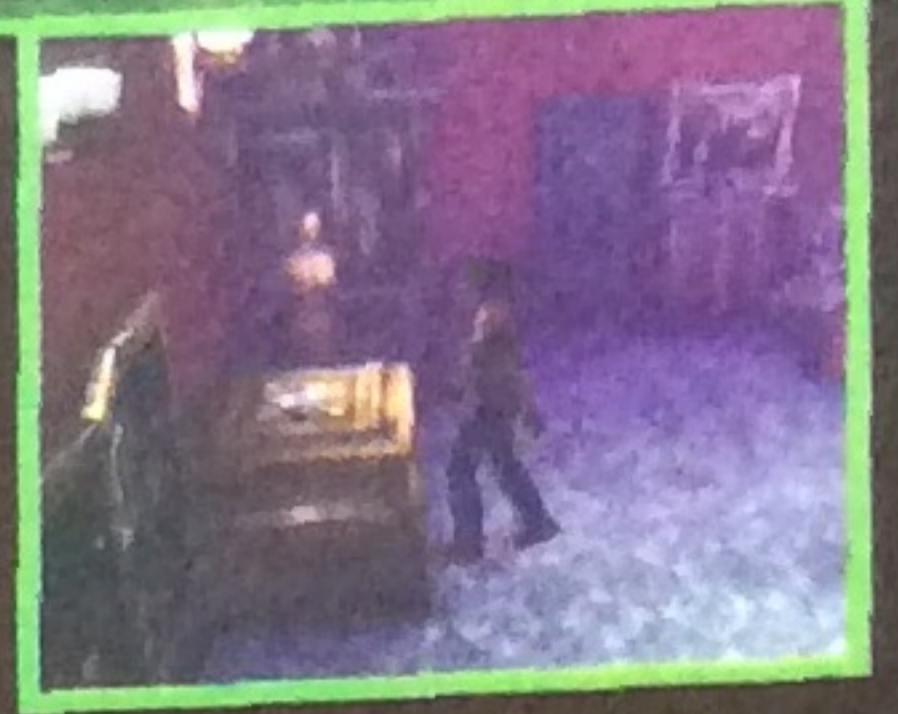
Check the music box, read the clue, and switch it off. The lid snaps shut, and the bed canopy behind you rises to reveal a Silver Key. Grab it!



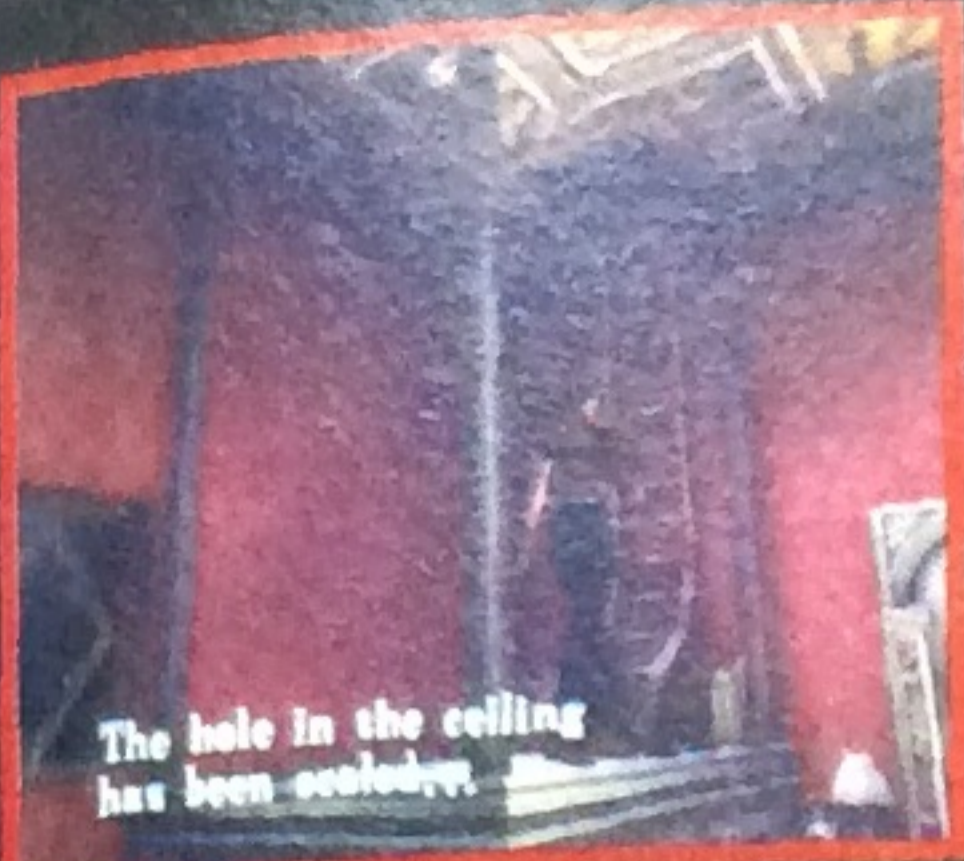
*As Claire enters the door, she hears voices from the main bedroom. Alexia Ashford, Alfred's twin, is here! Plotting to "revive" the Ashford family, she seems to be ordering around the subservient Alfred. A noise startles Alexia, and Claire dashes to the north end of the corridor.*

# THE WALKTHROUGH

## NOTE

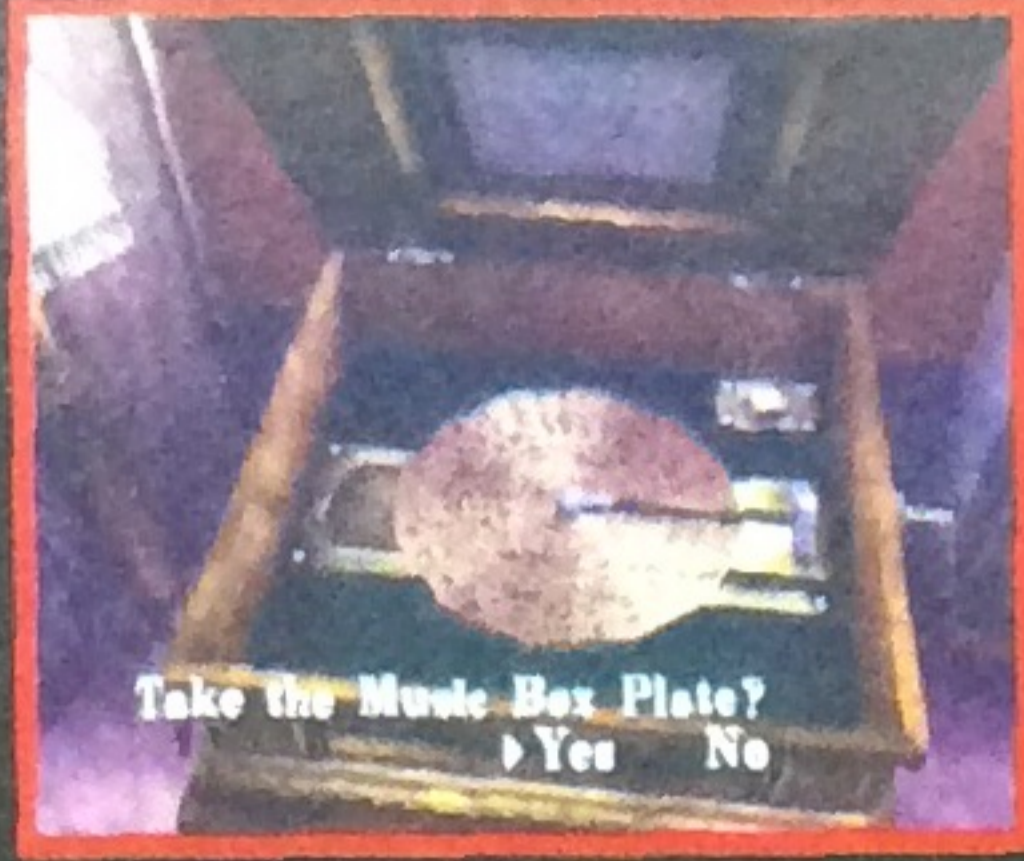


You can investigate the other bedroom on this level. Inside, another music box (encrusted with blue gems) is firmly shut.



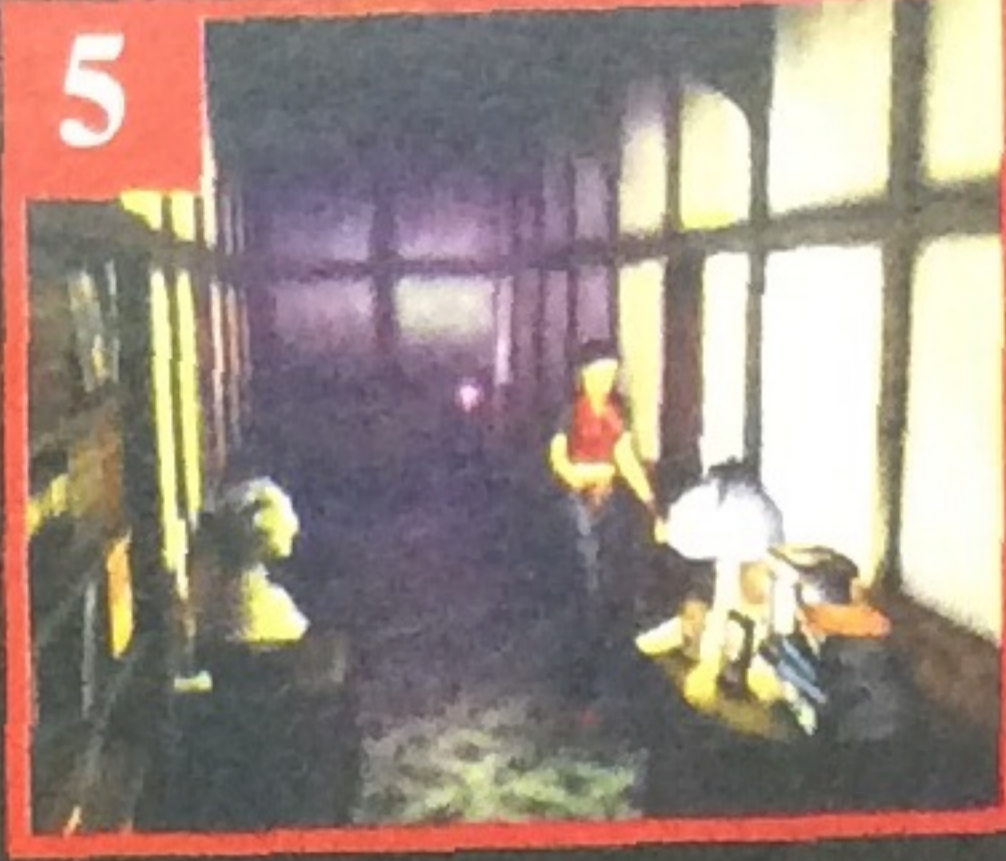
The hole in the ceiling has been sealed.

As soon as you take the key, the canopy flies back down, narrowly missing your fingers. You see a ladder set into the south wall. The top of the ladder is blocked.



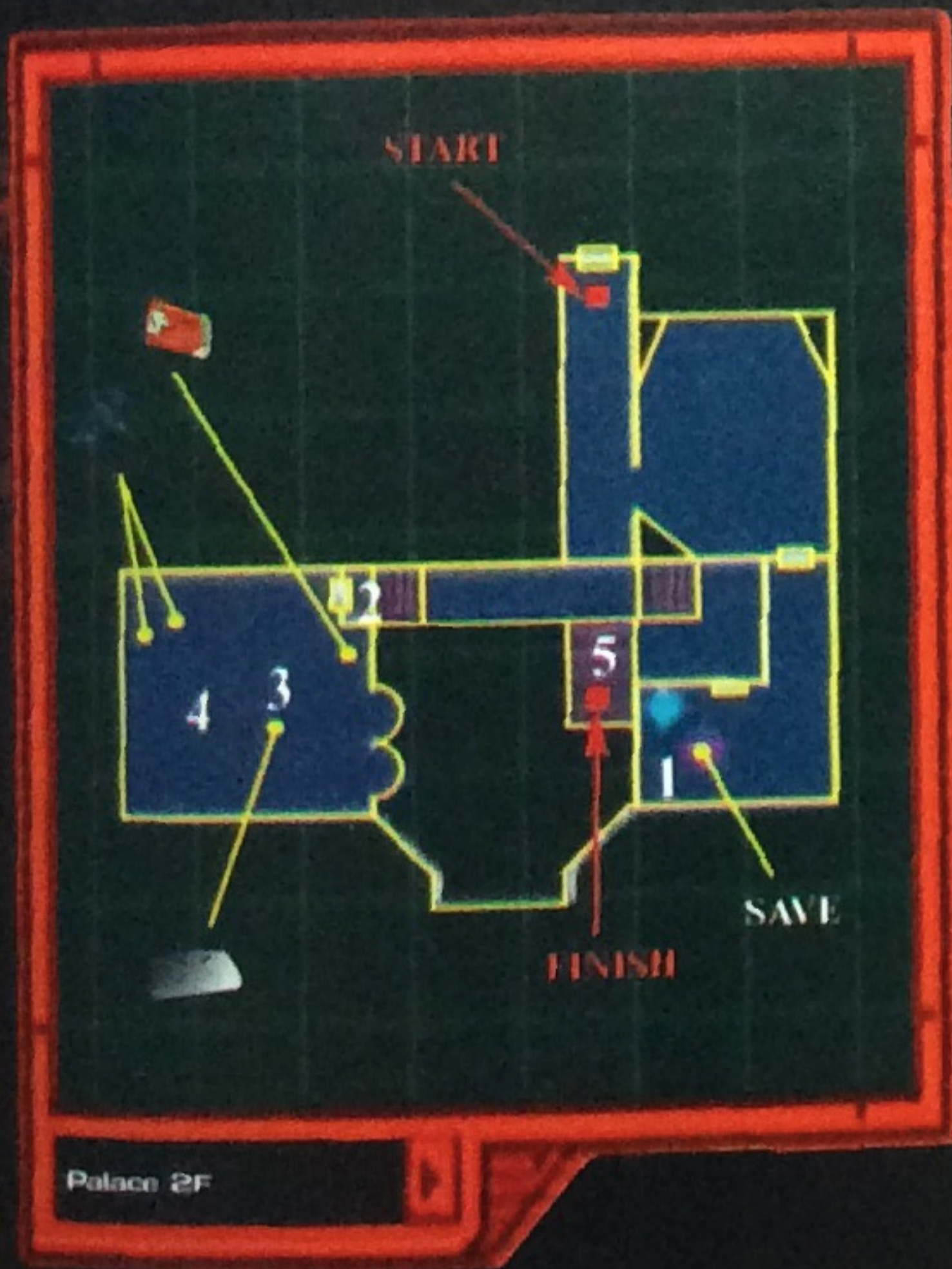
Take the Music Box Plate?  
Yes No

With the music box closed, inspect the top of it. It seems there's an ant-shaped indentation in the top. Place the Queen Ant Object into the music box. It opens, revealing the Music Box Plate within.



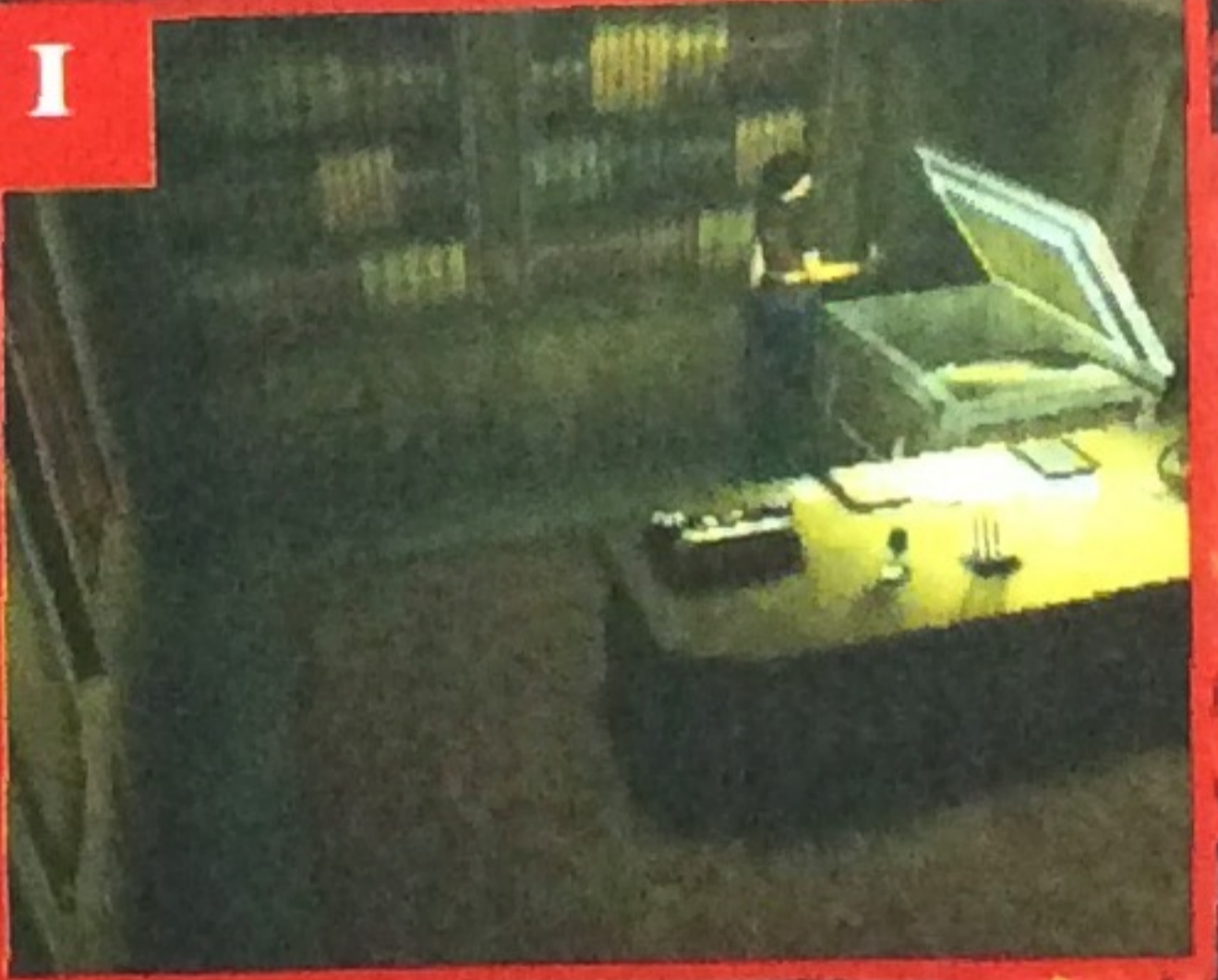
Take the Music Box Plate and exit the room, heading back toward the lobby stairs. Take the Bullets on the table in the main corridor before the door to the stairs. Head down the steps and leave the Private Residence.

## A LITTLE BACKTRACK

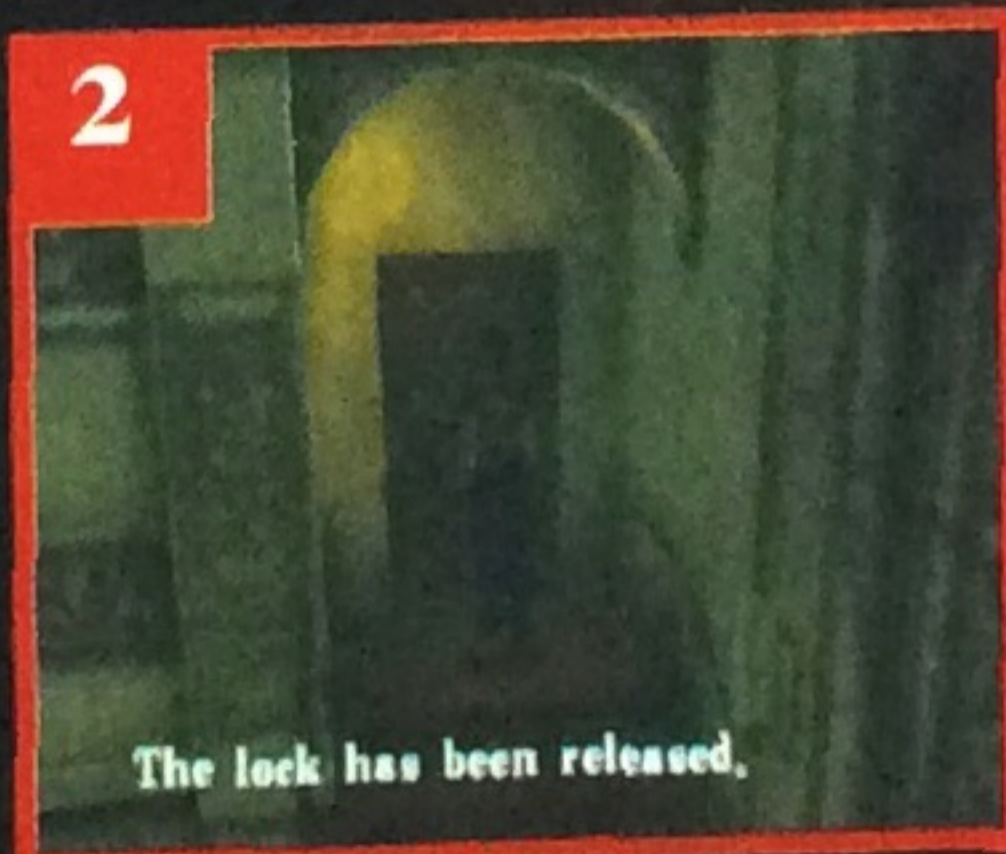


### KEY

- Handgun Bullets
- Green Herb
- Bow Gun Powder



Head out of the Private Residence, down the steps past the ruined garden, down the large flight of steps, over the Bridge, and into the second floor of the Palace. Pass the study and enter the Save Room. Drop off the Music Box Plate and the Ink Ribbons.



Leave the room and head down the small set of steps, along the balcony overlooking the lobby, and up a few more steps to the locked door you couldn't budge before. Unlock it with the Silver Key.



You are now inside the game room. Pass by the slot machines, grab the Bullets by the door, and take the Bow Gun Powder on the roulette table. Mix it with your Arrows to create 10 more Gun Powder Arrows.



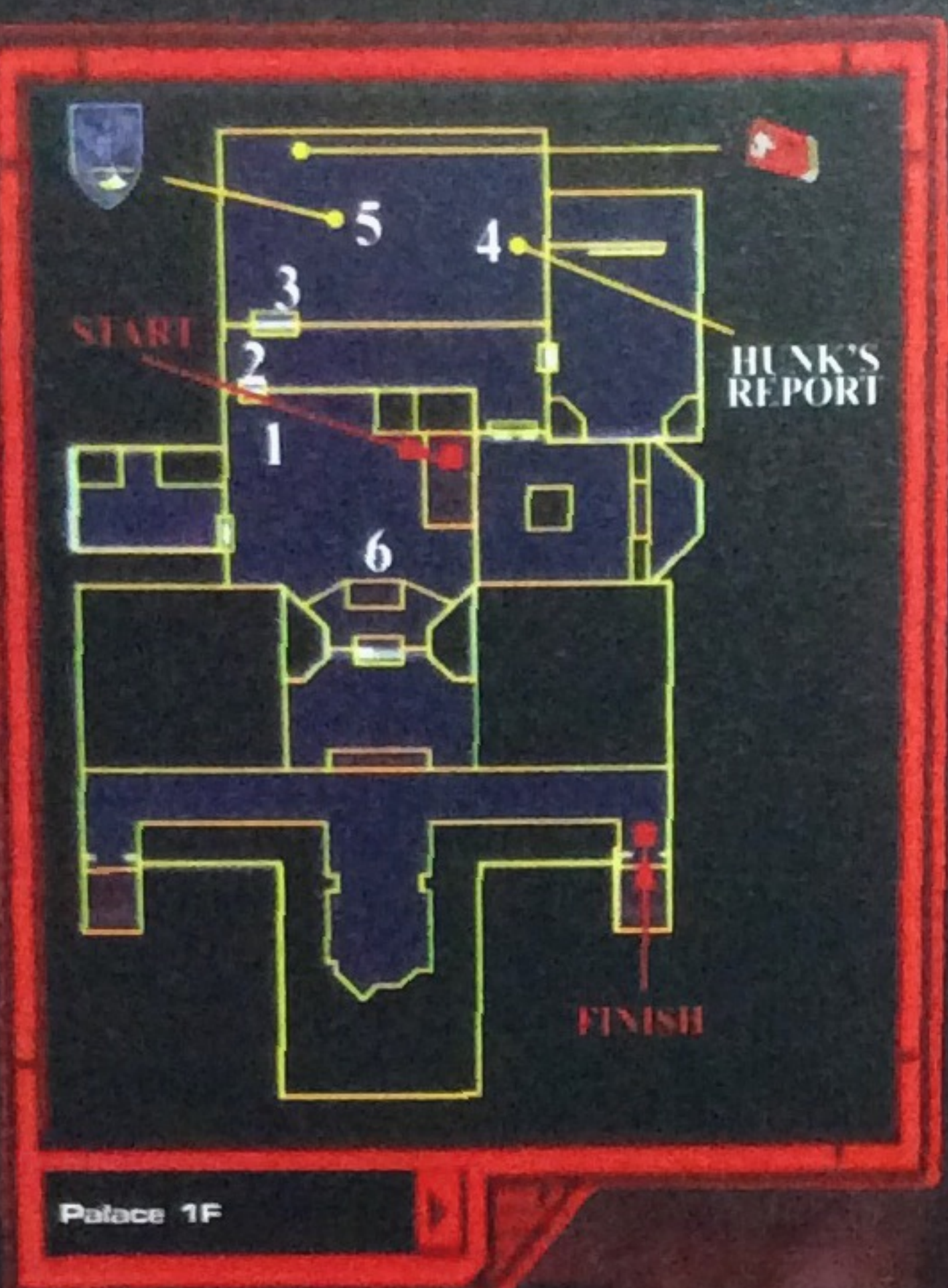
Examine the piano. It's missing a Piano Roll. Remember this for later. Get Green Herbs at the bar, and head back to the Save Room.



Stash your Gun Powder Arrows, save your game, and take the Hemostatic Medicine. Now, with at least one space free in your inventory, head down to the lobby.

### TIP

Do you have the Hemostatic Medicine in your inventory? If not, you'll hinder your progress later into the mission. Don't forget this item!



### KEY

- Eagle Plate
- Handgun Bullets (15)



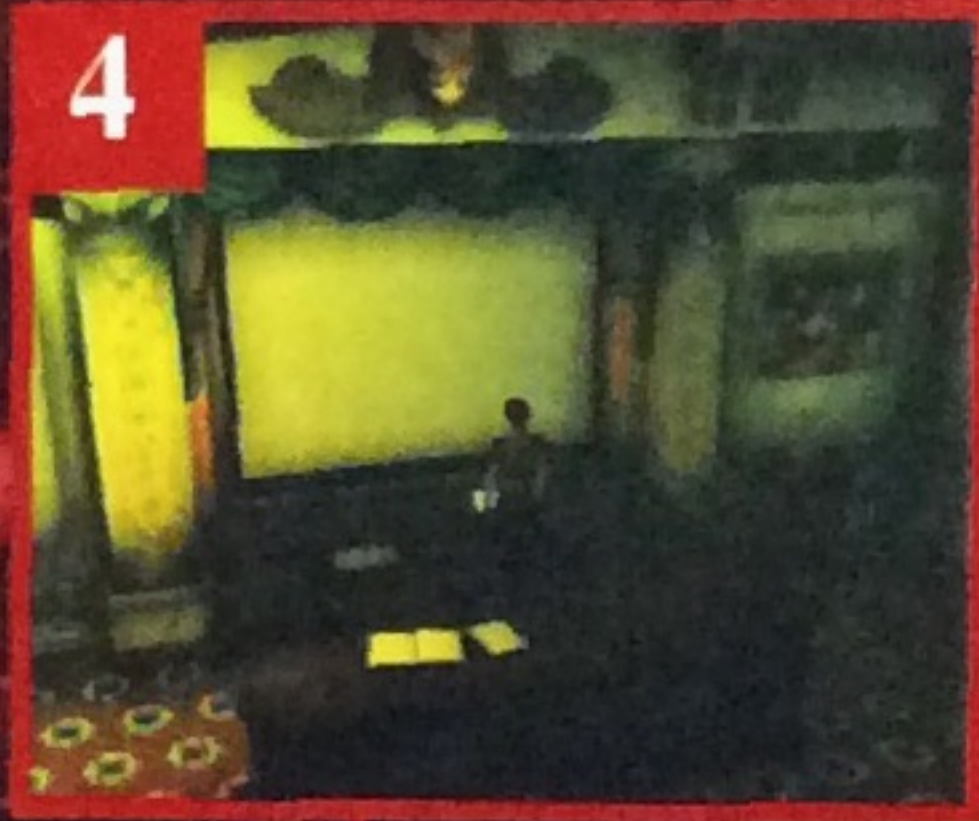
**1** From the lobby, head around the control desk, pass the pillars, and enter the door in the northwest corner that leads to the media room and the paintings.



Directly across from the lobby door is a large set of locked double doors leading to the final room in the Palace. Use your Silver Key to unlock the door, and then discard it. Equip your favorite weapon, then enter.



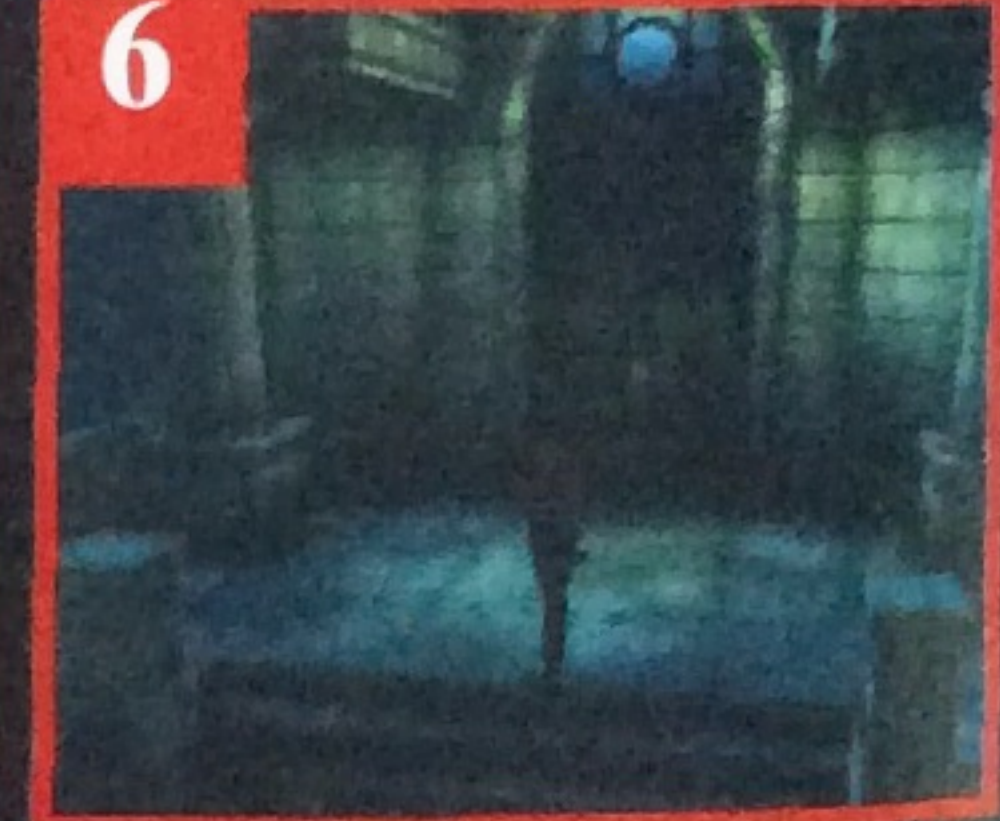
**3** Two vicious Bandersnatches swipe and tear at you. Take them down fast. Grenades are a good choice, as are the M-100Ps.



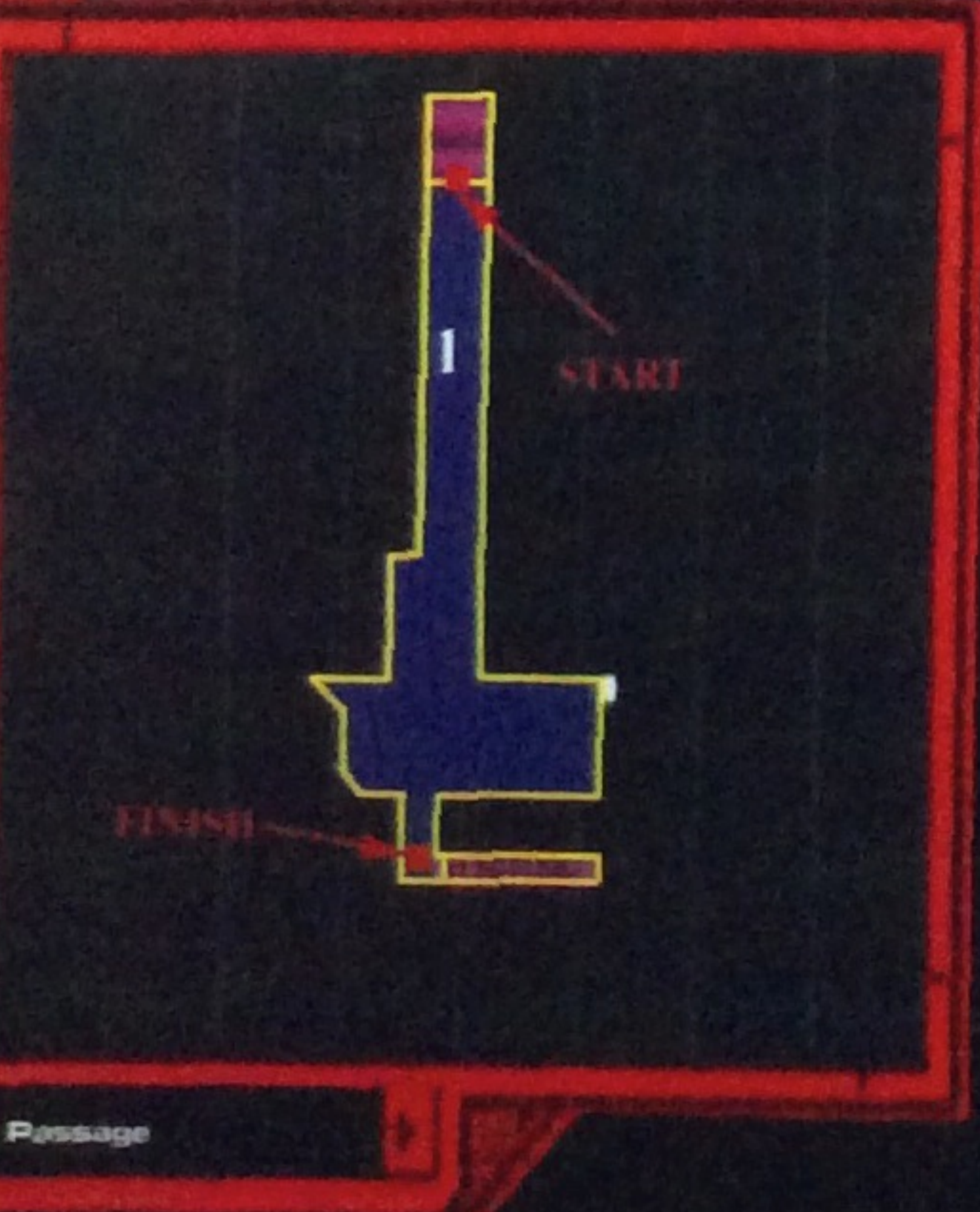
**4** Head into the meeting room and move to the main desk underneath the projector. On the desk is a clipboard holding a Memo from Hunk. It details a specimen being transported. Hunk - where do you know that name from?



**5** Move to the center of the room, and run between the long tables. At the west end is a large emblem of the Ashford family. In the middle of it is a second Eagle Plate. Procure it and the Bullets on the chair along the north wall.



**6** Now for a spot of backtracking. Remember the jailor? You need to head back to the Prison to receive a handy item. This is optional, but it unlocks a couple more game surprises, so set off for the garden!



Run down the steps and past the balcony. If you didn't already dispatch the two Bandersnatches that leapt up from the murky depths, they'll still be here, so watch out! Head south, down the metal steps to the Prison.

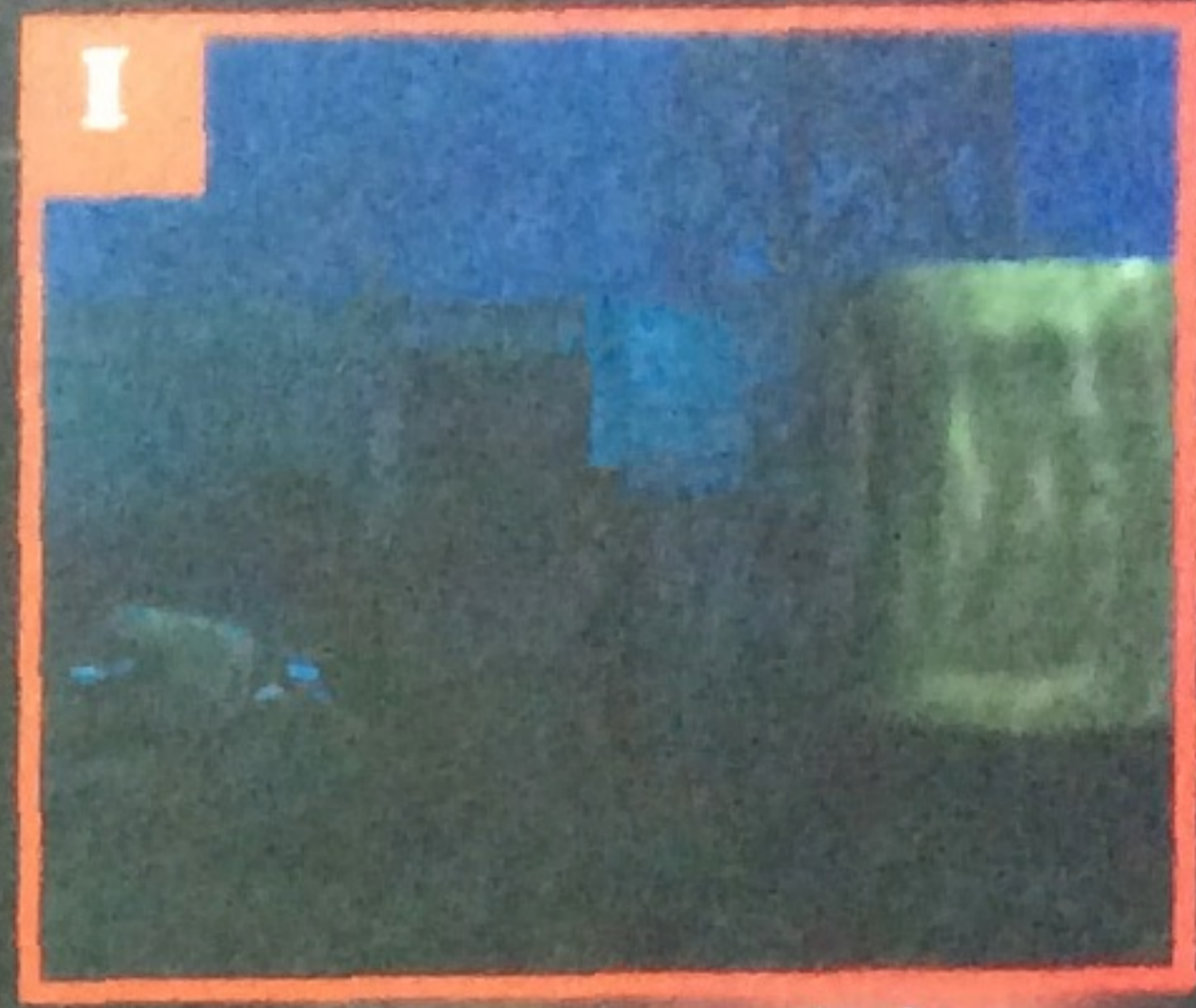


Prison 1F

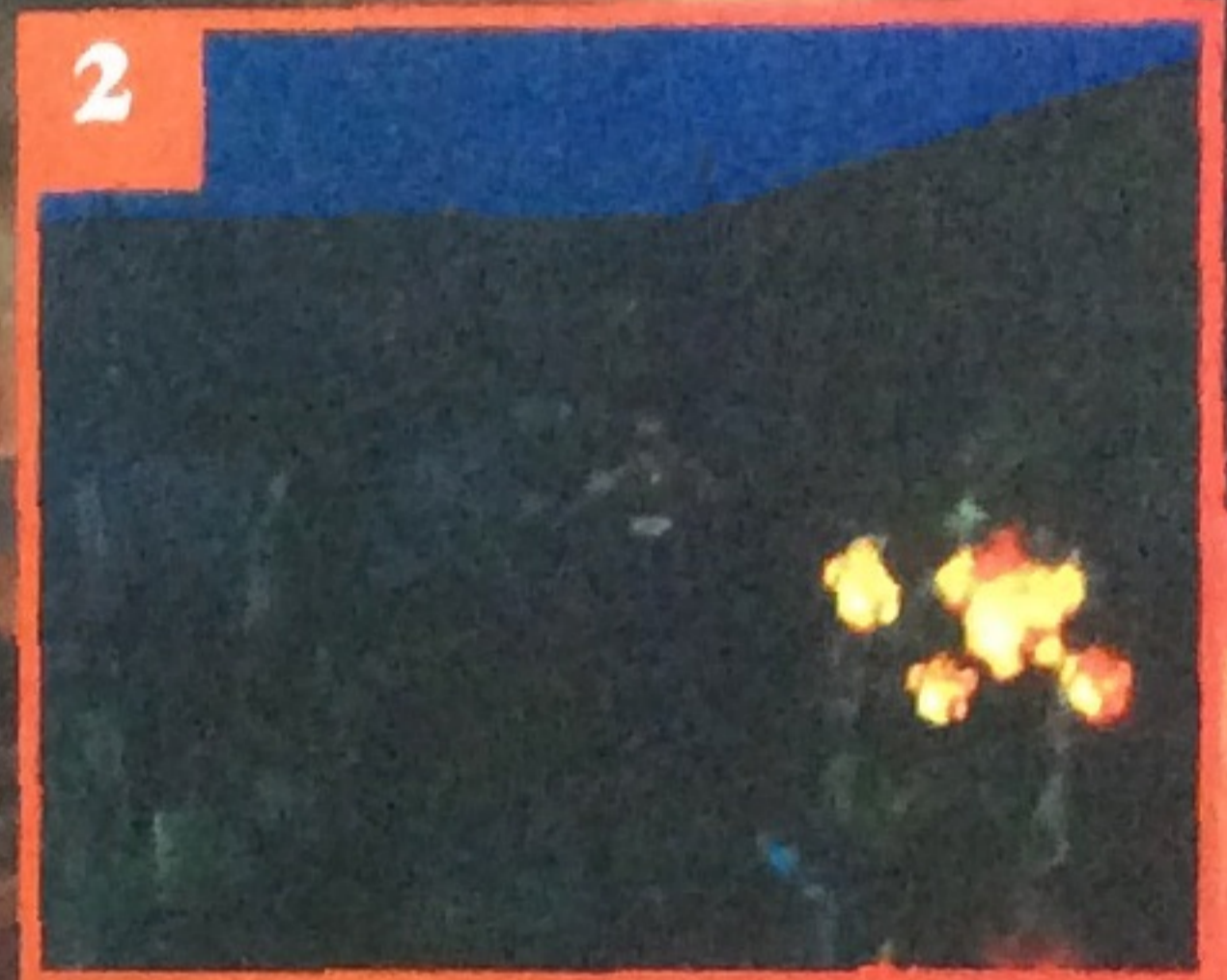
## NOTE

You have a choice - you can head for the southwest door, meet Rodrigo, and gain a pair of Lockpicks but lose your Lighter, or you can explore the remainder of the Prison to gain the Piano Roll, and then visit Rodrigo.

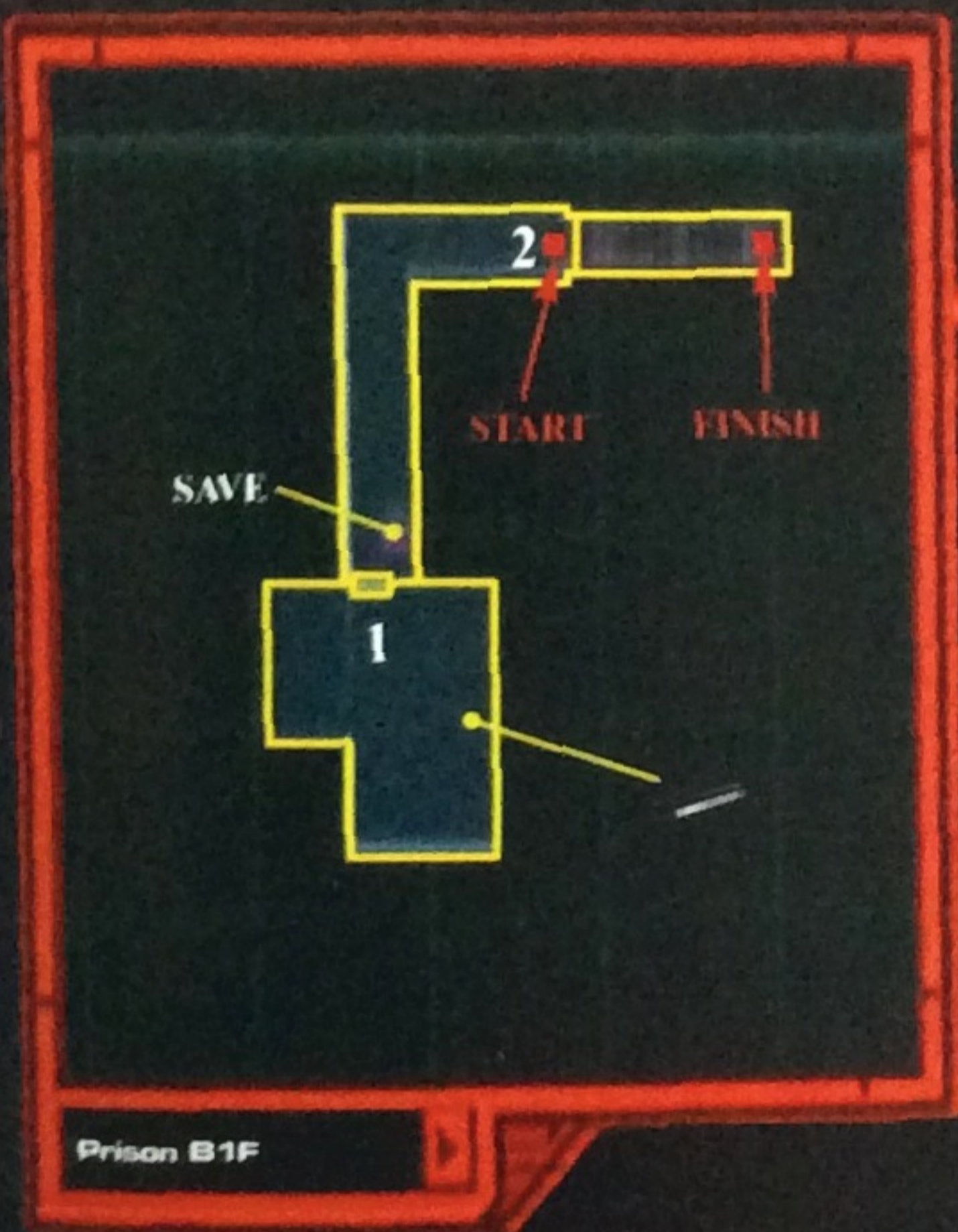
What's the best order? If you visit Rodrigo, you'll gain Lockpicks, allowing you to open a case containing parts for your Pistol. However, you will have to fight through a corridor of Bats and take bite damage. If you visit Rodrigo later, you won't be able to construct the Custom Handgun until you've cleared most of the Prison. The option is yours, but we chose to visit Rodrigo first.



Cross the bridge and open the large gate to the courtyard. Even if you cleared the area of the undead on your previous sortie, three zombies prowl. Dodge or dispatch at your leisure.



Enter the graveyard and prepare for combat. Three zombies shuffle in a degenerate slumber, even if you rid the area previously. Once the undead threat is abated, head around the wall, past the truck, and down the steps.



Prison B1F

## KEY

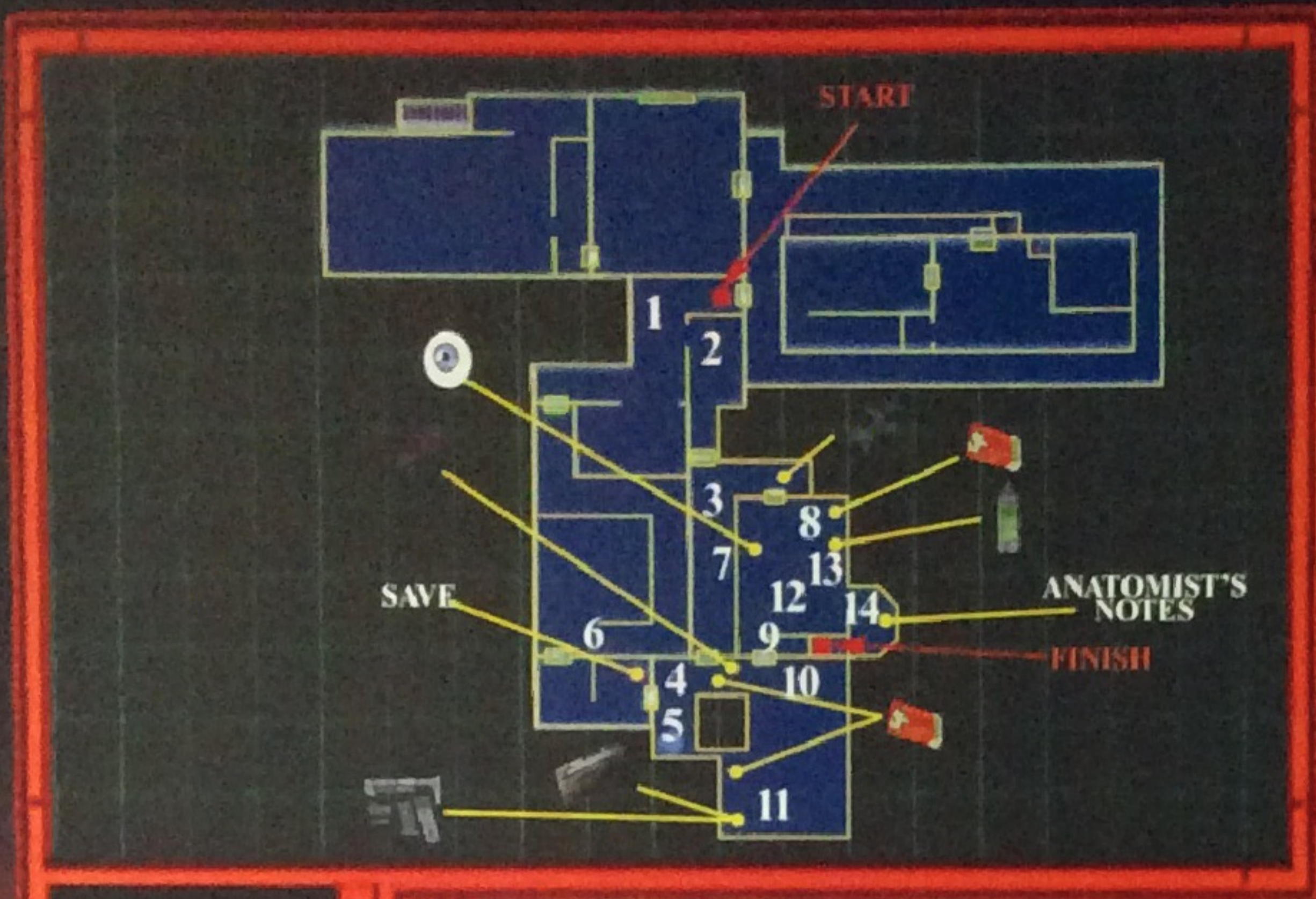
Lockpick



When you enter the Prison basement, Claire gives Rodrigo the Lighter and swaps the Hemostatic Medicine for a Lockpick. Once the transaction is complete, Rodrigo urges Claire to leave.



You are now without the Lighter, but as you'll soon discover, this swap was more than fair. Head out of the Prison basement, through the cemetery, and into the staff quarters to the guillotine room.



Prison 1F

## KEY

- Handgun Bullets (15)
- Green Herb
- First Aid Spray
- Duraluminum Case
- M93R Parts (inside case)
- Red Herb
- Glass Eye (on Zombie Doctor)

**1**

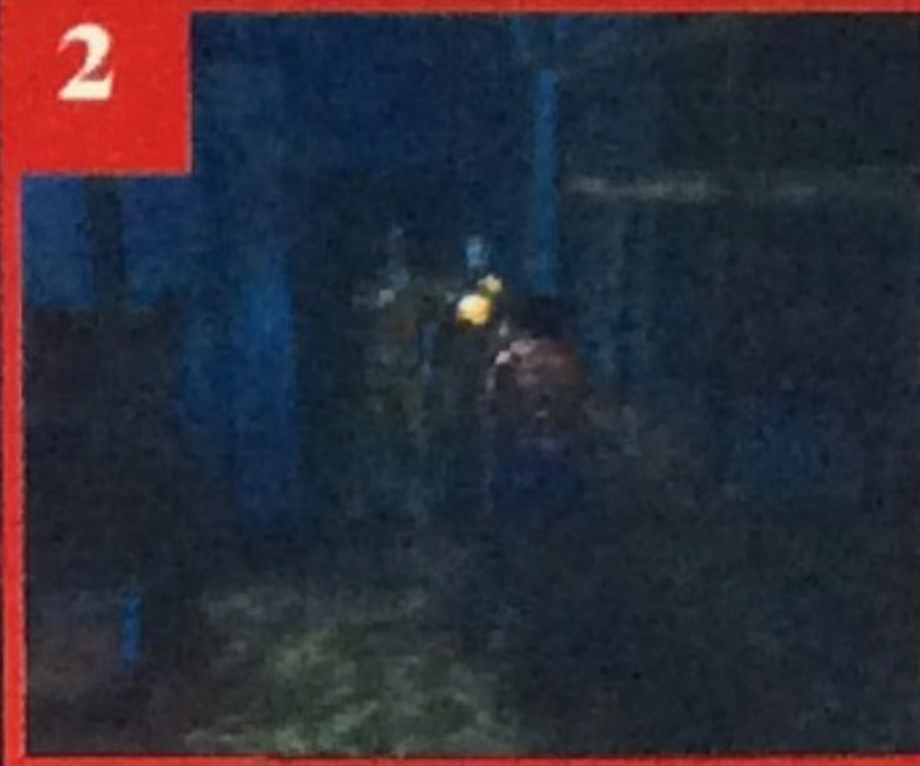


Two zombies prowl the guillotine room. Stand your ground, and take them down with either your Handgun or Bow Gun. Then move into the guillotine room itself.

## TIP

*Before you place the Eagle Plate into the indentation, reload your weapon and ready yourself for an ambush!*

**2**



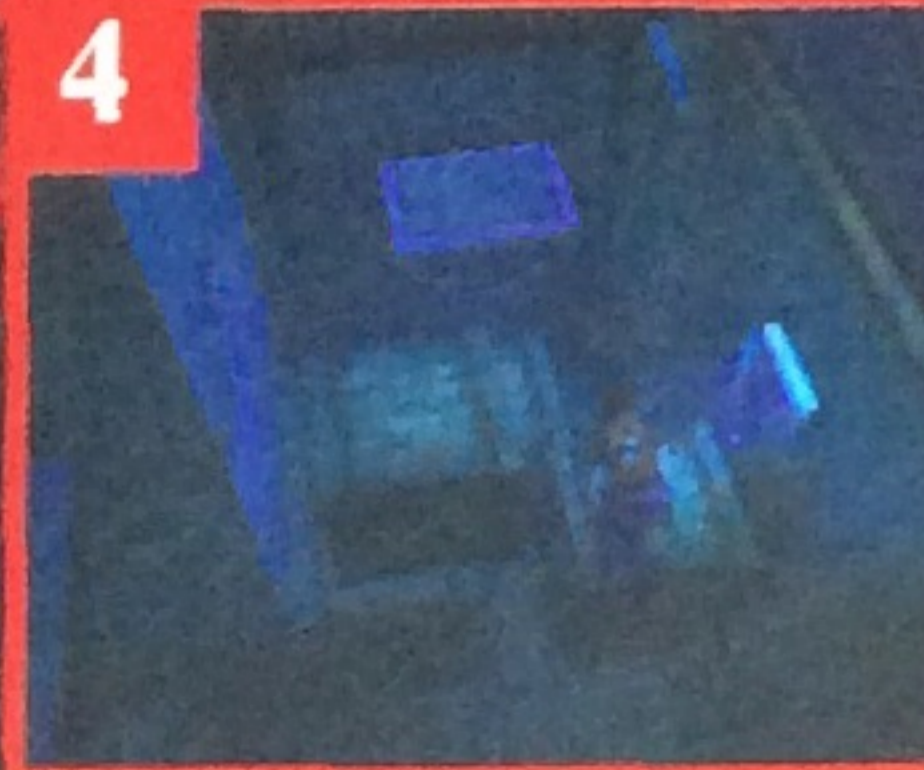
You can now open the barred door with the shield-like indentation, thanks to the second Eagle Plate. As soon as the plate clicks into place, the guillotine drops its blade, the door opens, and two zombies come out. Back up quickly and shoot them.

**3**



Head through the second connecting door, and you'll emerge on the corridor next to the security area. Two zombies are shambling about, so instantly aim and fire at the explosive tank to take them down easily.

**4**



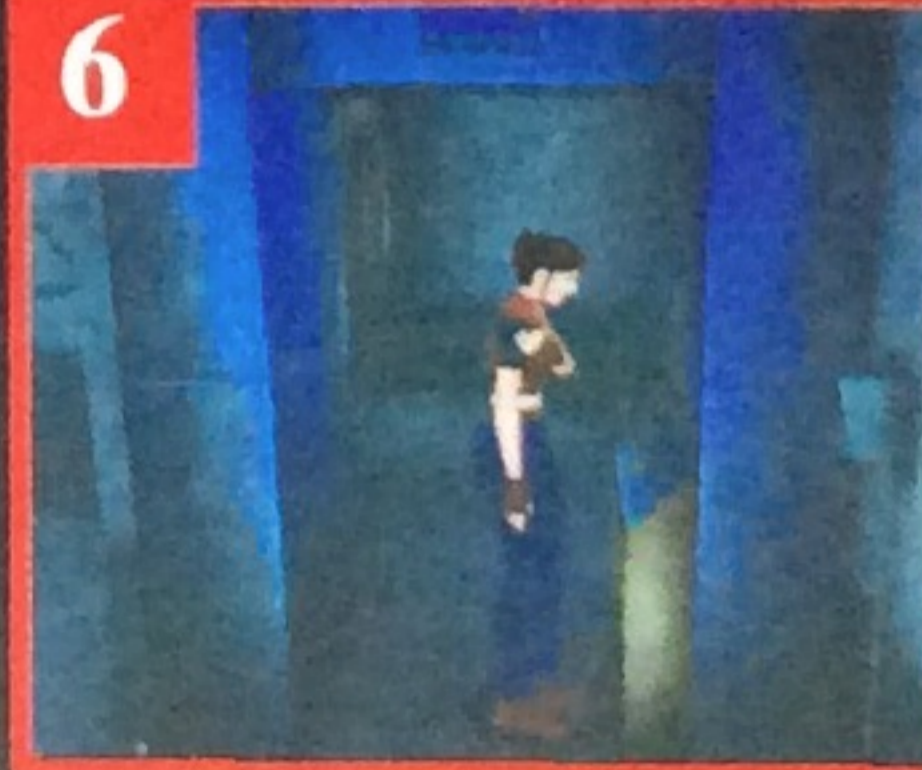
Head down the corridor (don't hit the second tank) to the chain-linked door to the south. Ignore the door to the east for now; you'll tend to it soon. First, move into the small outside storage room and climb over the crate blocking the door.

**5**



As soon as you drop to the other side, turn around and push the crate you just walked over. This removes the object blocking the door in the room where you saw Steve checking on Chris.

**6**



Move into the security area and head to the Security Box. Remove every item from the Security Box and place them in your inventory. There should be some BOW Gas Rounds and Flame Rounds for your Grenade Launcher, and an Ink Ribbon.

## TIP



*Save your game at the Typewriter with the Ink Ribbon you picked up from the Security Box. This is a great time to save.*

7



Place all of the excess items (like the BOW Gas and Flame Rounds) into the Item Box in the outside storage room. You must also find and place the empty Extinguisher in this box. Now head north to the other door.

TIP

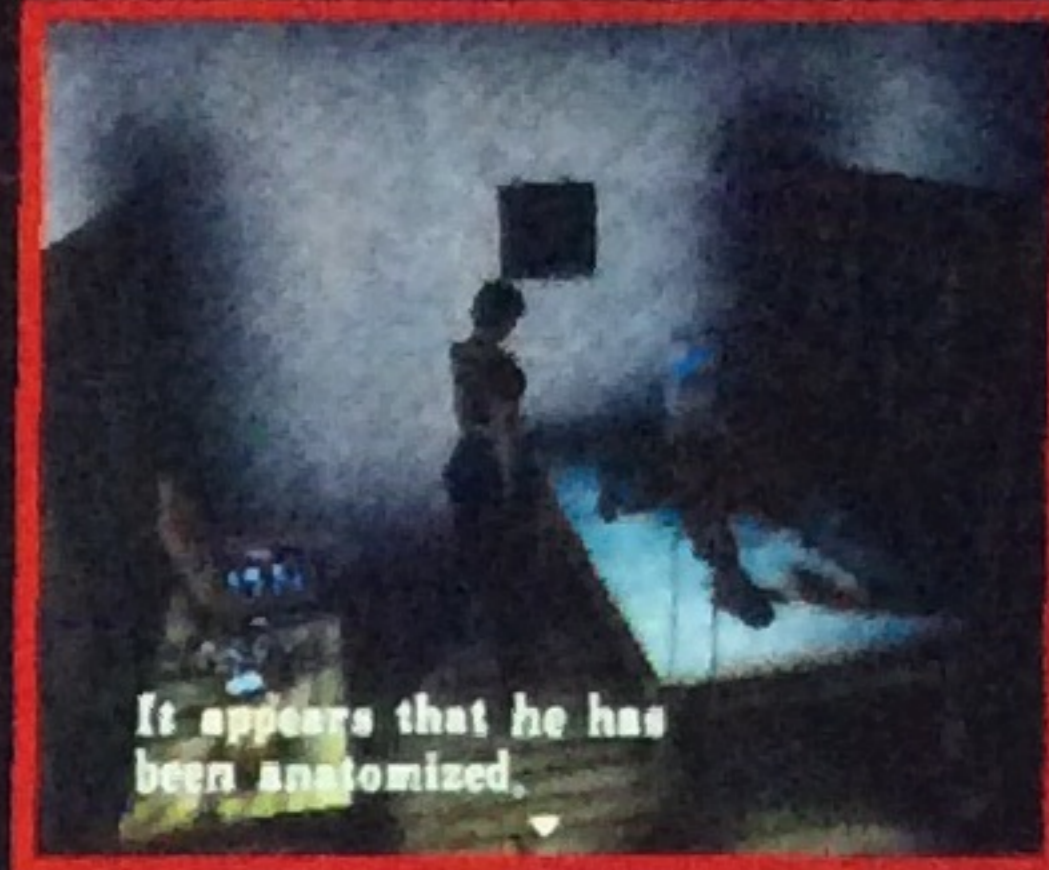


*It is imperative that you locate the empty Extinguisher. It is likely to be in the first Security Box. To get to it, place all of your metallic items (including the Lockpick or Lighter if you have it) into the second box, run through, and run around back through the guillotine room.*

8



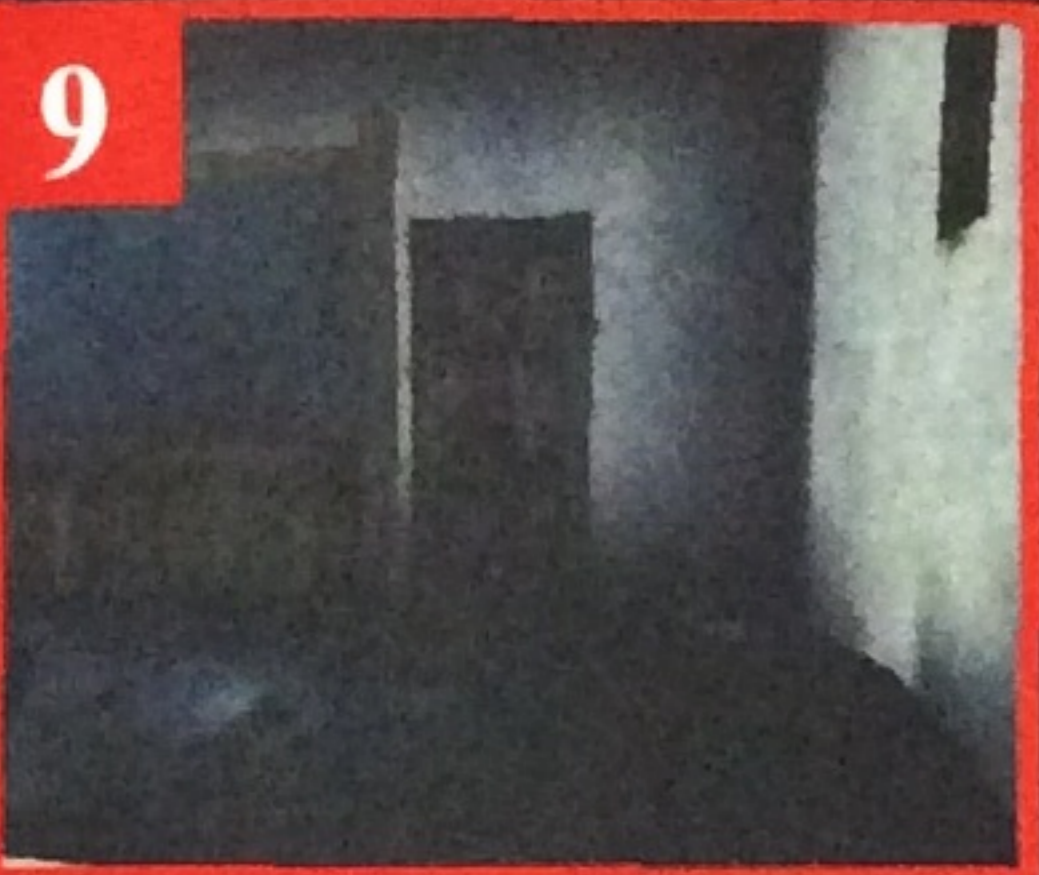
Head into the medical quarters via the door to the east of the guillotine exit. Inside, you'll find a box of Bullets, and a First Aid Spray in the cupboards.



It appears that he has been anatomized.

This room is filled with medical tools, and a immobile zombie lies on a wooden operating table. Note the position of this T-Virus-infected worker. Move to the next partition. Ignore the small antechamber to the east for now.

9



Pass the body bag on the next table, and try the door to the south. As you enter the next room, the body bag shifts slightly, as if something is about to emerge from it....

10



Unfortunately, you have greater worries than a moving sack of bones. As you enter an apparent torture chamber, a zombie lumbers in from the right. Kill it, then turn and take down the next one.



Two other zombies roam this unpleasant chamber. Down them both quickly. Moving for the items in this area without securing it first can lead to a zombie savaging.

11



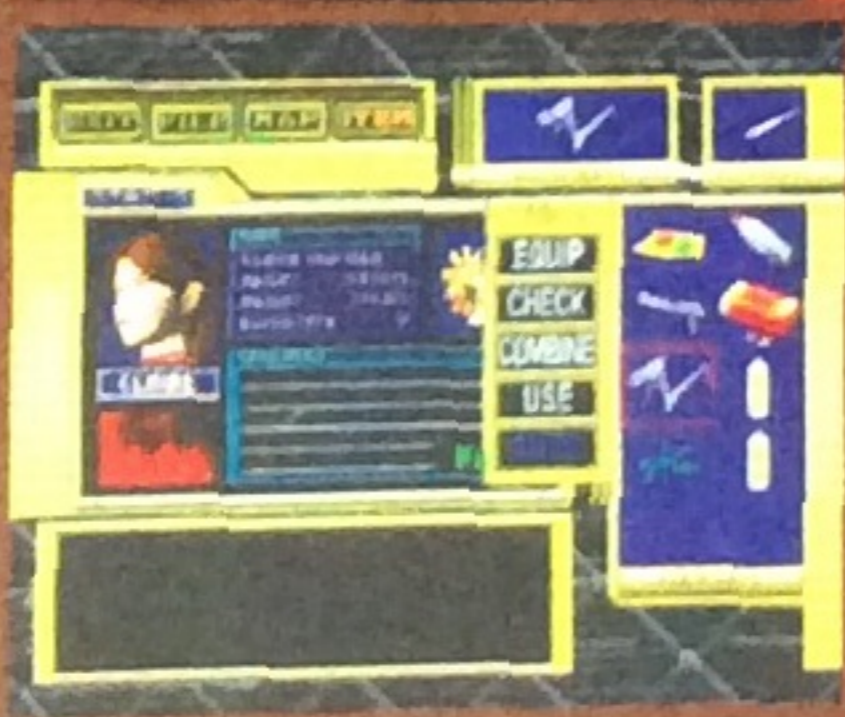
When the last flesh-eating freak has fallen, head to the southwestern corner of the chamber and pick up the Duralumin Case. Examine it in your inventory.

7



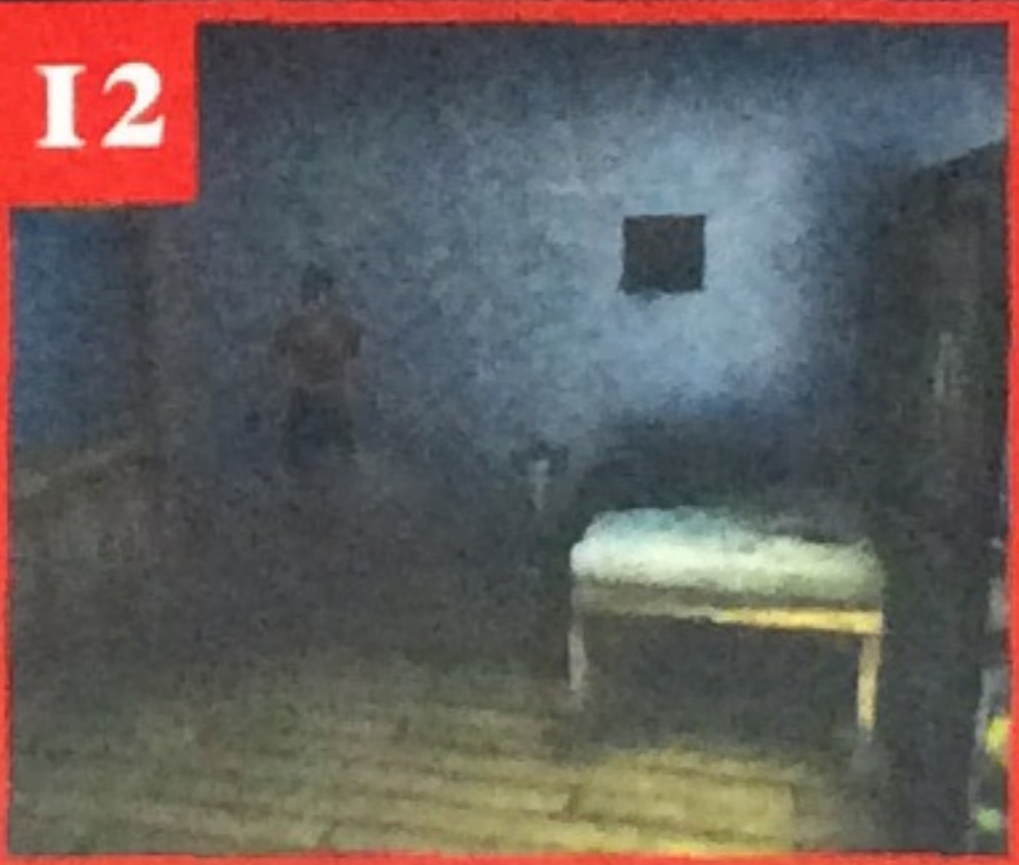
When you examine the Case, check the handle and locks with the lockpick. Inside are M93R Handgun Parts.

TIP



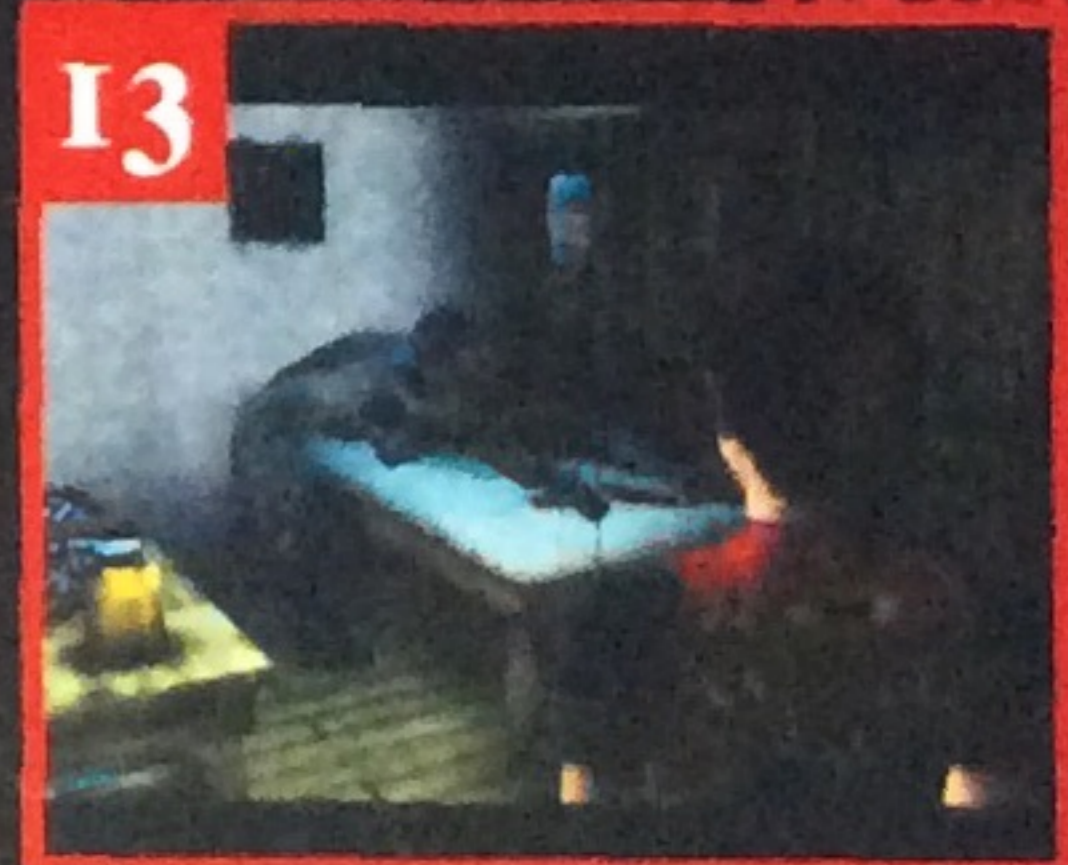
*Combine the Parts with the M93R Handgun to create a semi-automatic pistol, the Custom Handgun. You can set the firing to Manual or Automatic. Automatic mode fires faster, but uses three bullets at a time.*

12



Exit the torture area and head back into the medical station. Switch your Custom Handgun to Automatic.

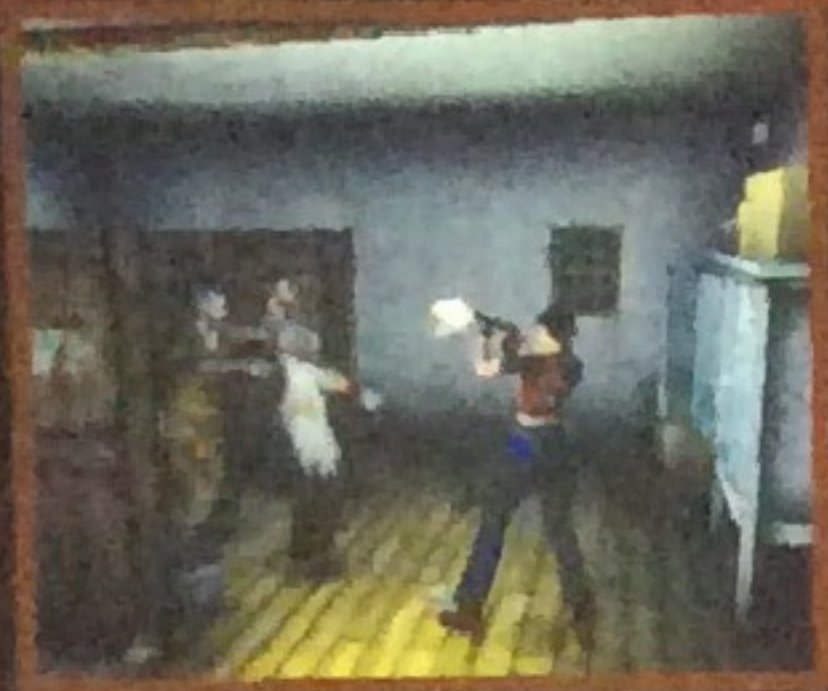
13



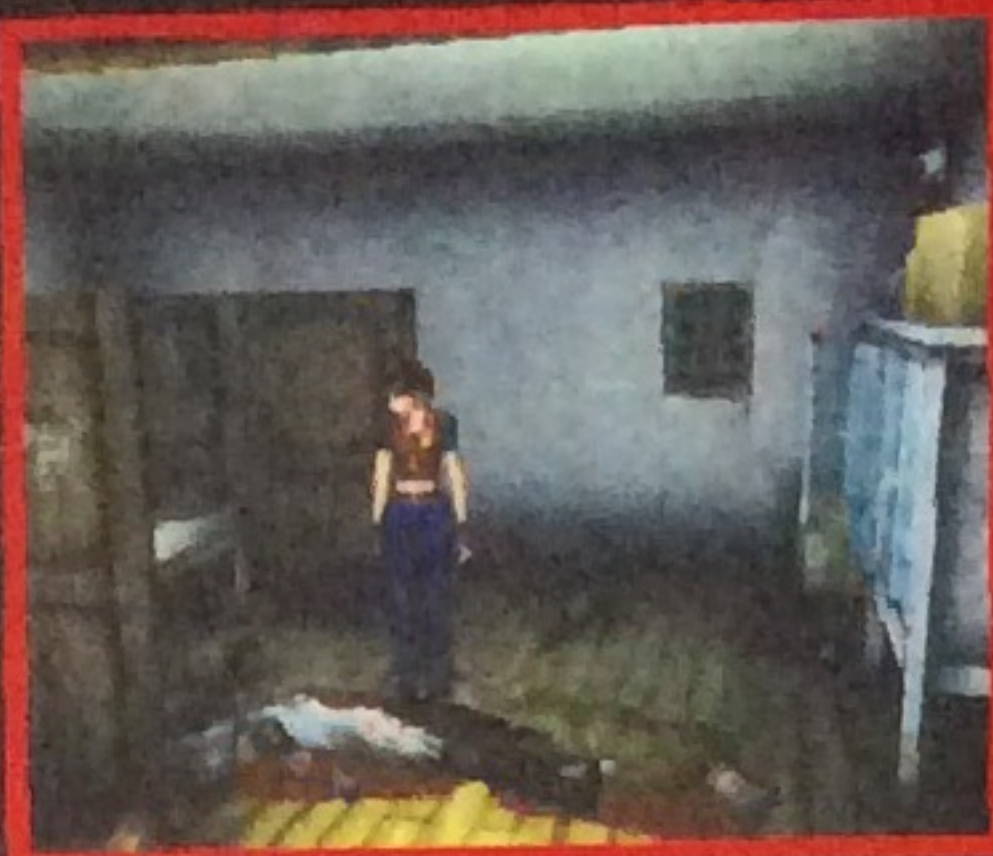
Problem 1: The body bag is empty. Problem 2: The one-time contents of the body bag – the remains of the Prison anatomist – is exhibiting a terrible bedside manner on his patient. Problem 3: Both have spotted you, and lurch your way.



# TIP



Both patient and doctor agree that you need a blood transfusion. The doctor is fast for a dead guy, so back up and fire until he falls. Keep pumping away until both zombies flat-line.



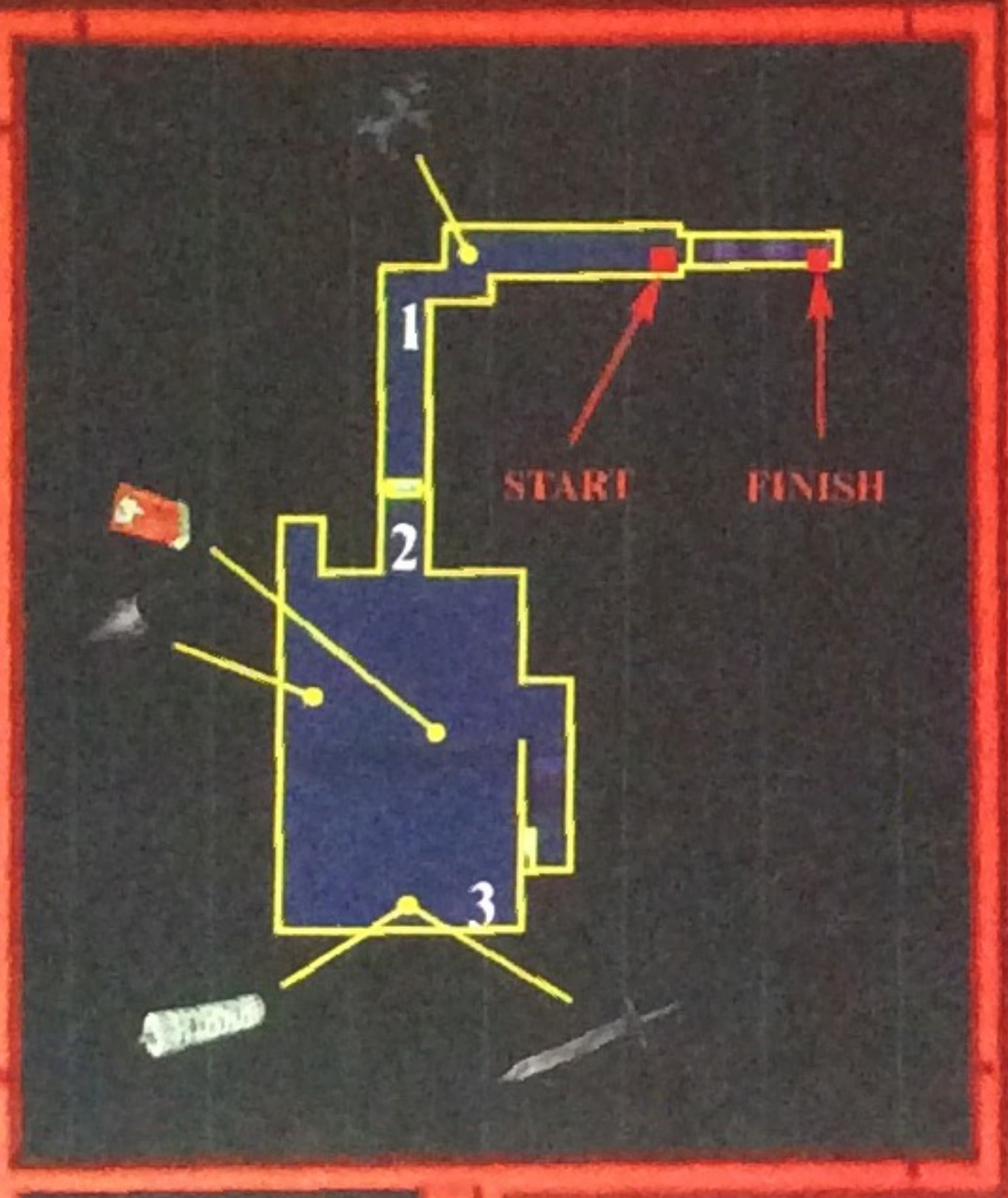
The anatomist zombie drops an item. Pick it up – it's a Glass Eye. Place it in your inventory, and head to the antechamber to the east.



Inspect the antechamber to discover the Anatomist's Notes on the desk. They mention a secret door to the basement of the Prison. Now check the anatomic model.



The model is missing an eye. Fortunately, you have an extra. Take the Glass Eye from your inventory. The eye slots into place, and a secret door opens. Descend the steps.



Prison B1F

## KEY

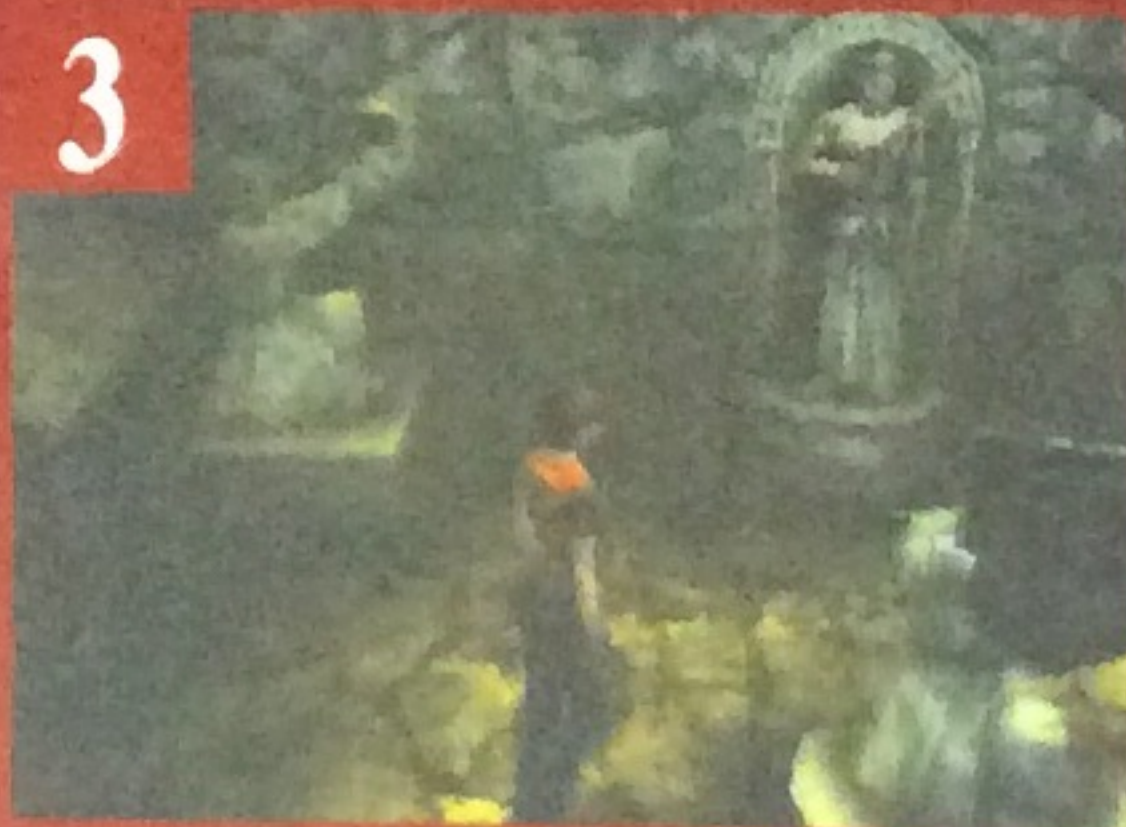
- Green Herb
- Handgun Bullets (15)
- Bow Gun Arrows (30)
- Rusted Sword
- Piano Roll



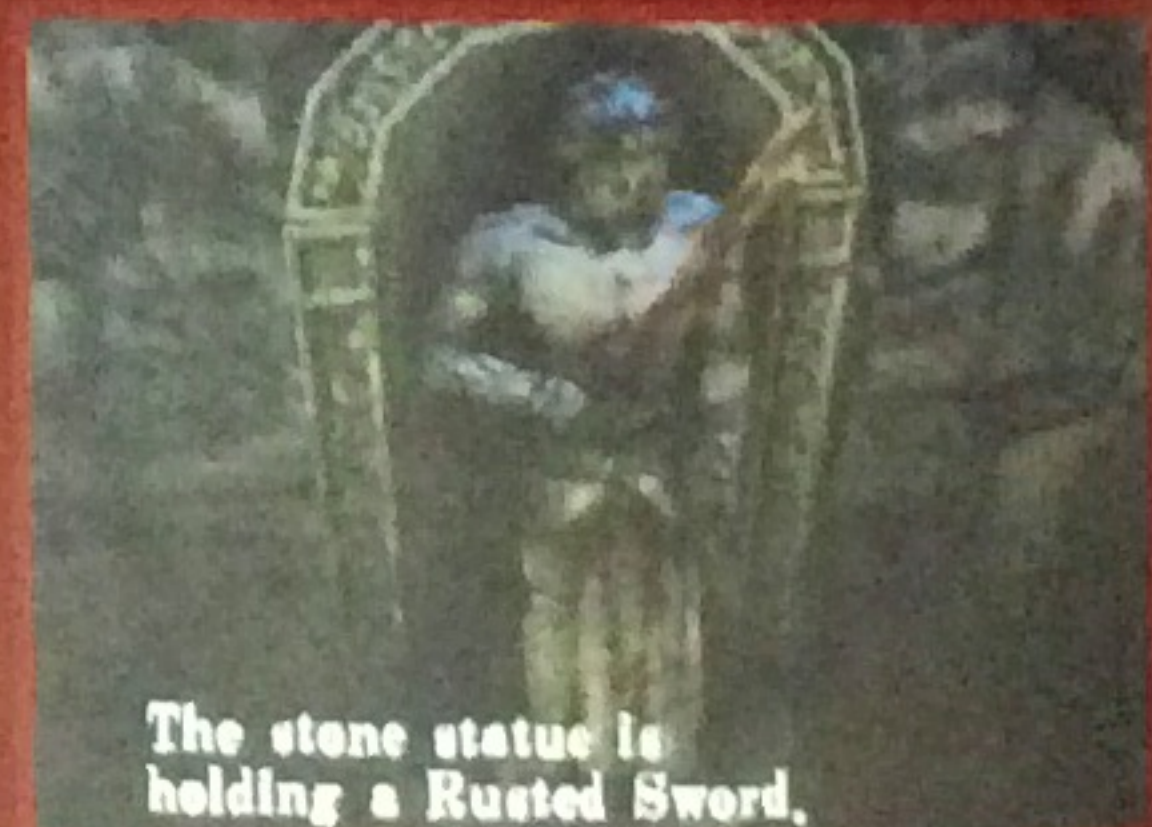
You emerge in a dark corridor. Bats are everywhere. If you visited Rodrigo, simply run through the darkness (watch the zigzag corner – you could get stuck there) and expect a couple of Bat bites. If you're visiting Rodrigo later, use the Lighter and walk through without being bitten.

## PUZZLE

3



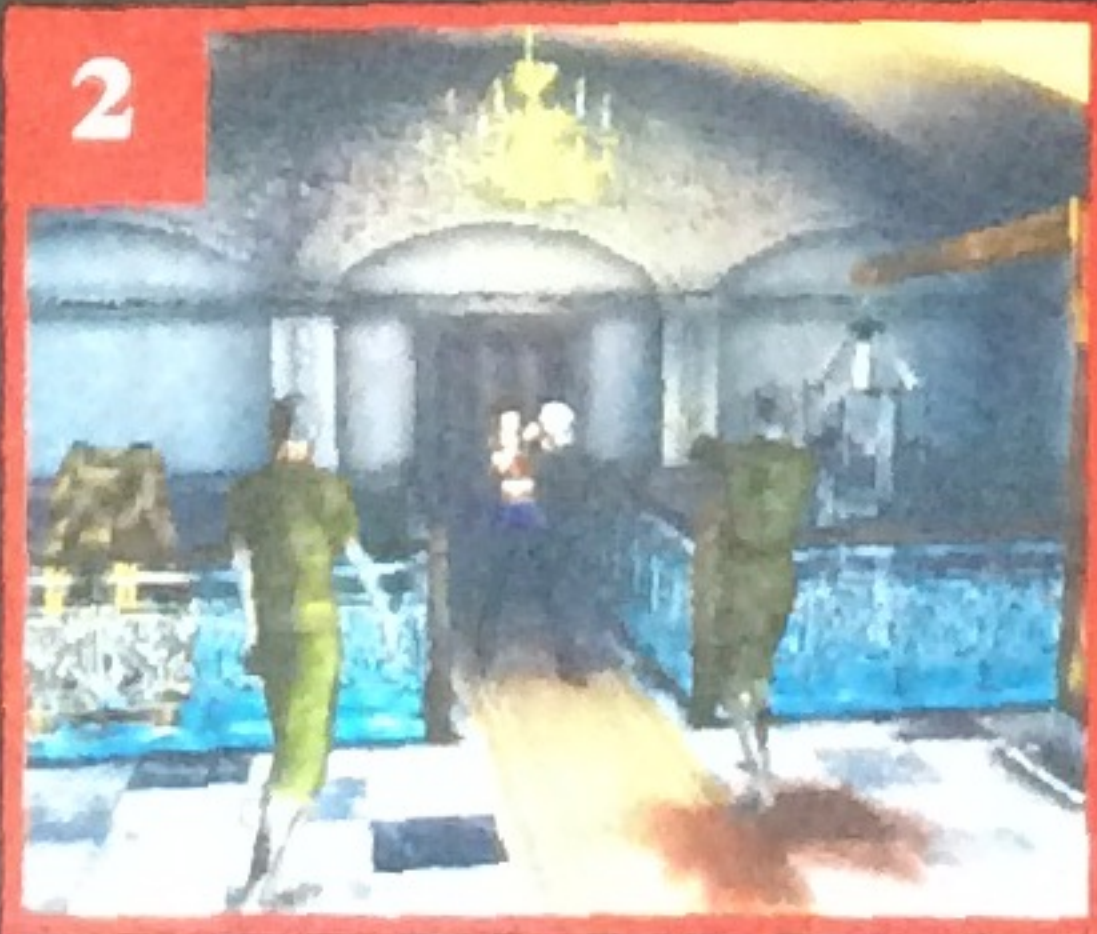
At the bottom of the steps is a door in the west wall. Enter it, and you're in a small stone antechamber surrounded by statues. Those floor vents look a little suspicious...



The stone statue is holding a Rusted Sword.

Move to the statue of the knight holding the sword. Wrench the sword out of the knight's hand (using ). As soon as you take the Rusted Sword, the center statue rises, the exit door locks, and the room begins to fill with noxious yellow gas.

2



Another torture chamber. This one is the secret domain of the Ashford clan. Three zombies are stumbling around. Take them down from the narrow entrance so they can only attack you in single file. Then collect two items and head for the doorway to the southeast.

## PUZZLE



Immediately run and push the handle protruding from the center statue. Keep rotating the statue 180 degrees until the gas shuts off.

## NOTE



If you stop pushing or spend more than five seconds moving around the room, you won't have time to push the handle. After 15 seconds in the gas, it's goodnight Claire.



The statue of the knight rotates to reveal an Iron Maiden (a medieval coffin with spikes on the inside). It has a slot in the casing just big enough for a sword.]

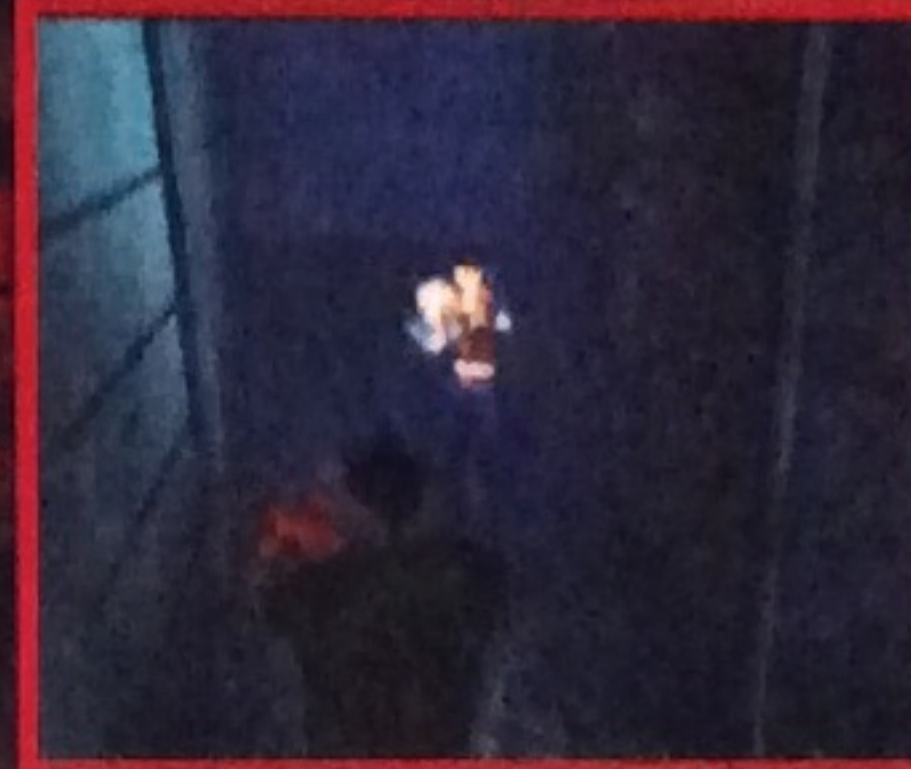


With the sword slotted inside, the Iron Maiden opens to reveal an impaled zombie and a Piano Roll at the foot of the maiden. Grab the Piano Roll, and either kill or dodge the skewered undead.

## NOTE



If you try and escape by opening the door, the skewered zombie stumbles after you. He climbs the steps, and will chase you to the Prison basement exit - this undead guardian is more relentless than usual!



You now have the Piano Roll, and must return to the Palace. On your way, watch out for three zombies as you emerge from the medical station, and three more in the courtyard.

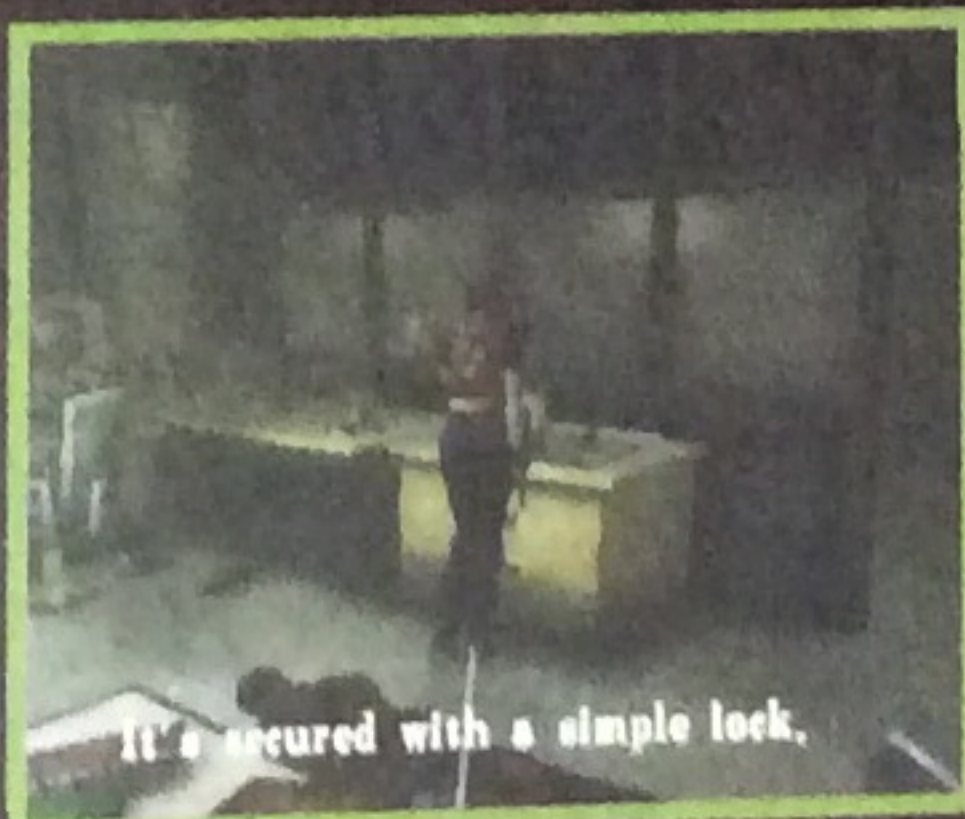
## TIP

Don't forget the empty Extinguisher! Also, if you haven't gotten the Lockpick from Rodrigo in the Prison basement yet, do so right now!

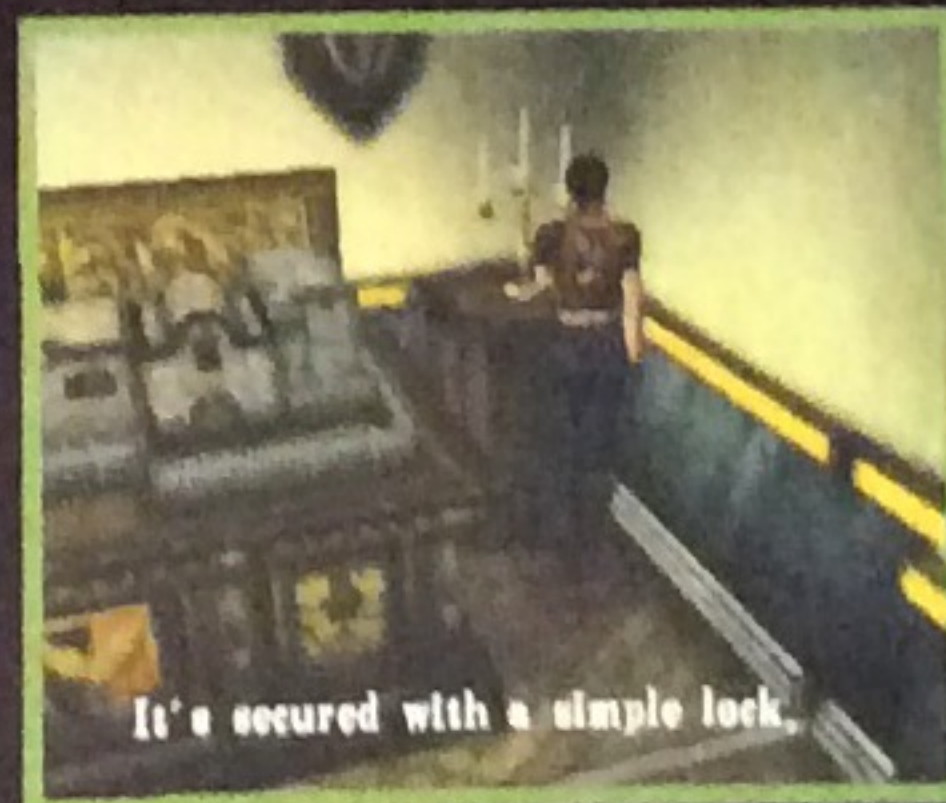
## NOTE

### NOW THAT YOU HAVE LOCKPICKS

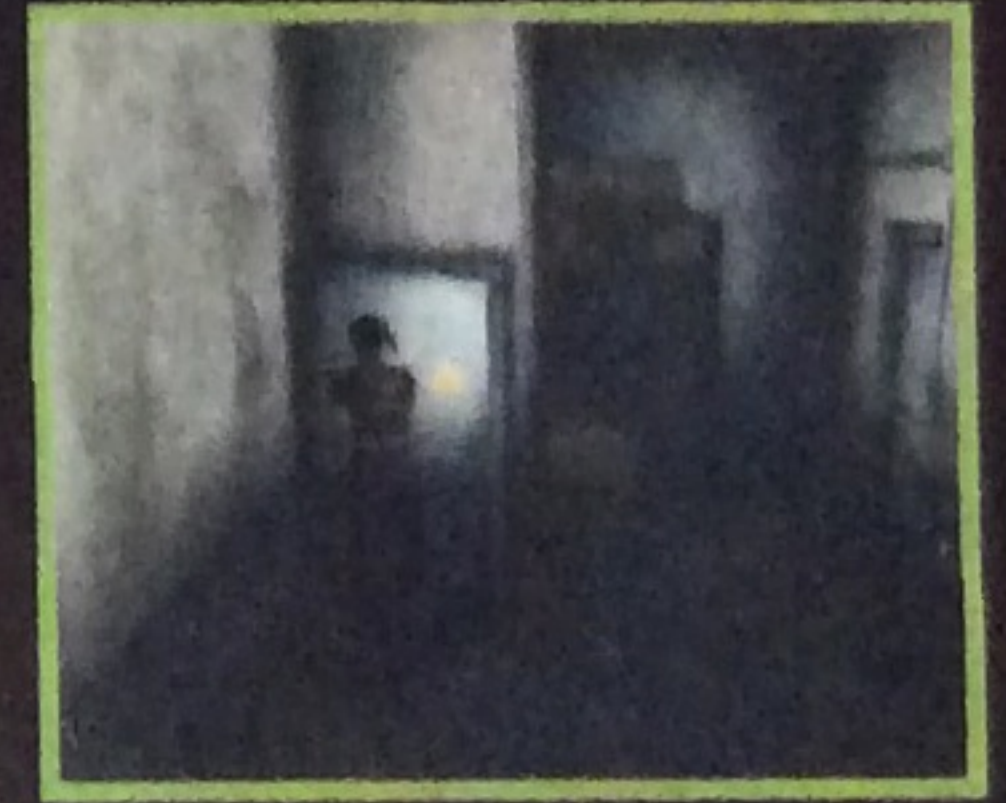
Claire now has a pair of Lockpicks, so she can trek back through the Military Training Facility and unlock three cabinets containing extra items. These items are labeled on the maps in the Military Training Facility walkthrough. This detour is not essential, it's long, and it's only required if you're low on supplies.



On the first floor in the monitoring room where you found the map of the Facility, pick the lock in the filing cabinet to claim Handgun Bullets.



In the room on the first floor with the model of the Facility and the two paintings where you found the Gold Key, unlock the end table for a First Aid Spray.

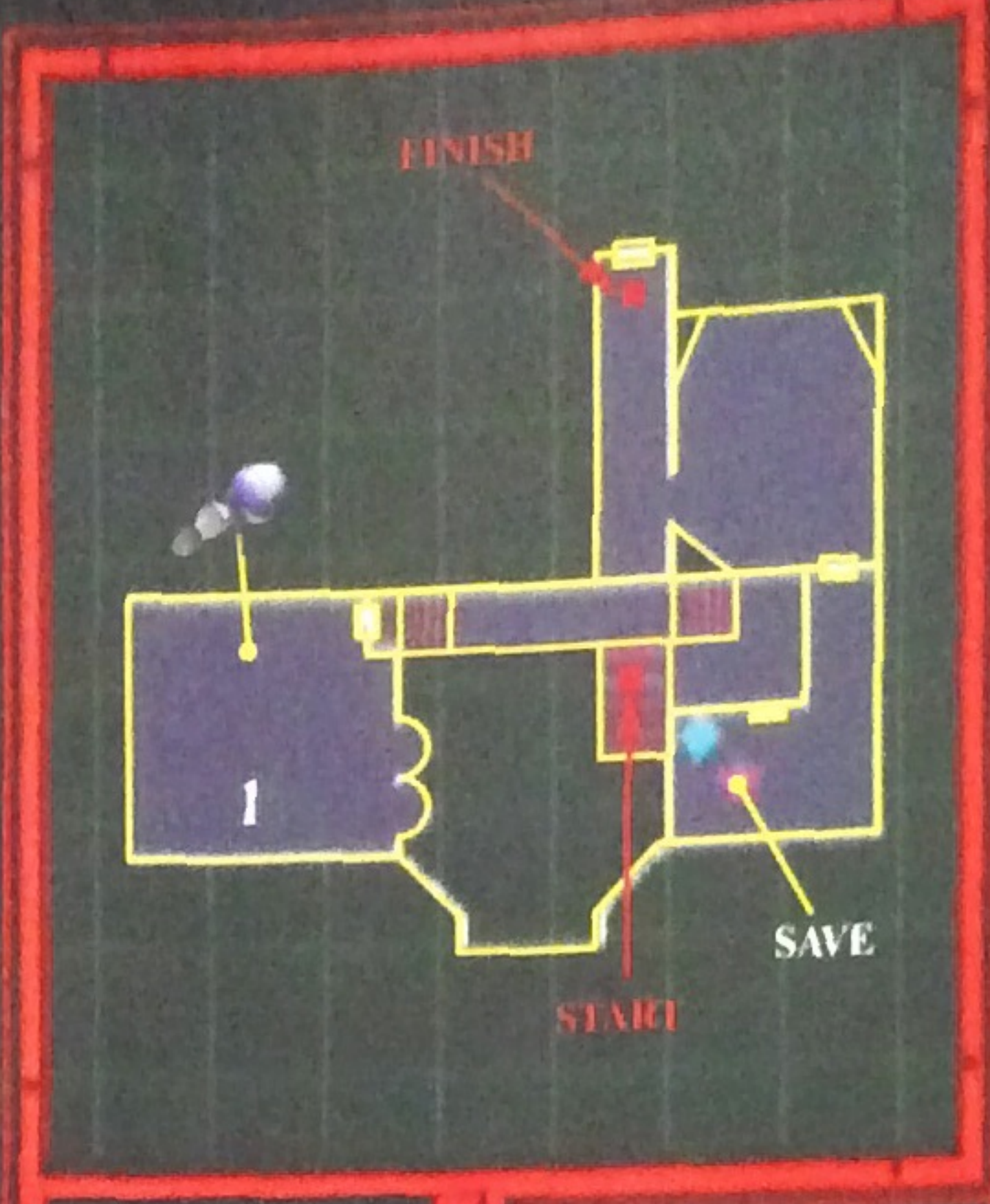


Adjacent to the room where you gained the Grenade Launcher in the basement, open the glass cabinet and grab the pack of Acid Rounds.

# THINGS GET WEIRD



As Claire reaches the doors of the Palace, a figure dressed in black advances on her. Wesker! He has come to haunt Chris, and attack the island! After being almost throttled and kicked about the head, Wesker glares with fiery red eyes and leaps away in a series of superhuman bounds. He's trouble!

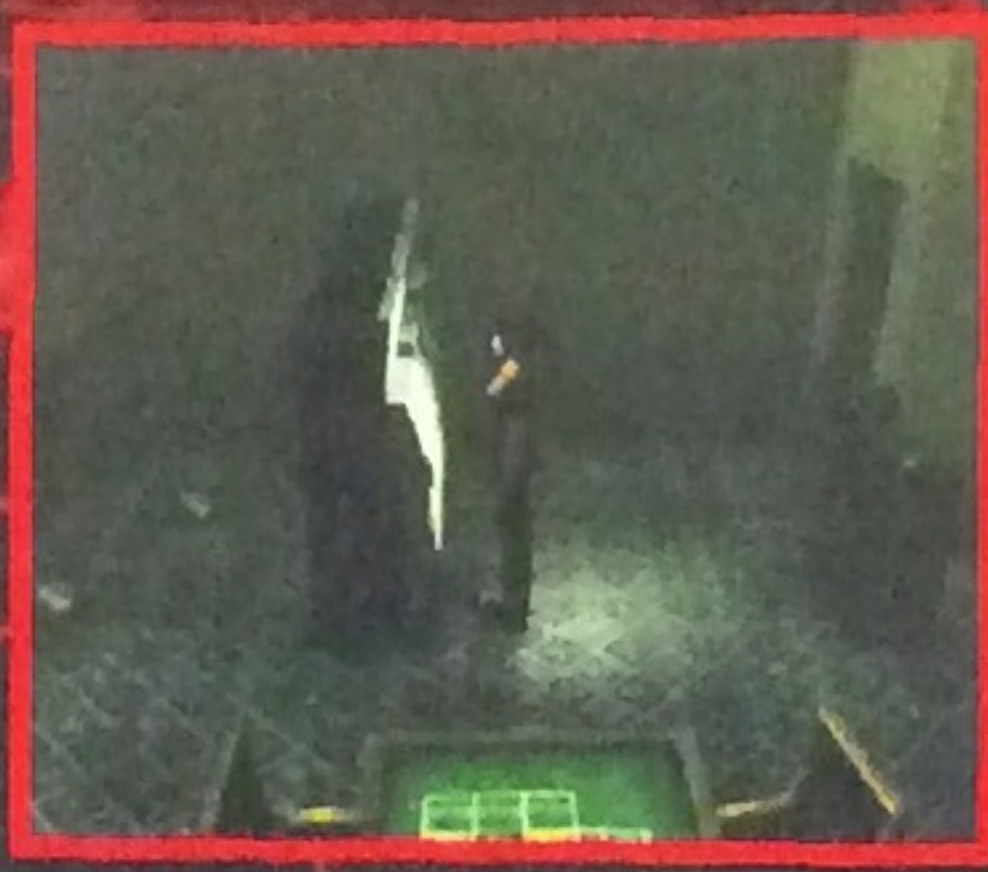


Palace 2F

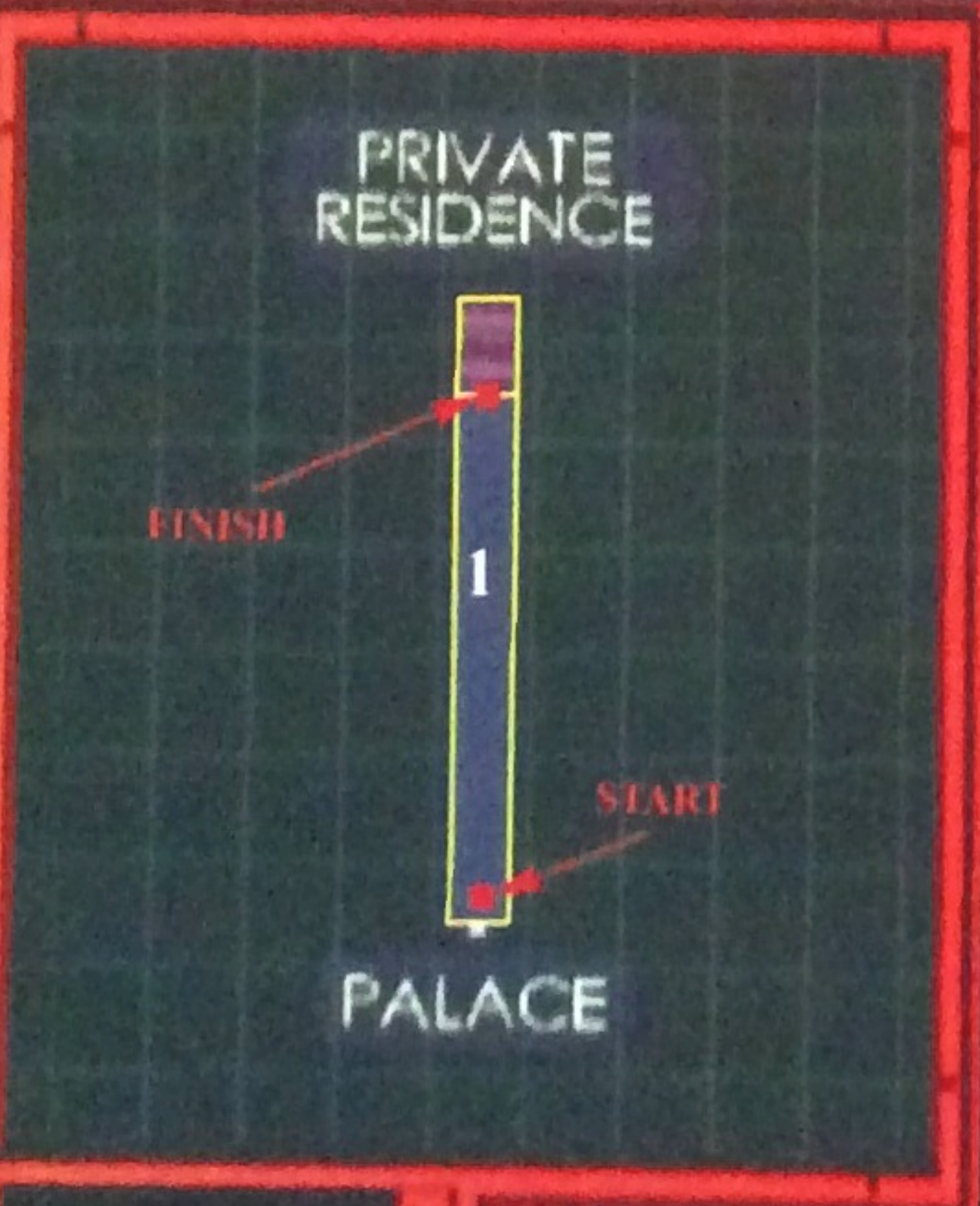
**KEY**

 King Ant Object

Race up the lobby stairs, turn left, and enter the game room. Run to the piano and slot the Piano Roll into its holder.



As the piano begins to play, a slot machine door creaks open to reveal the jackpot – the King Ant Object. The blue coloration should give you an idea of where to place this object. Backtrack to the Private Residence.



Bridge

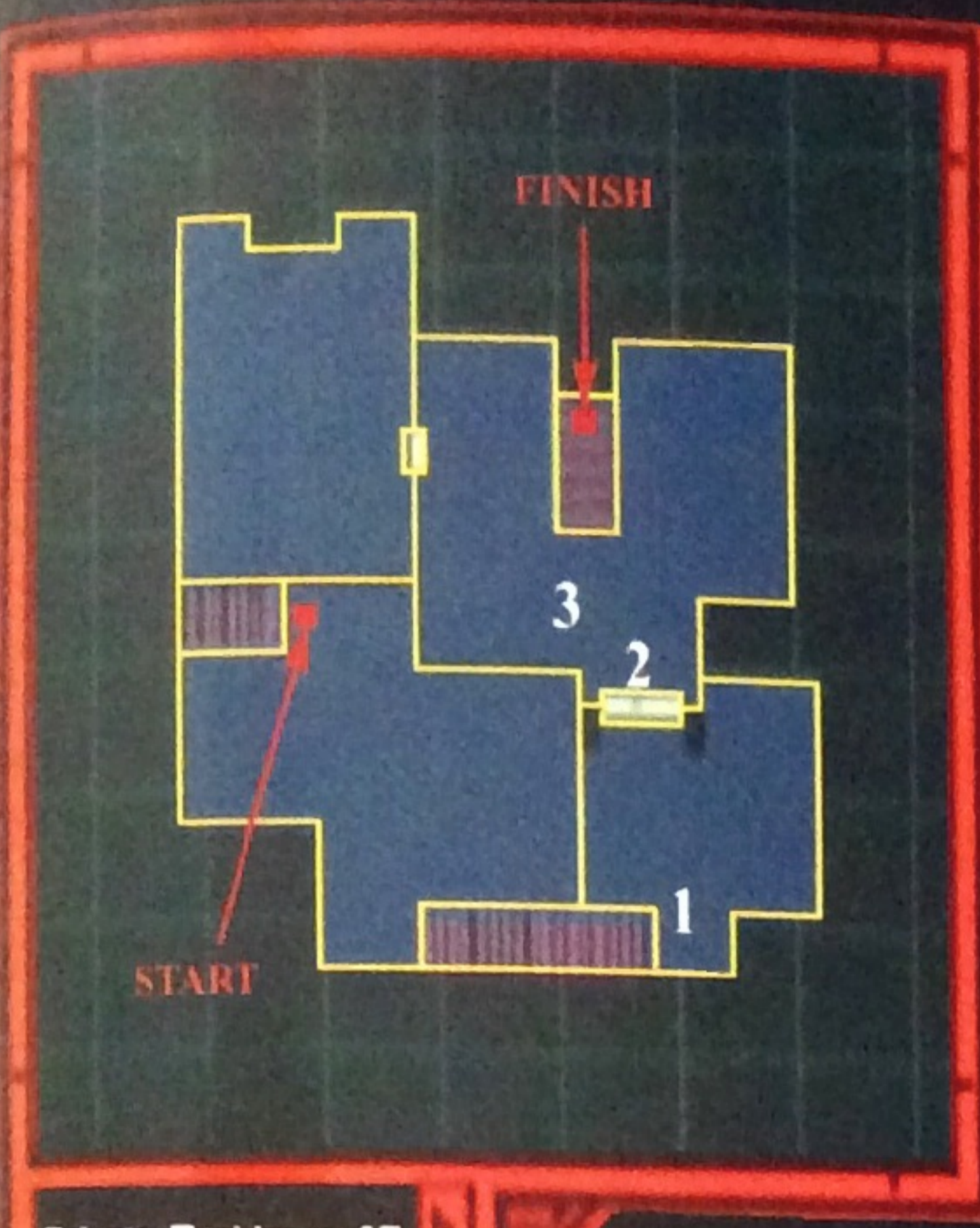


Exit the game room, and sprint up to the Save Room to save your progress. Then, pass through the study and head for the door to the Bridge. As you pass over the Bridge, prepare for a quintet of the undead.

**TIP**

Take some ammunition and weapons with you – there's an infestation waiting! Also, don't forget the Music Box Plate and the King Ant Object! Finally, you may want to clear the zombies using the Knife – otherwise you may end up dangerously short of ammunition.

# THE WALKTHROUGH



Private Residence 1F



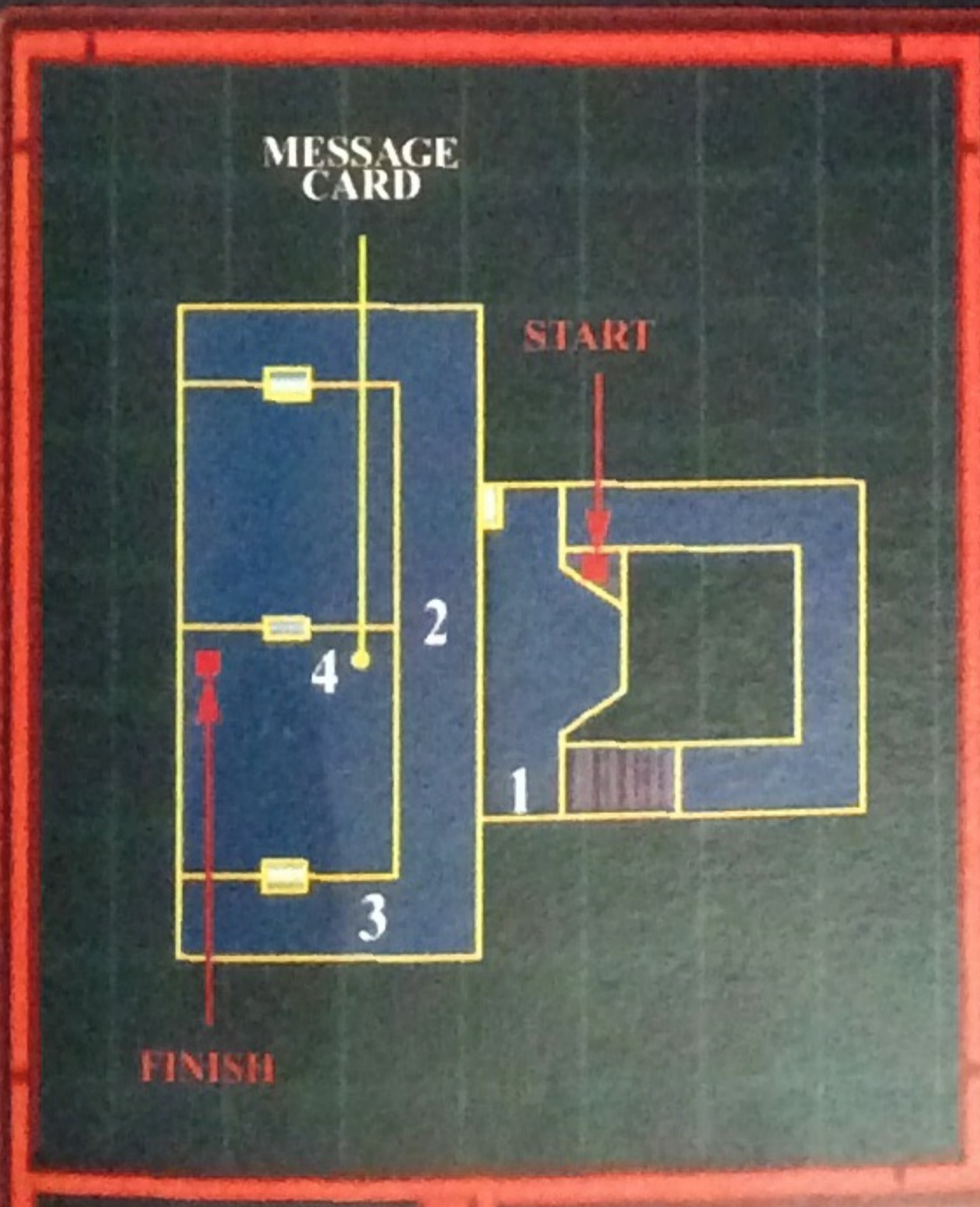
**1** At the top of the steps, the ruined garden is a little too quiet. As you approach the entrance steps however, two Bandersnatches appear over wall sections. Race to the top of the steps and unload the Grenade Launcher.



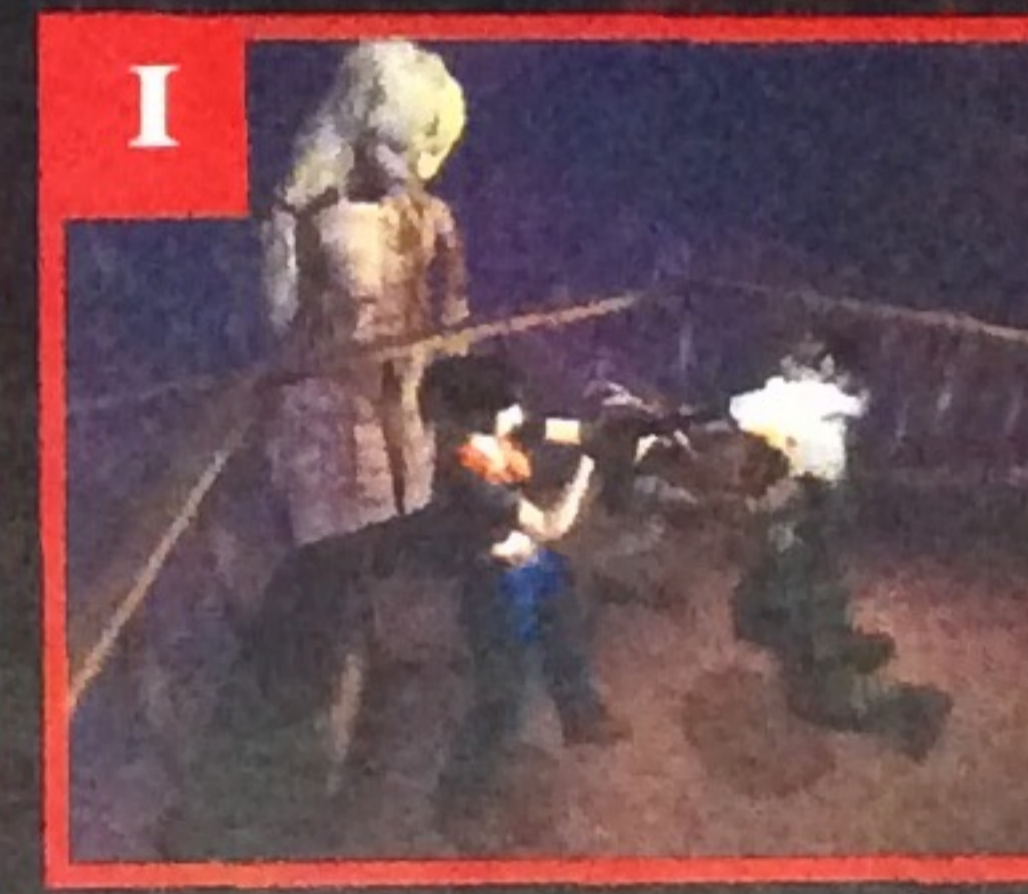
**2** Enter the mansion and prepare for close-quarters fighting with undead. The zombies attack one at a time, so knife fighting is recommended.



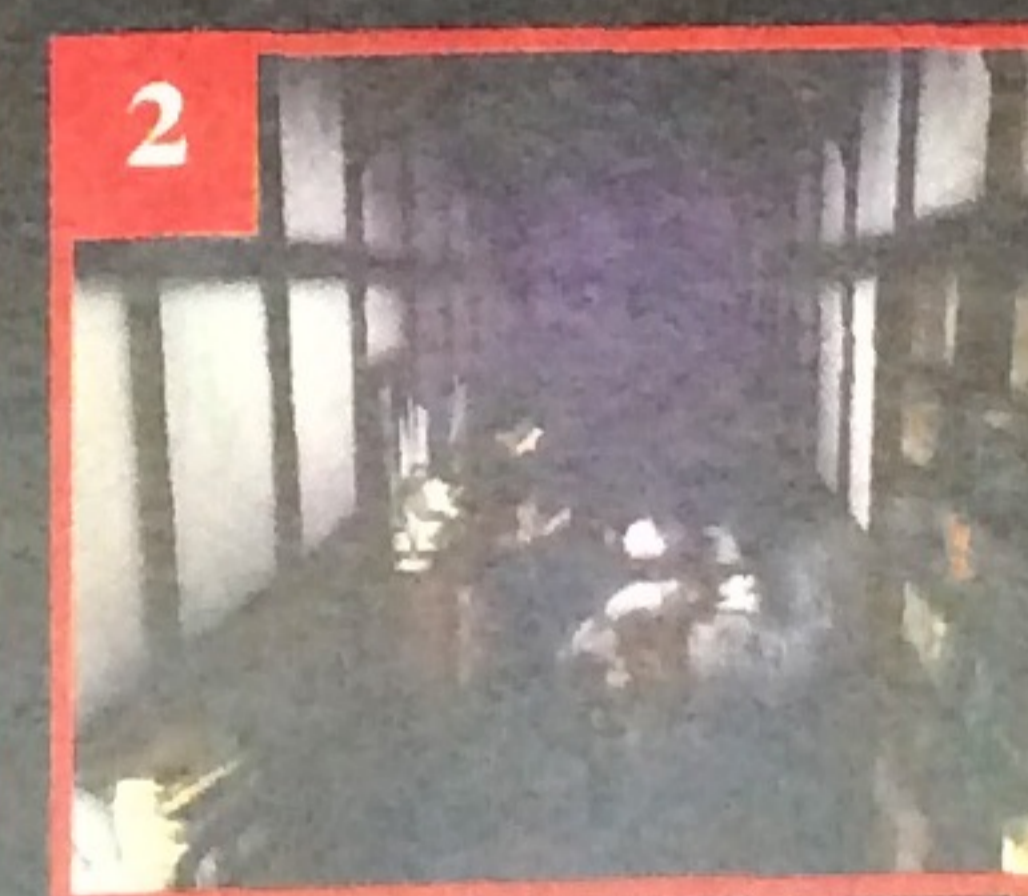
**3** Once the two zombies on the ground floor are gone, watch out for the zombie on the main staircase. Wait until he steps onto the ground floor and then attack, but keep your distance.



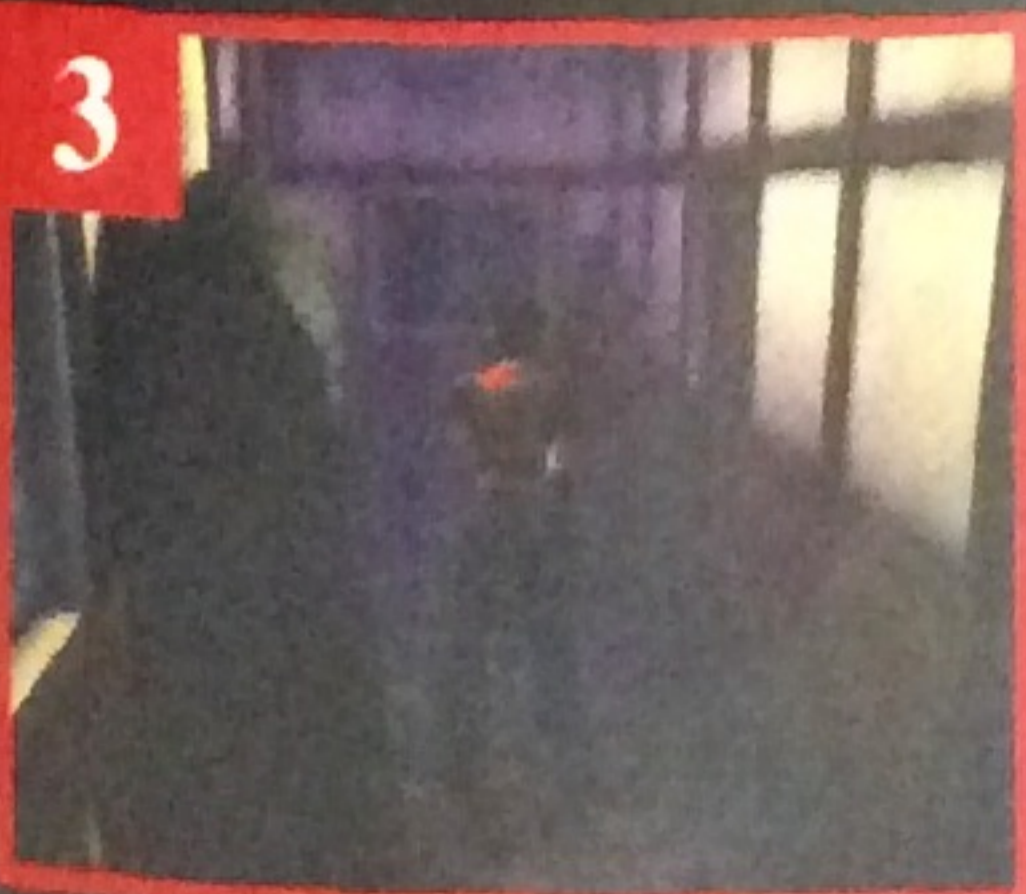
Private Residence 2F



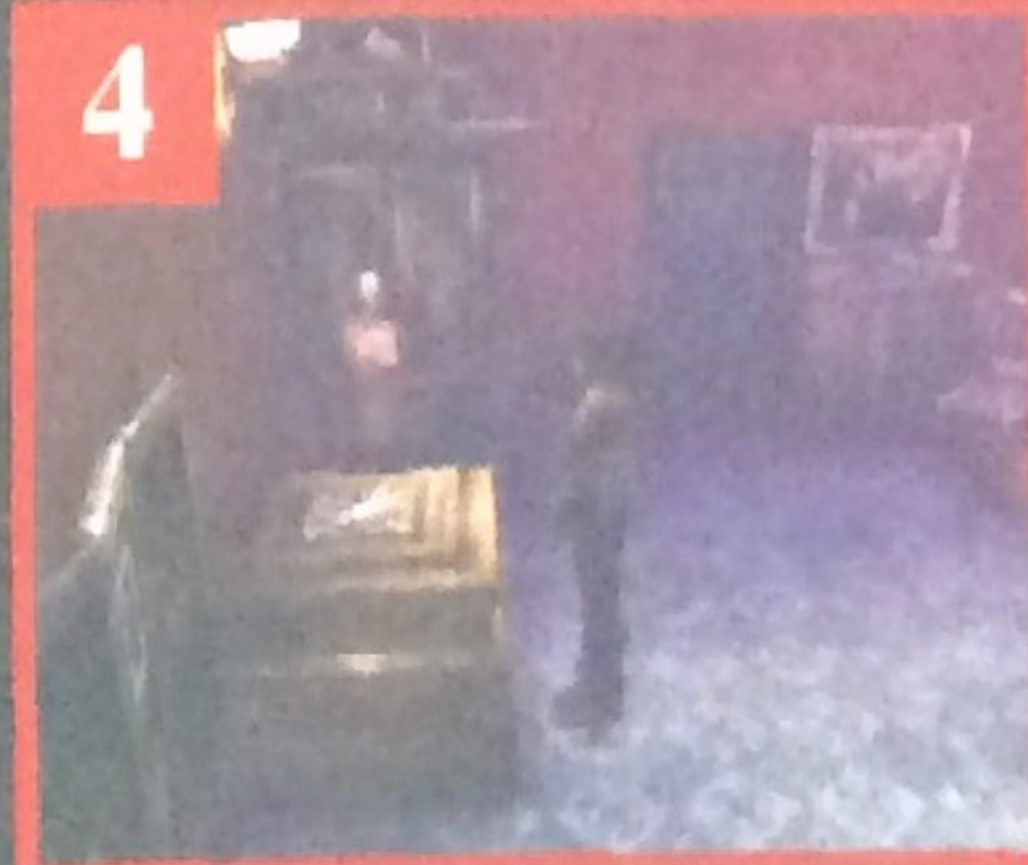
**1** A fourth zombie on the balcony can be hard to spot. Take him down, then run to the northwest door.



**2** There are more zombies in the bedroom passage. Head south to eliminate one, then turn around and tackle the one closing in from behind. Bullets work best.



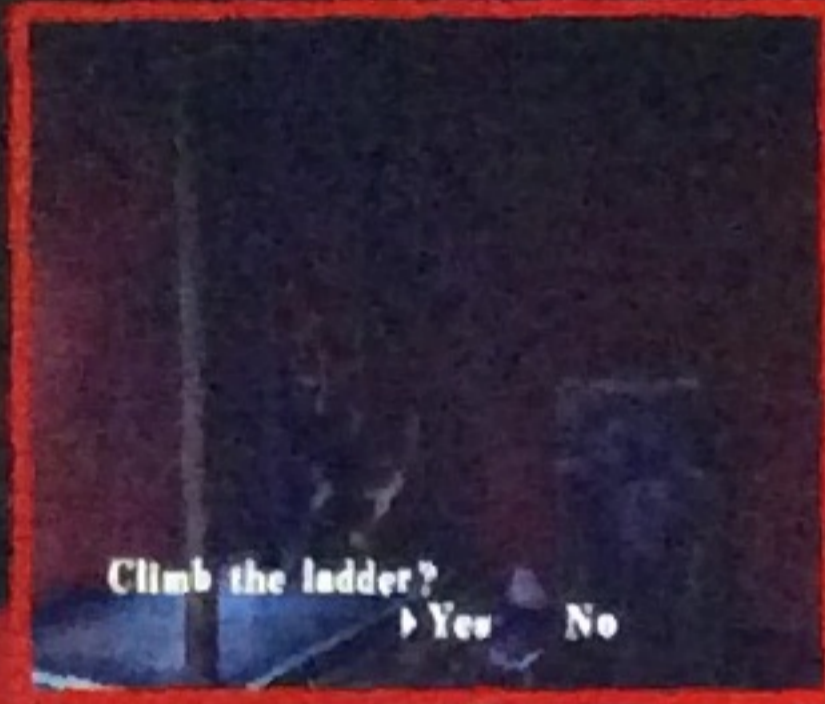
**3** Head south, round the corner, and instantly aim and fire at the zombie. There's one more zombie in the north corner of the corridor. Ignore him and enter the south bedroom.



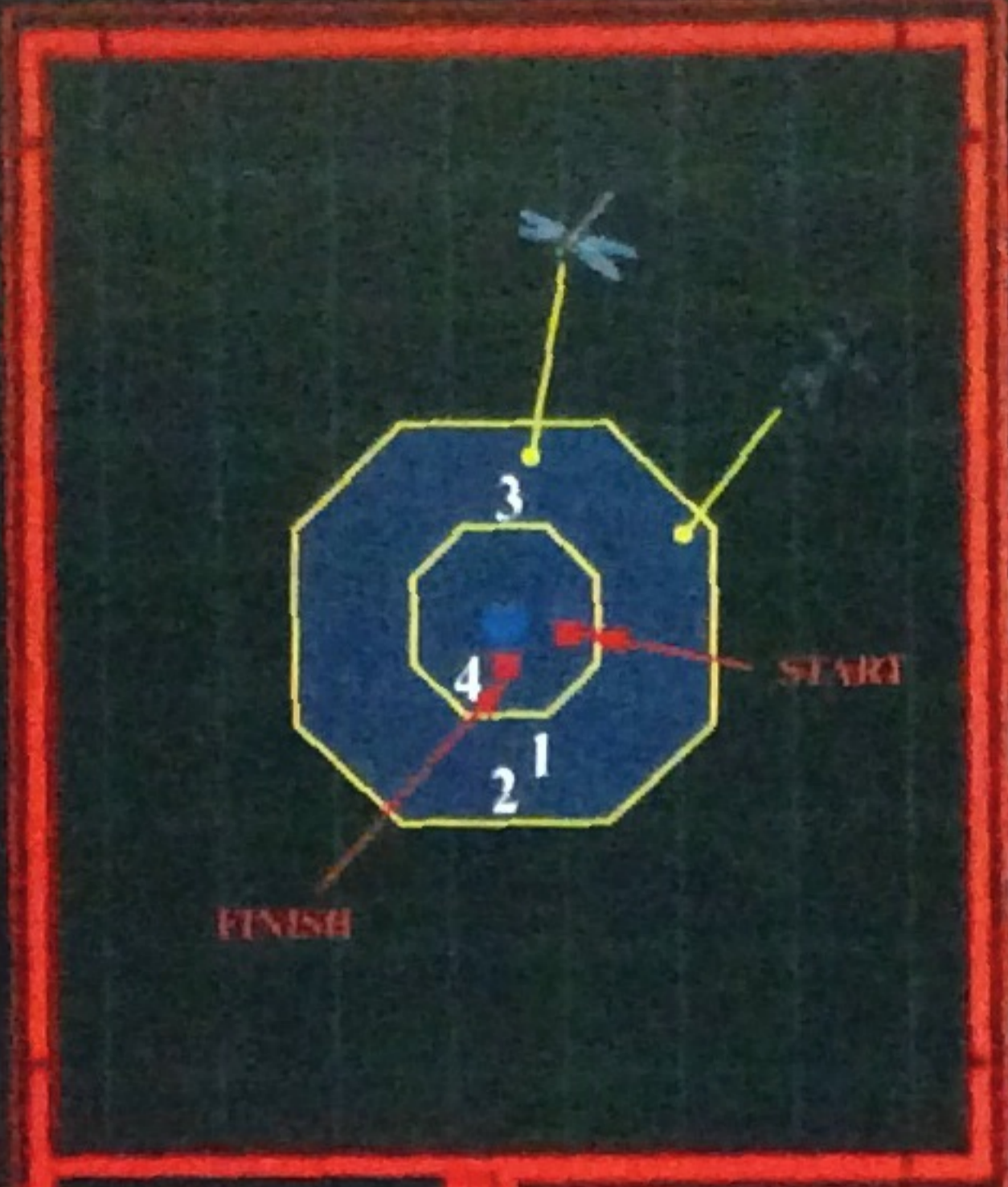
**4** Don't confuse this with the north bedroom – the Music box in this room is encrusted with blue gems, not red. Locate and read the Message Card (an extremely complimentary note from Alexia to her brother). Now move to the Music box.



Take the King Ant Object from your inventory, and place it into the ant-shaped indentation in the box. When the lid flips open, Use the Music Box Plate.



The bed canopy descends, revealing a ladder like the one you couldn't climb in the north bedroom. Stand on the bed and climb the ladder.



Private Residence 3F

**KEY**

- Silver Dragonfly
- Green Herb



You emerge in a hidden room. Move around the carousel, head to the south, and step off it. Check every inch of the hideaway.

**TIP**

There's a ladder on the central pillar of the carousel, but it doesn't lead anywhere...yet.



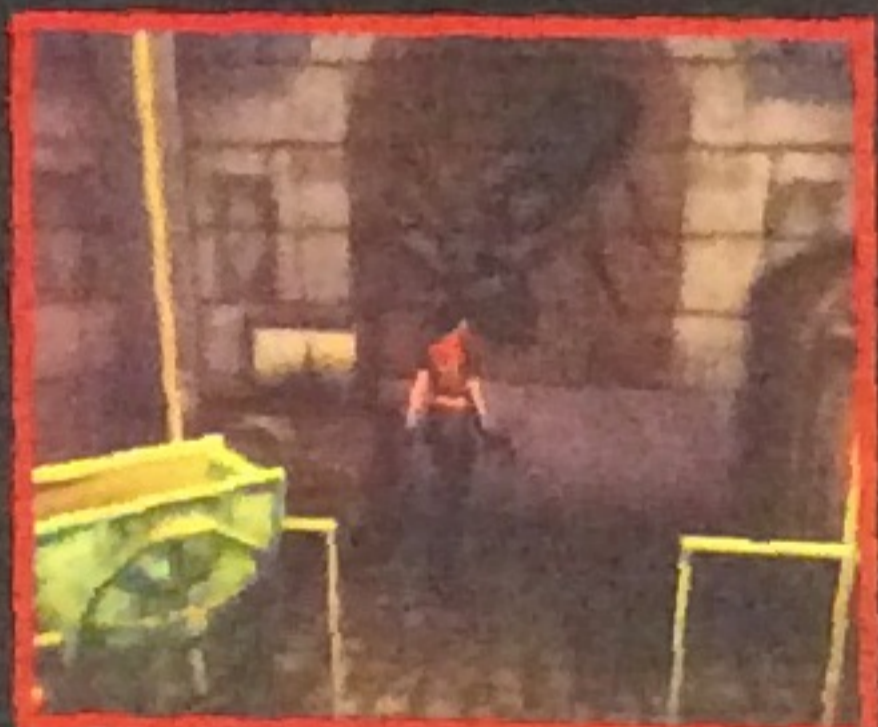
**2** In the southern area of the room is a crayon drawing of an ant on the brickwork. The ant's mouth is a keyhole. Find something to slot inside.



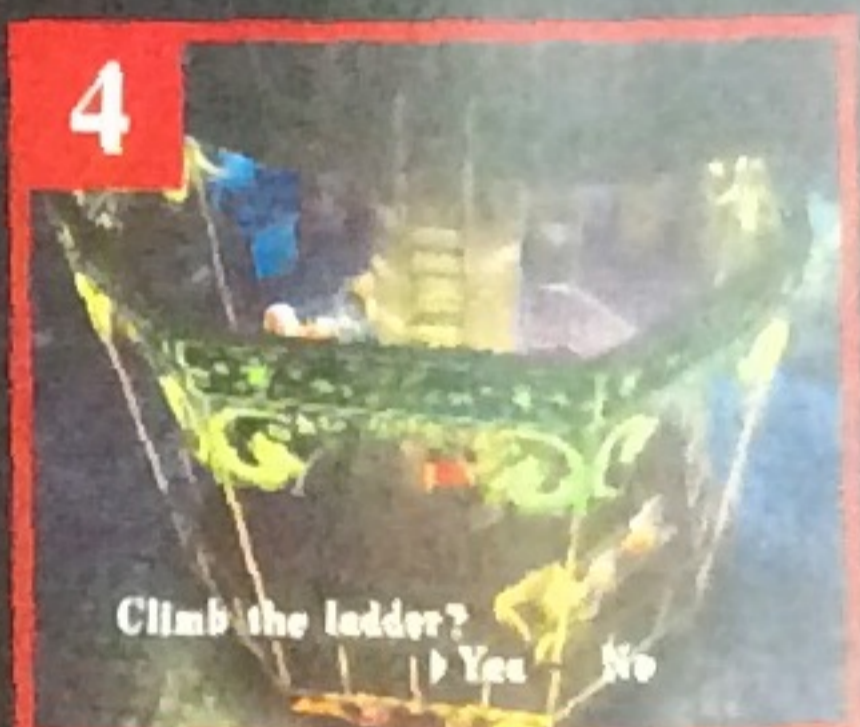
**3** Notice the flashing object on the chair next to the cello? It's the Silver Dragonfly. Pick it up and examine it. There's also a Green Herb in the room.



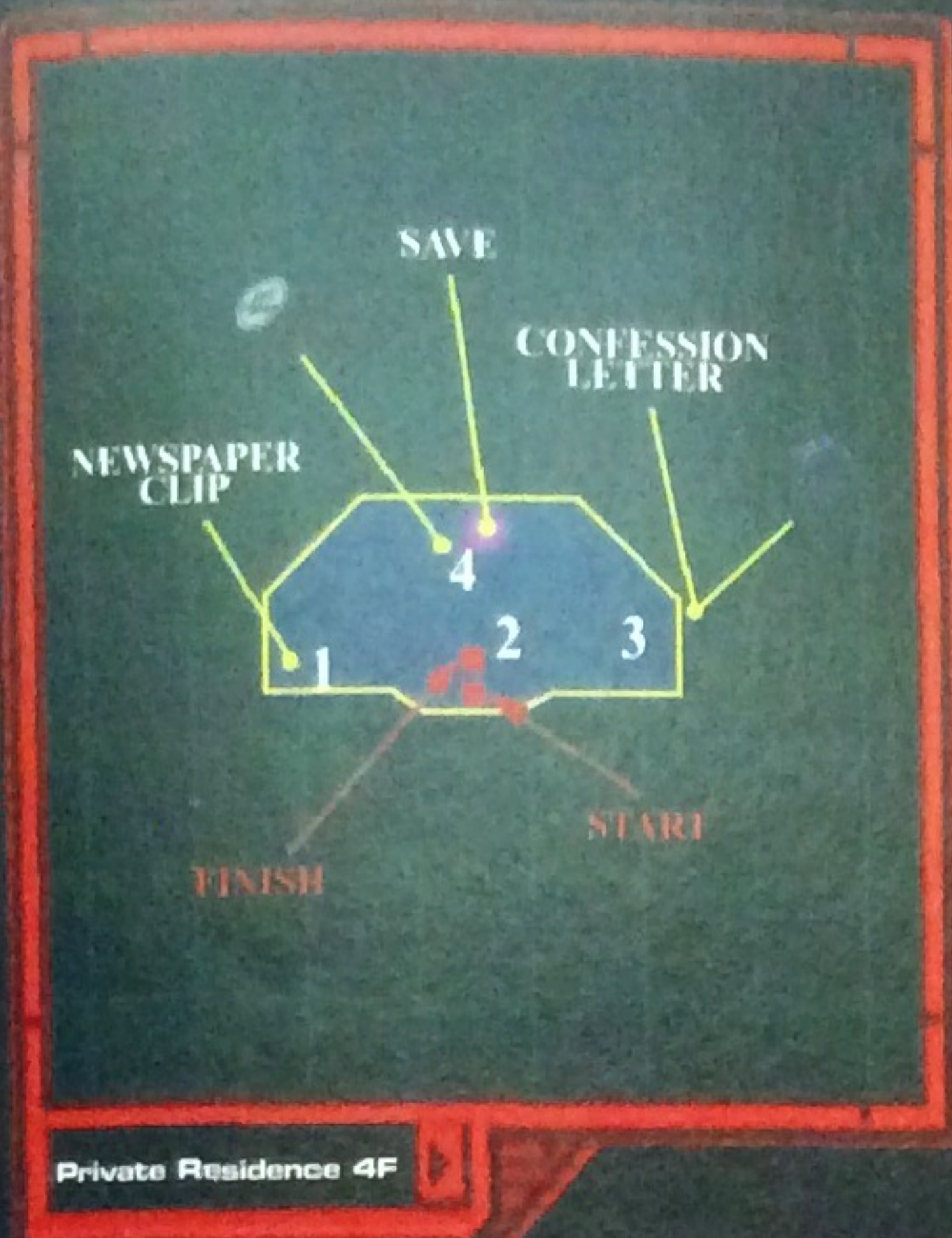
Mimic what you saw in the home movies, and remove the wings when prompted. The Silver Dragonfly becomes a key.



Return to the large picture of the ant and "feed" the Silver Dragonfly into the ant's mouth.



**4** The carousel grinds into life, spinning until the central pillar ladder connects with another ladder piece. Board the carousel and climb the ladder.



### KEY

- Air Force Proof
- Ink Ribbons (3)



**1** At the top of the ladder, head left and check the steps in the left area. On top of the steps, find a Newspaper Clip, detailing the hire by Umbrella of a girl genius. Could this be a certain flaxen-haired dragonfly torturer named Alexia?

Walk to the large chest and push it toward the east wall. Position it adjacent to the wall casing showing the Ashford's butterfly collection. Fortunately, the wings are still intact on these insects.



**3** Climb onto the chest and move to the wall. On top of the bookcase containing the butterflies is a Confession Letter detailing Alfred Ashford's deepest thoughts.



Pick up and read the letter. Hidden underneath it is the Air Force Proof. You now have all three proofs to install at the Airport.



**4** Climb down and head for the table in the north area of the room. Take the Ink Ribbons and save your game at the Typewriter. Now head back down the ladder.

### TIP

If you're having trouble pushing the chest right, use the D-Pad instead of the Analog stick.

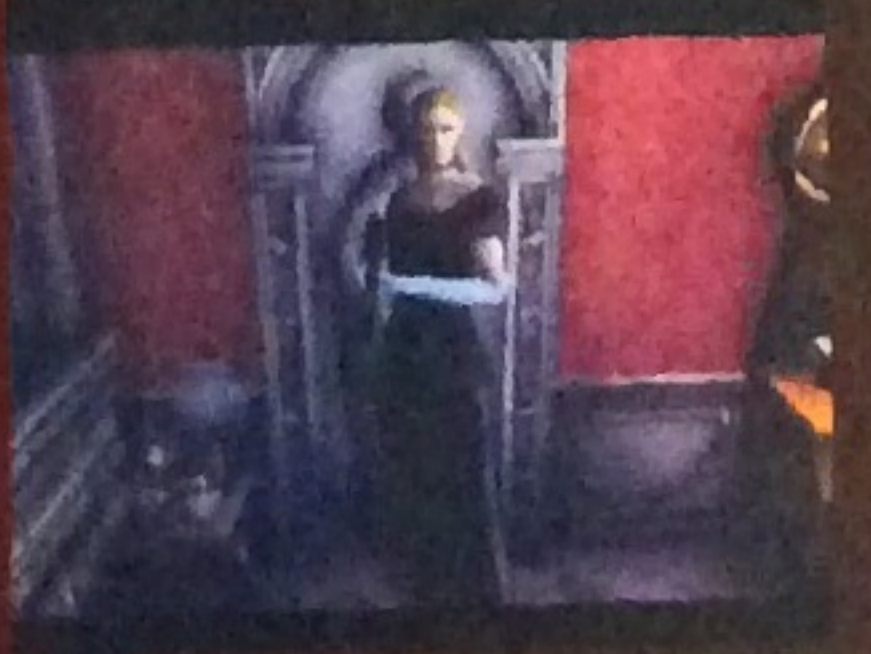


Back on the third floor, move to the east part of the carousel to find the trapdoor and descend the ladder leading back down to the north bedroom.

## THINGS GET REALLY WEIRD



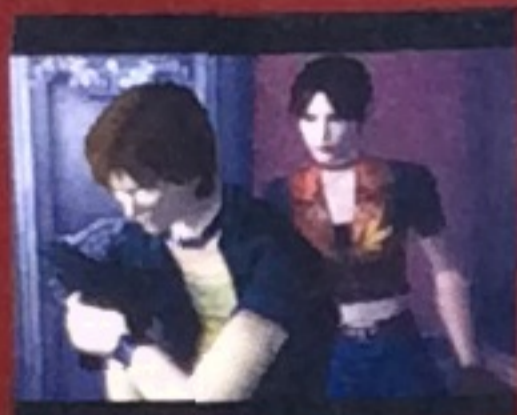
Time to dash back to the Airport. But as Claire goes for the bedroom door...



...Alexia appears, brandishing Alfred's gun. She aims and fires at Claire.



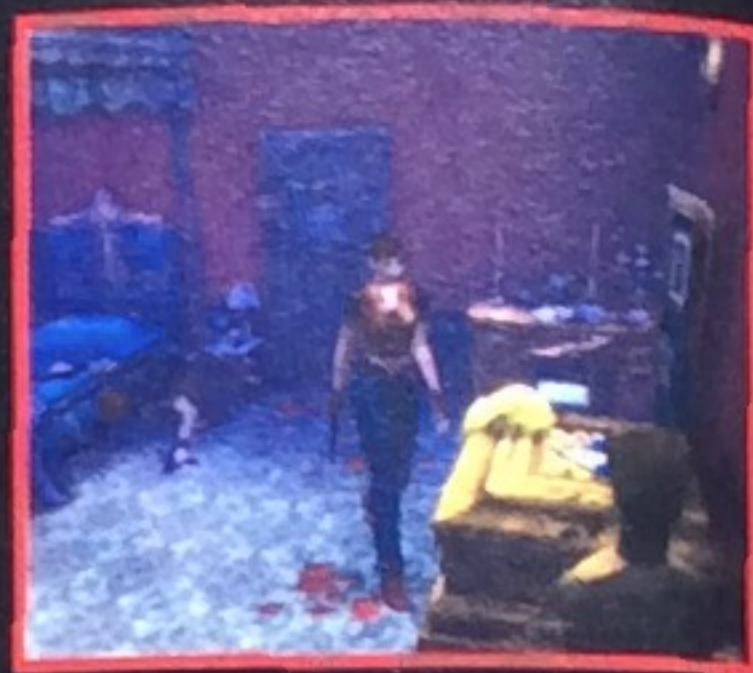
Sniping in a taffeta ball gown is more difficult than it looks. Alexia reloads. She won't miss a second time.



Steve bursts in and takes one for the team – a graze; nothing serious. He fires the Sub Machine Gun at Alexia.



Alexia screams and dives for a secret door linking the north and south bedrooms. You follow.



What's that on the Music box?



Leaping down from his canopy, Alfred scuffles with Claire before being violently shoved by Steve. But where is Alexia?



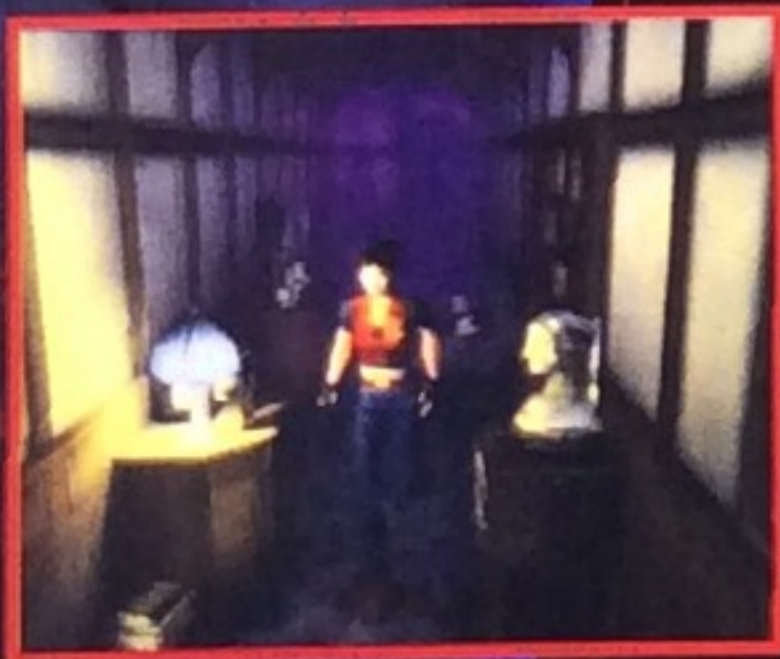
As Alfred examines his lipstick and false eyelashes in the mirror, it dawns on Claire and Steve that Alfred is Alexia!



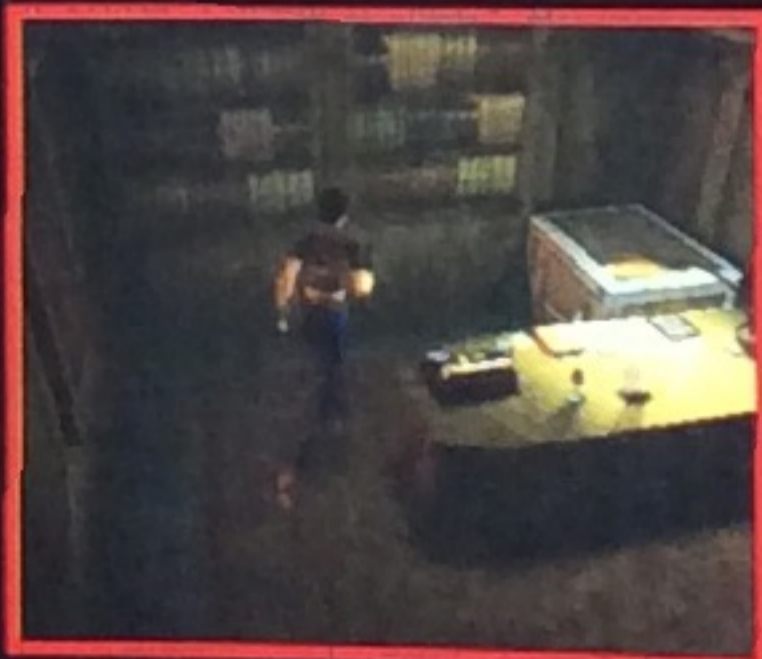
Alfred lets out a shriek – his makeup was probably smudged. He runs from the bedroom before Steve and Claire can react.



Steve finally understands the wig and ball gown. But more importantly, Ashford's set off a self-destruct mechanism! Run for the Airport!



Exit the south bedroom, and run for the east exit. Don't mess with the zombie.

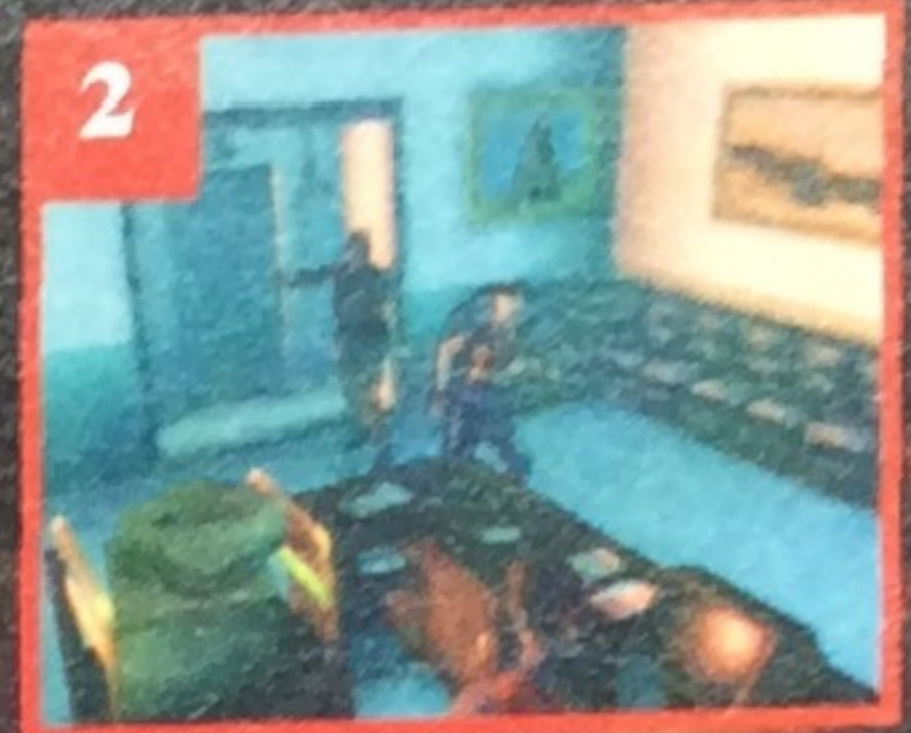
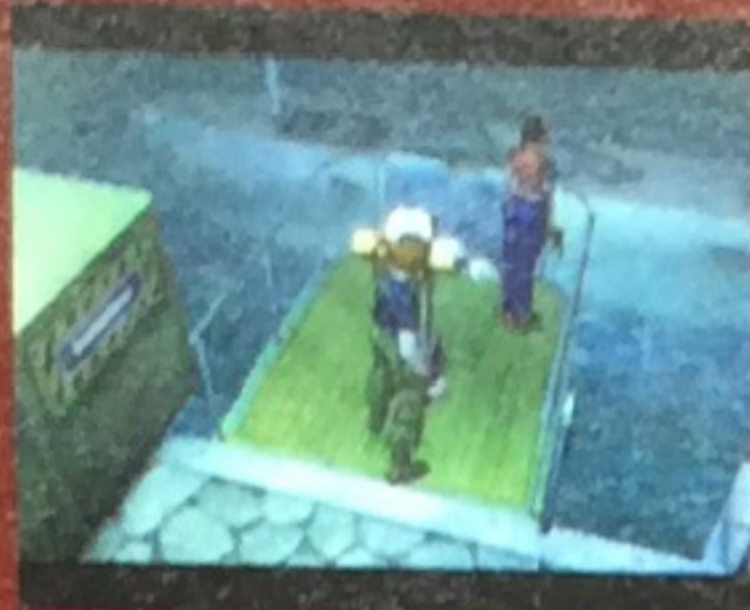


Go to the Save Room on the second floor of the Palace. If you took care of the undead earlier, there should be no problems now.

## TIP

In the Save Room, save and make sure you have all the military proofs you need for the Airport.

## ESCAPE?

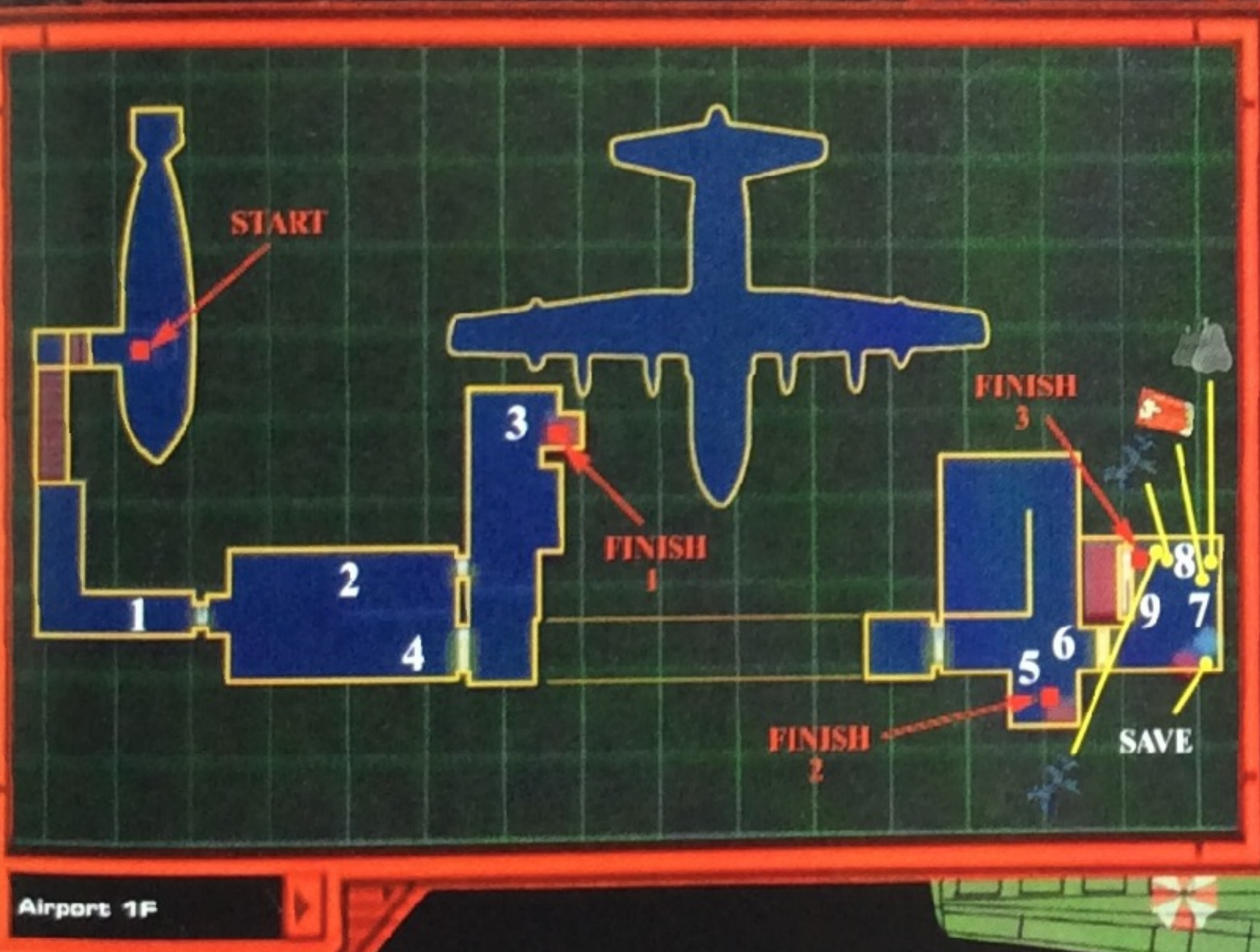


When you emerge from the palace, Steve meets you in the garden to hurry you along. Planes are already in the sky. Follow Steve to the southwest exit.

At the bottom of the steps, Steve is waiting at the submarine. Once you're on the platform, he activates it. You automatically climb down into the submarine, Steve submerges it, and you climb up into the Airport.

As you step down the stairs, Steve runs off down the corridor with the white stripe on it. Follow the corridor to the door and slide it open.

There are three zombies in the room with the fish tank in it. Either attack or dodge them, then enter the door to the northeast.



### KEY

- Handgun Bullets (15)
- Grenade Rounds (6)
- Green Herb

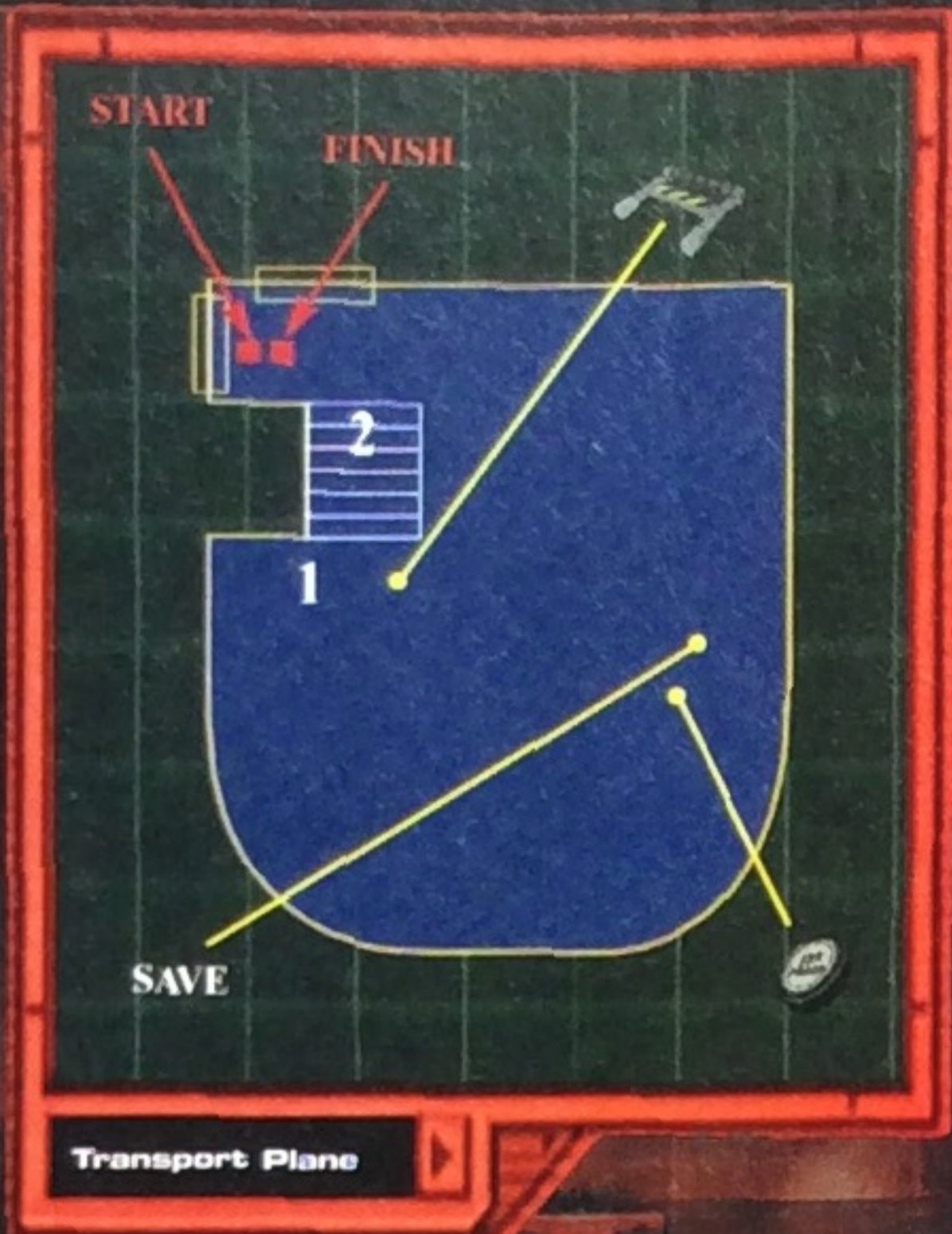


Run into the hangar and head for the platform in the north-east where Steve is waiting. Stand next to the hydraulic platform, select each Proof from your inventory, and slot it into the control panel.

It does not matter in what order you fit the Proofs into the control panel – just press the button once all three are placed. This activates the hydraulic arm, moving you and Steve down to the cargo plane's side hatch.







**KEY**

- Ink Ribbons (3)
- Control Lever



You automatically board the plane. As soon as you can move, turn to Claire's right and climb the three steps to the cockpit. Steve shrieks and fiddles with switches, but he can't move the plane until the bridge is raised.

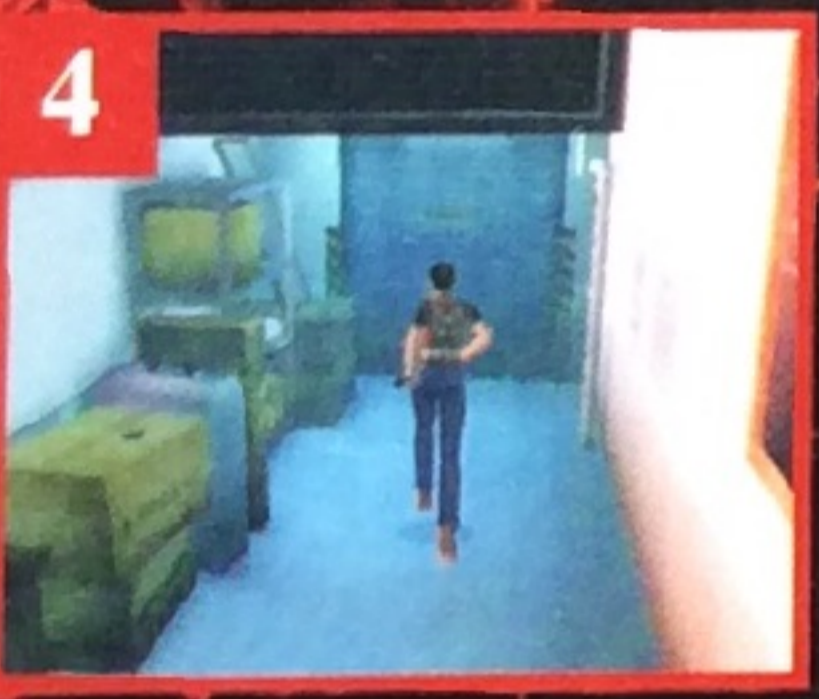


**NOTE**

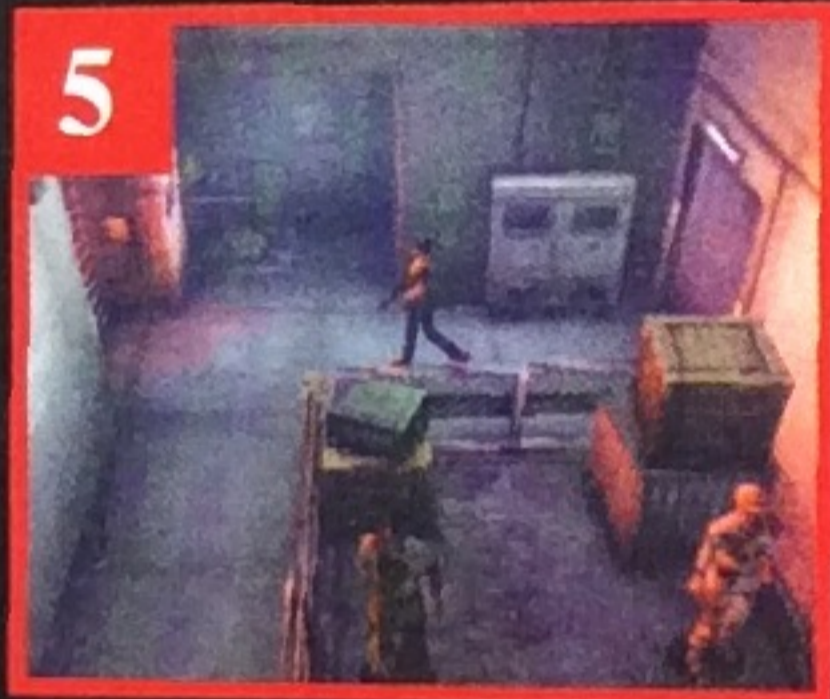
The following numbers refer to points on the Airport First Floor map on page 71.

That's where you come in. Take the Control Lever lying on the ground. Then, turn to take the Ink Ribbons to Claire's right and save your game. Choose your preferred zombie-fighting weapons from the Item Box.

Now exit the aircraft via the exit hatch. This is the door with the steps molded into it and the green light above it – the other door to the cargo bay is locked.



Move back into the room with the fish tank and exit through the southeast roll-up door, dodging the remaining zombie. Cross the bridge and open the roll-up door on the other side.



You are now in the warehouse where you moved the cargo boxes. Head along the side of the cargo elevator, but don't go around it – head for the small lift in the southeast corner of the room instead.



**KEY**

- Airport Key
- First Aid Spray

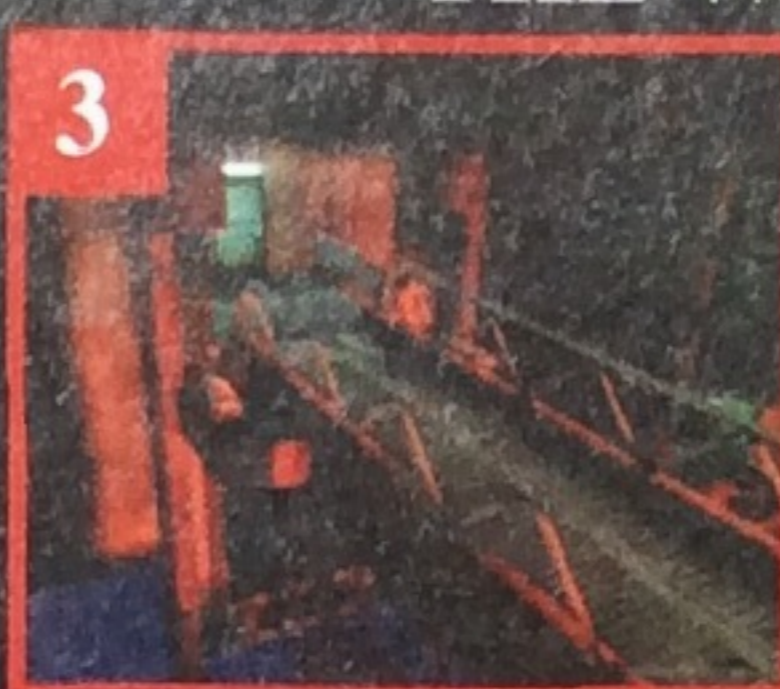
# THE WALKTHROUGH



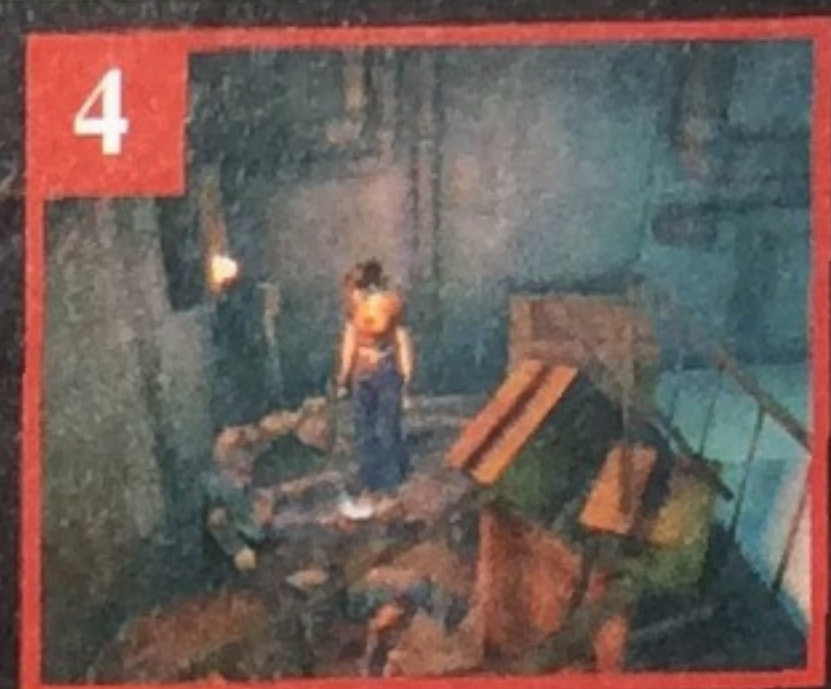
**1** Run past the control panel for the crane arm, and head out the door to the west. It leads to the bridge control area.



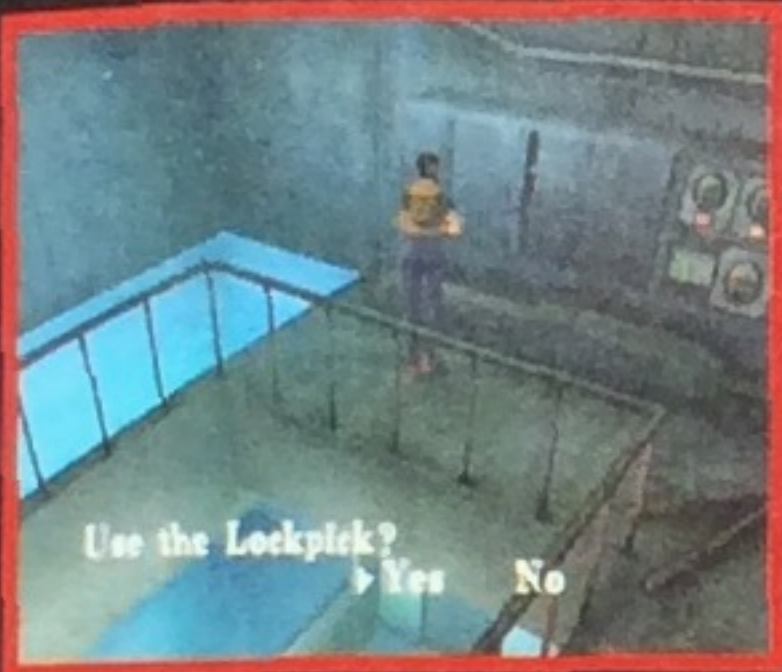
**2** Take the Control Lever from your inventory and slot it into the bridge control box. The control box flashes blue, letting you know that it is powered up. Pull the lever to raise the bridge, then cross.



**3** You cannot exit the way you came in – you just raised the bridge you ran on! Instead, move across the second floor bridge and open the metal door on the other side.



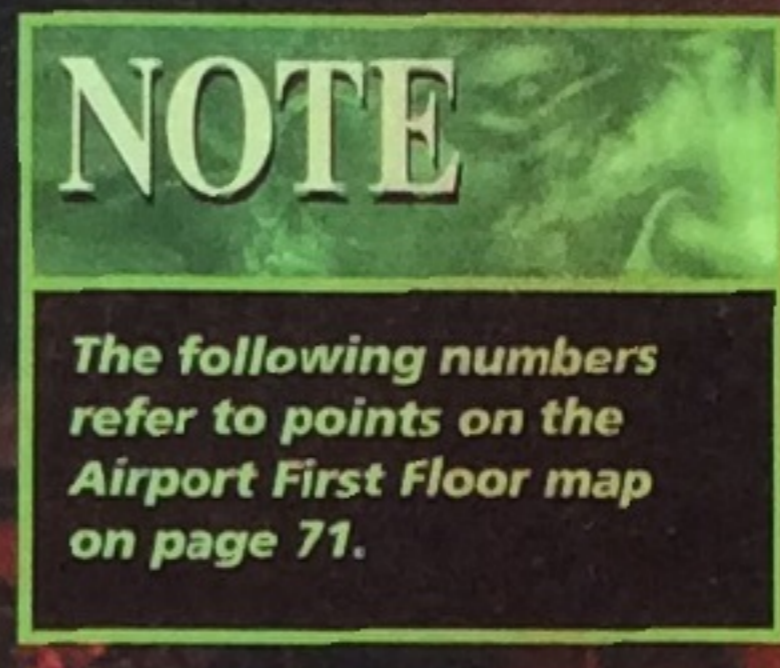
**4** Move into what looks like the water control center, and negotiate the boxes and shelving. There are a few corpses in the western area. By the side of one is the Airport Key. Pick it up.



The dead airport workers don't move, thankfully. Before you leave, check the cupboards on the east wall of the room. The cupboard nearest the water tank has a First Aid Spray. Use Lockpicks to open the door.



**5** Exit the room the way you came in, and run back over the bridge. Pass the control, open the door, run back past the crane arm control, and stand on the small lift. Descend to the warehouse.



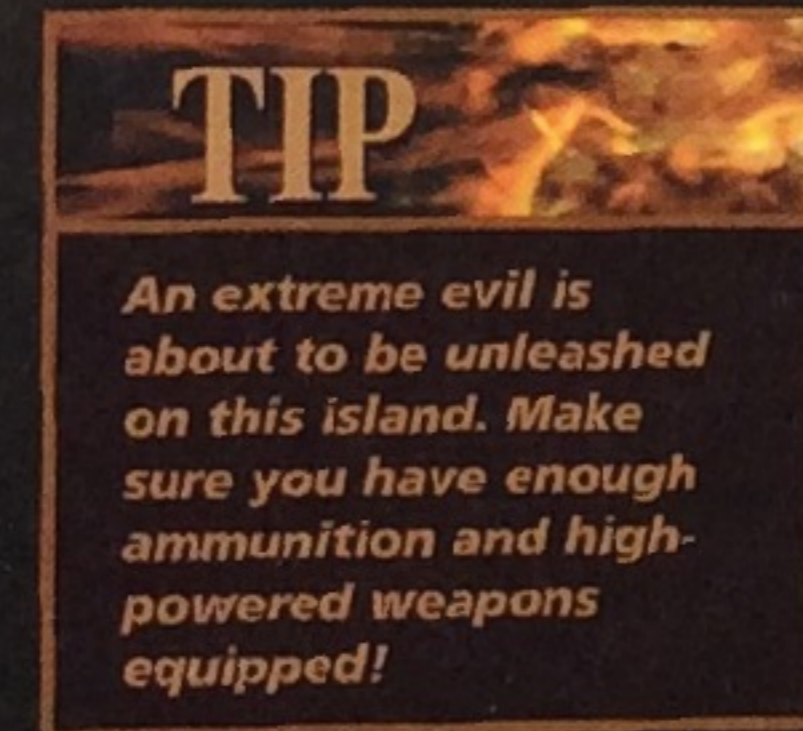
**NOTE**  
The following numbers refer to points on the Airport First Floor map on page 71.



**6** Now in the warehouse, the only means of escape is the gated door in the east wall. It has a lock marked K-402. Produce the Airport Key, unlock the gate, and watch it rise. Now enter the roll-up door.



**7** You hear grinding and banging. Investigate after locating the Item Box and grabbing all your ordnance. Save your game after you collect the items and complete the crate puzzle.



**TIP**  
An extreme evil is about to be unleashed on this island. Make sure you have enough ammunition and high-powered weapons equipped!



**8** Locate the four items in this room – Bullets, Grenade Rounds, and two Green Herbs. If you run out of inventory spaces, use the Item Box. Keep the Grenade Rounds and the Launcher on your person.

## PUZZLE



**9** Now, how do you exit this level? This small cargo elevator should be ready to ascend, but a crate jam is preventing the lift door from closing. Move the two crates under the door, and the elevator will work.

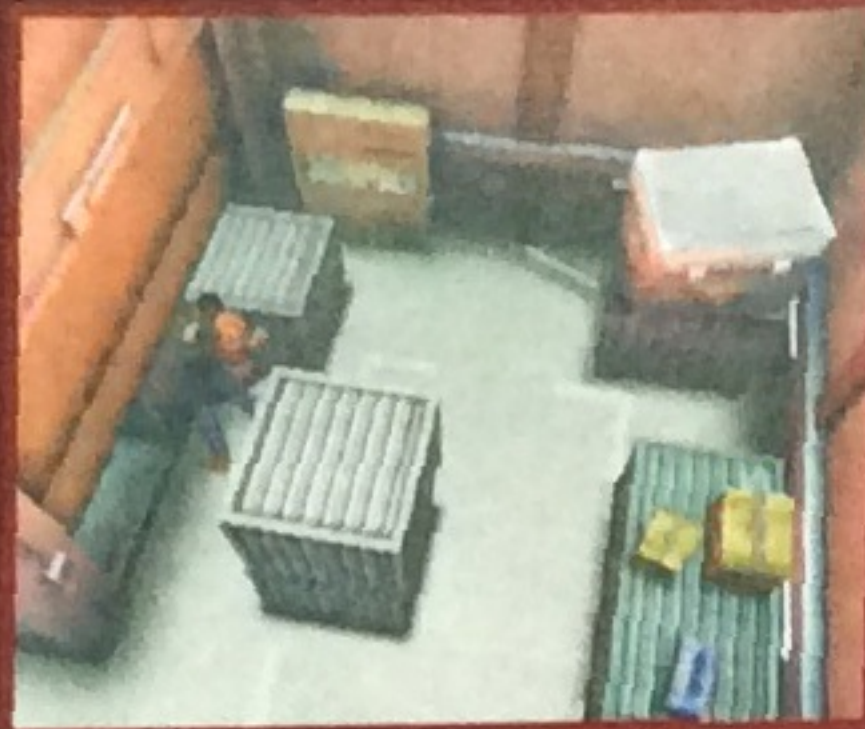


First, push the crate that is next to the two crates on the left and partially under the lift door. Push this crate west, all the way under the door until Claire stands up.

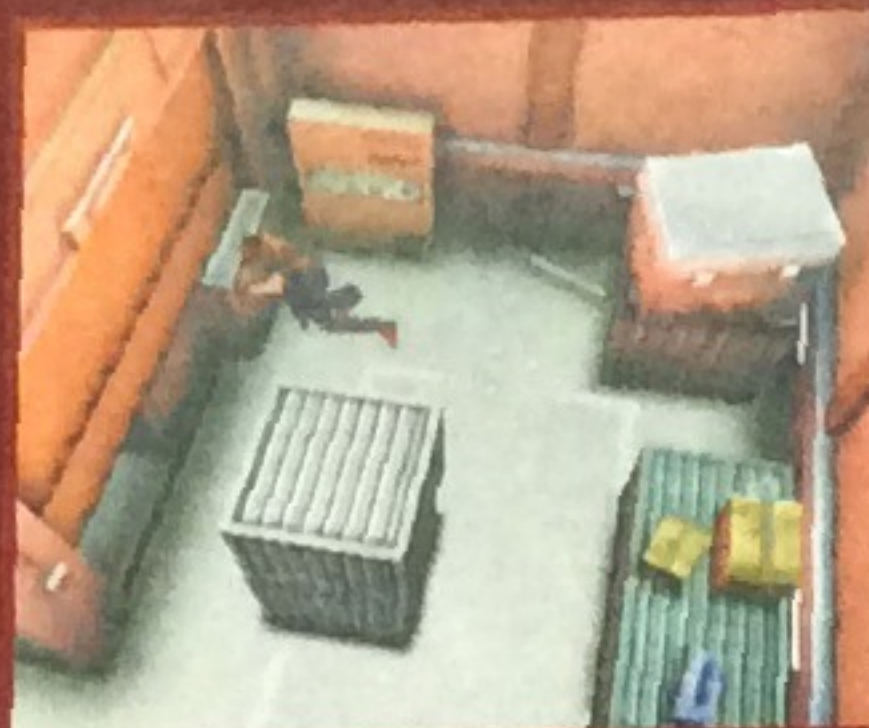
## PUZZLE



Then, climb over the smaller of the two crates so you're between the crate and the Typewriter.



Turn around and push this crate north as far as you can. If you're having trouble pushing, hold ↑ on the D-Pad.



Now move around to the east side of the box you just pushed and push it west under the door.



Once both boxes are under and away from the closing door, it will close and the elevator can ascend.

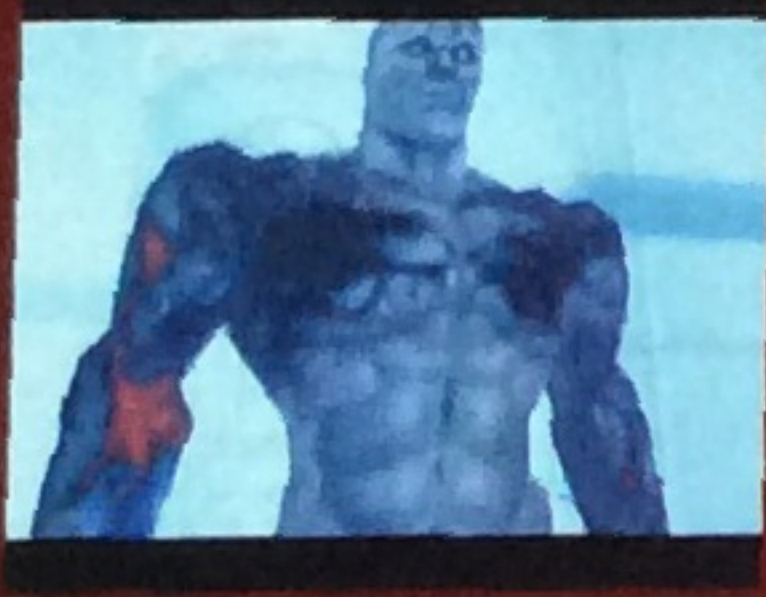


Press ● while standing next to the lift door. The elevator ascends. The self-destruct countdown is in its final stages – you only have five minutes to get back to the plane.

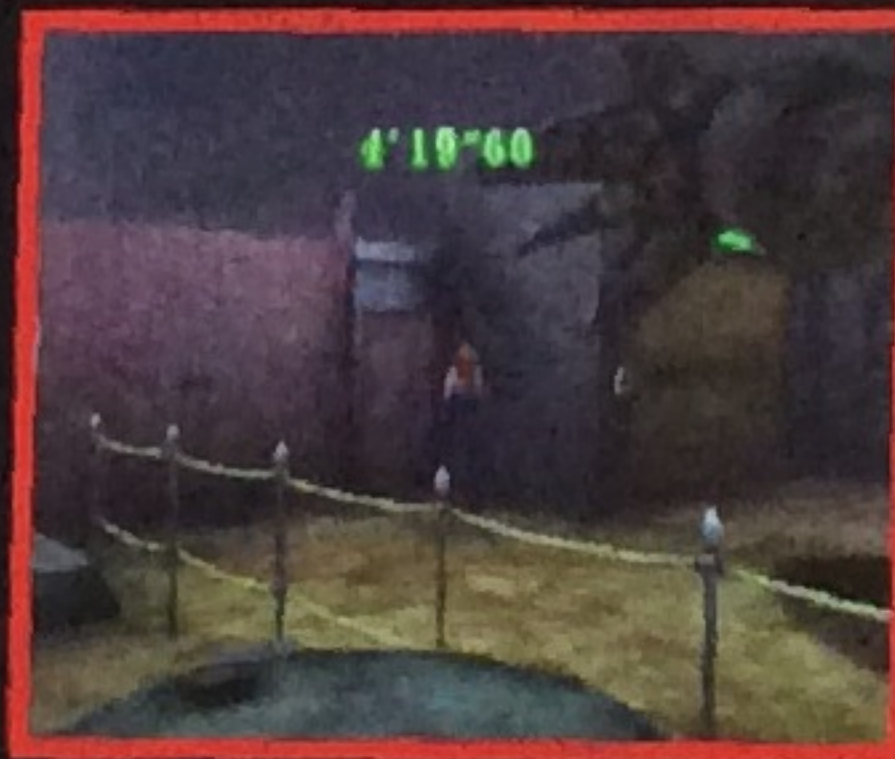
## CAUTION!

If you don't make it back to the plane within the five-minute countdown, you die. Horribly. So pick up the pace!

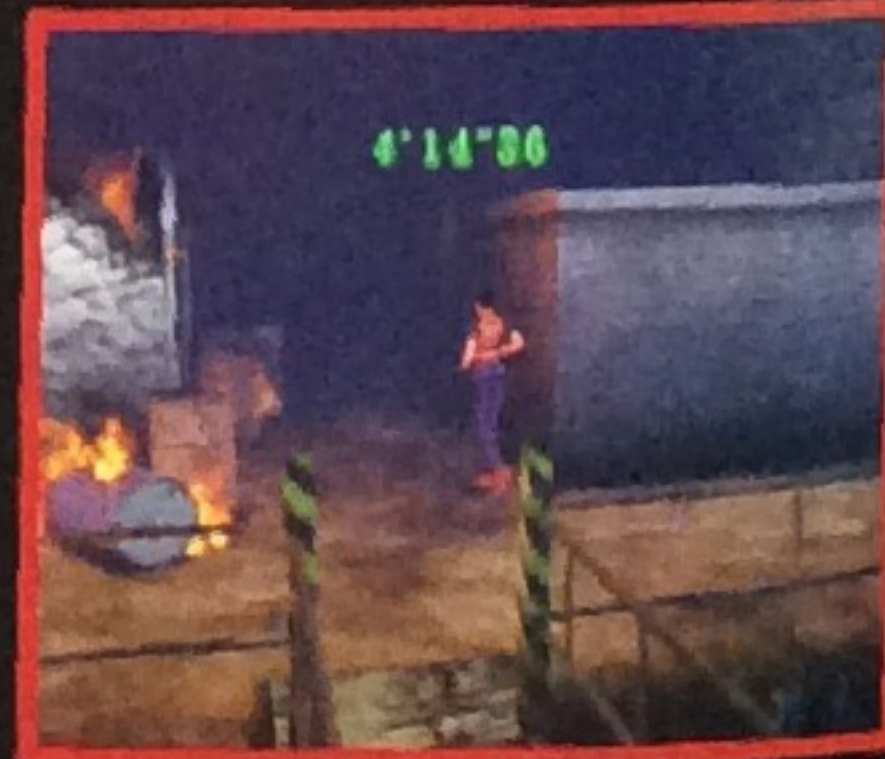
# THE TYRANT



Back at the Military Facility, Alfred powers up a cryogenic chamber, and releases a pod. The pod opens and out strides the most fearsome of Umbrella's experiments – a Tyrant! It's trying to track you down!



At the elevator, the platform stops and you climb out into the Military Training Facility's initial courtyard. You must run to the small door to the west, and head for the passage to

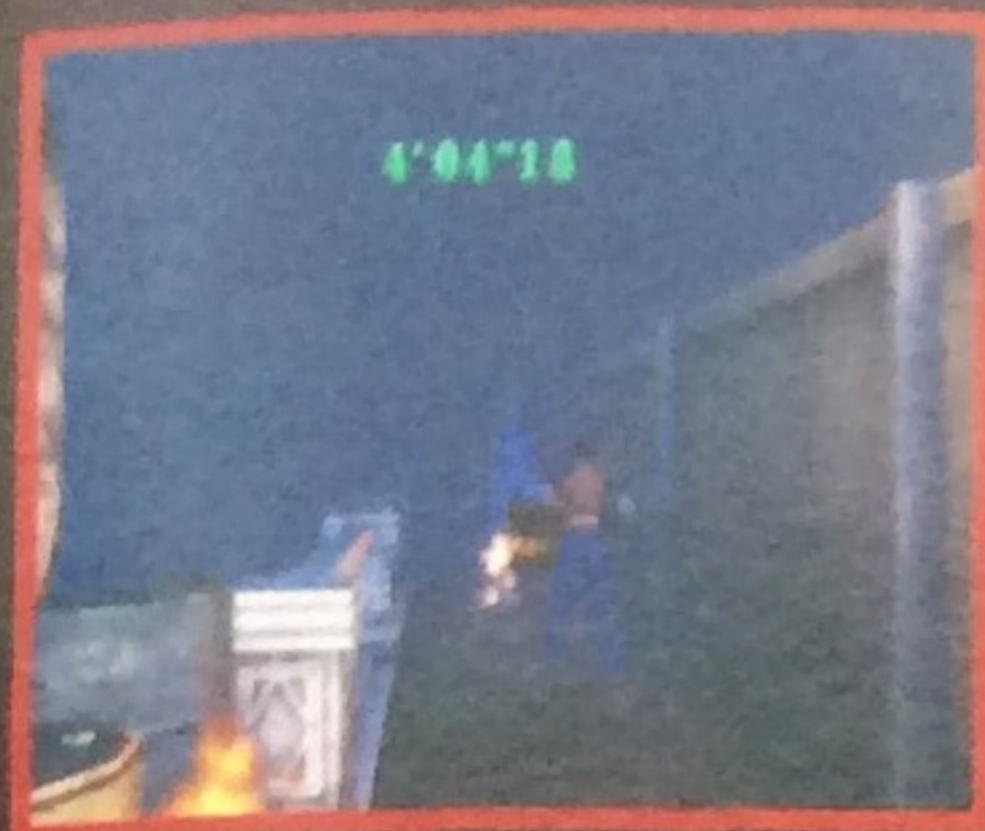


When you reach the point shown in this screenshot, arm yourself with the Grenade Launcher. You're about to meet a killing machine.

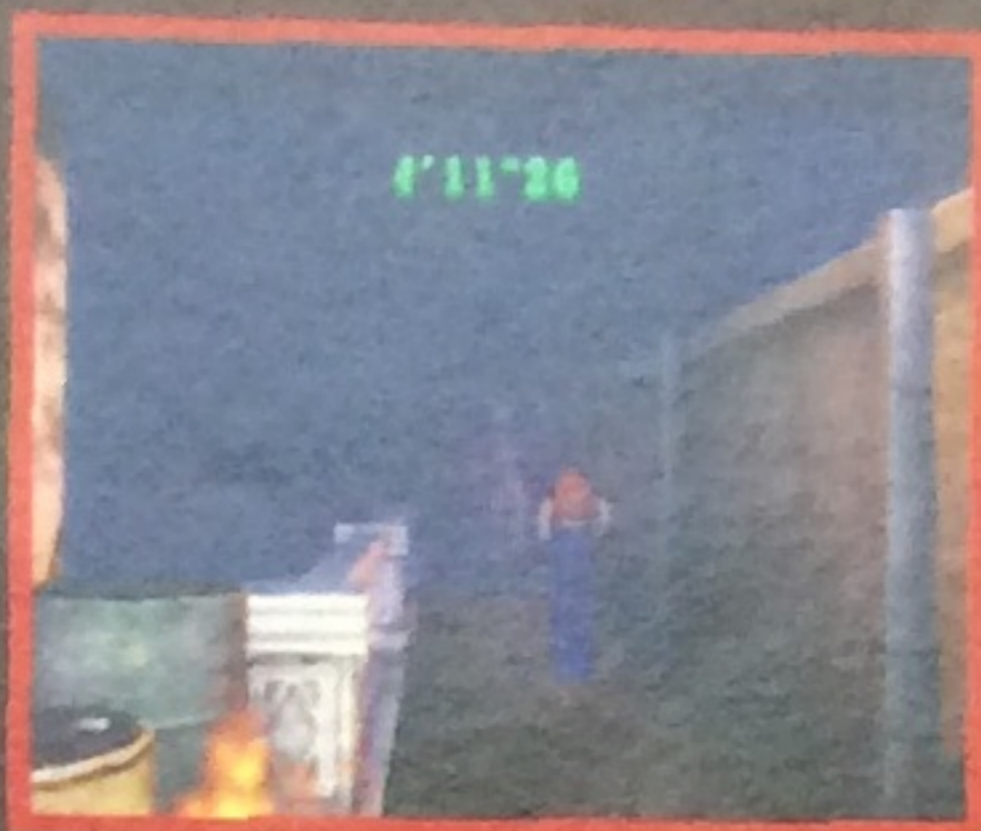


As Claire rounds the corner and heads north, the barrels in the passage explode, blocking her southern route. The gate to the north is then wrenched open. A humanoid ten feet tall strides out of the fire....

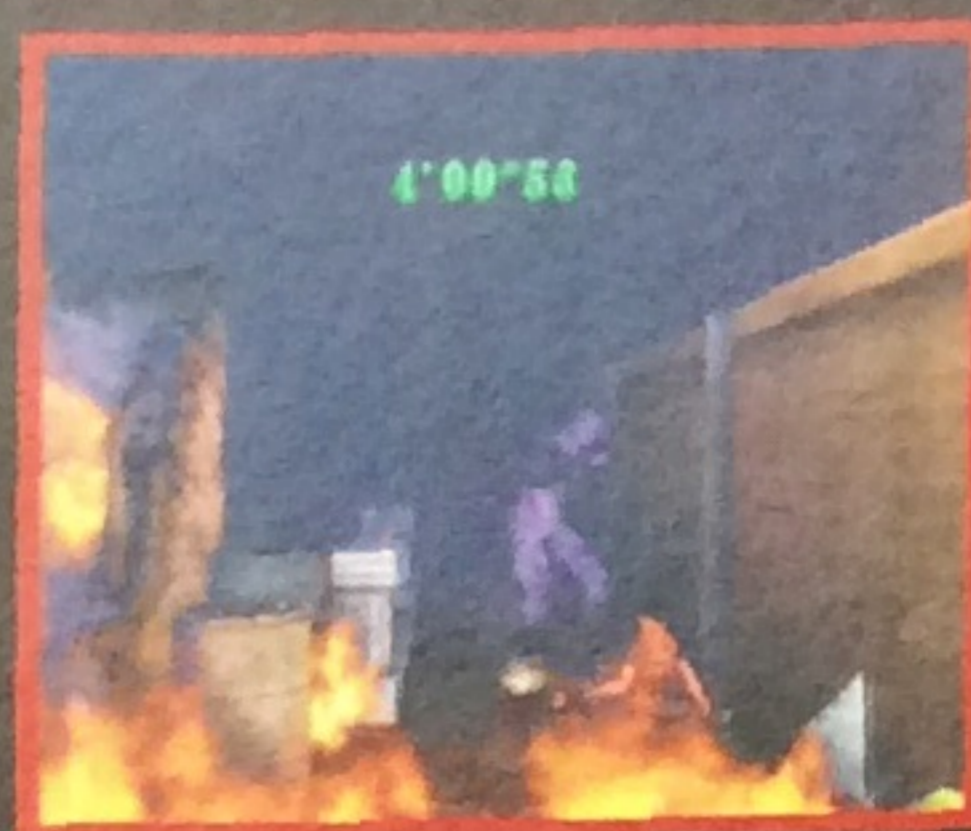
## BOSS BATTLE TYRANT – FIRST ENCOUNTER



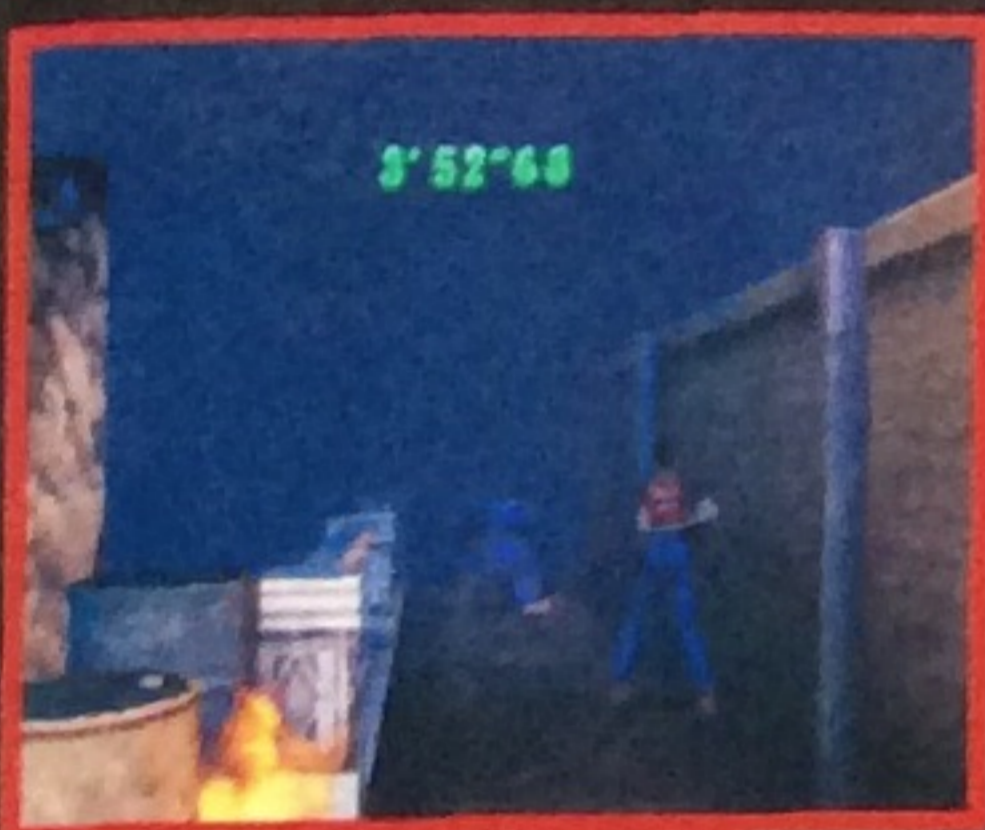
Combat commences. Stand close, but out of reach of the Tyrant's swing. Unload two Grenades at the Tyrant, causing him to drop to his knees.



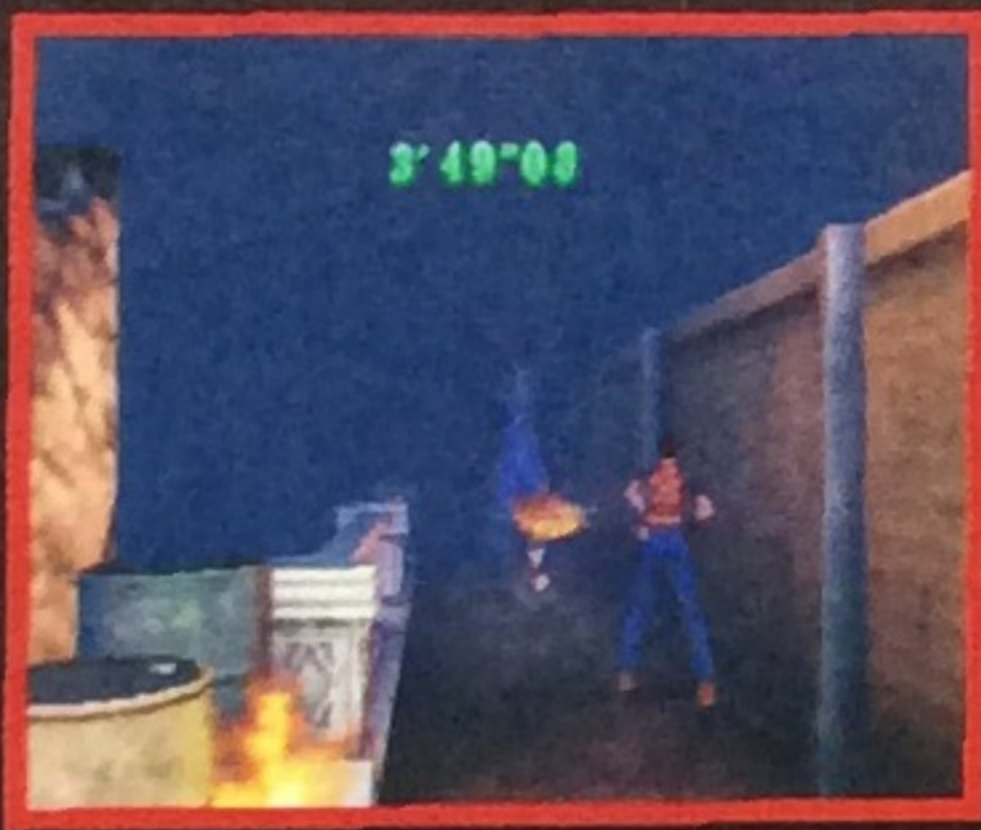
If you are too far away from the Tyrant, the grenade will not connect and you'll waste valuable ammunition.



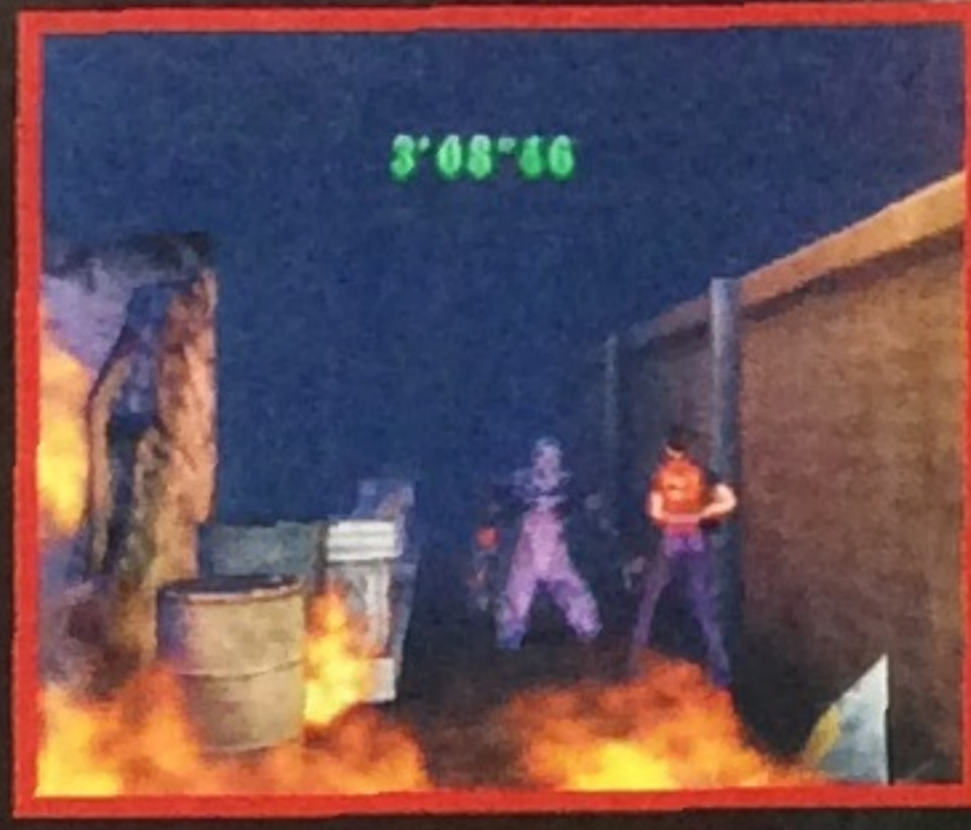
If you approach the Tyrant at close range, you'll be whipped with a massive spiked knuckle. It's highly damaging, and if you're close to the fire behind you, you'll die as the Tyrant closes in.



Fire two or three shots as the Tyrant closes in. This damage drops the Tyrant to its knees. Do not approach the Tyrant (you'll be knocked back with force). Wait for it to get on its feet, then fire away again.



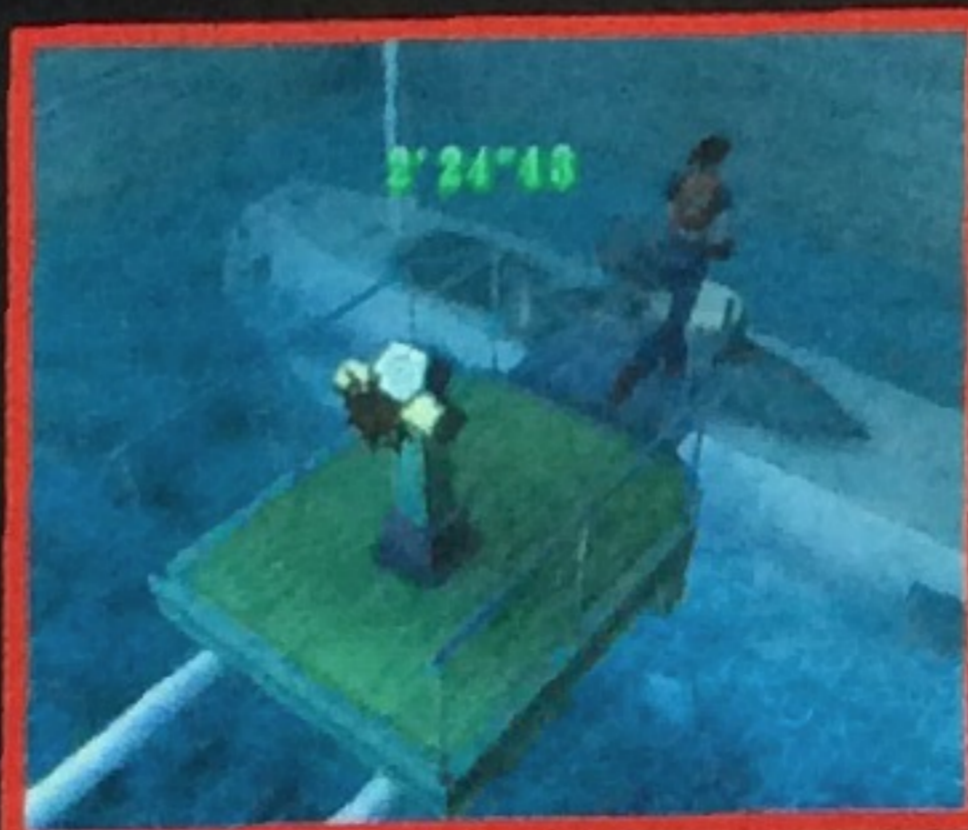
Flame Rounds are an excellent choice to start with because they have a good range. Then switch to Grenade Rounds.



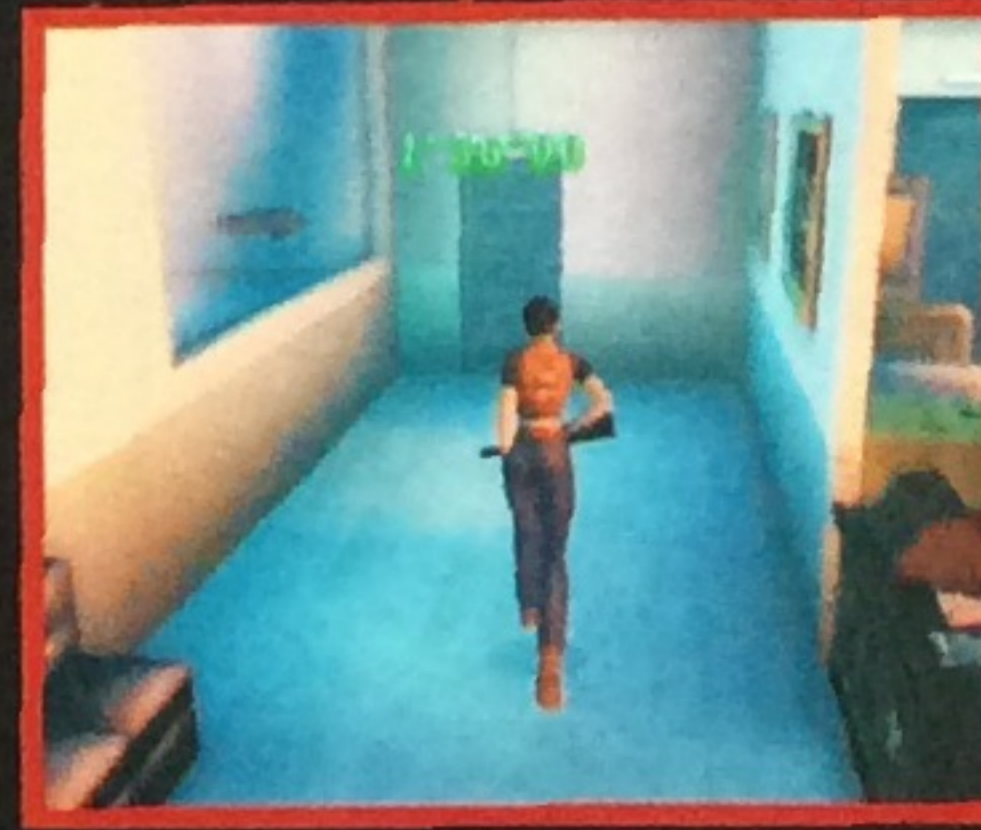
The Tyrant will take two or three shots, then fall to its knees. After around five falls, the Tyrant collapses. Run back to the submarine.

### NOTE

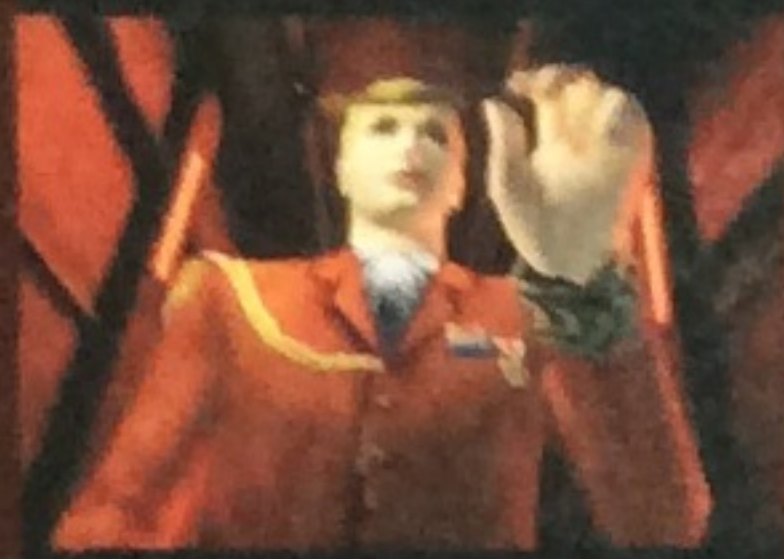
*That was tough – but weren't Tyrants quicker than this? Is this beast really dead? No matter – you should have around 3:20 left. Get moving!*



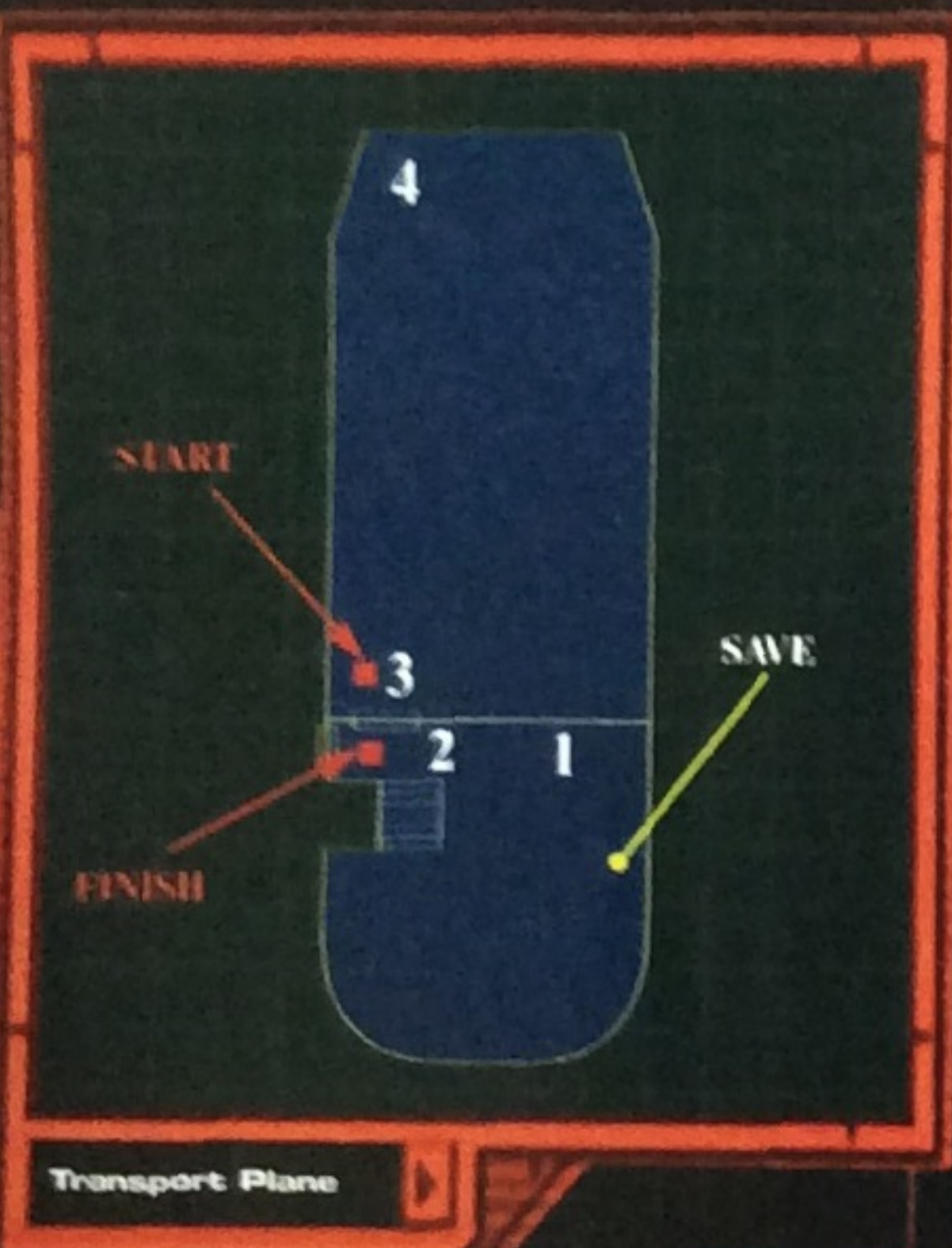
Run to the submarine, climb down the hatch, activate the sub so it moves to the Airport, then climb back up the ladder and emerge. You should have around 2:30 left.



Head down the steps, follow the white stripe to the door and return to the room with the fish tank. Remember, the undead you didn't kill before are still here. Take the door to the northeast, next to the fish tank, then activate the hydraulic platform and scramble into the plane.



Steve prepares for take-off and the cargo plane rumbles skyward, leaving the burning island behind them. Steve apologizes for his brash behavior. Meanwhile, Alfred escapes in a VTOL (Vertical Take-Off and Landing) Harrier jet. Back at the sea cargo plane, a loud banging echoes through the cabin. Claire volunteers to check it out, and Steve opens the cargo doors.



There could be trouble ahead, so save your game at the Typewriter. Then move to the Item Box, take all of your Gun Powder Arrows, and load them into your Bow Gun. Additionally, take your regular Arrows and all your available grenades. Load up with the Flame Rounds and prepare to switch to Acid, and then normal Grenade Rounds for the fight to come.

## TIP

If you didn't take out your Gun Powder Arrows, the combat to come is almost impossible. You should have 30 of them. You found Bow Gun Powder in the cabinet in the room near the fax machine in the Military Training Facility, and on the roulette table in the game room. A third box of Powder was in the Duralumin Case you picked up in the Palace restroom. Open this case and mix the Arrows and Powder if you haven't already.



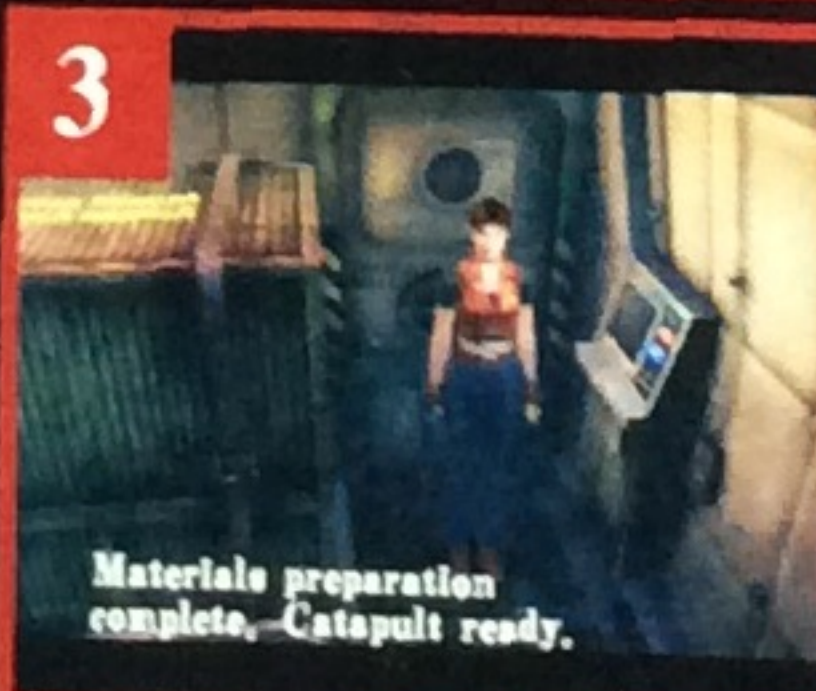
## BOSS BATTLE TYRANT-SECOND ENCOUNTER



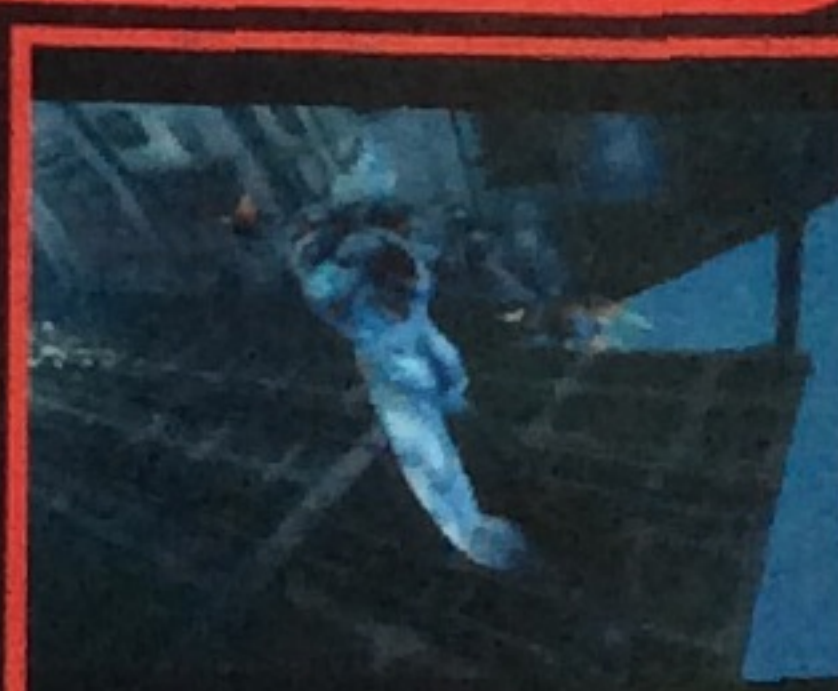
In addition, cram as many Green Herb mixes and First Aid Sprays as you can into your inventory – it should be full of weapons, ammo, and healing items. Then open the cargo bay door.



You've got problems. Spiky-club handed, almost invincible problems. The Tyrant has clambered onto the plane, opened the cargo door, and is advancing on you. You need speed, quick firing, wits, and a little luck.



First, take note of the cargo crate near the door you just entered. Also familiarize yourself with the catapult control panel adjacent to the door. When the panel lights up blue, you can press the button on it. This releases the crate, sending it across the bay.

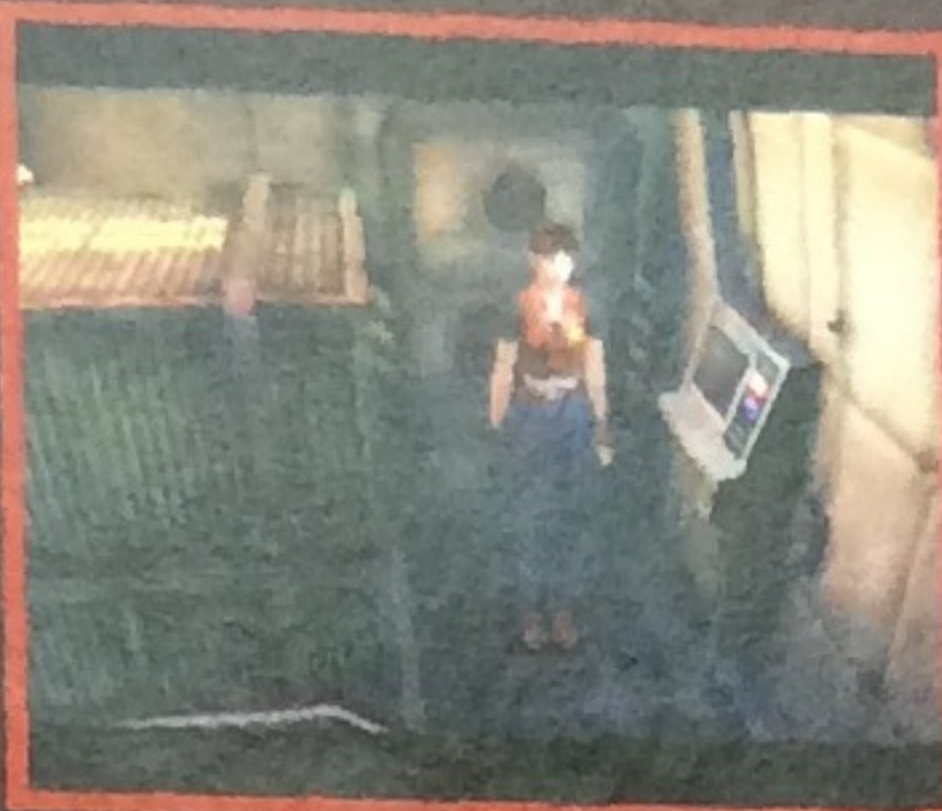


The plan is simple – release the crate when the Tyrant is in its path, and watch as it pushes the beast into the ocean. The problem? The beast is strong enough to stop the crate, push it back, and then move it to club you about the head. You need to weaken it.

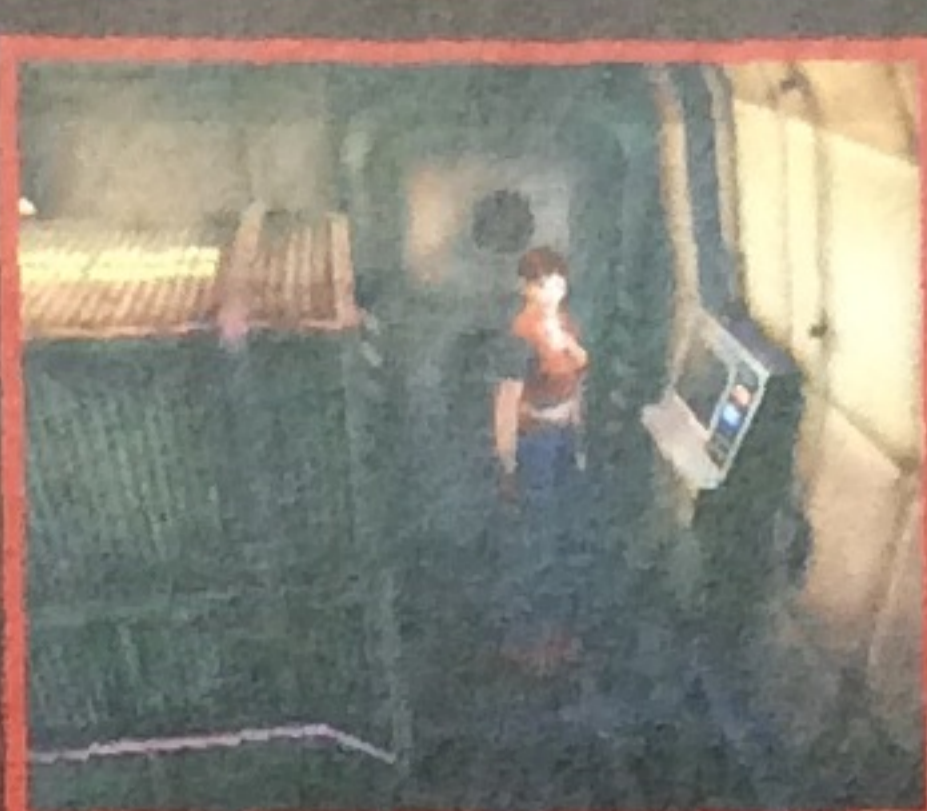
# THE WALKTHROUGH



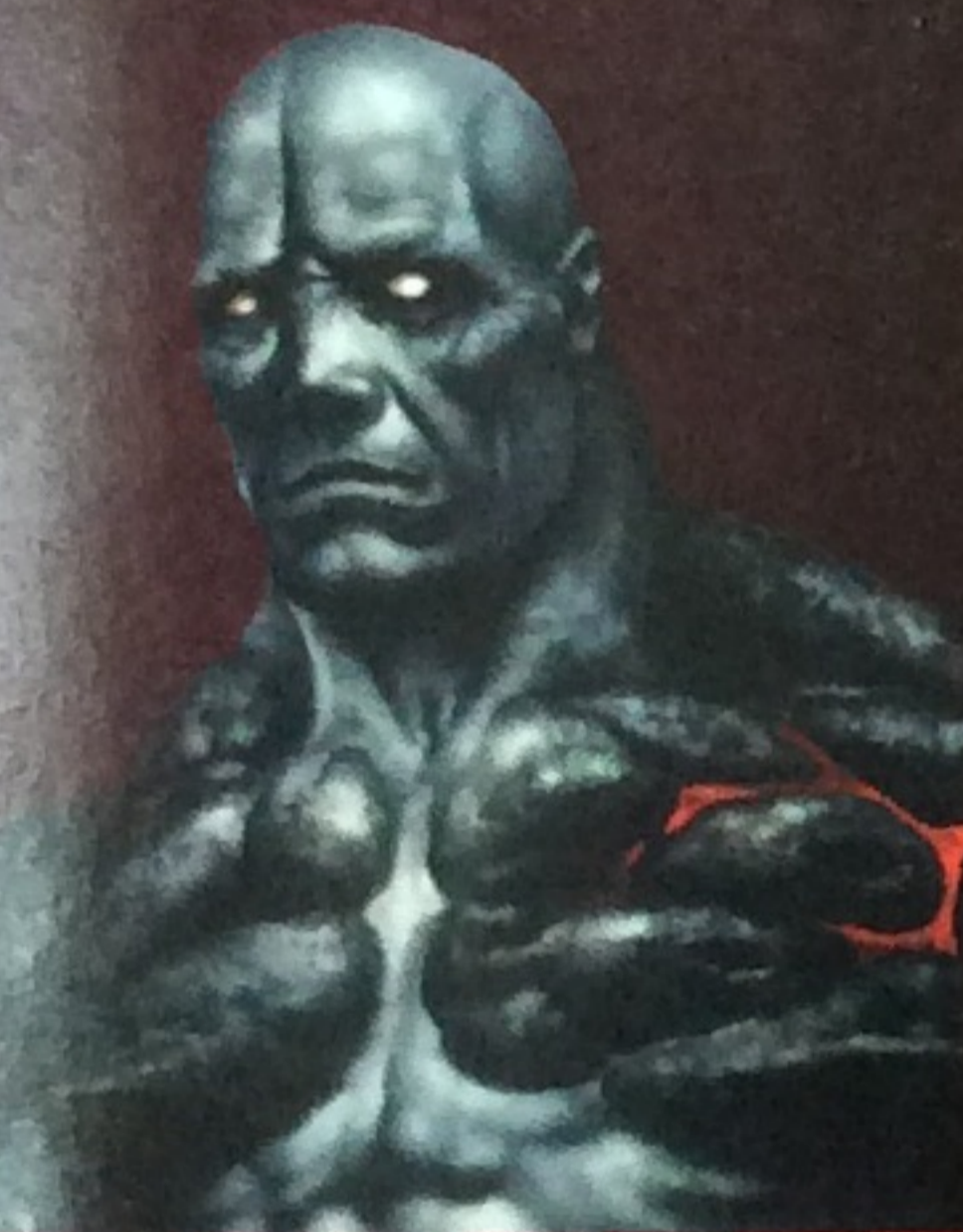
The crate pushes the Tyrant back, giving you more room to maneuver. Aim the crate, but only launch it when the blue button flashes, or nothing happens and you must wait for the control to recharge. This takes 20 seconds.



For quick reference, here's what the control looks like when it's charging (left), and when it has charged and should be pressed (right).



The Tyrant attacks are extremely deadly. Three hits in a row could spell death – check your Health after every couple of Tyrant pounds.



The Tyrant's most vicious attack occurs when you are at mid to close range. This shoulder charge knocks you to the floor, and allows the Tyrant to build up his next attack. If you're hit by the charge, get up and immediately run to one side. Otherwise, you'll receive...

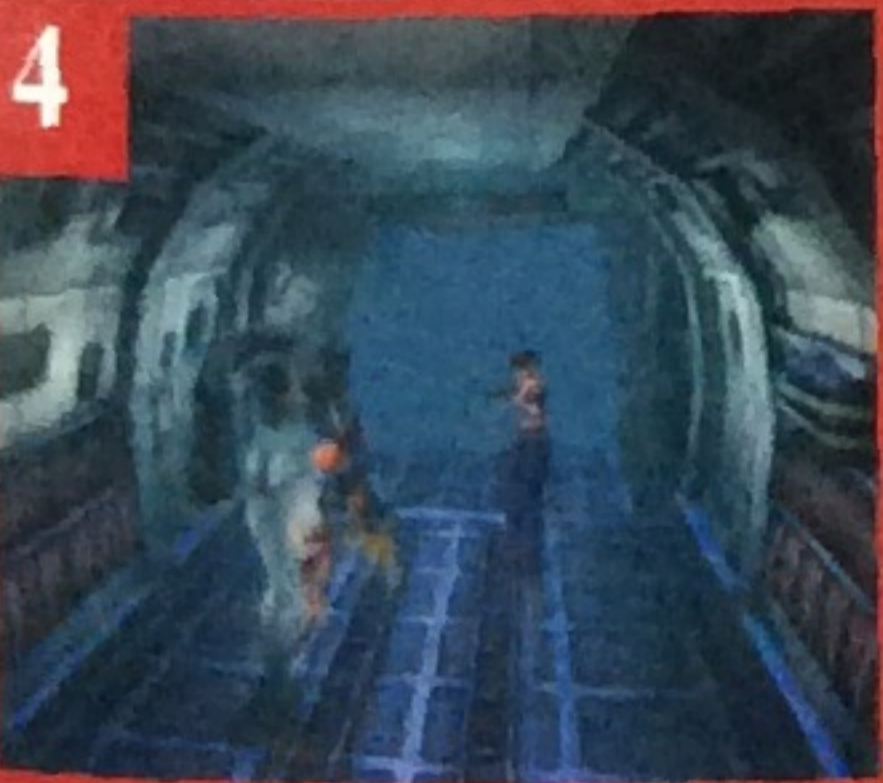


...a crushing overhead pound. This is devastating, and can pin Claire in a cramped location. Again, try to stand and run to one side.

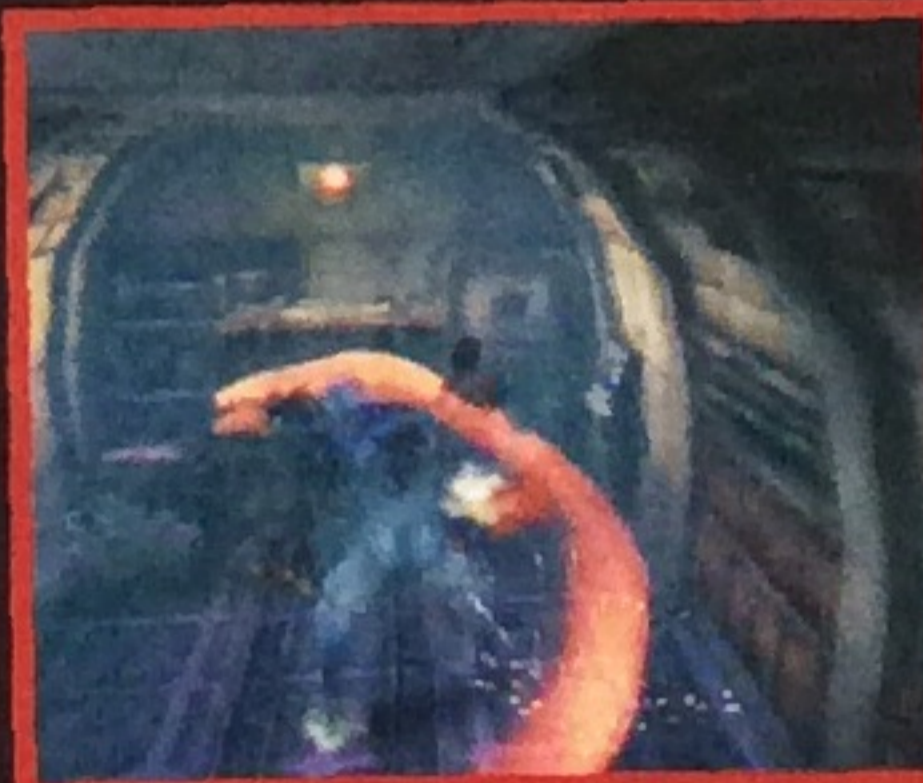


If you're too close to a walking Tyrant, it usually clubs you with an arm. Keep your distance, and only stay in one position for a couple of seconds at a time to avoid a charge.

## CAUTION!



**4** Never stand near the open cargo doors. If you're off to one side you can be caught and pounded relentlessly, and you won't be able to see where to move to escape (the Tyrant hides Claire). If you're standing on the door itself when you're hit, you'll fly out of the plane and plummet to your death.



Don't get hemmed in! Keep away from the corners and the catapult control area when the Tyrant is nearby. If you're hit and sent reeling in this area, press the blue button and hope the Tyrant is pushed back. If the button is recharging, prepare for a messy death.



Fire Gun Powder Arrows as quickly as you can press ●. The explosions knock the Tyrant back. Keep moving away from the beast, then re-aiming.



Avoid using other weapons – they take far too long to damage the Tyrant. The Grenade Launcher is slow, and you can only aim one or two shots before you're attacked. If you must use the Handgun or regular Bow Gun Arrows, stop, fire a burst, move, fire another burst, and repeat.



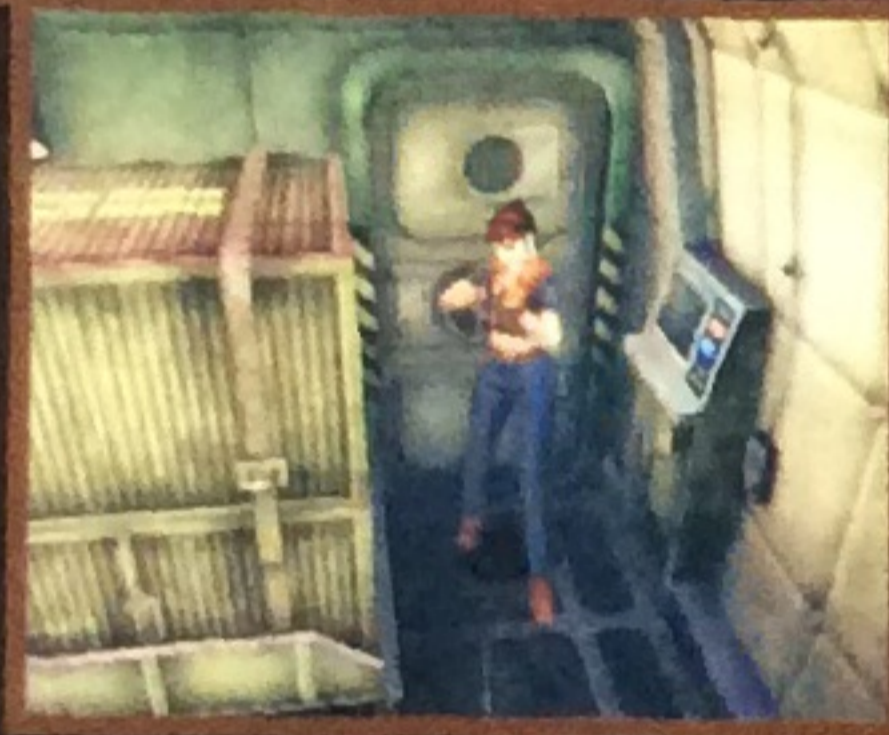
Continue fighting the Tyrant until blood *pours* from its body. It will be walking with a limp. The Tyrant starts *dripping* blood after a few good hits, but wait until you've really hurt the fiend, then dash and press the blue button.



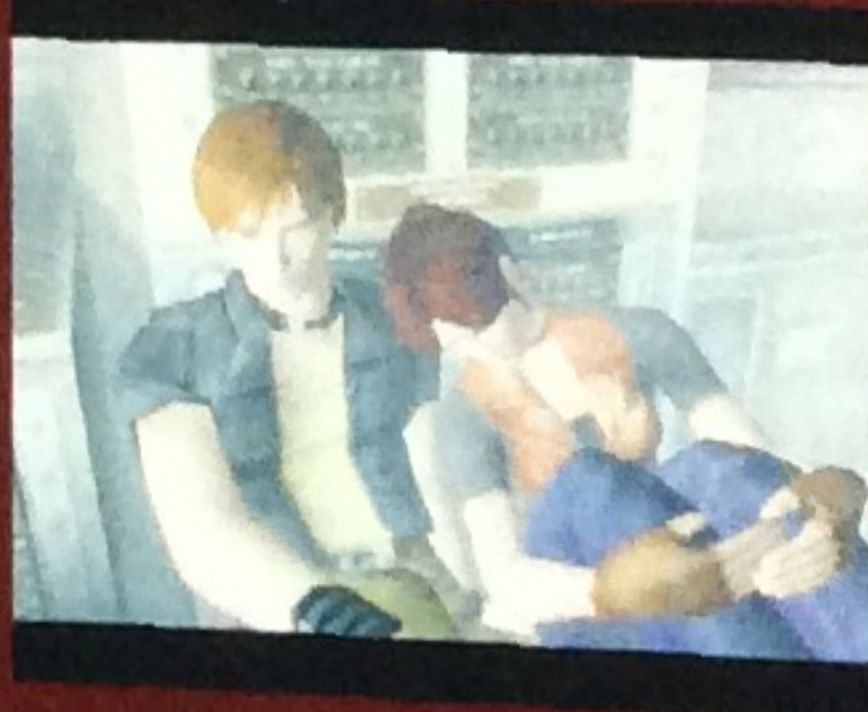
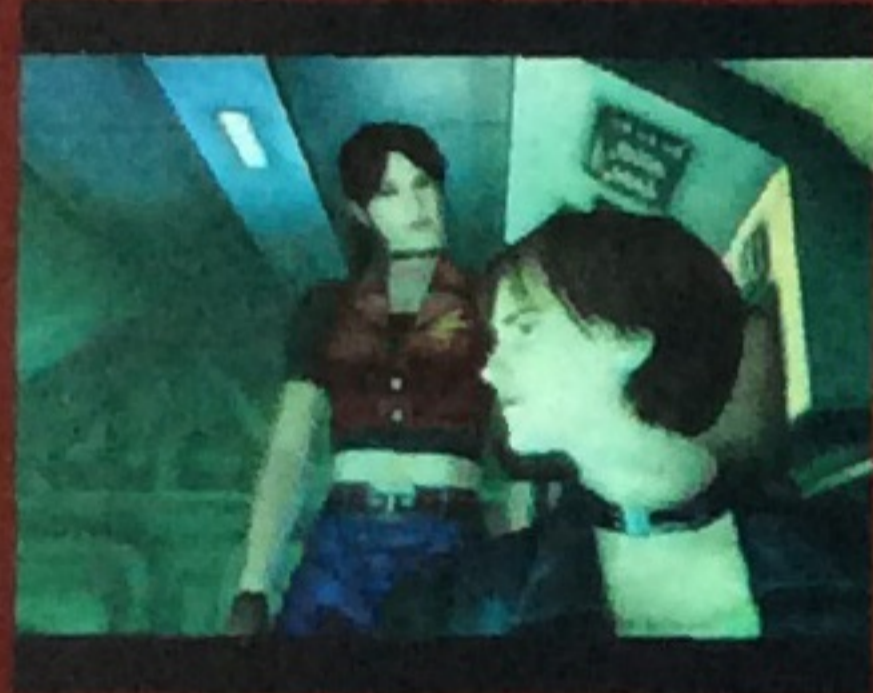
The crate shoots out, knocking the Tyrant out of the plane. The crate and the Tyrant fly out, then both explode in a shower of metal and Umbrella-engineered debris. Congratulations! Now return to the cockpit area.



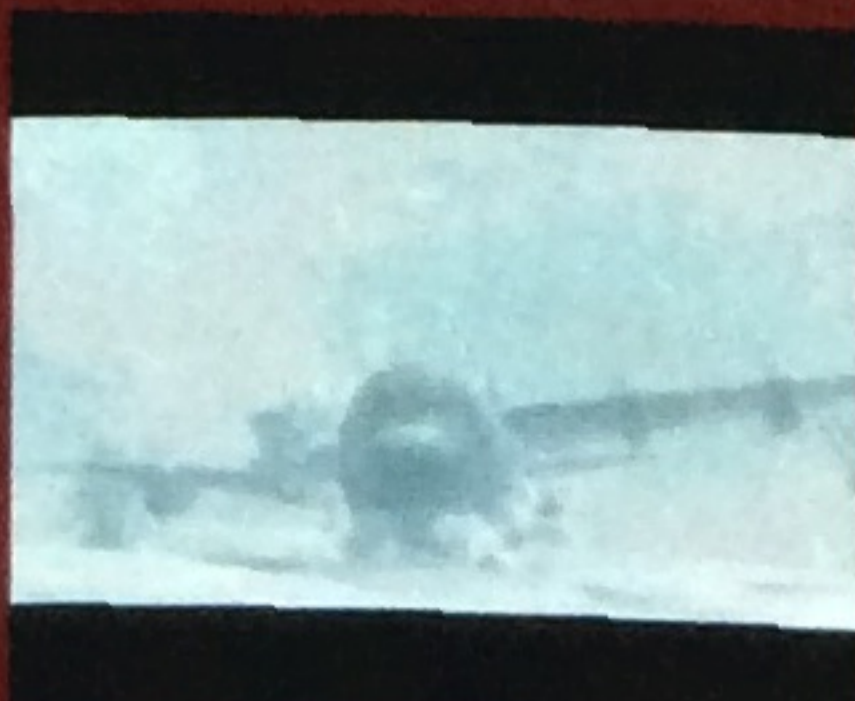
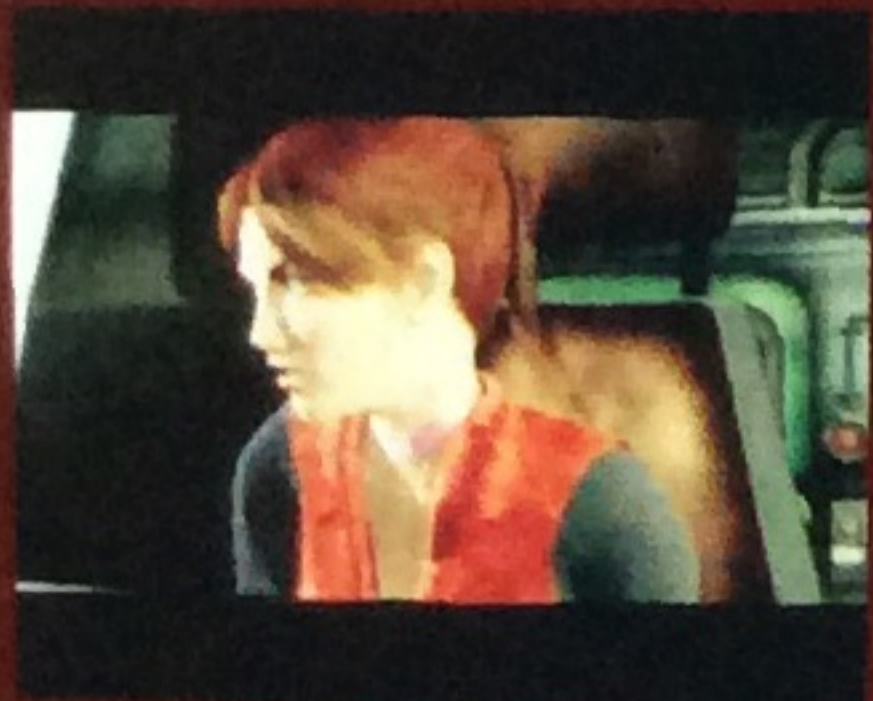
## TIP



To tackle the Tyrant in record time, move out of the control panel area, launch 5 to 10 Gun Powder Arrows, move around the Tyrant, and hammer off another 10. Continue this pattern until 25-30 arrows are expended and the beast is hobbling, then rush back and press the blue button. Alternatively, aim and fire off all 30 Gun Powder Arrows from the cargo release button as fast as you can, then turn and release the crate. You won't even see the Tyrant, but you'll still hit him and send him flying.



Claire explains that she's rid the plane of an infestation, and all is well until the autopilot flicks on and the plane changes direction. It seems the eccentric Ashford is arranging a cold reception for the duo.



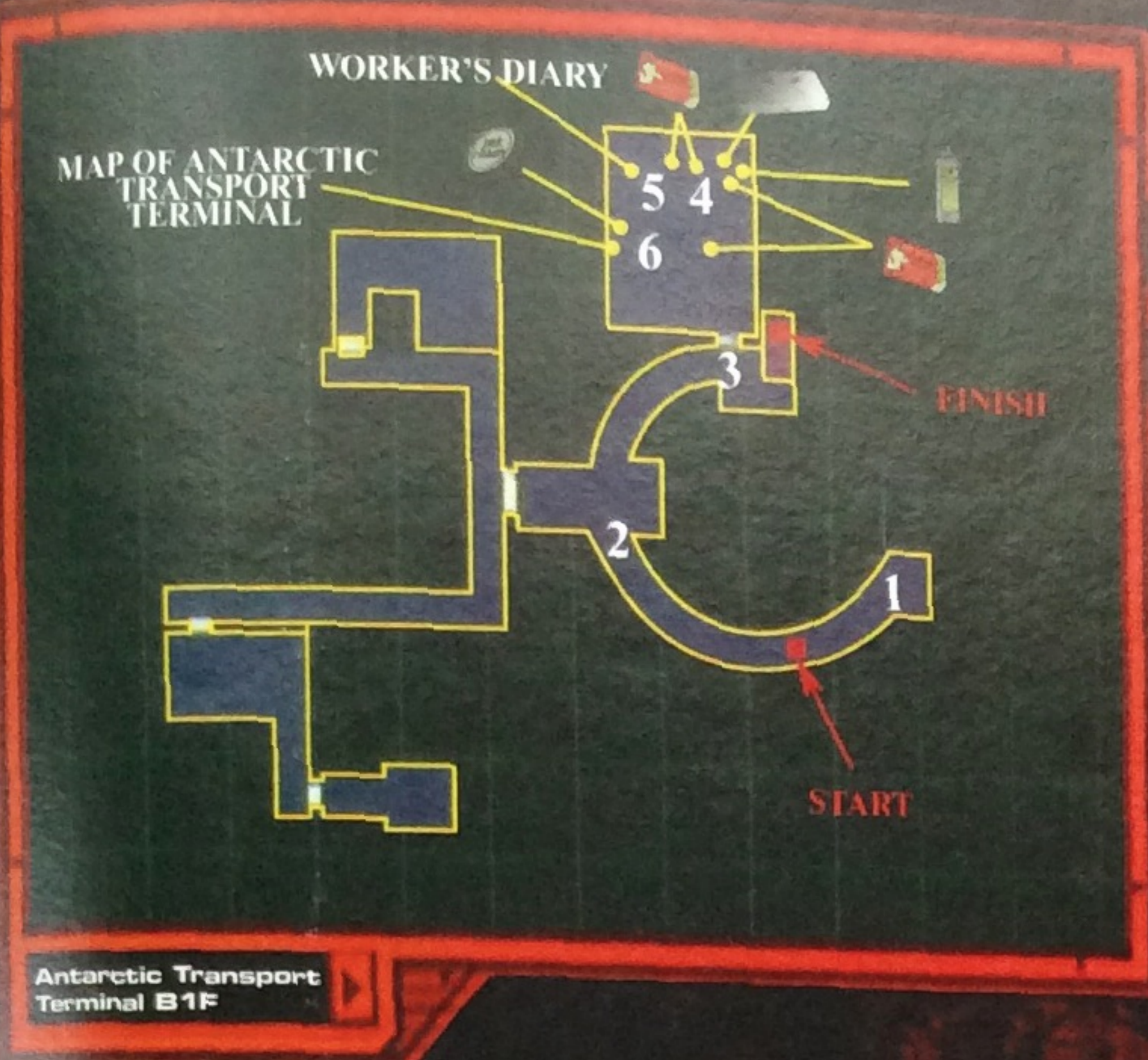
Steve and Claire awaken to find the plane flying over tundra. The plane's readouts indicate the vessel is on its way to a crash landing at an Antarctic Umbrella base! This is where the other planes Steve spotted were heading. The plane hits the frozen ground, bounces, and scrapes to a halt partially inside a transport terminal.

## NOTE

You are asked whether you want to save your progress. Unless you want to face the Tyrant again, select "Yes" – this save does not affect your final grading and score.

# ANTARCTICA

# THE WALKTHROUGH

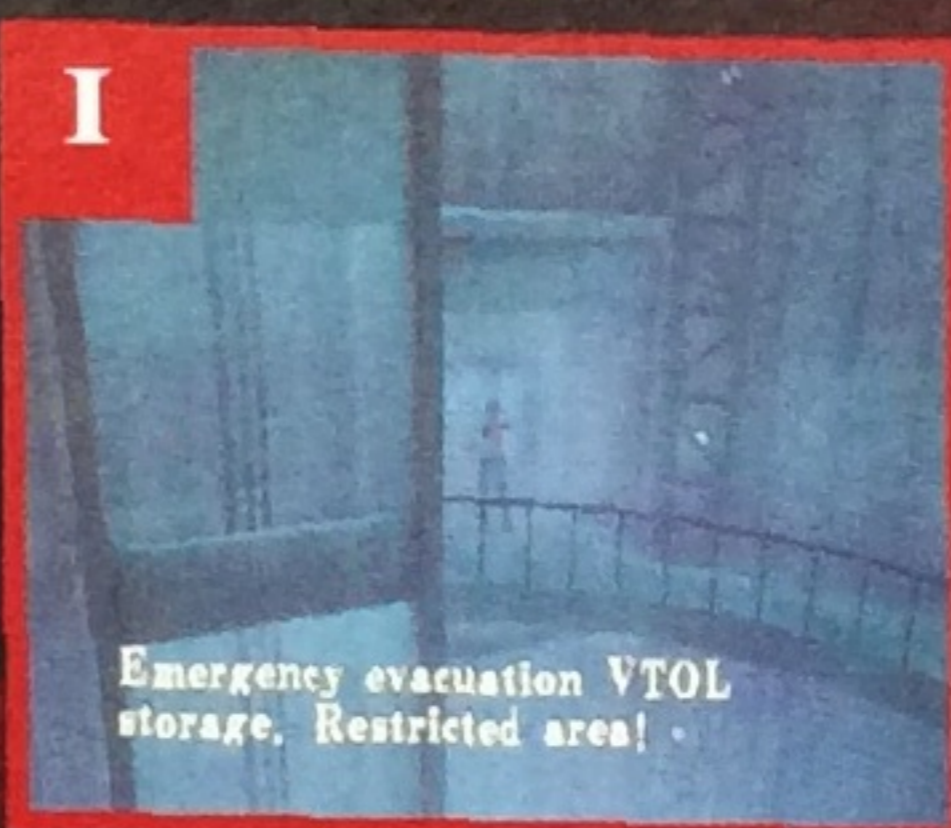


## KEY

- Bow Gun Powder
- Handgun Bullets [15]
- First Aid Spray
- Ink Ribbons [3]

## TIP

*When you land in Antarctica, you'll most likely be wounded and short on ammunition, so head for the nearest save point and Item Box. We'll show you how.*



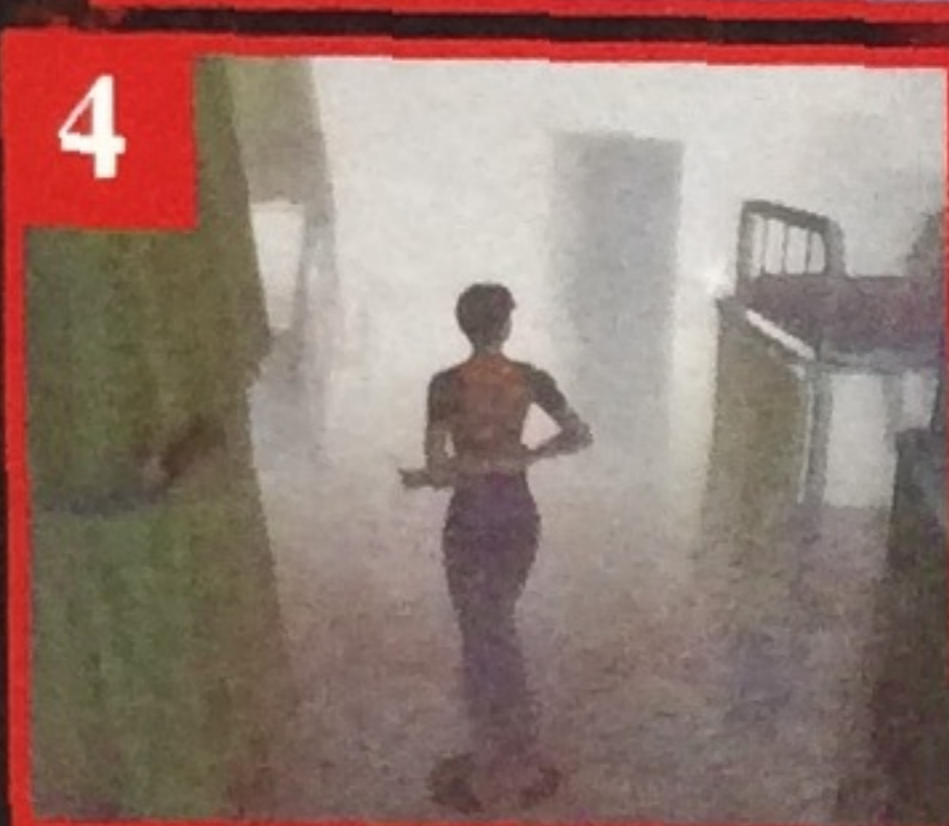
After Steve hops out of the plane to conduct his own expedition, you're left to your own devices. The balcony to the east leads to a locked door which in turn leads to the VTOL jet hangar.



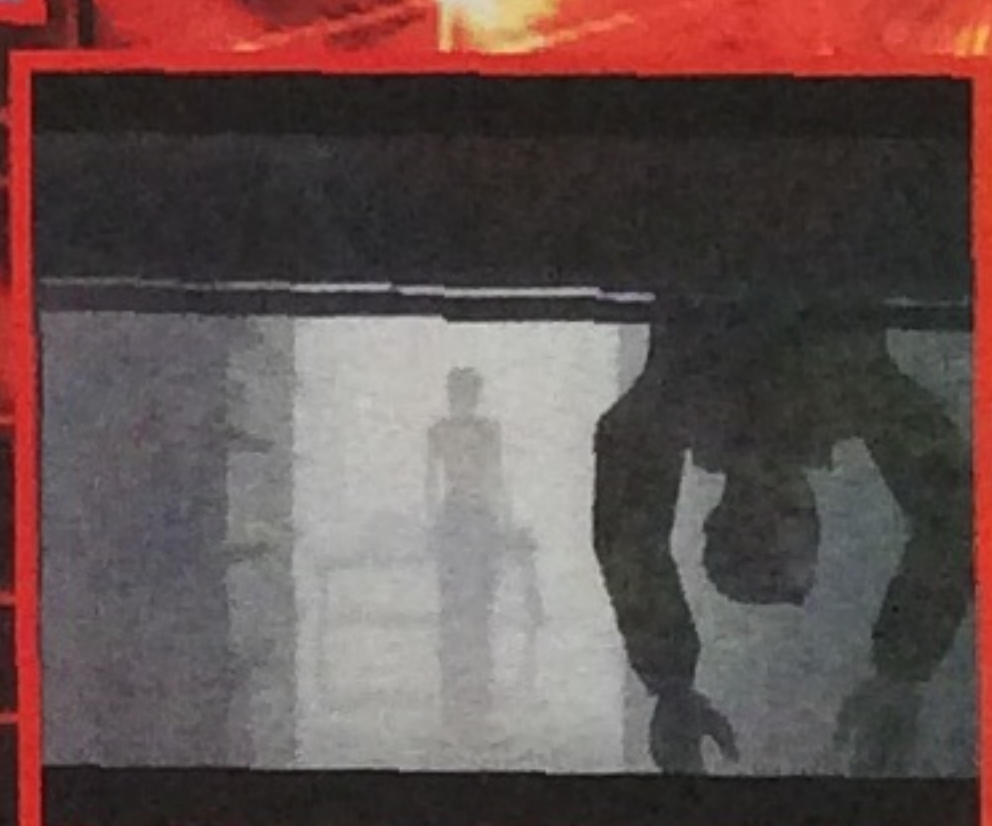
Turn around, run under the plane, and at the end of the balcony climb the metal ladder down to the adjacent platform. Ignore the double doors to the west for now (they lead to a zombie-populated area).



Instead, head to the end of the platform. There are two exits – a door and steps heading down. If you're low on Health and ammunition, take the steps and return to this door when you find the save room. Otherwise, enter the door.



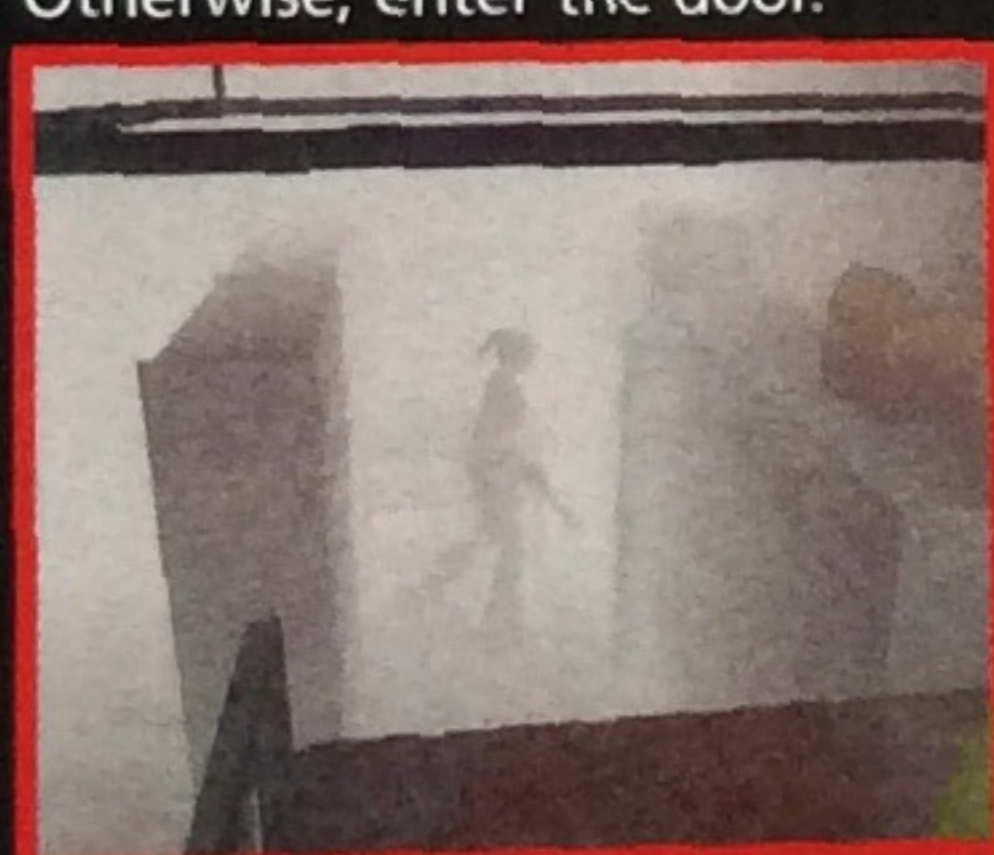
The air is thick with mist. This must be the crew's sleeping quarters, although it seems empty. Head past the worker on the ground, go around the bunks, and move to the twinkling object on the northeast table.



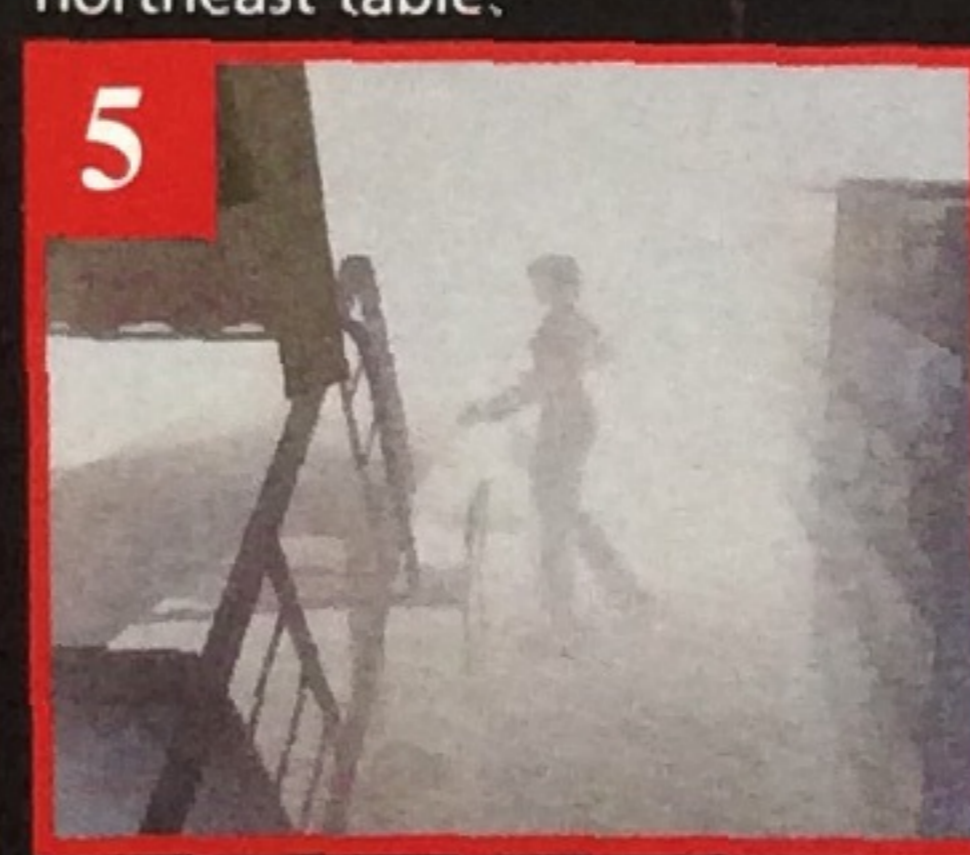
The object turns out to be Bow Gun Powder for another 10 explosive arrows. As you walk back, the zombie hanging from the bed falls to the ground. Switch to your Custom Handgun or Gun Powder Arrows – it's zombie-cullin' time!



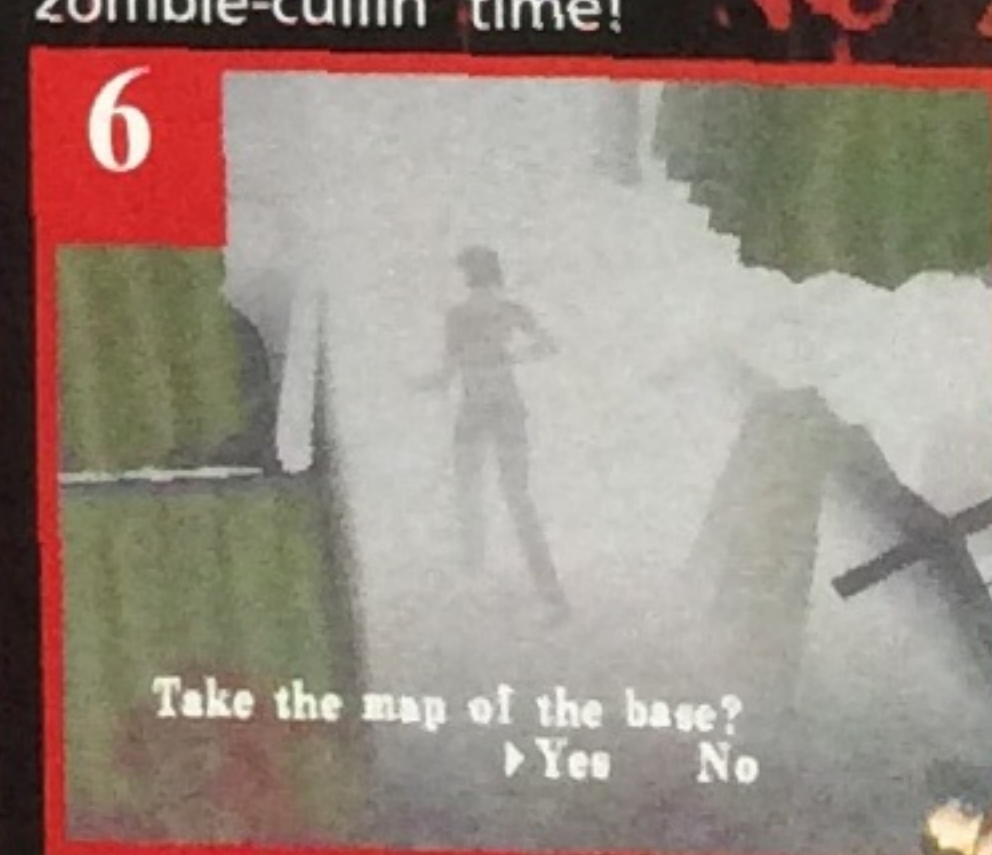
Stay where you are at the edge of the table. That way the zombie workers have farther to go before they reach you, and you have time to shoot them.



During the battle, you may be low on ammunition. Check the open locker to Claire's left (your right), and the shelf adjacent to the table. You'll find Bullets and First Aid Spray.



Take the final box of Bullets from the bed that the zombie fell off of and head to the northwest area of the room. On a large table lies a Worker's Diary detailing an abhorrent entity called Nosferatu. Check the nearby shelf for more Bullets.



Now check the nook just south of the big table. On the east wall is a map of the Antarctic Transport Terminal. Pick it up, then collect the Ink Ribbons in the corner near the bunks before exiting and heading down the steps.





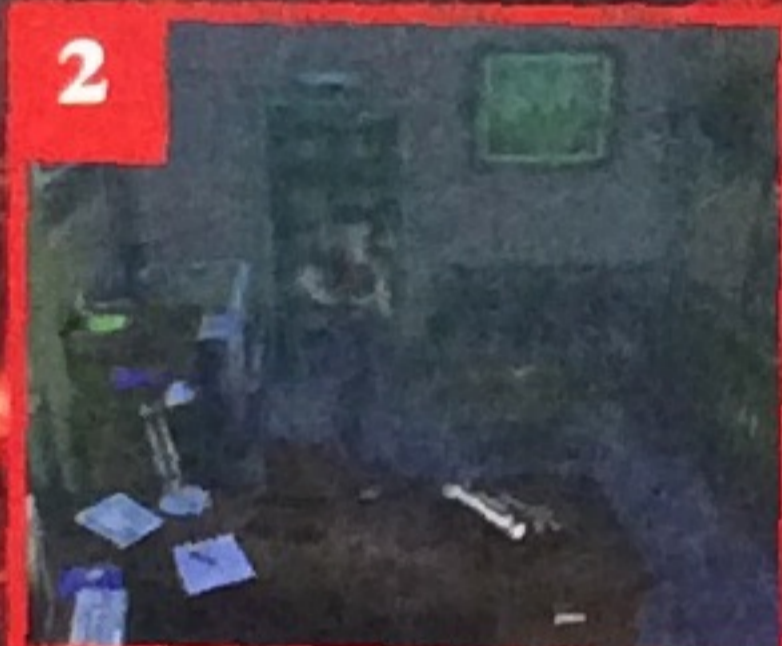
### KEY

- Ink Ribbons (3)
- Bow Gun Arrows (30)
- Green Herb
- Shotgun Shells (7)
- Mining Room Key
- Assault Rifle
- Detonator
- Handgun Bullets (15)
- Blue Herb
- Bar Code Sticker
- Gas Mask
- Plant Pot
- Machine Room Key

Antarctic Transport Terminal B2F



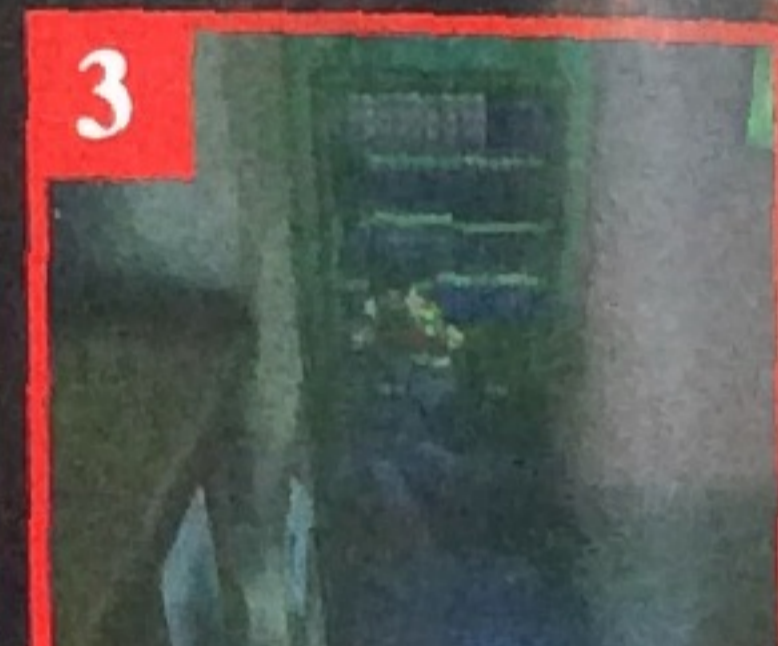
**1** You are steps away from an Item Box. Simply head down the stairs, pass the cocooned worker, and east to the door. Don't turn south yet. Open the door, and enter the Save Room.



**2** What is that terrible thudding sound? Step into the gloom, take the Arrows from the table and the Green Herb from near the bookcase, then shuffle through the Item Box, procure the Ink Ribbons, and use the Typewriter.



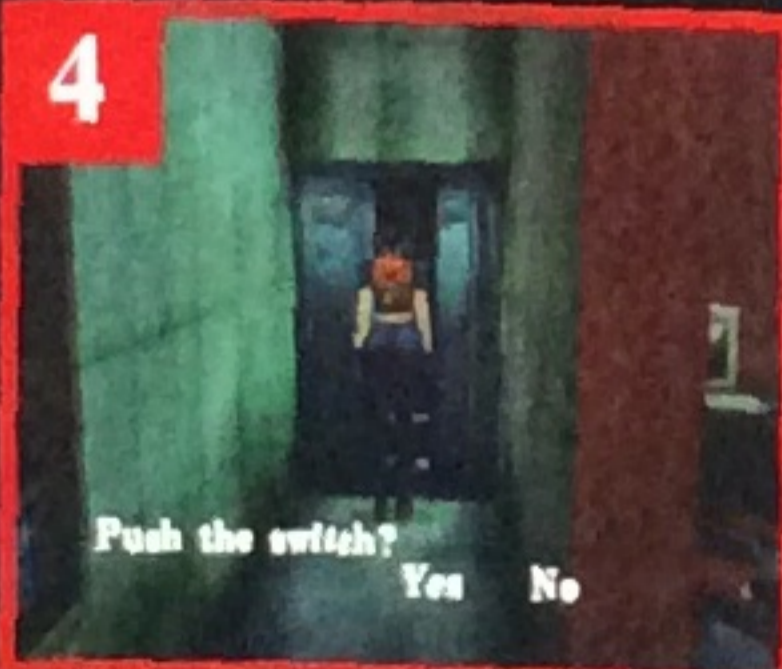
On the table next to the Item Box lies Alexander's Memo. Pick it up and read it – it details the man's troubles with keeping the Umbrella organization under his family's control. Remember the code name for the Antarctic research project: Veronica.



**3** Head to the bookcase in the southwest corner of the room. The scratching sounds are louder in this area. Push the bookcase back, and step through into the secret passage.



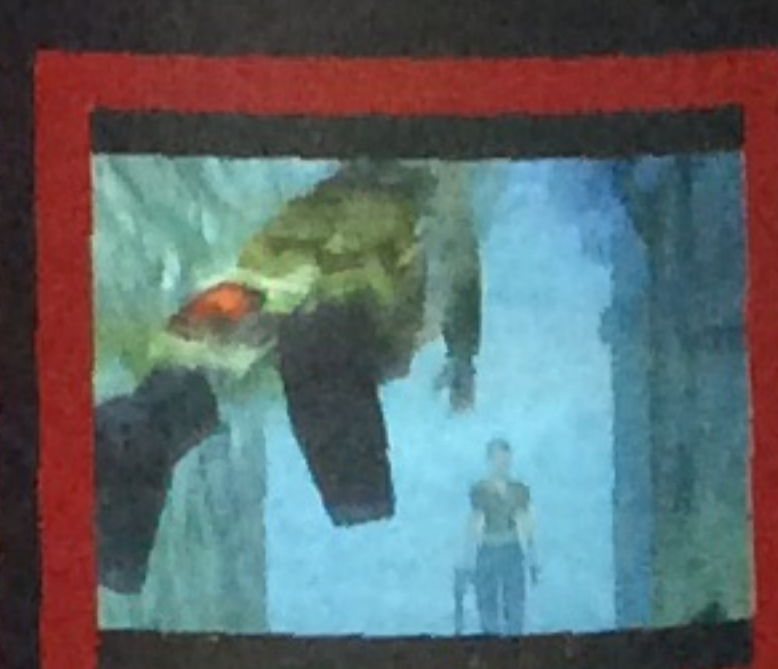
Approach the lockers carefully. A white laboratory mouse leaps out of the locker, scampers in your direction, and stops to look and squeak at you before scuttling away. It's as if the mouse can talk.... The rattling has stopped.



**4** Search the locker, reading the Butler's Letter (detailing more about the unlucky Ashfords), and search the locker again. There's a button, but pressing it does nothing. It must need power to work. Exit the Save Room and head south.

### TIP

Make sure you have a minimum of four empty inventory spaces – there's some collecting to do!



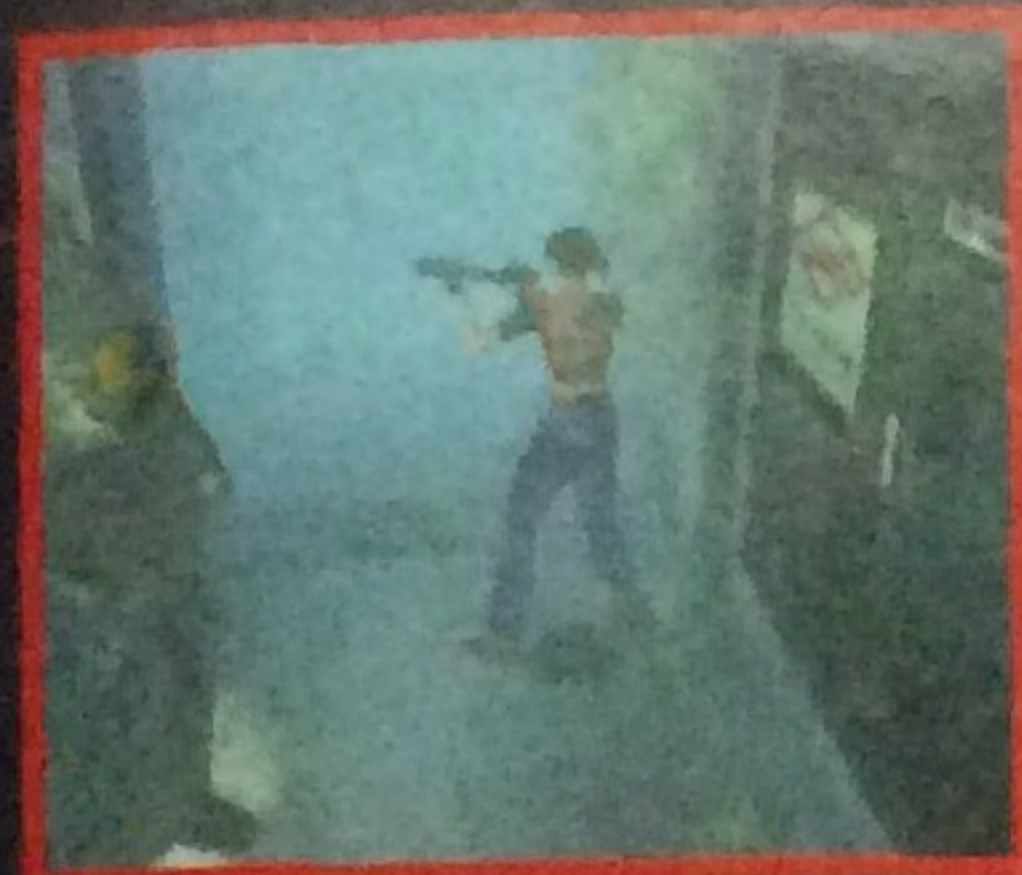
As you round the corner, you see that a zombie worker has been wrapped in fluids, and a giant moth is laying eggs in its back. As you regain control of Claire, retreat to the Save Room door.

## CAUTION!

On subsequent runs through this corridor, three or four Moths are flitting about. Fortunately, the planter of Blue Herbs will always be here to cure you. Now open the doors on the west wall.

## TIP

It only takes one Bullet or Arrow to send the Moth crashing to earth, but if it gets too close it can lay an egg on your back or squirt you with a green mist. Both can be poisonous. Run to the planter of Blue Herbs and use one to cure yourself if you're poisoned.



Turn and auto aim as the Moth flits towards you. Constantly re-aim at it. Now blast the Moth out of the sky.

7



This assembly room is home to three ragged T-Virus specimens. Ignore the zombie and run to the northeast corner of the room. There's a metal cupboard here that needs a lock picked. Take the Shotgun Shells from the cupboard (your brother will need them).

8



Now turn and move west, taking down a couple of zombies as you move under the conveyor system and north to a door marked "Weapon." As you enter the room, you spot something shiny on the conveyor belt above you.

9



As soon as you enter the weapons room, fire at the zombie in front of you. It's hard to see in here, so exercise extreme caution.



10

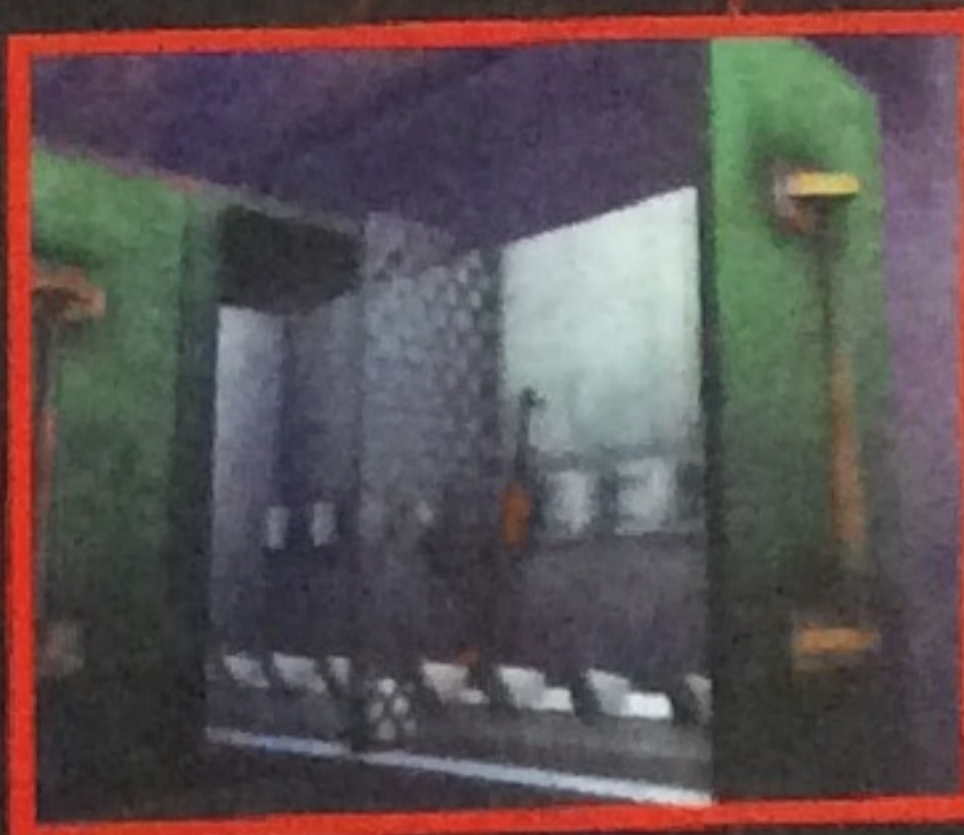


In the middle of the room is a conveyor belt with an item on it. Cap a couple of the undead workers and pick up the object - it's the Mining Room Key. Continue into the room.

11



After a fracas with the fourth zombie, check the gun drawers by pressing ● just after the open gate. This area is difficult to find, so examine this screenshot.



Pull the drawer out to find an Assault Rifle (it looks like an AK47) slotted into the cabinet. The Assault Rifle takes two inventory spaces; if you have three or more open spaces, pick up the gun. If not, hold off for now - you'll grab this gun in a moment.

12

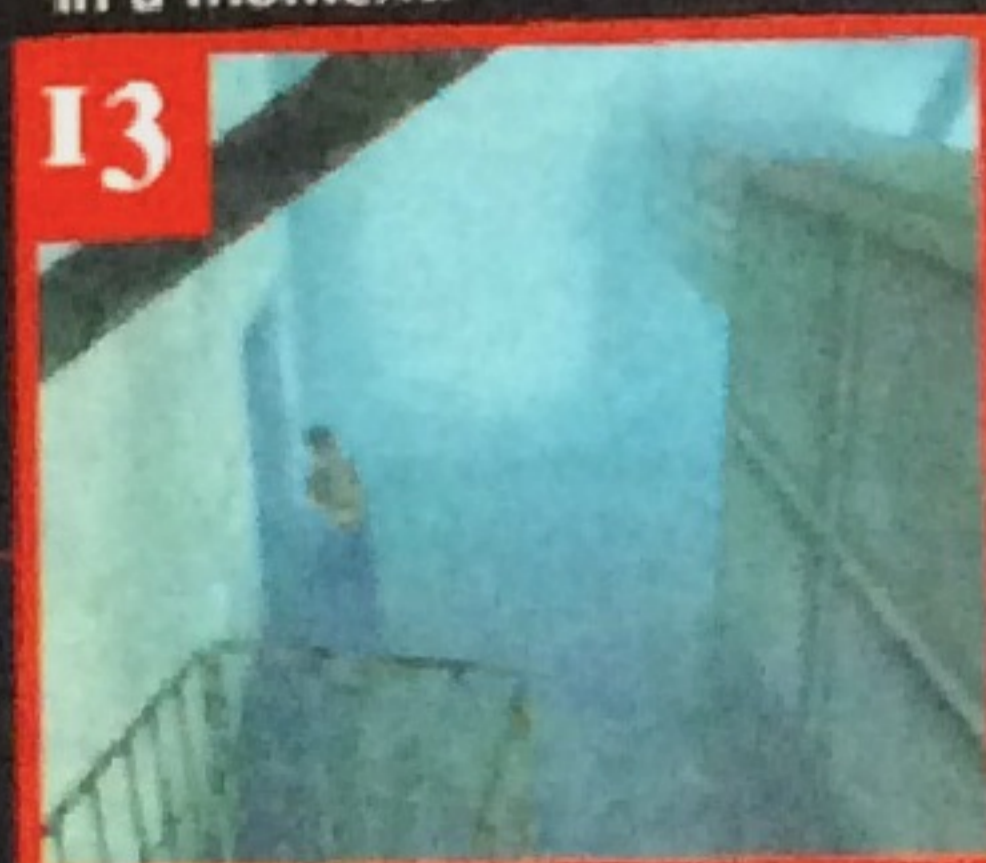


There's a corpse in the corner of the final corridor of the weapon room (in the south area). Pick up the Detonator from the body, turn and face the metal cabinet behind you, and place the Detonator in the cabinet door.



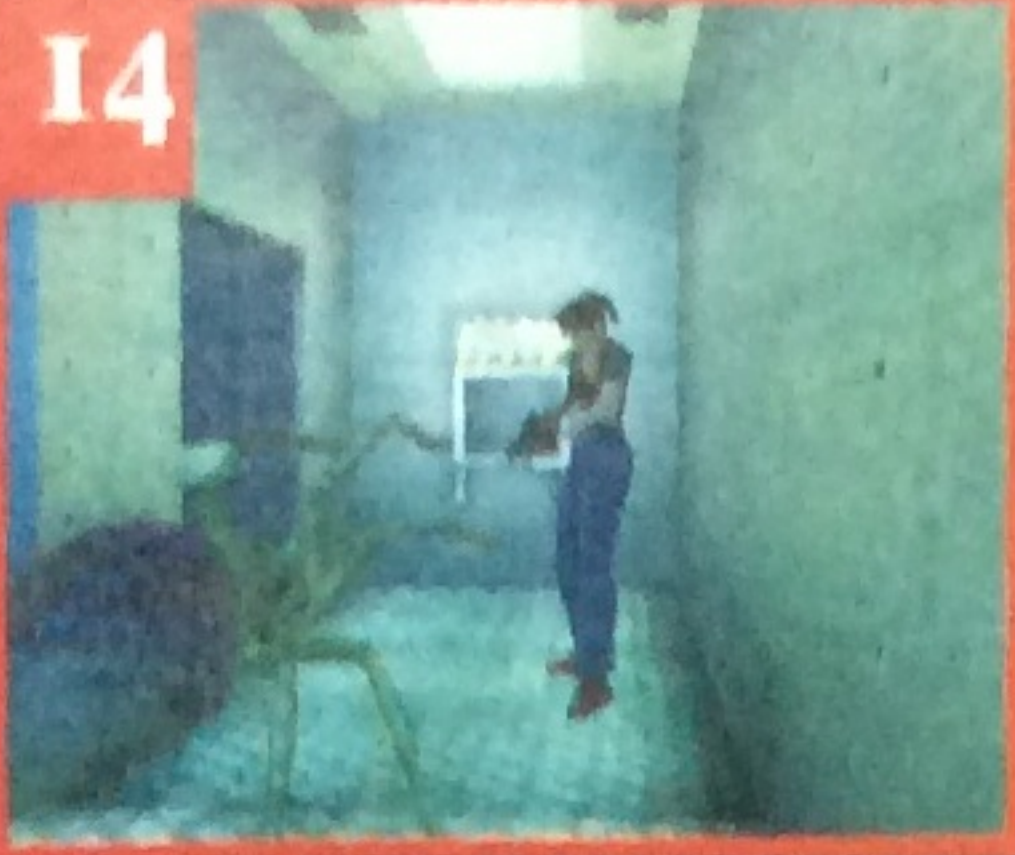
The Detonator is heat-sensitive, and your Lighter is with Rodrigo. Not to worry - we're sure your brother can make use of this contraption. Now return to claim the Assault Rifle if you didn't get it already.

13



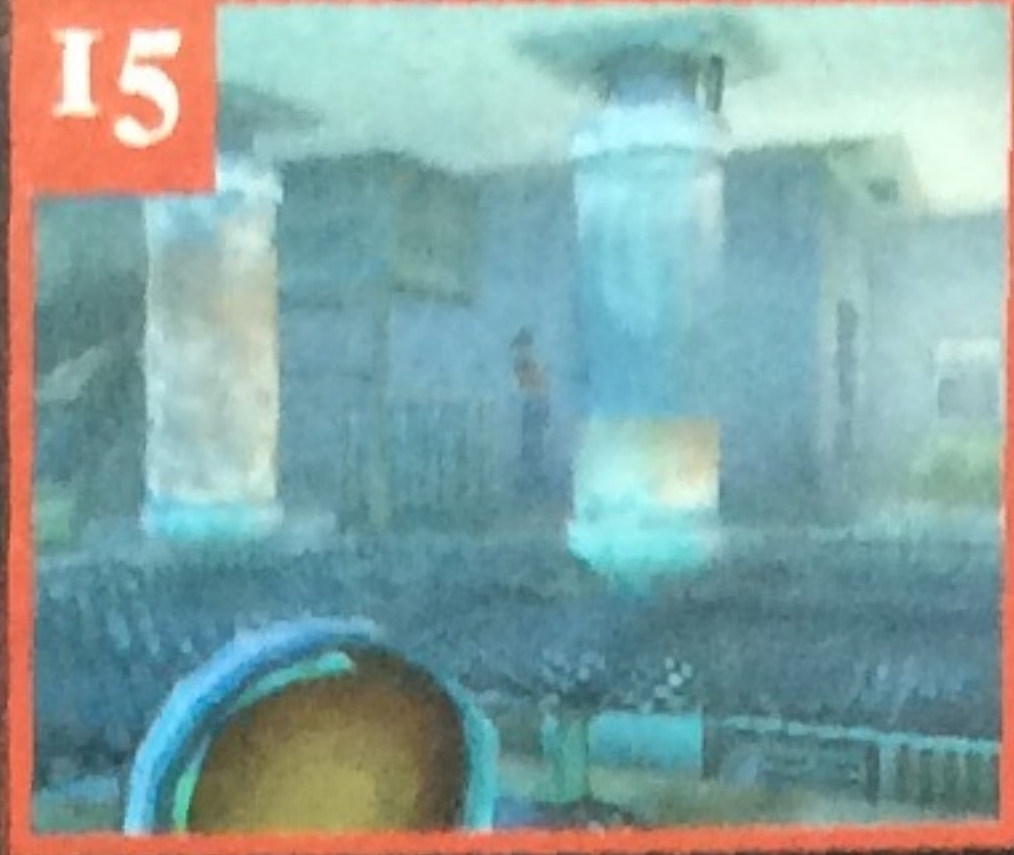
Exit the weapon room and run south to the opposite side of the assembly area. Before you climb the steps and use the Mining Key, enter the room marked "BOW". Change to the Gun Powder Arrows or Grenade Launcher.

14



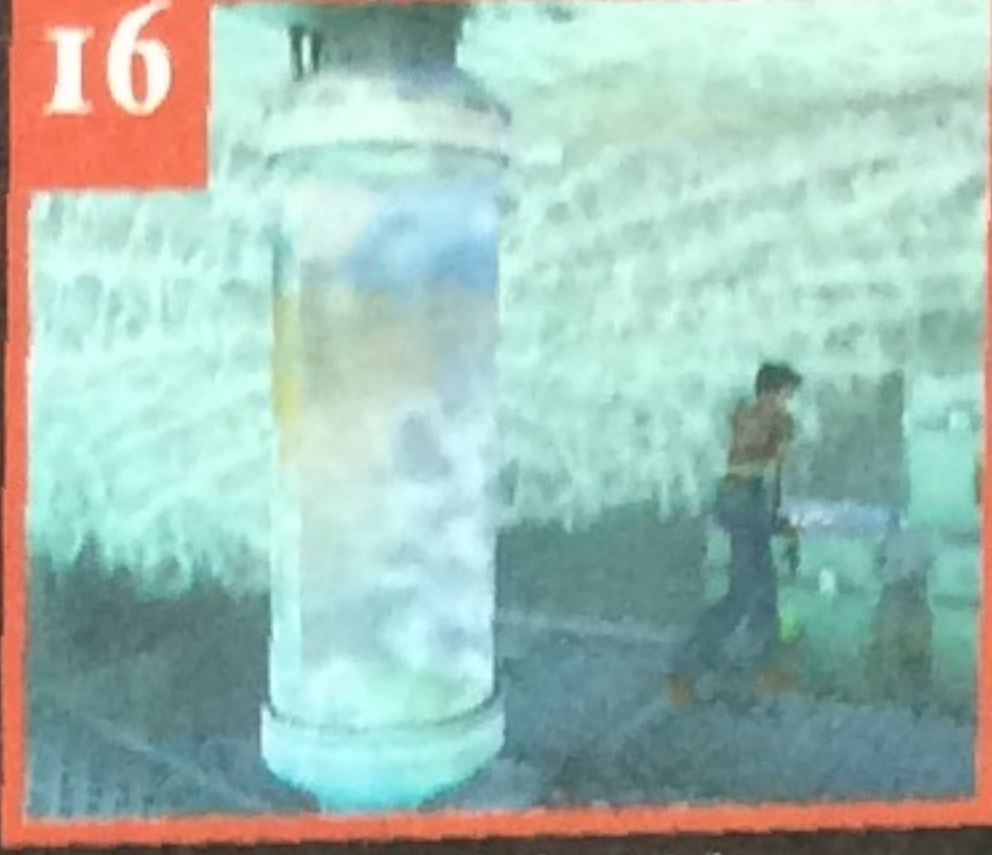
Inside, turn to Claire's right and wait for the scuttling noises to draw near. Two giant Spiders charge in. Use all ten Arrows (or your Grenades) on these beasts, and run to one side when they spray or you'll be poisoned.

15



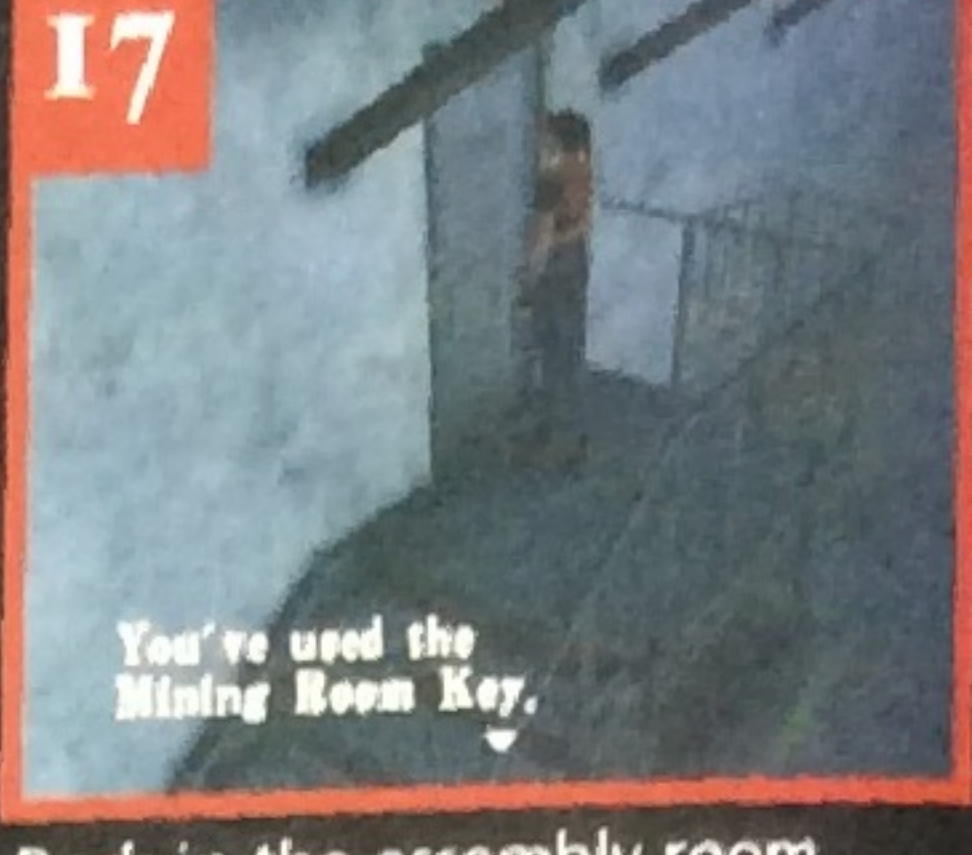
You're likely to be poisoned after this confrontation. Dodge the poisonous spittle from the Spider under the mesh floor – you can't kill it. Check the perimeter of the room for ammo and Herbs.

16



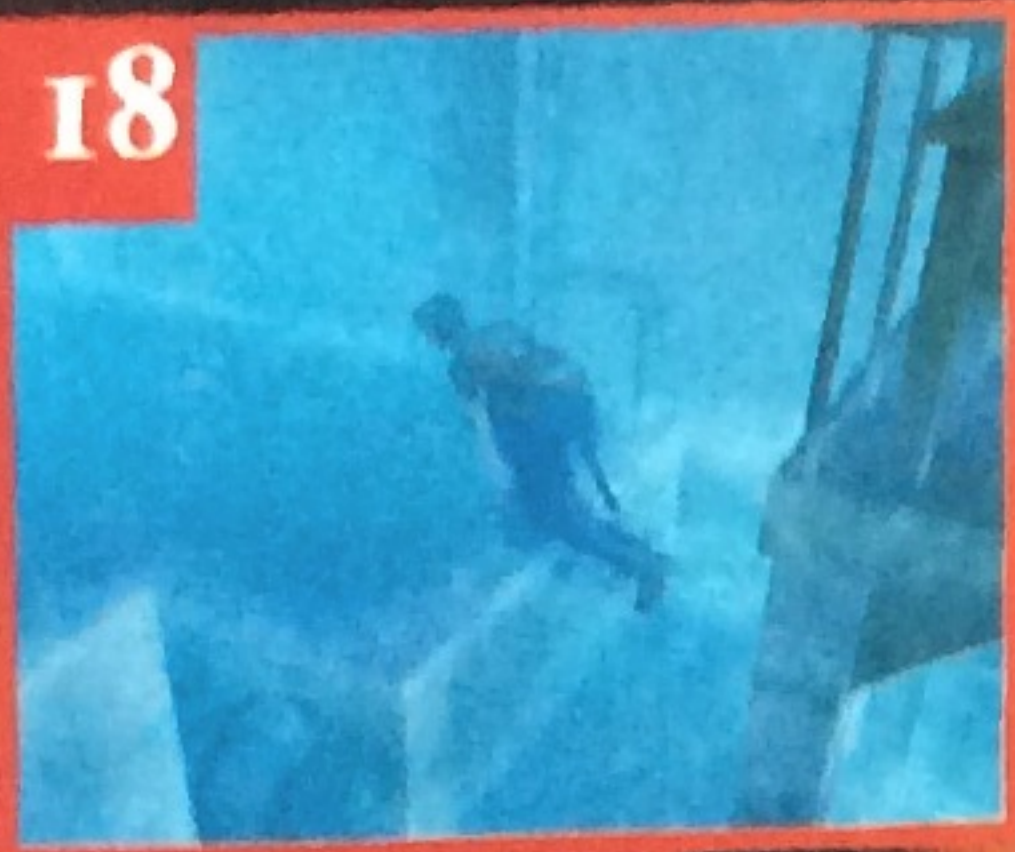
There's a Bar Code Sticker on a crate in the southwest of the room (near the spider web). Take it before filling your inventory with the ammo and Herbs and exit the room. Did you notice the emergency box with the Gas Mask in it? You can't get it now, but remember it for later.

17



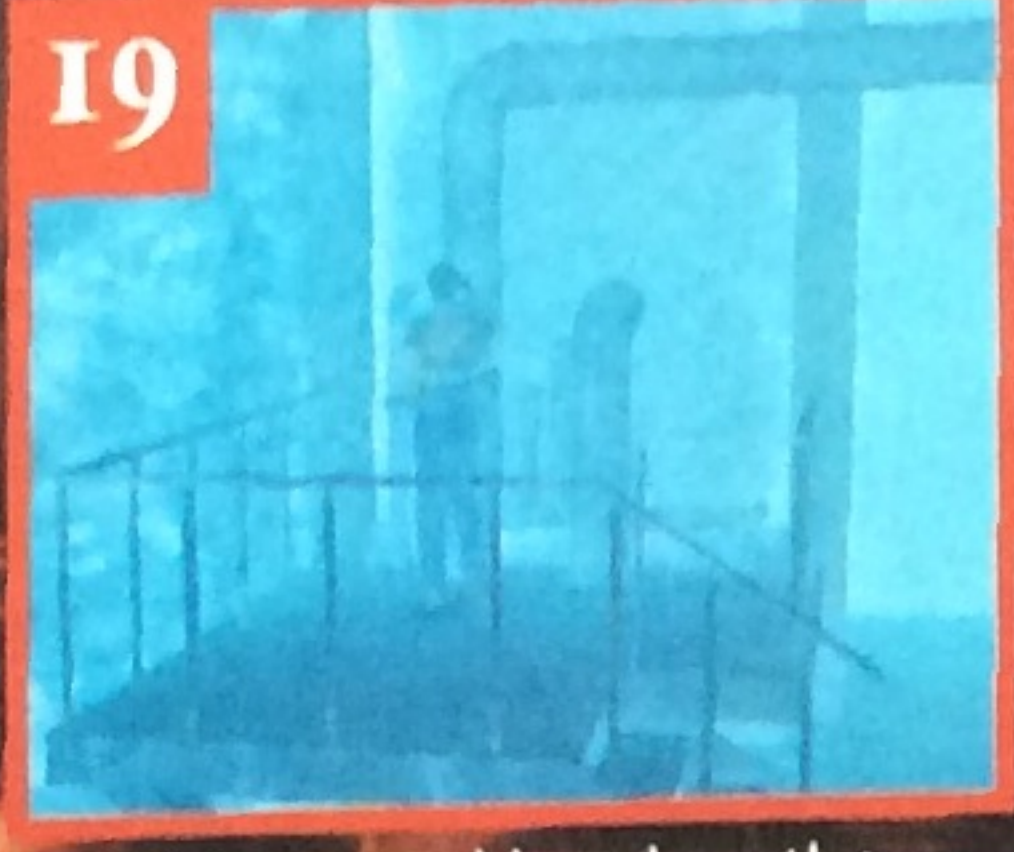
Back in the assembly room, head right and climb the steps near the BOW room door. Use the Mining Key to unlock the door, then discard the key. You enter an icy cave structure.

18



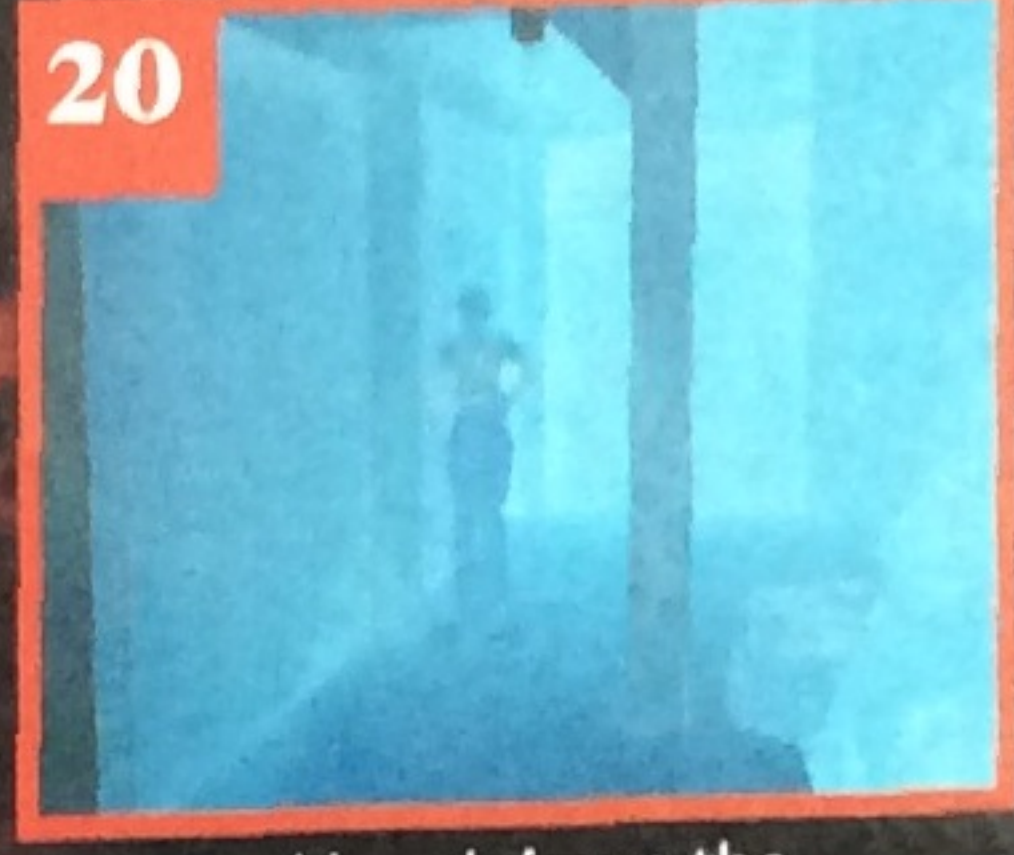
You do not need to check the narrow ledge to the south; instead run west past the barrel, and climb the two large steps. Use ● to climb.

19



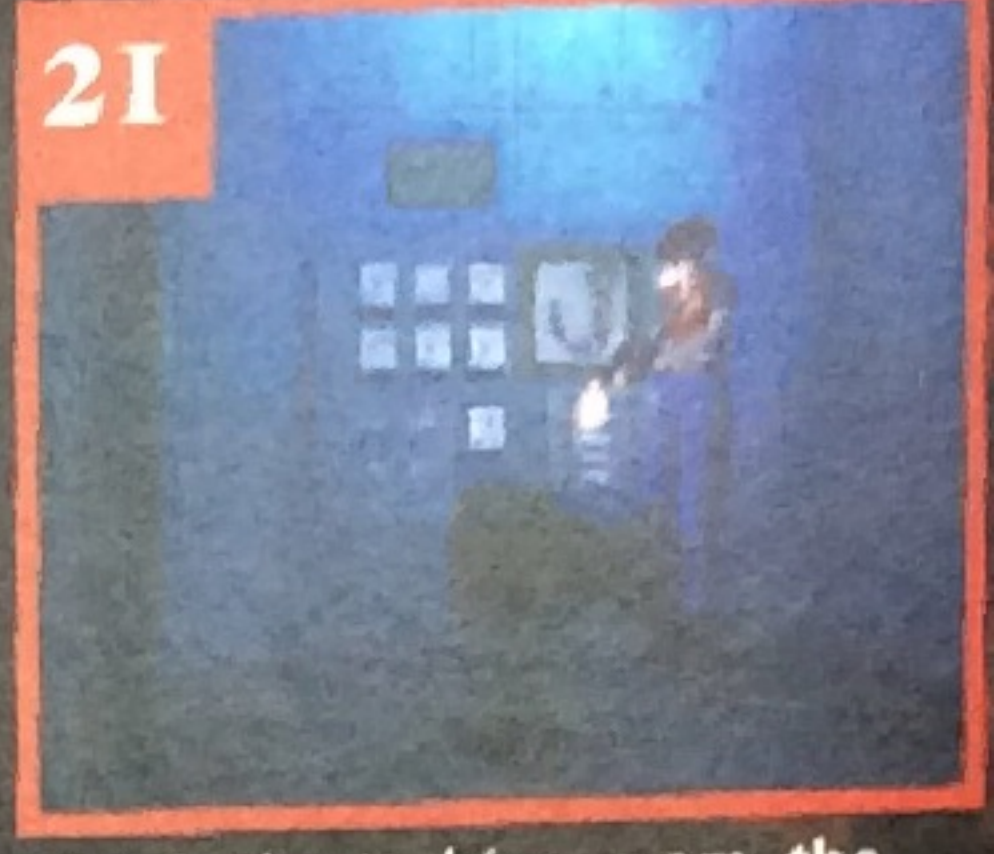
Turn south and head up the small metal stairs to examine the largest pipe. Press ● to look at the valve. Although you can't do anything with the pipe at the moment, it's important to look at it now.

20



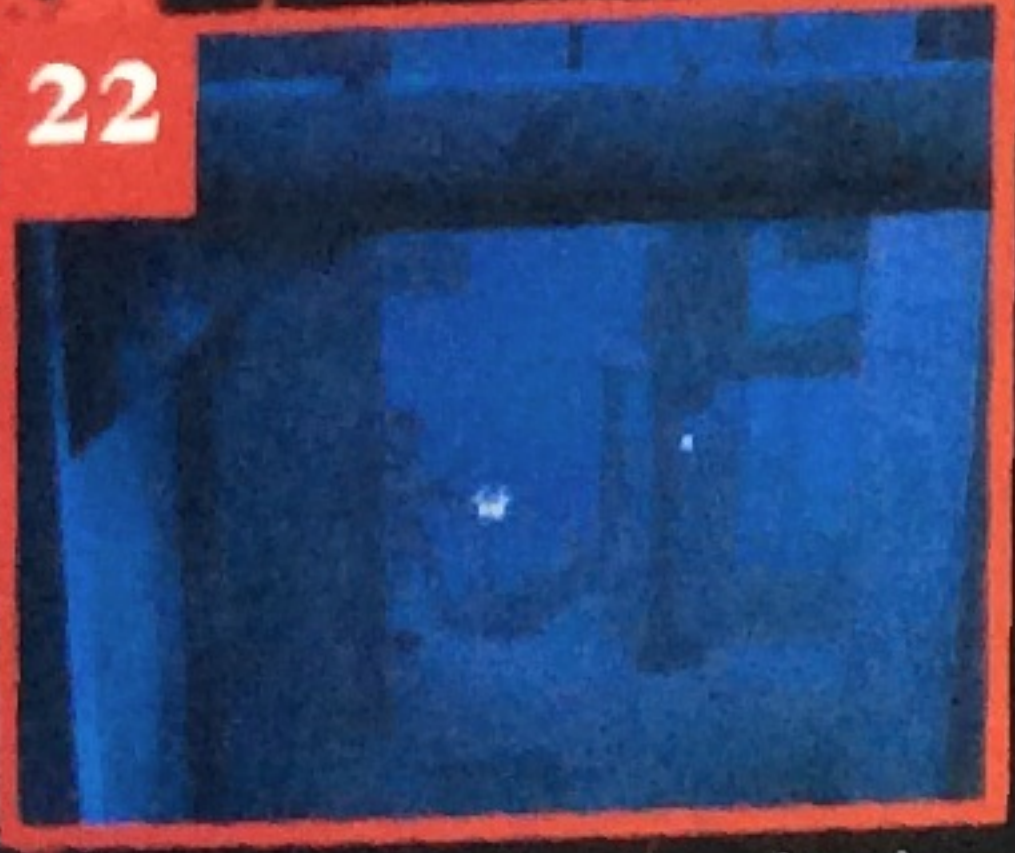
Turn and head down the metal steps, backtrack down the two giant stairs, and move south along the narrowing ledge. In the southeast corner is a pair of metal double doors. Enter them.

21



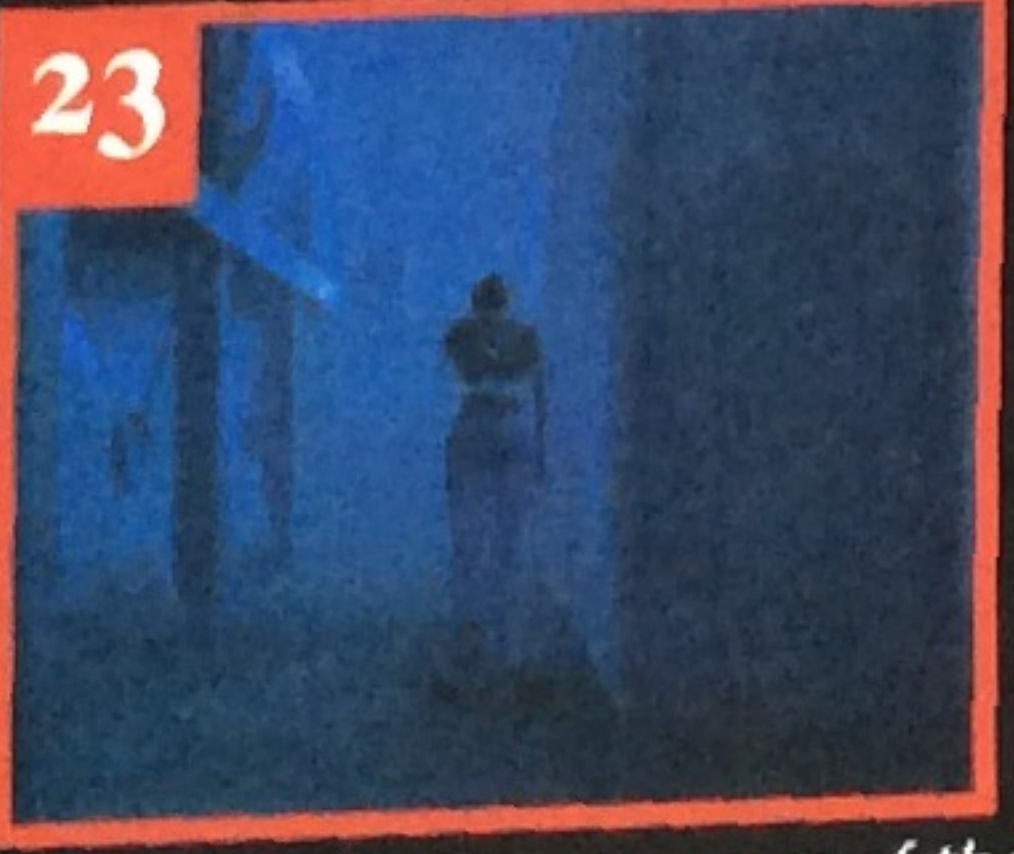
This is the turbine room, the power source for this facility. Amid the gloom are three Zombie Dogs, one of which is sleeping.

22



Gun down the sleeping dog in the northwest corner of the room. You'll encounter two more somewhere in this chamber, so be on guard. Don't forget the two Green Herbs in the nook where the dog was slumbering.

23

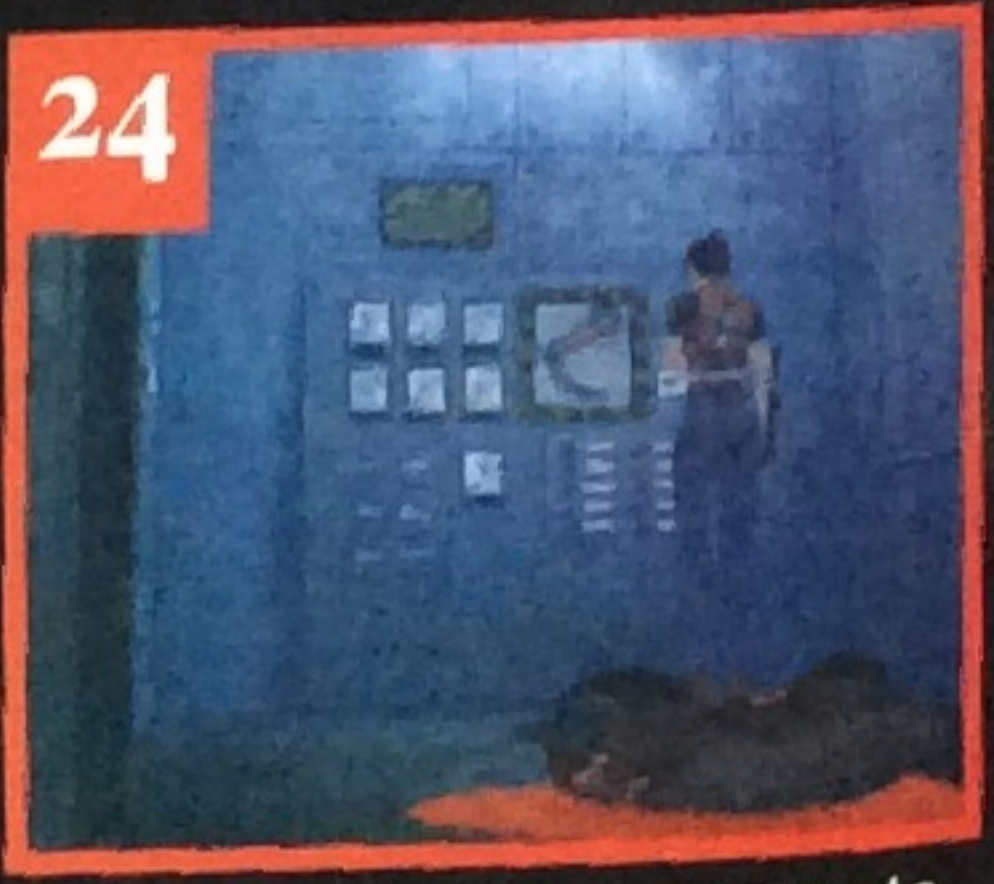


From the northwest corner of the room, run along the corridor to the east and check the map. Head to the northeast corner (you're running under a series of wooden support struts), turn west, turn and stride south, then turn west again to reach the control box with the blue light. Pull the lever to start the turbine.

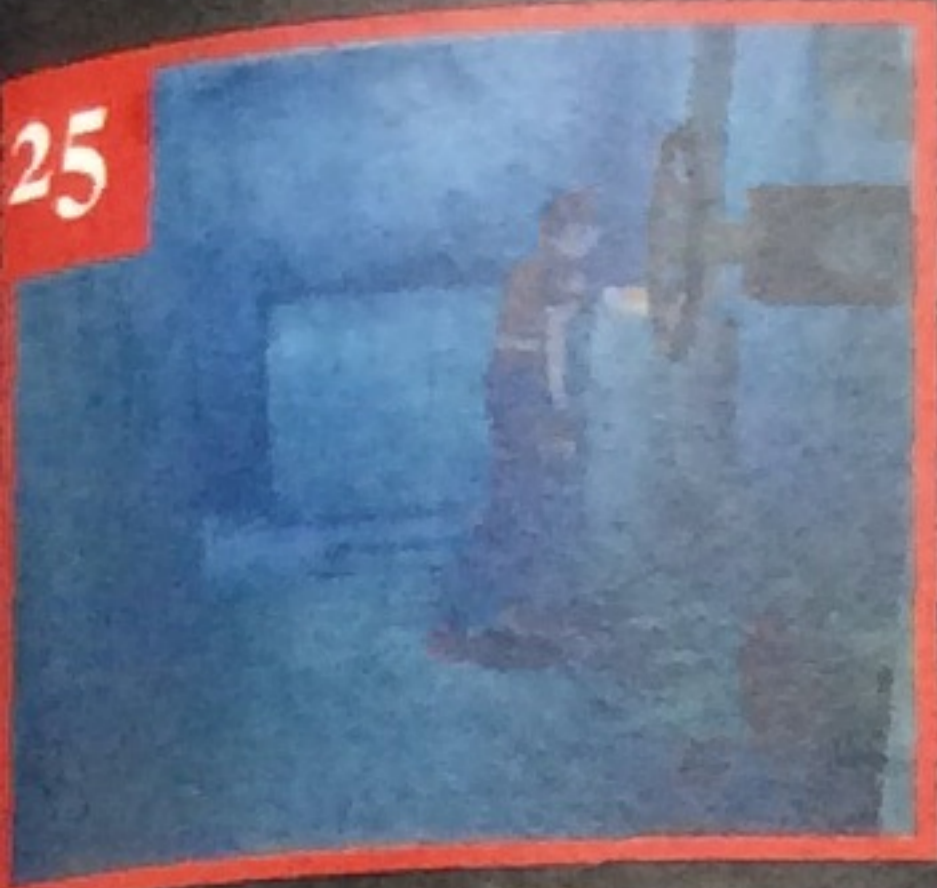


Move the lever?  
▶ Yes No

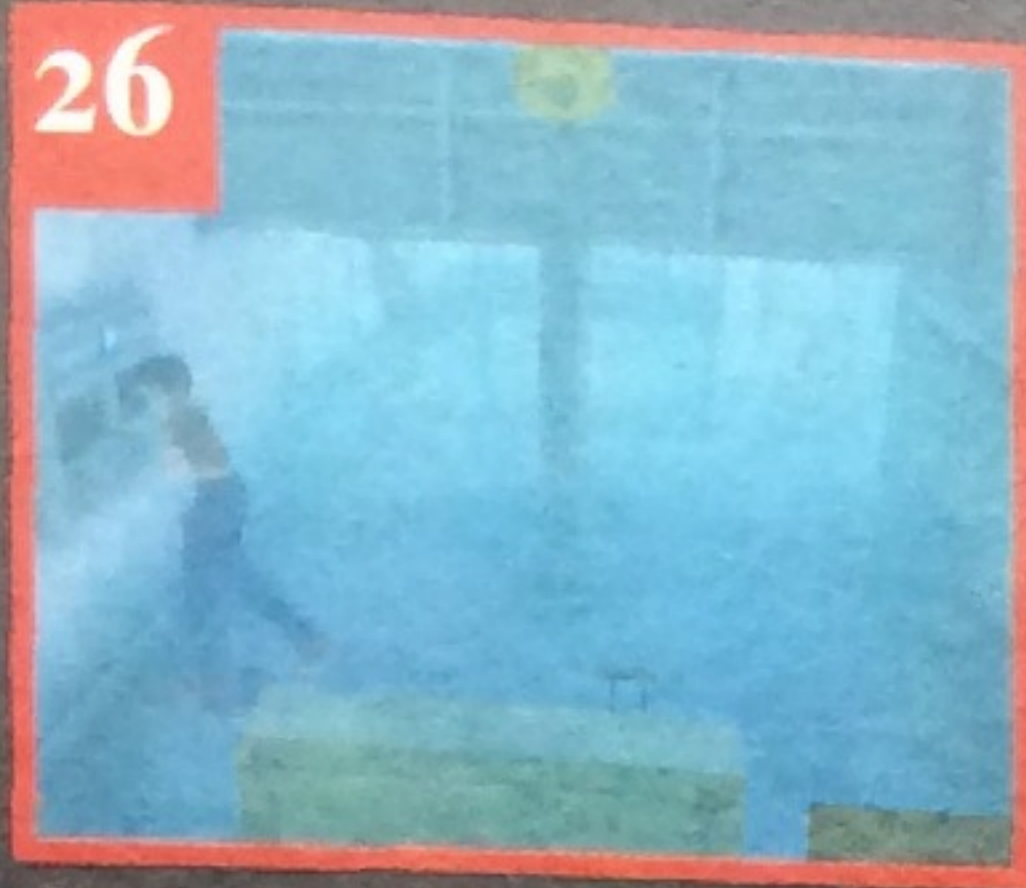
24



As the turbine hums, return to the northwest corner, then head south and turn into the alcove to locate the generator in the middle of the room. Turn the dial and the base's power flickers back on.

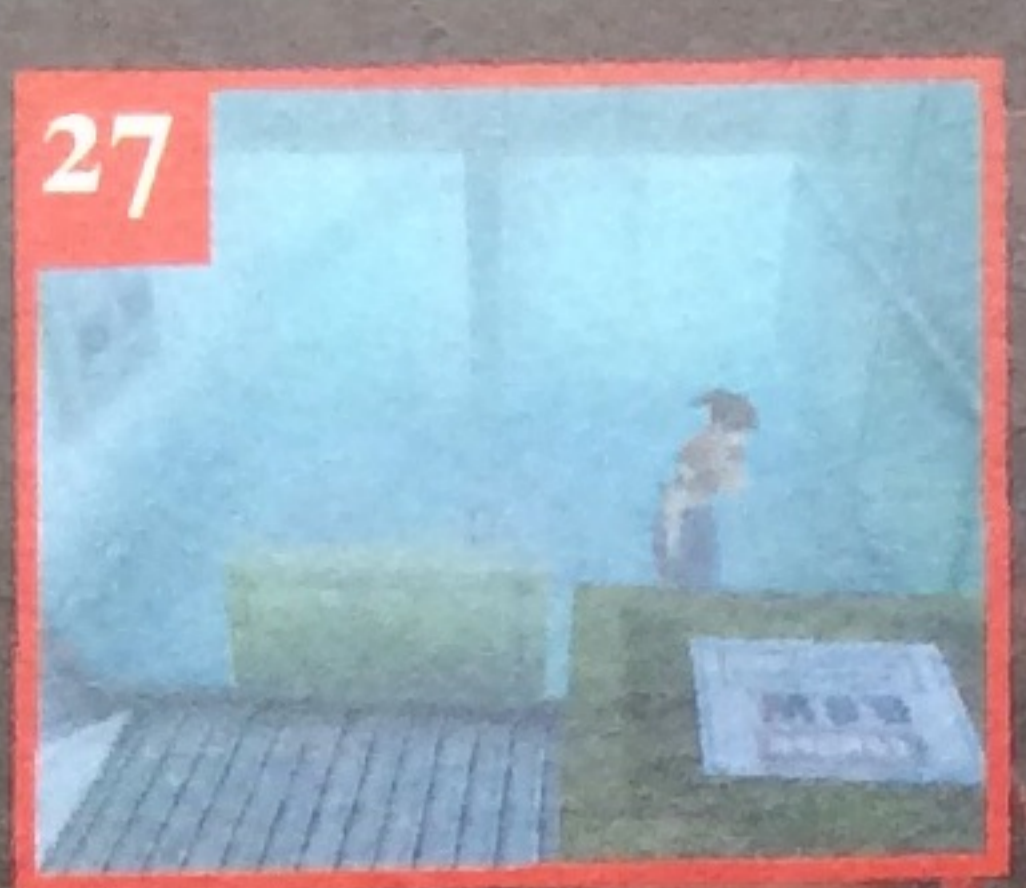


25 With improved lighting you can see the two Handgun Bullet boxes and two Green Herbs in the southeast corner of the room where the pipes run. Take them and return to the room with the conveyor belts.

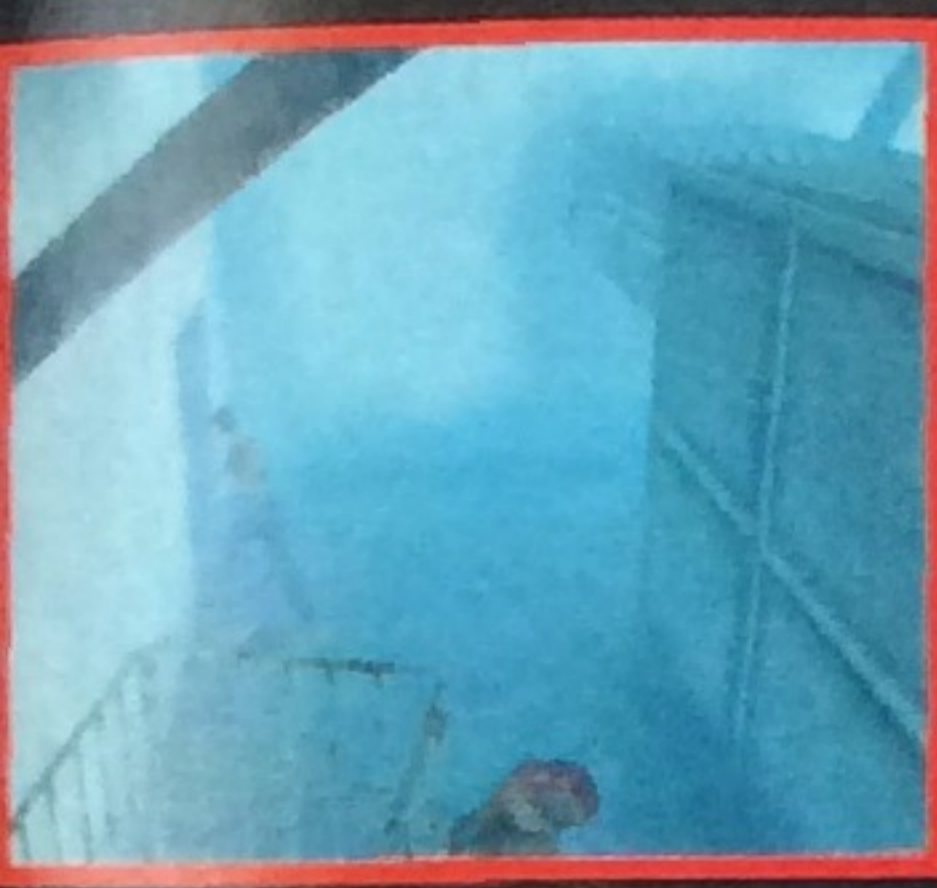


26 Once you're down the steps, head straight into the middle of the room and locate the control panel on the west wall. When you press it, the crate with the flashing item in it disappears into the weapon room. This item isn't for you – only Chris can take it.

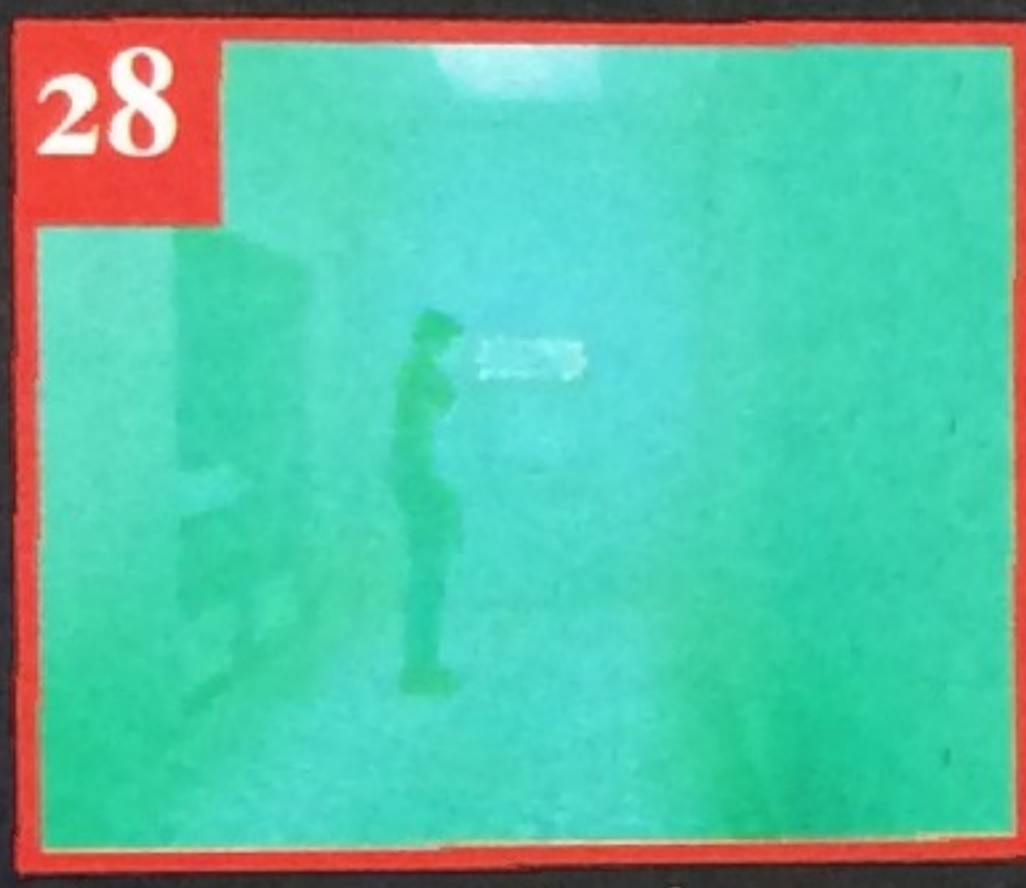
**NOTE**  
The item in the crate is a powerful Magnum, and Chris can only obtain it if you left the empty Extinguisher in the Item Box.



27 Now move around the conveyor lever, and check the crate of Anti-BOW Gas. Move up to it, use the Bar Code Sticker, and place it onto the crate. Then throw the adjacent switch.



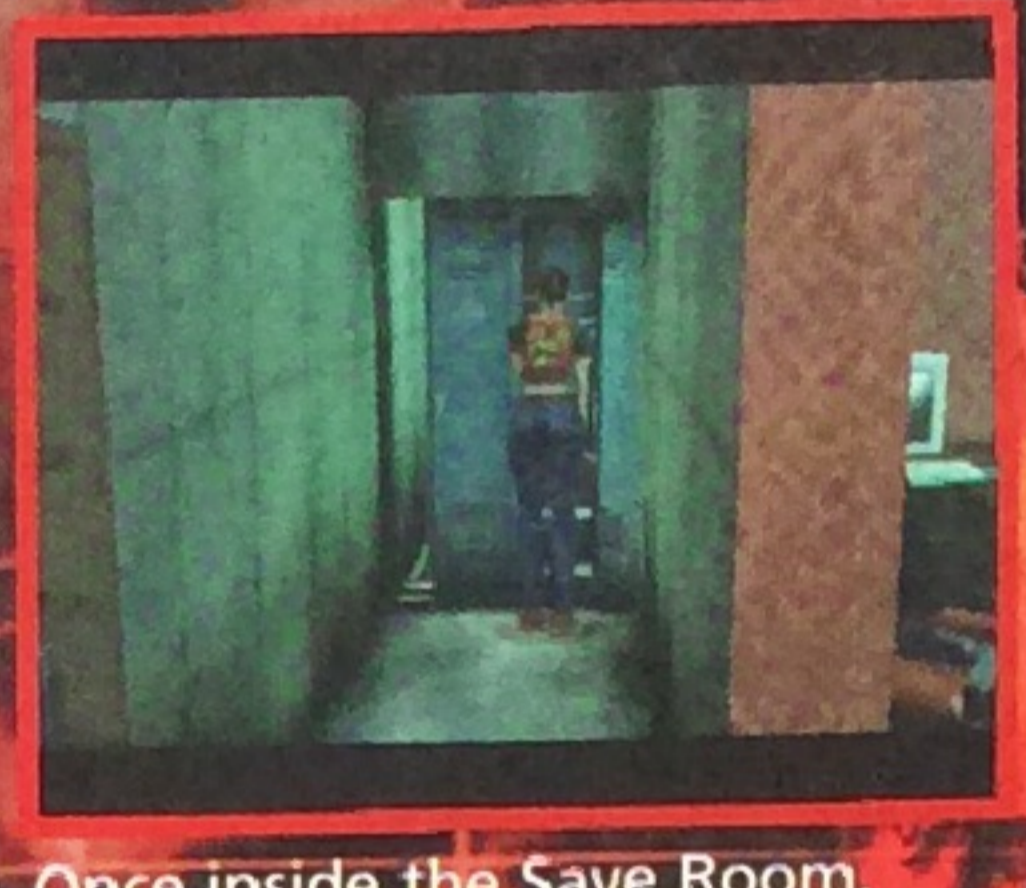
The crate moves along the conveyor belt, and disappears into the BOW room. Go to the southwest corner of the assembly room, and check what happened to the crate.



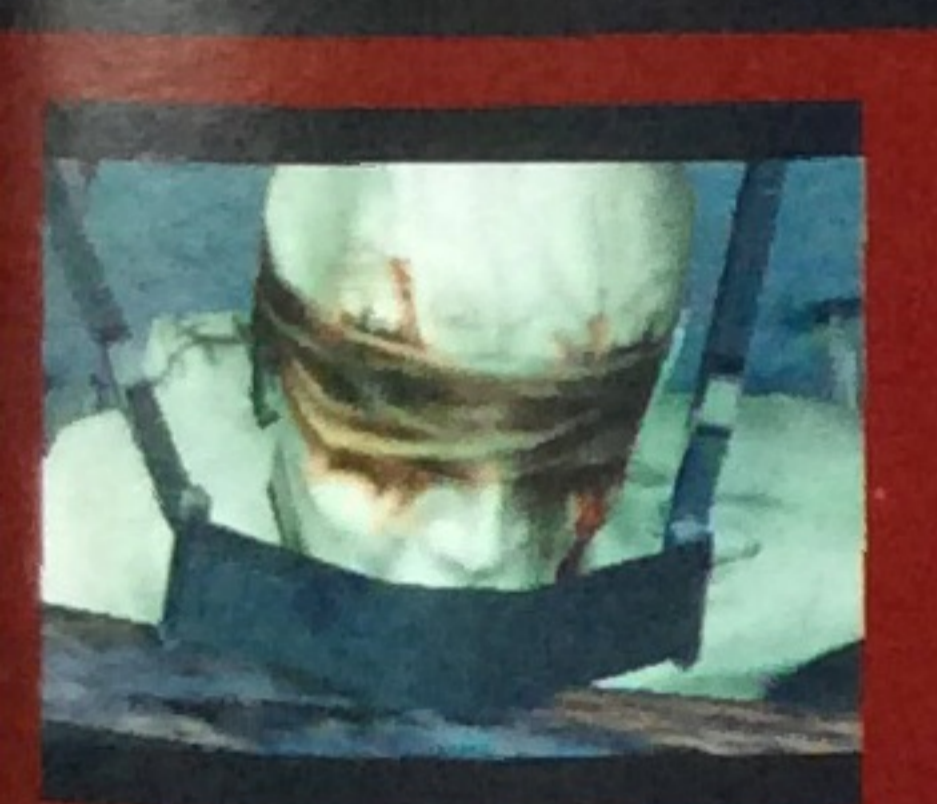
28 The emergency box is now open, and the room is rapidly filling with pungent green gas. Take the Gas Mask from the box, and quickly return to the corridor with the Moths.



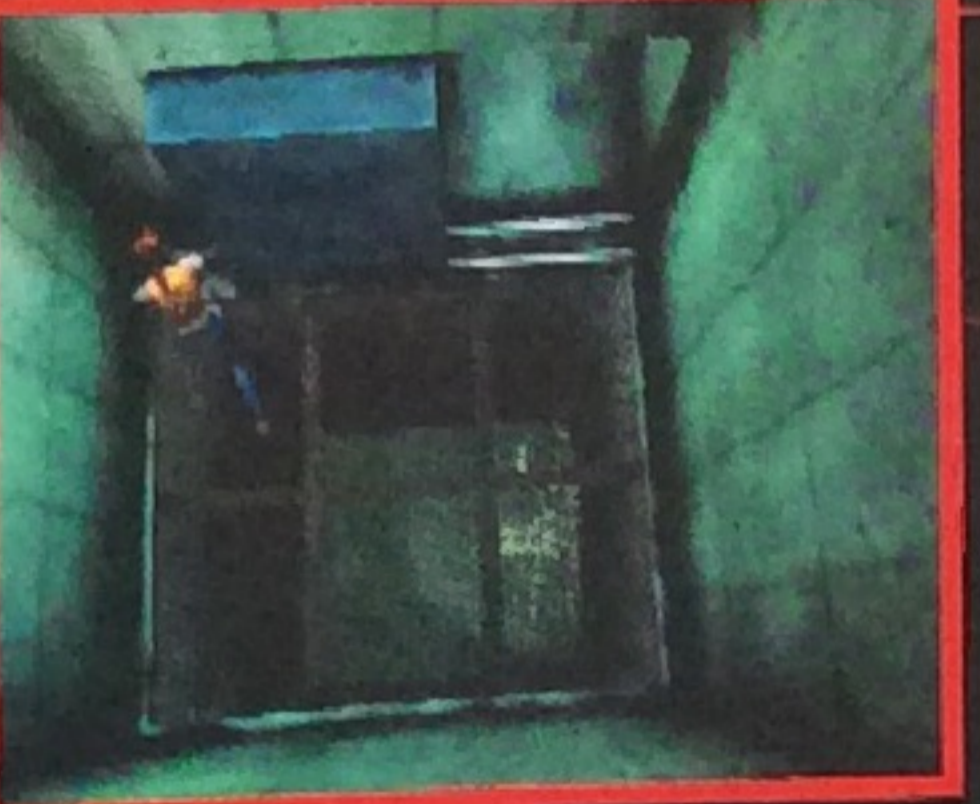
29 Moths are laying eggs in their victims. Aim and fire, or run like the wind and hope you aren't poisoned. If you are, stop and fight, then take a Blue Herb from the planter.



Once inside the Save Room, dump the Shotgun Shells in the Item Box (especially if your inventory is full), and run past the bookcase and into the secret room. Press the switch in the locker.



As the lockers shift right, step into the small mesh-floored chamber. Claire spots a figure chained to a wall underneath her. It looks like the most hideous of Umbrella's experiments, and lets out a roaring moan.

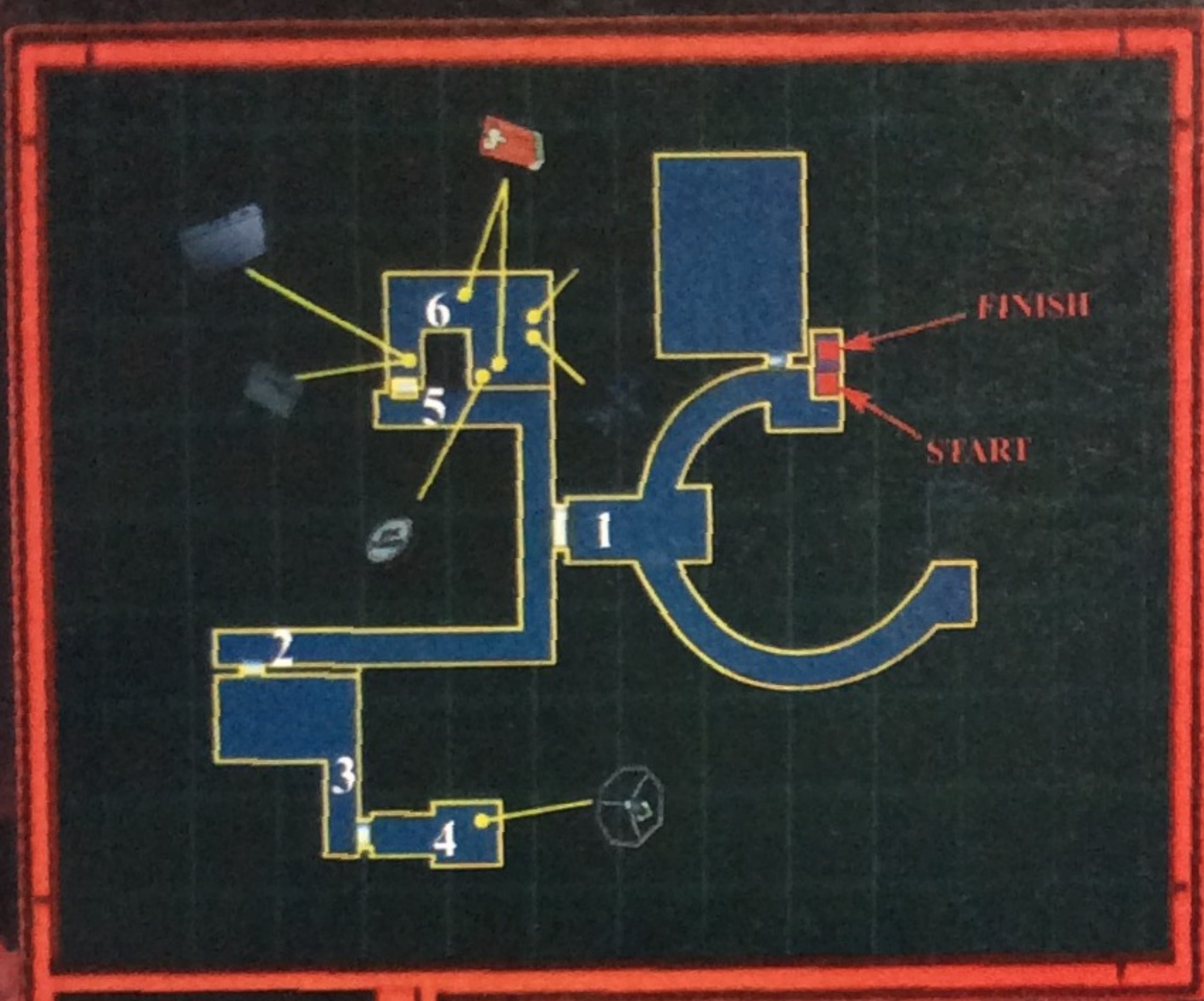


Ignoring the mutation, locate the small Plant Pot in the corner of the room next to the lockers. In your inventory, turn it upside down to find the Machine Room Key.



Head into the Save Room and record your progress. Then emerge and run through the Moth room and ascend the steps to the Basement First Floor. Keep the Gas Mask with you.

# MAKE YOUR OWN DOOR



Antarctic Transport Terminal B1F

## KEY

- Valve Handle
- Handgun Bullets (15)
- Ink Ribbons (3)
- Blue Herb
- Green Herb
- Duraluminum Case
- Shotgun Shells



**1** At the top of the steps, head past the bunk room and enter the double doors near the ladder you climbed down earlier.



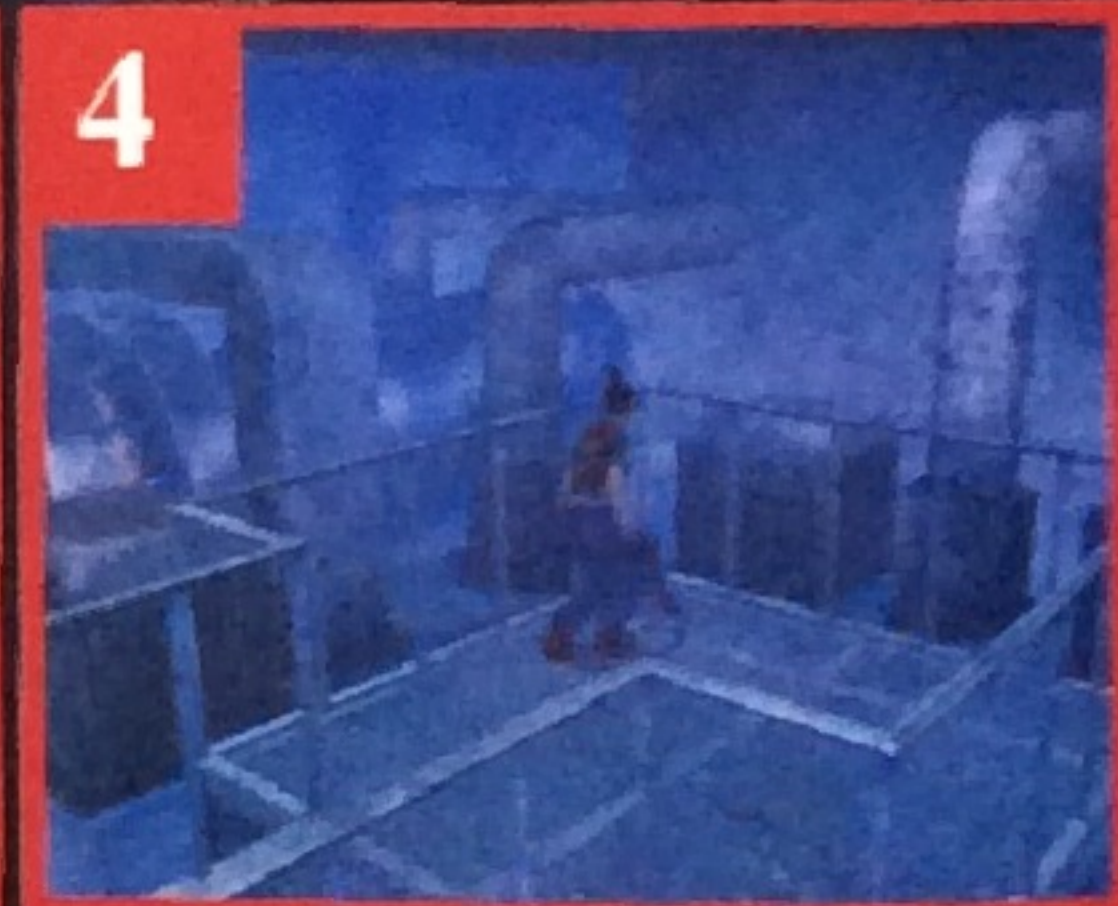
**2** Enter the room with the narrow balcony. You are above the conveyor belts in the assembly room. Jog south to the machine room door. Use the Machine Room Key on the door, and then discard it. Step into the room.

## NOTE

The next part of the mission can be completed either by examining the controls in this room and talking to Steve, or by running past the room, taking a valve, and then examining the controls. The second method is quicker, and the one detailed in this guide.



**3** Don't touch any of the machinery yet! Instead, make your way through this room, head down the narrow balcony to the south, and open the door on the east wall.



**4** It leads to a walkway above the generator room where you switched the power on and encountered the Zombie Dogs. Run across to the central platform and pick up the Valve Handle. Now return to the machine room.



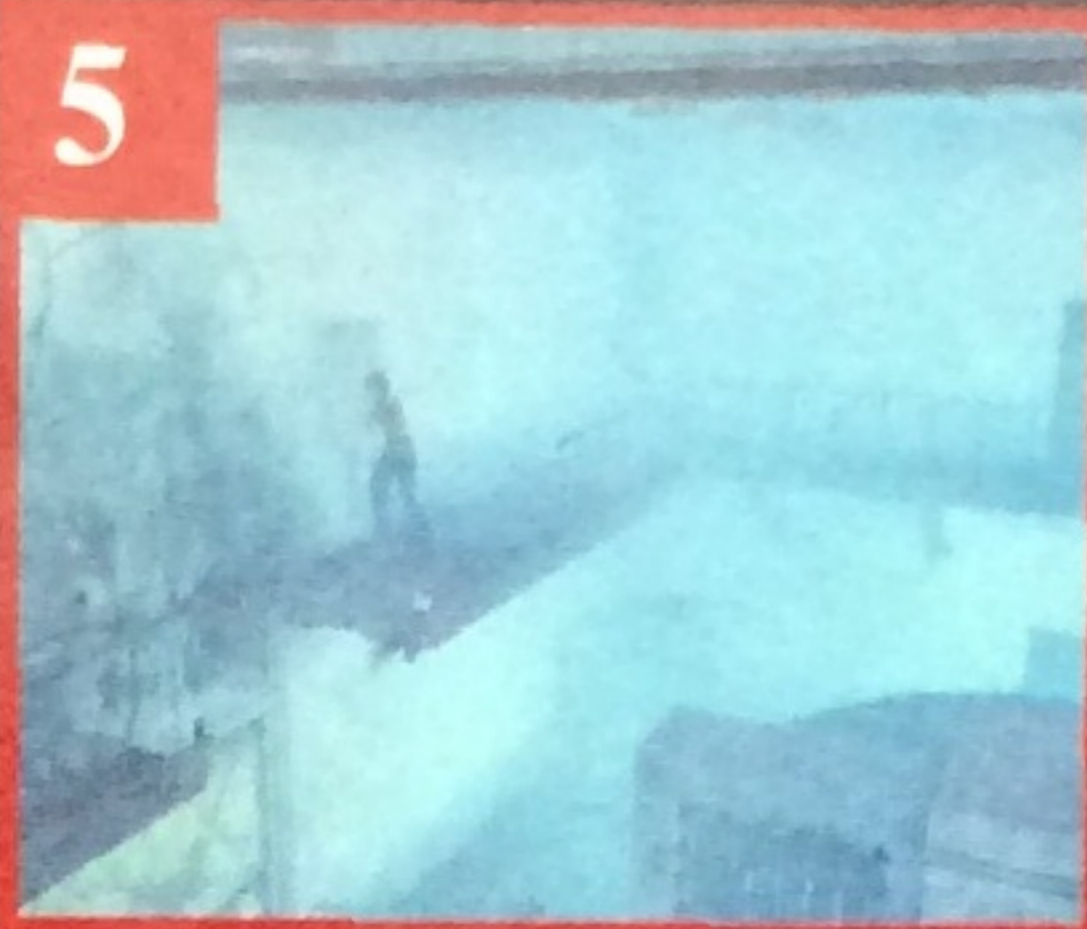
Steve meets Claire in the machine room. He says you can escape to an Australian research base. Claire reckons the Digger suspended by the crane could break the walls and free them from the base. Steve takes the controls but unfortunately, loses his concentration and the Digger ruptures pipes, causing a deadly gas leak. Time to stem the flow!

## NOTE

If you fiddled with the machinery before grabbing the Valve Handle, turn around, put on your Gas Mask when prompted, and run through the machine room to grab the Valve Handle.

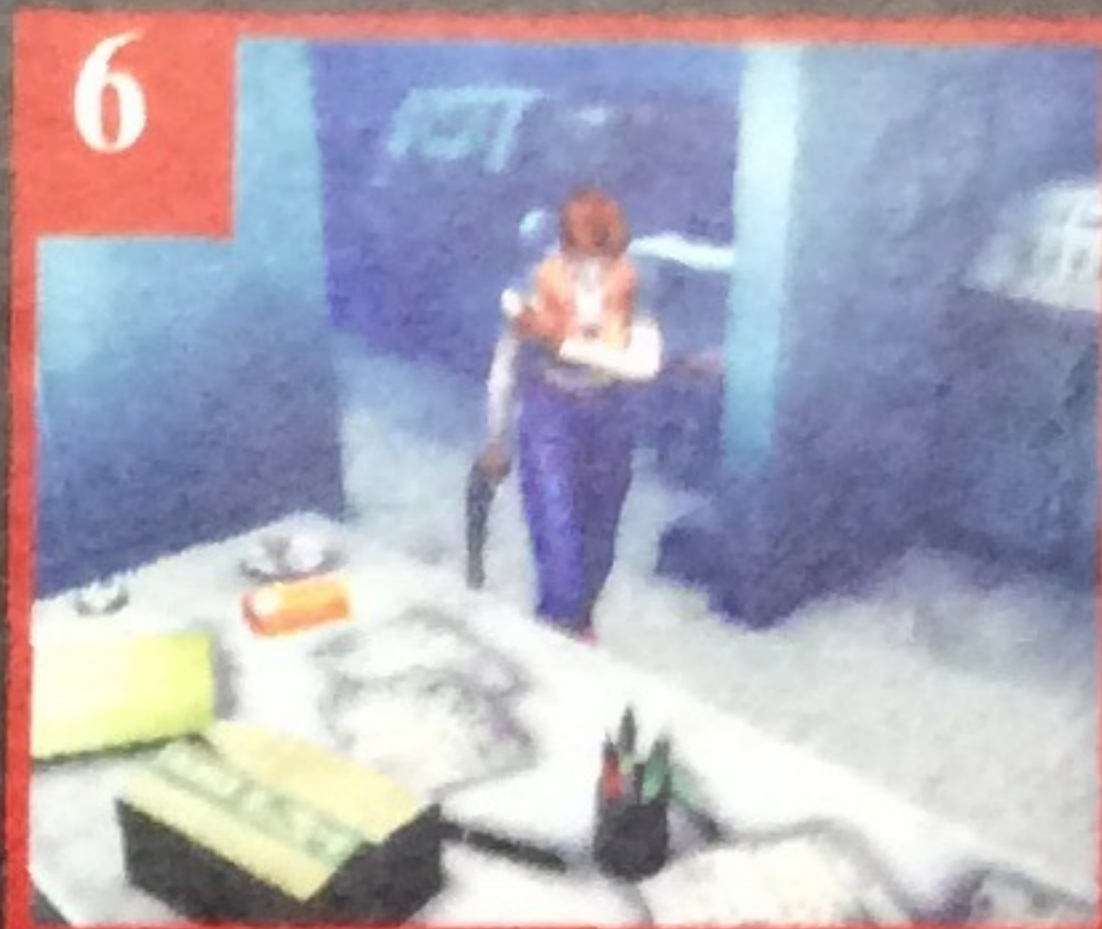


5

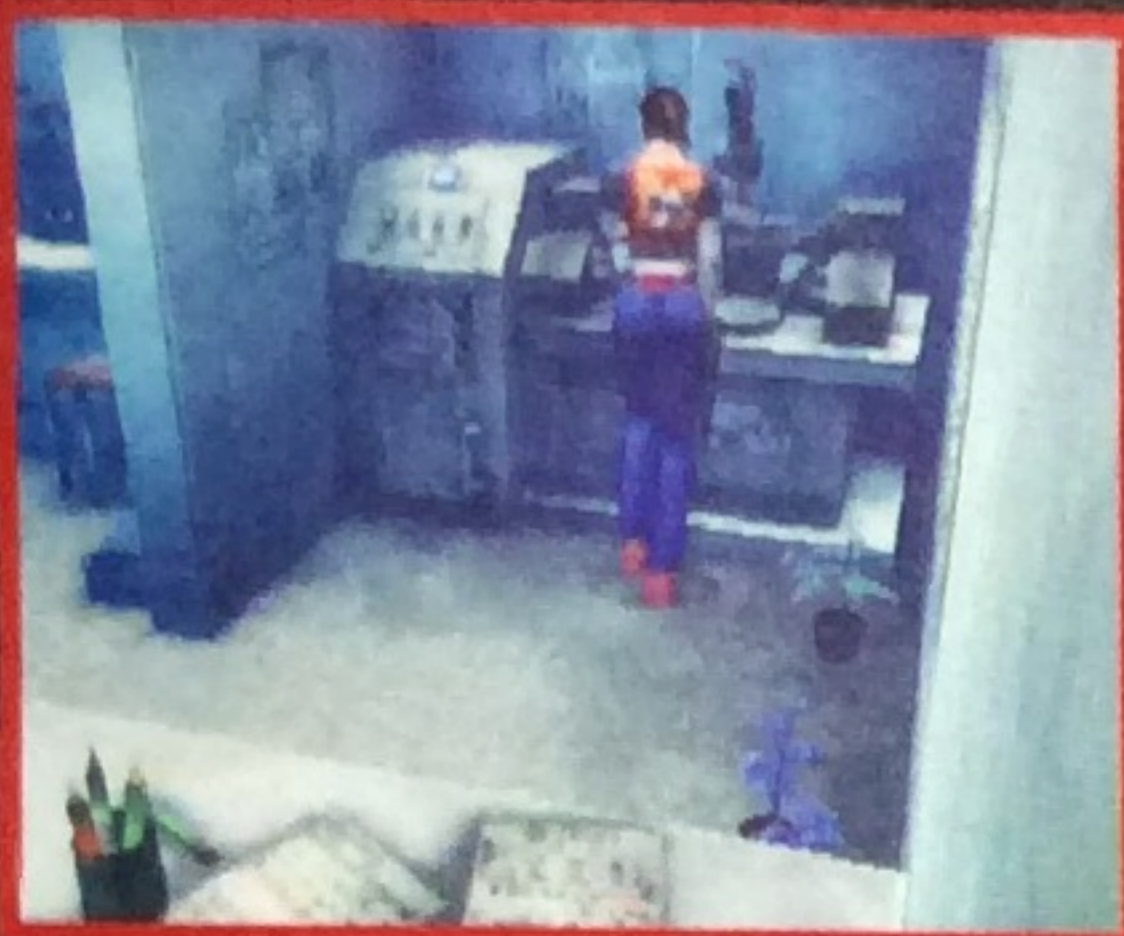


After you say goodbye to Steve, head around the narrow balcony, past the double doors, and open the door on the opposite side.

6



Move past the zombie worker rattling his cage – he can't harm you, and you can't hit him. In the eastern part of the room, collect the four items and inspect the bulky machinery.



This machinery is a precise cutting tool. Place the Valve Handle on the machinery, switch it on, and watch the machine carve a four-sided head into an eight-sided head. The reason you inspected the pipe earlier is clear now. Take the box of Bullets, and leave.

## KEY

Sniper Rifle



Antarctic Transport Terminal B2F

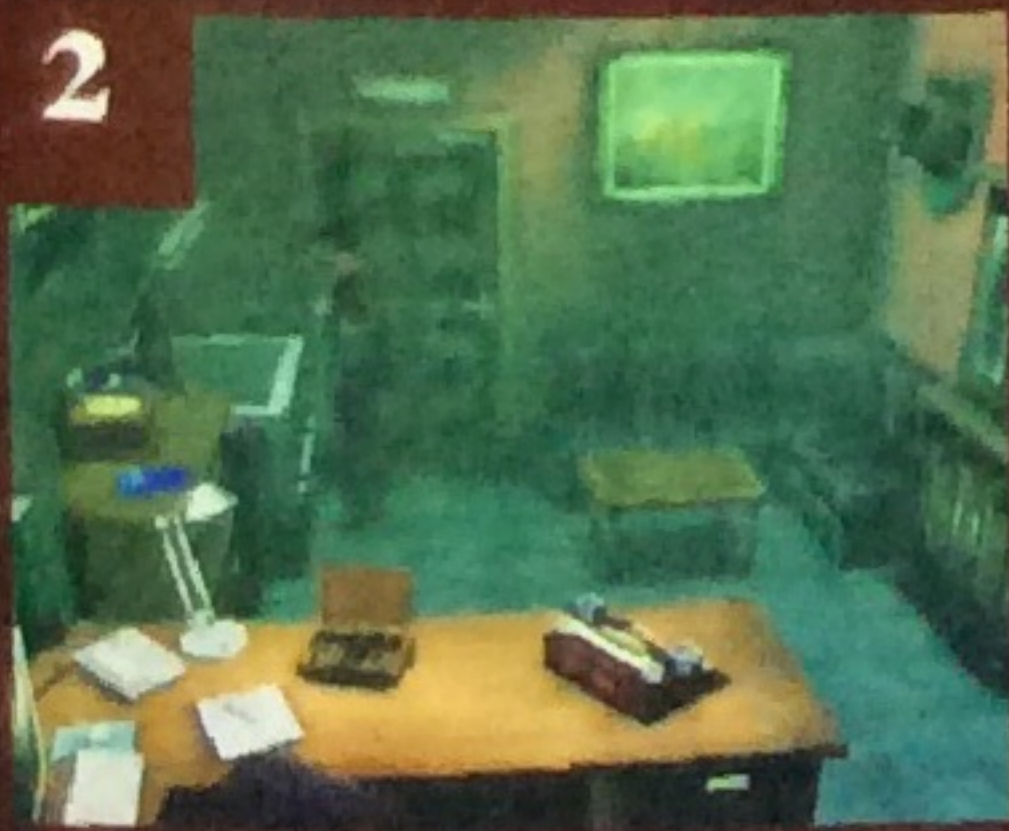
As you return to the Basement First Floor, you notice the assembly room dotted with five newly arrived zombies. Remember this! Now head past the bunk room, and down the steps to the Save Room.

I



## TIP

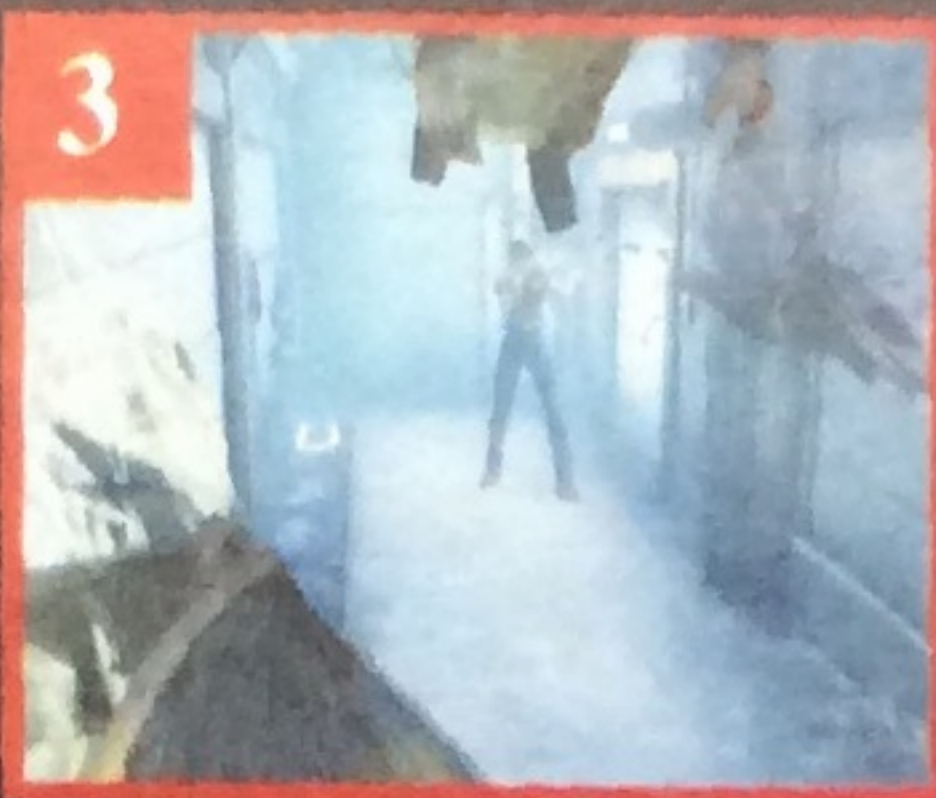
2



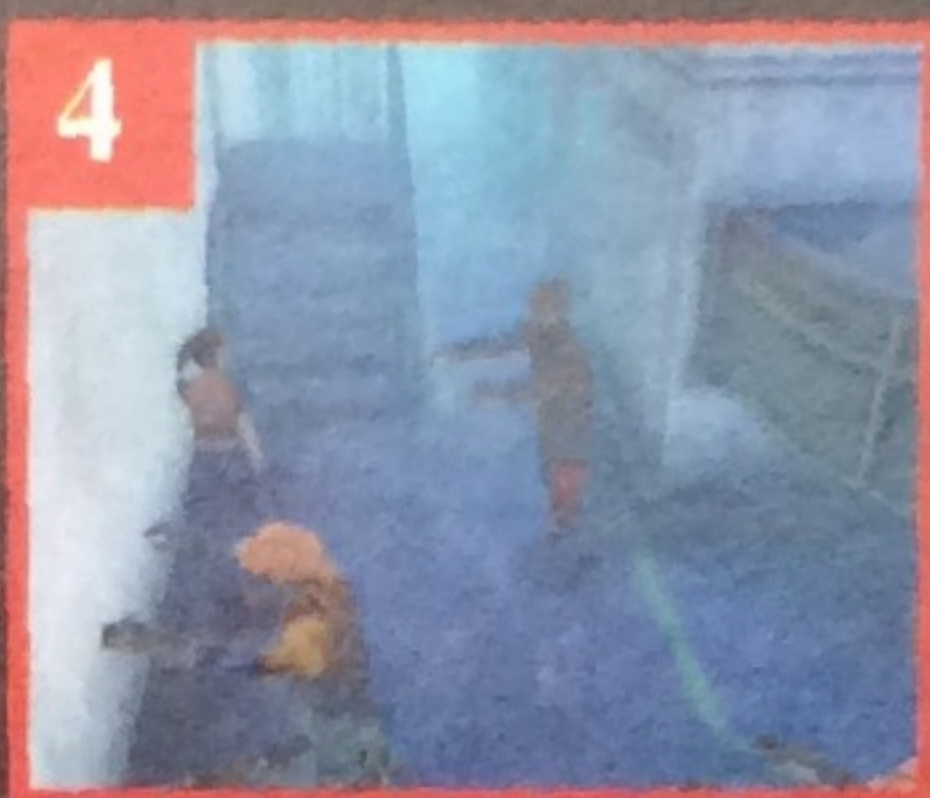
This is the last time you can save the game as Claire. All of the items you leave in this Item Box become available to Chris, so unload as much as you can. Leave Chris the Assault Rifle, M-100Ps, and all of your Herbs except a Green-and-Blue mix. He'll thank you for it!



What should you bring? Either a Bow Gun and some Gun Powder Arrows, or the Custom Handgun with 20 Bullets in the chamber. When you exit the Save Room, you should have the Gas Mask, the Valve Handle, one weapon, a small amount of ammo, and the Herb mixture.



Head around the Moths, then exit to the assembly room. If the Moths lay an egg on you, wait for it to poison you, then heal yourself at the Blue Herb planter.

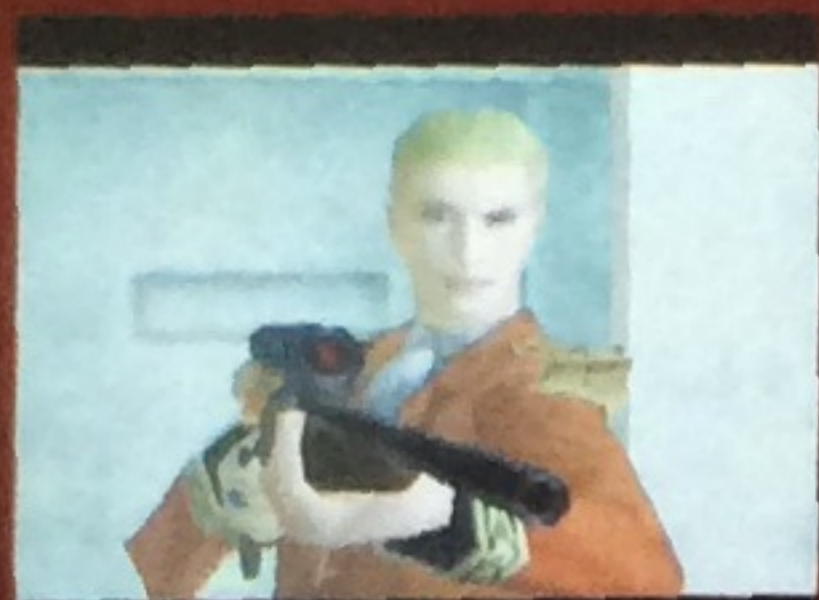


A swarm of zombies closes in on you. Spend as little time as possible fighting them. Dodge them and head for the stairs on the south wall. Enter the mining room after being prompted to put on your Gas Mask.

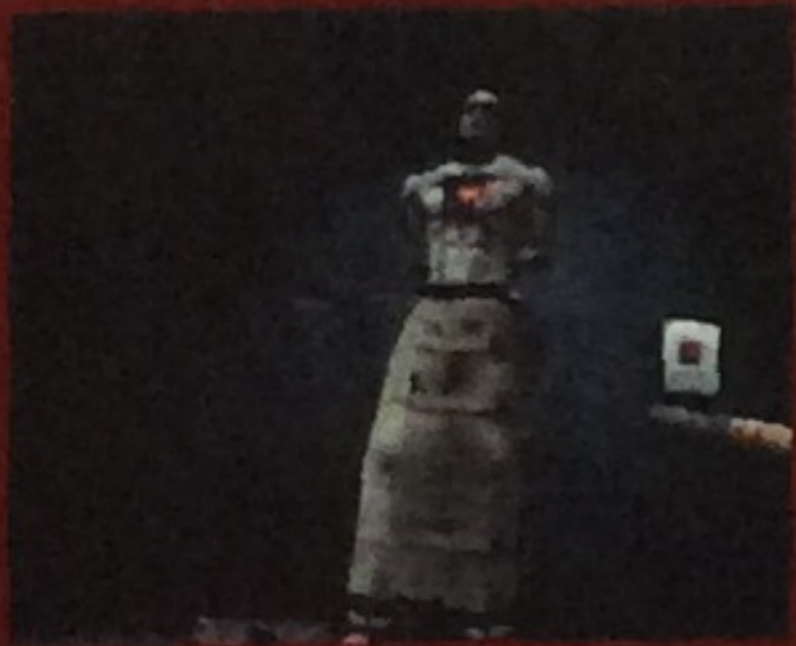
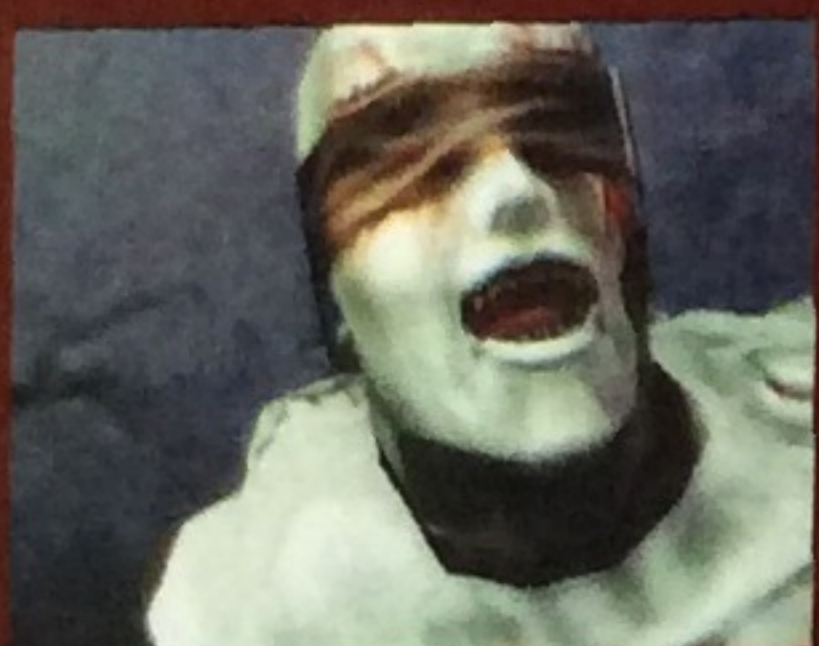


Turn and head east, go up the two giant steps, and run around the Digger. Jog up the steps to the pipe with the empty valve opening, and use the Valve Handle. It's time to plug a leak!

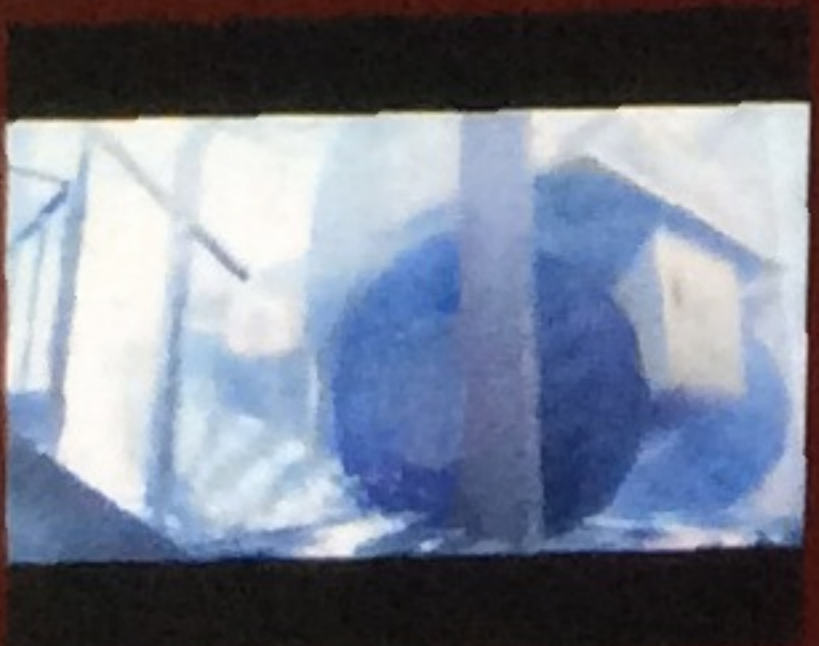
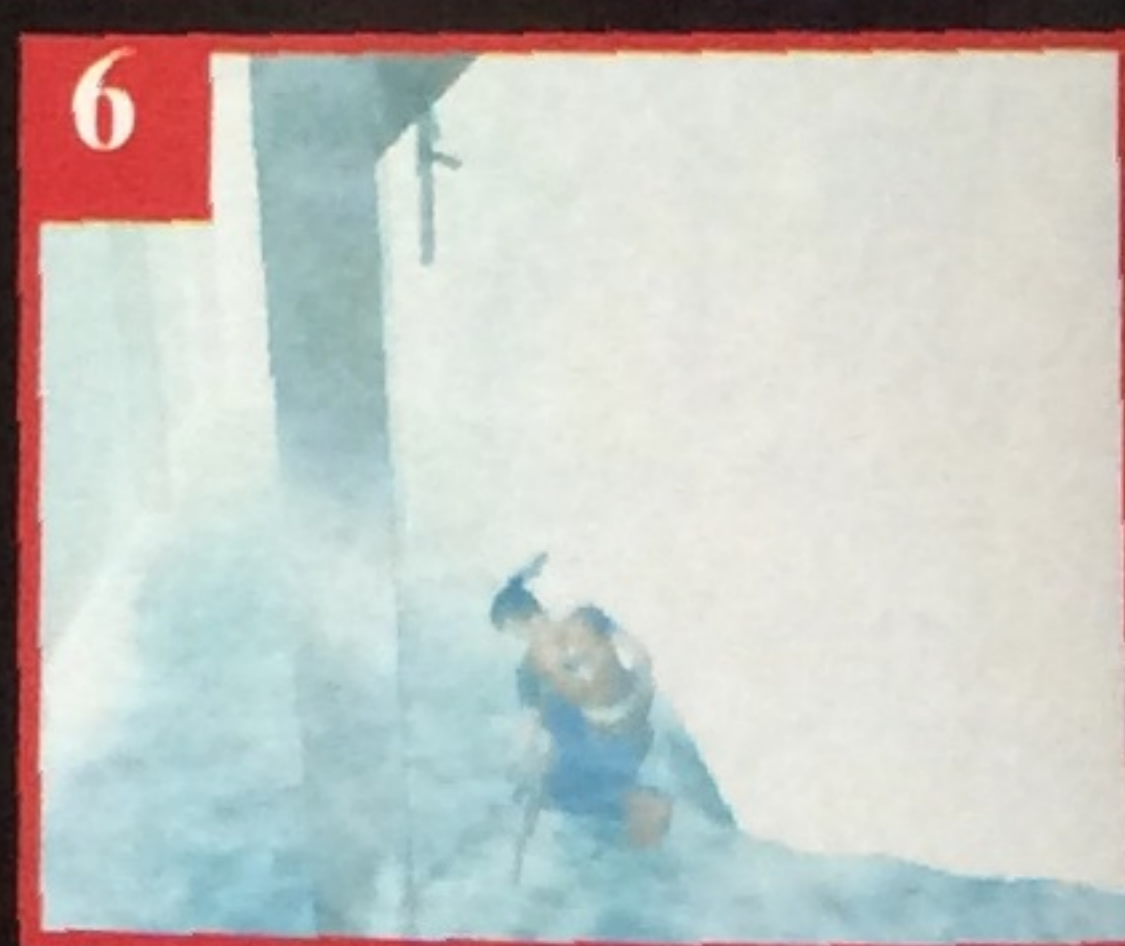
## ENDGAME



As Claire halts the escaping gas, Alfred Ashford strides in with Sniper Rifle at the ready, intent on spoiling your fun. This time, though, Steve is ready too. Alfred is peppered with gunshots and slumps over the rail. When he tries to stand, the ledge gives way, and he plummets down the icy pit.



An inhuman roar echoes up the pit. The tethered monster Claire saw earlier frees itself from bondage. The Nosferatu is loose!

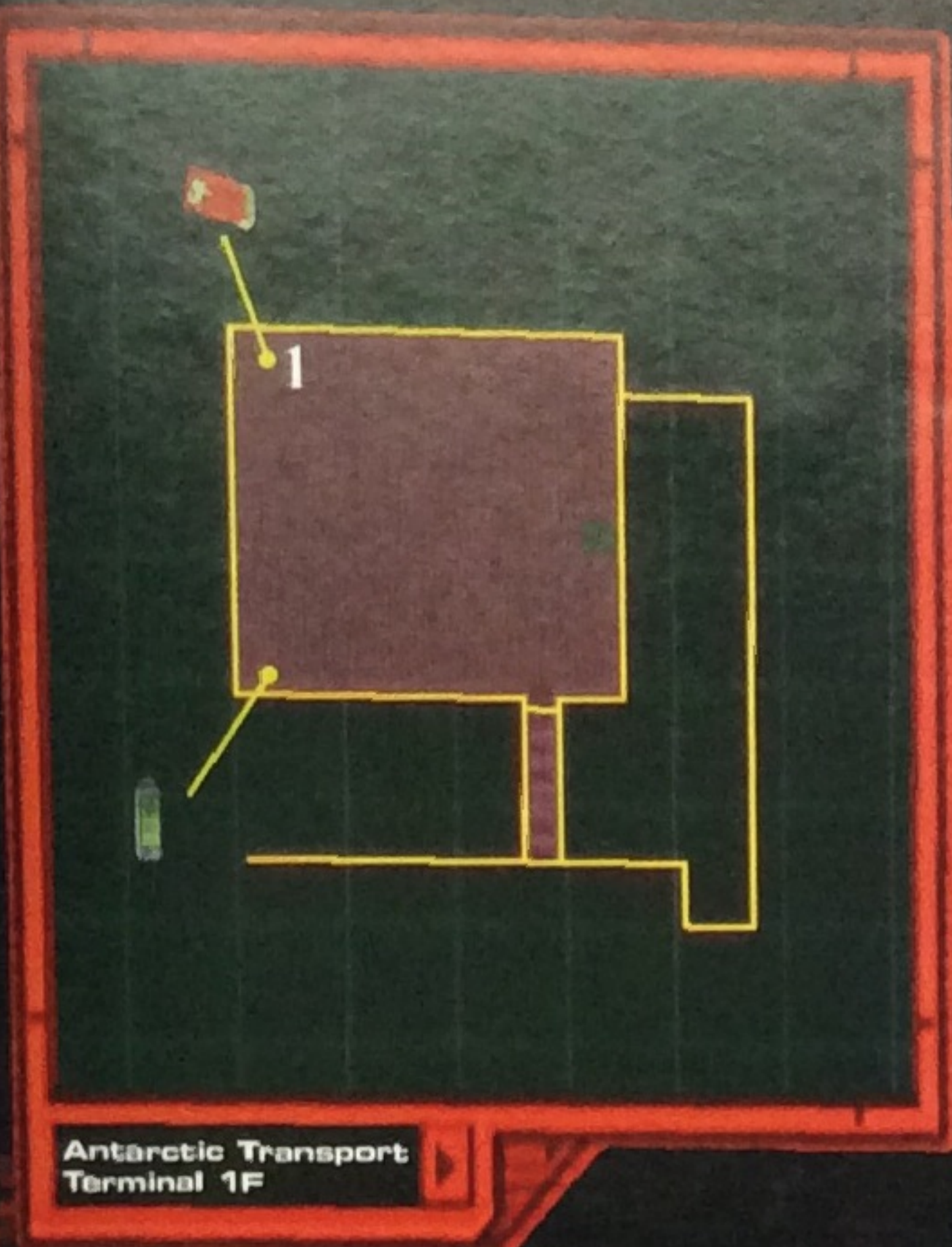


Steve beckons to Claire and they leap into the Digger, and plow through the base's ice walls, sending torrents of water gushing through the base. Once outside, Steve suggests that the helipad is the best means of escape.

When the growling stops, resist the temptation to jump aboard the Digger, and instead go down the two steps to the dropped Sniper Rifle. Pick it up.

# NOSFERATU BATTLE

## THE WALKTHROUGH

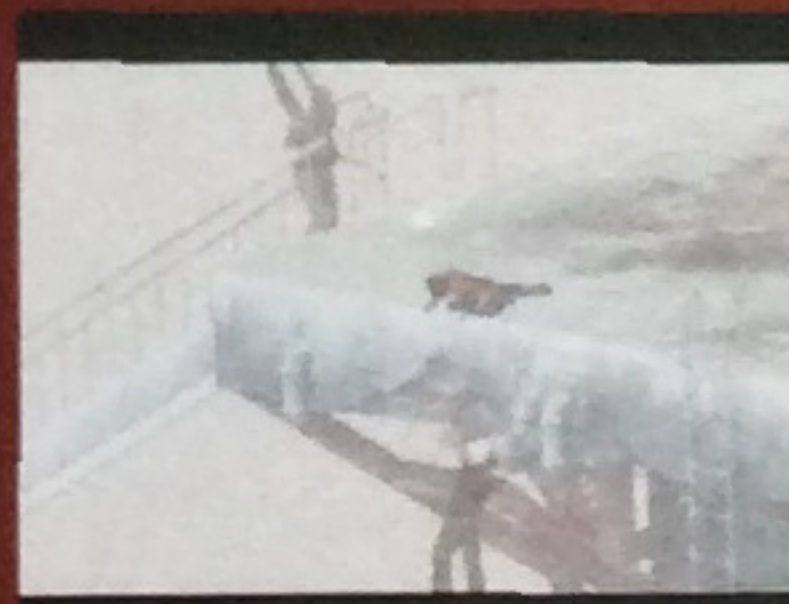
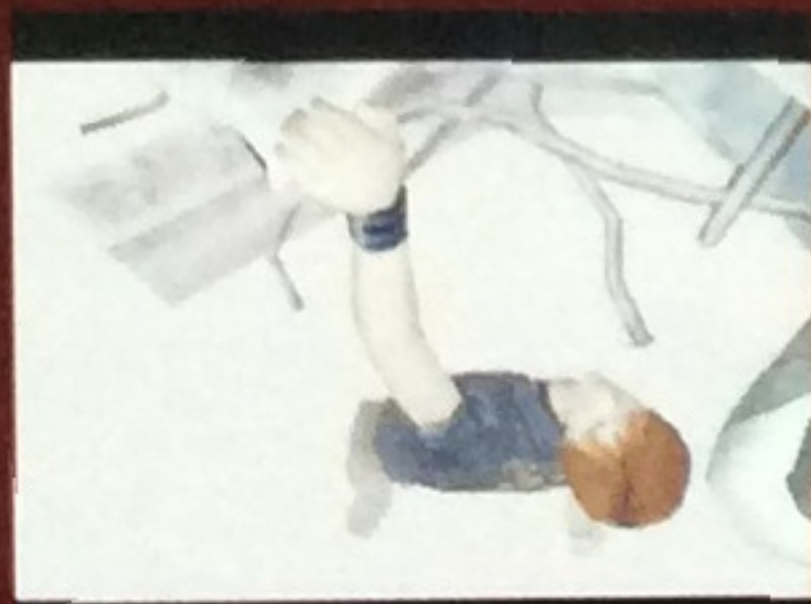
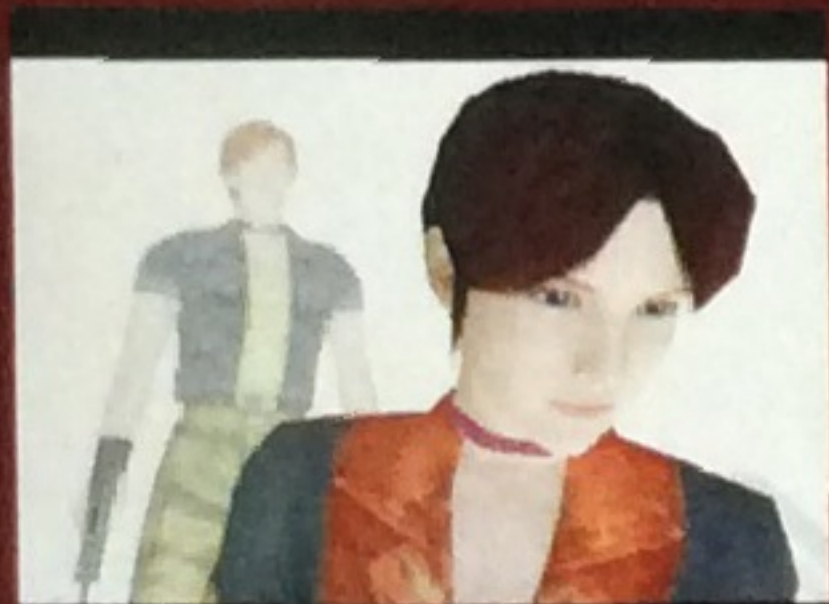


### KEY

- Handgun Bullets (15)
- First Aid Spray

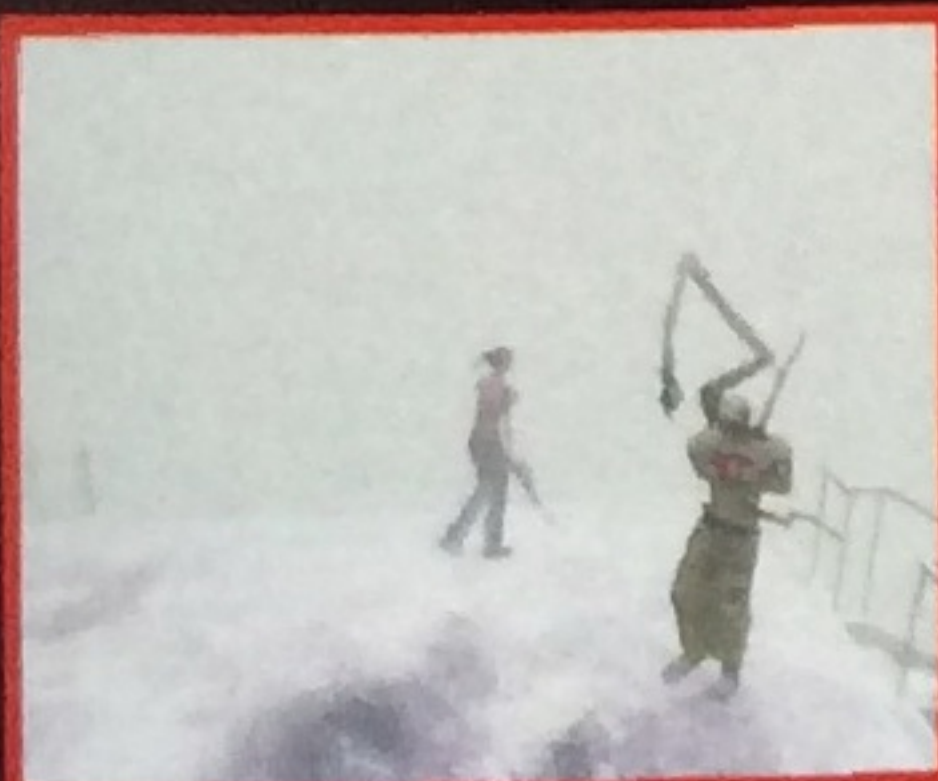
After climbing to the top of the helipad, Steve ushers you toward the stairs leading to the vehicle depot. Don't go there just yet. Instead, check the corners of the helipad – you find Handgun Bullets and First Aid Spray. Move to the bridge.

I

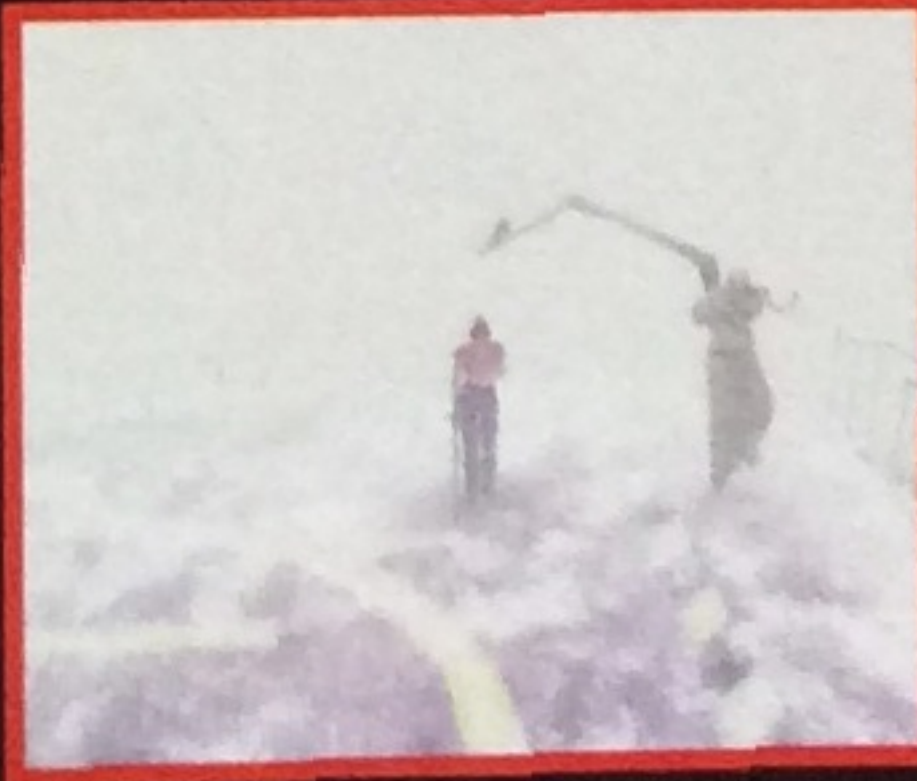


*Claire stops on the bridge. Out of the mist shambles the Nosferatu! It sprouts four sinewy arms, knocks Steve off the helipad, and closes in on Claire. Back up and attack!*

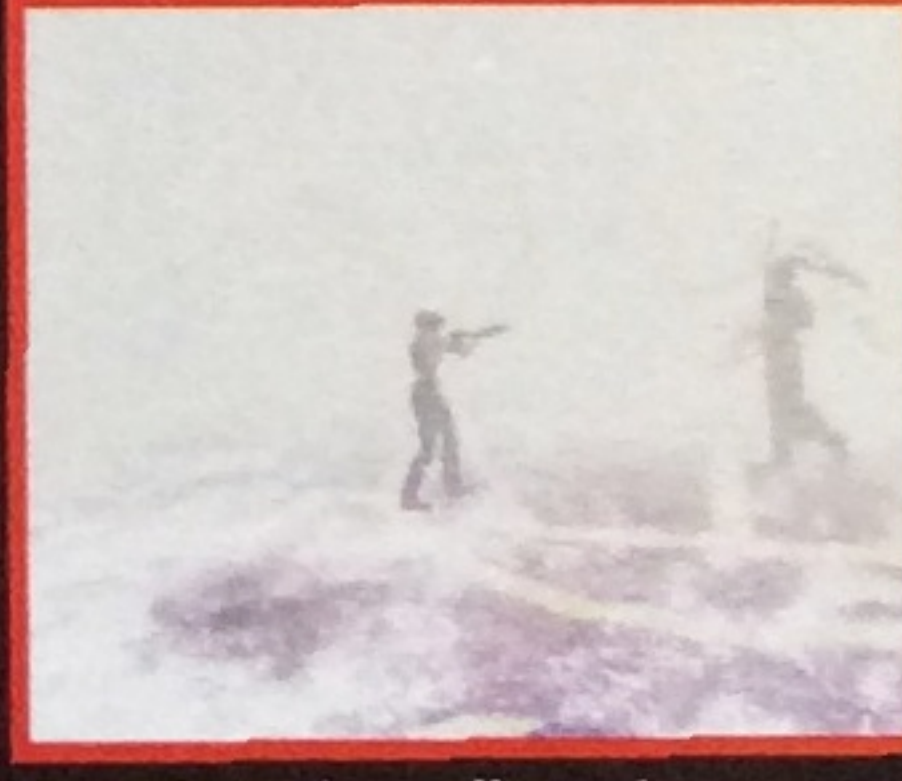
## BOSS BATTLE NOSFERATU



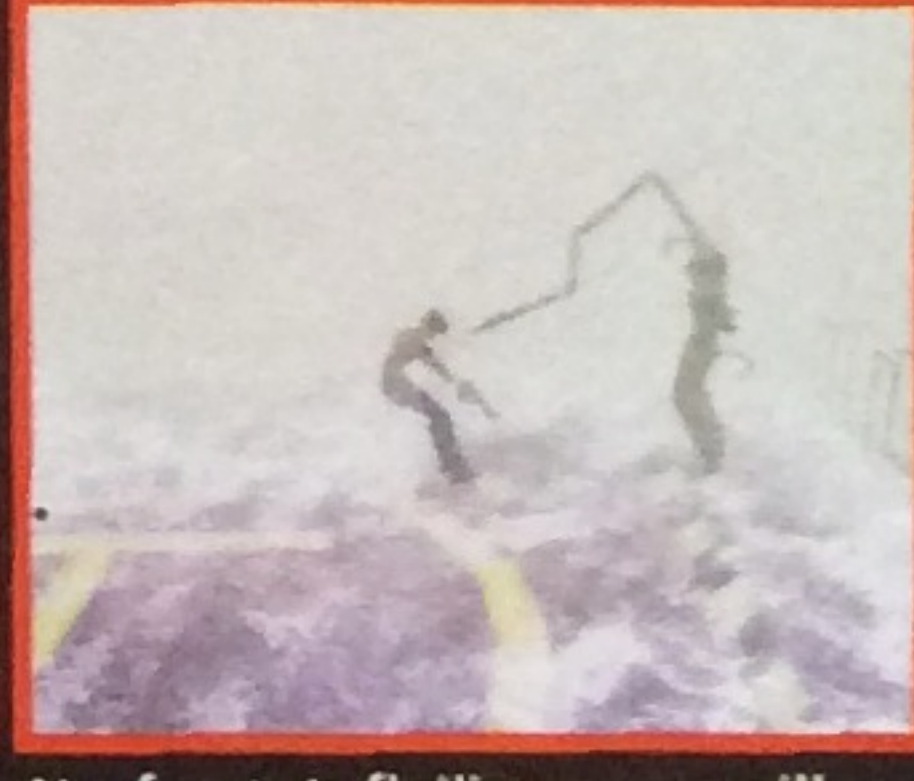
Move away from the edge of the helipad. Ignore Steve until after the confrontation.



If the Nosferatu's flailing arms hit you while you're on the helipad edge, expect a deadly fall.

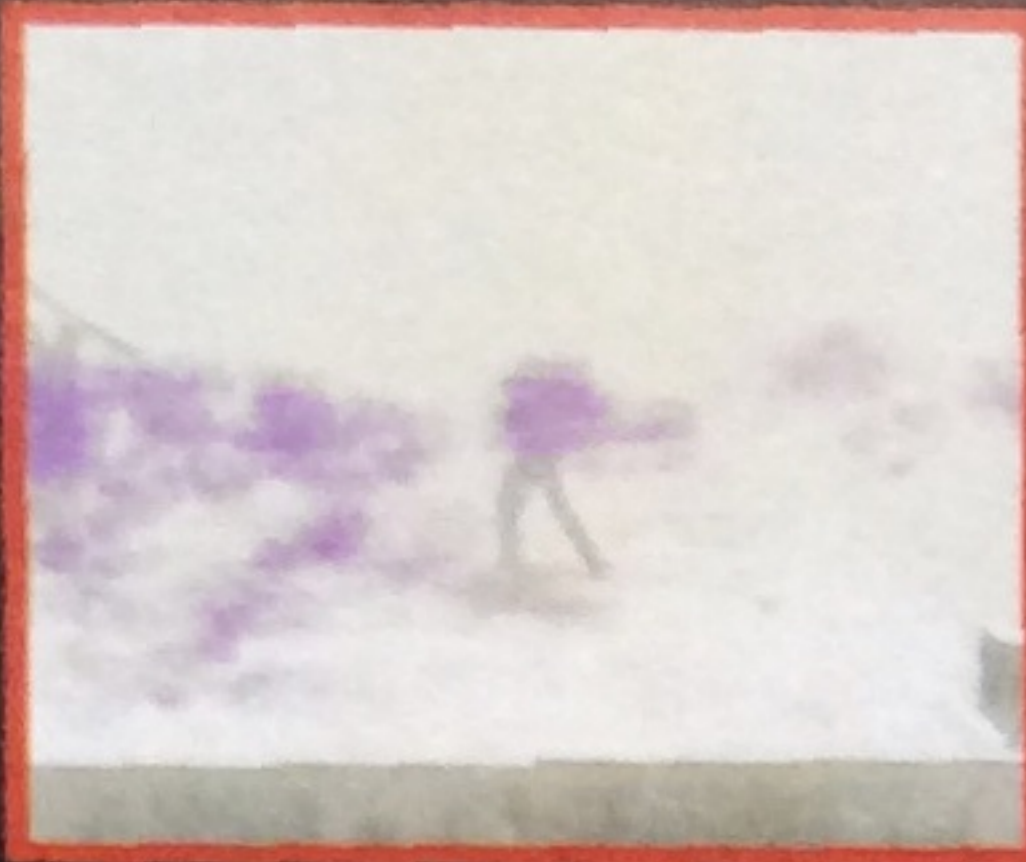


Stand on the yellow ring on the helipad. From there, you're near enough to the beast, but not too close to the edge to be sent flying.



Nosferatu's flailing arms will send you sprawling across the helipad. If you're hit twice by this attack, check your Health.

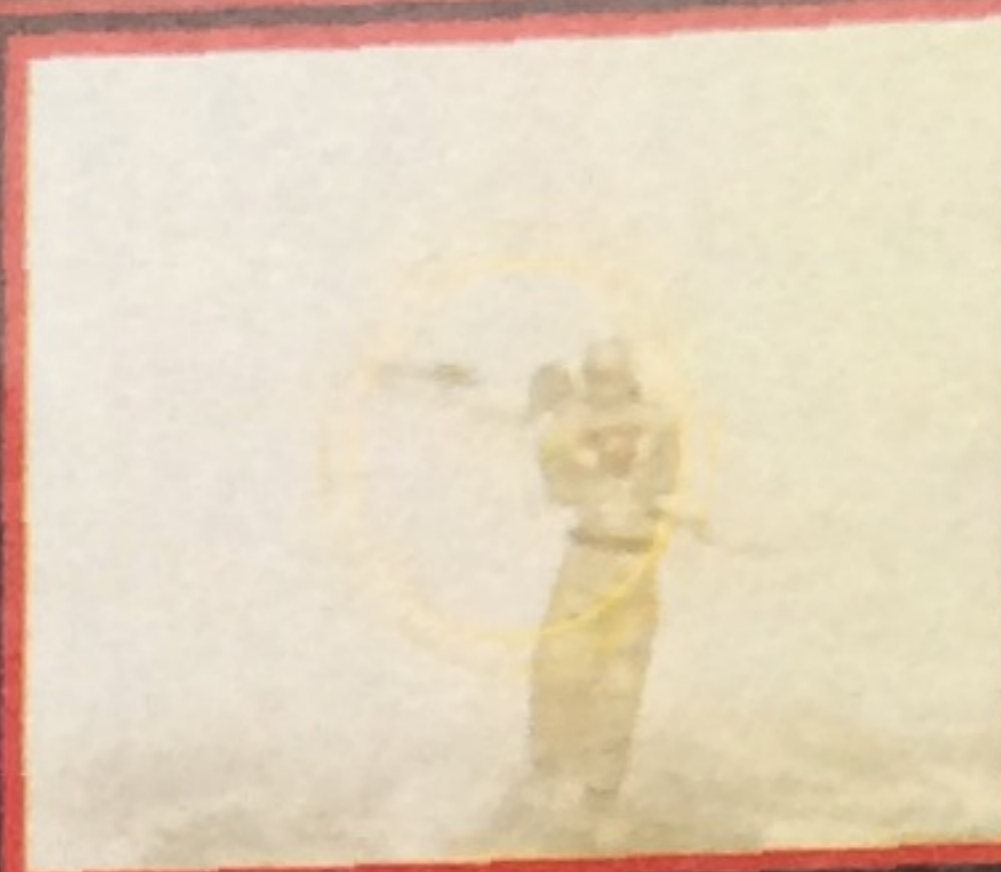




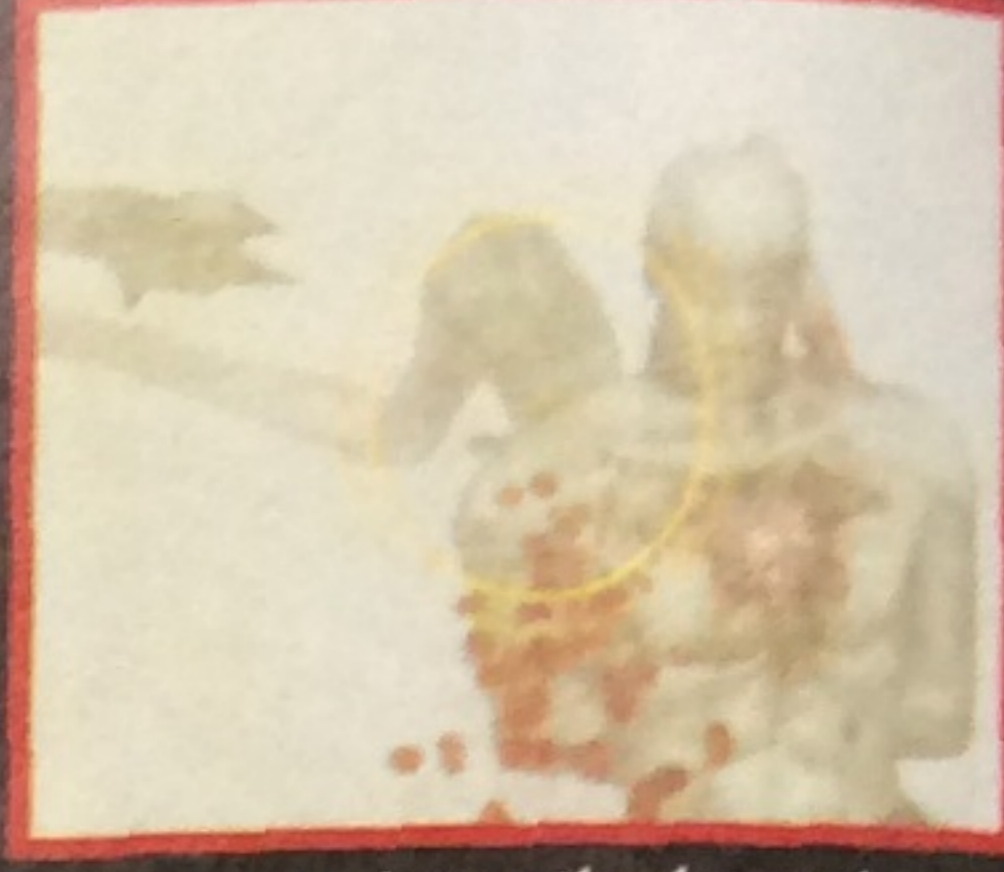
The Nosferatu's other attack is to throw purple poison gas capsules. Ending the battle poisoned affects Chris' game later.



The clouds of gas don't seem to affect you when you're aiming the Sniper Rifle. However, if you are surrounded by gas, quickly move to a new area.



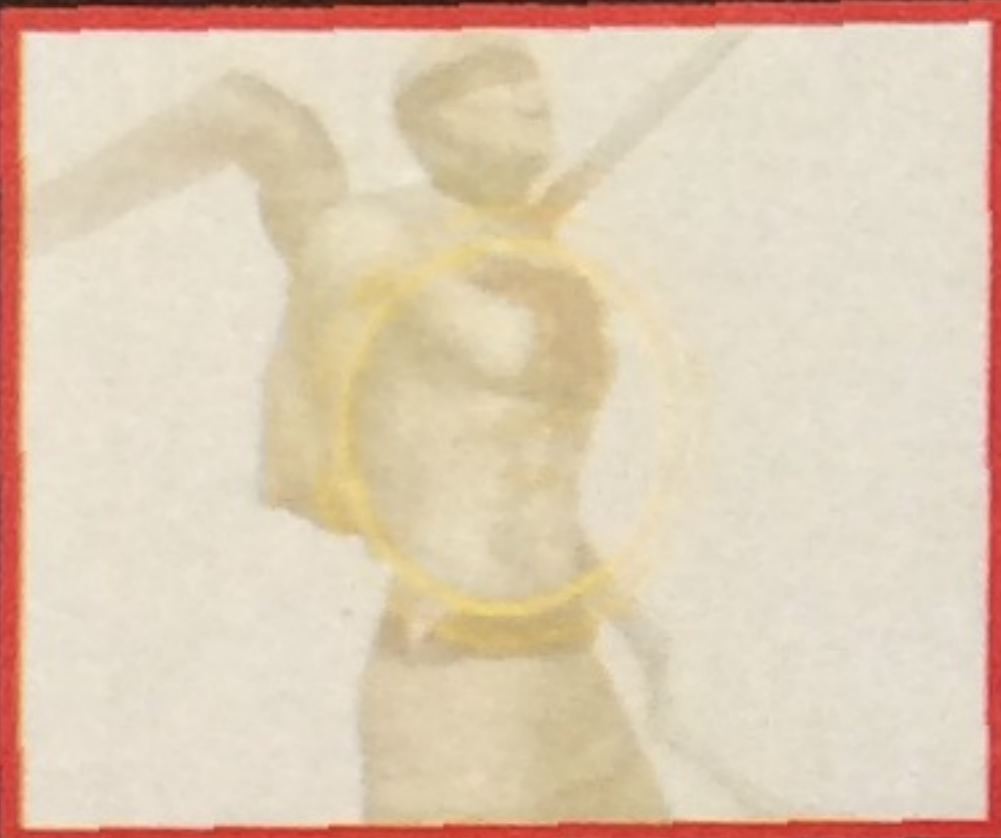
When you're far enough away, turn and aim using [R1]. Claire locks on the Nosferatu. Immediately press and hold [L1] to zoom in with the telescopic lens. Let go to zoom out. If the Nosferatu doesn't appear, you're too far away – move and aim again.



When you have the beast in your sights, keep a steady aim and fire at its pulsating chest. The fog can impede aiming, so make sure you have a clear shot, and pump two or three well-aimed shots.

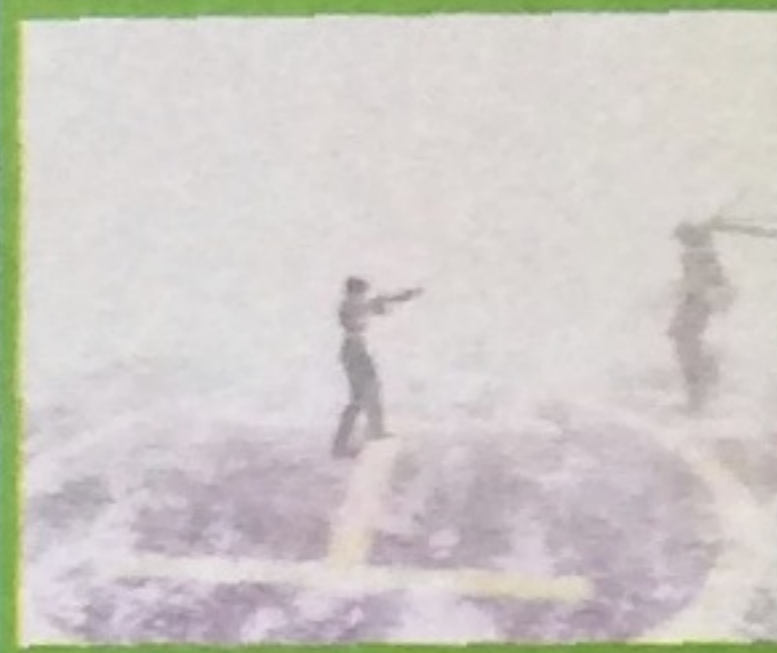


If your aim is successful, blood splashes from the beast's torso. Move again, re-aim, and fire. Perfect shots cause the Nosferatu to stagger and bend over – when he stands up again, fire.



Seven well-placed shots should down the Nosferatu. Excellent work! Now check on Steve, quickly!

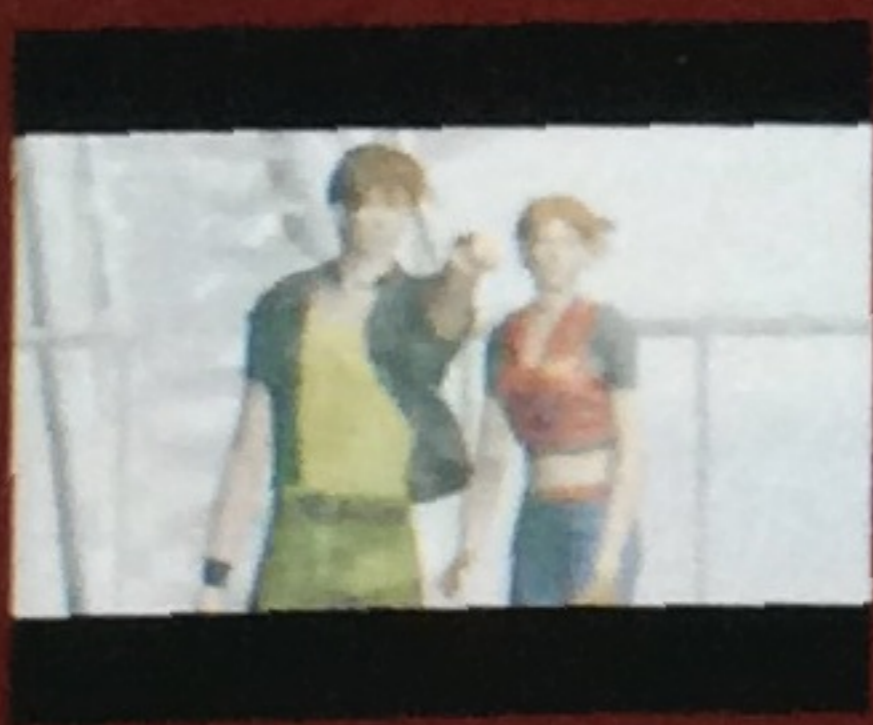
## NOTE



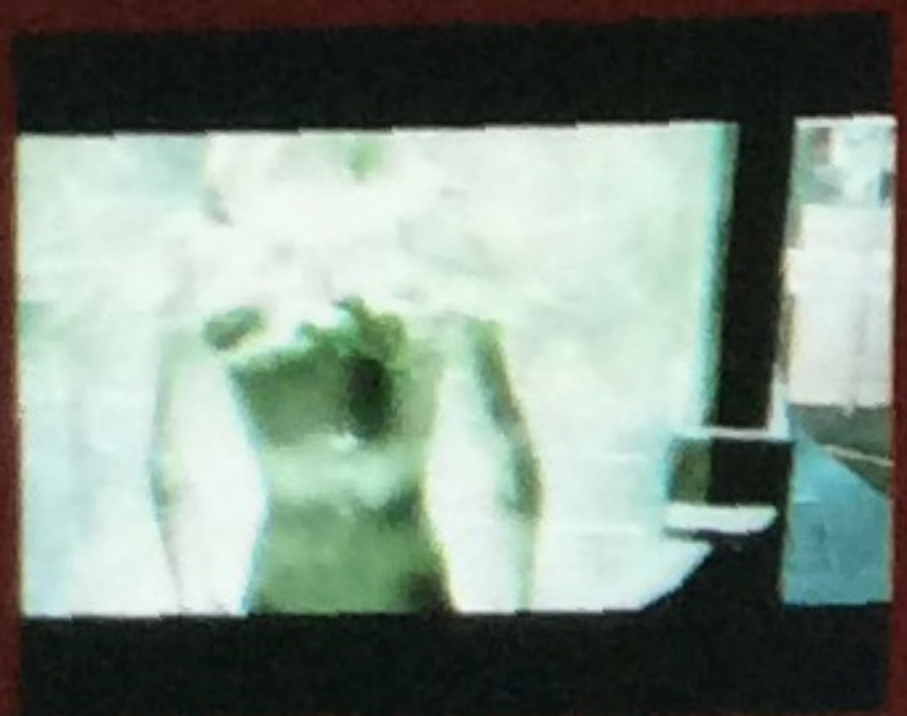
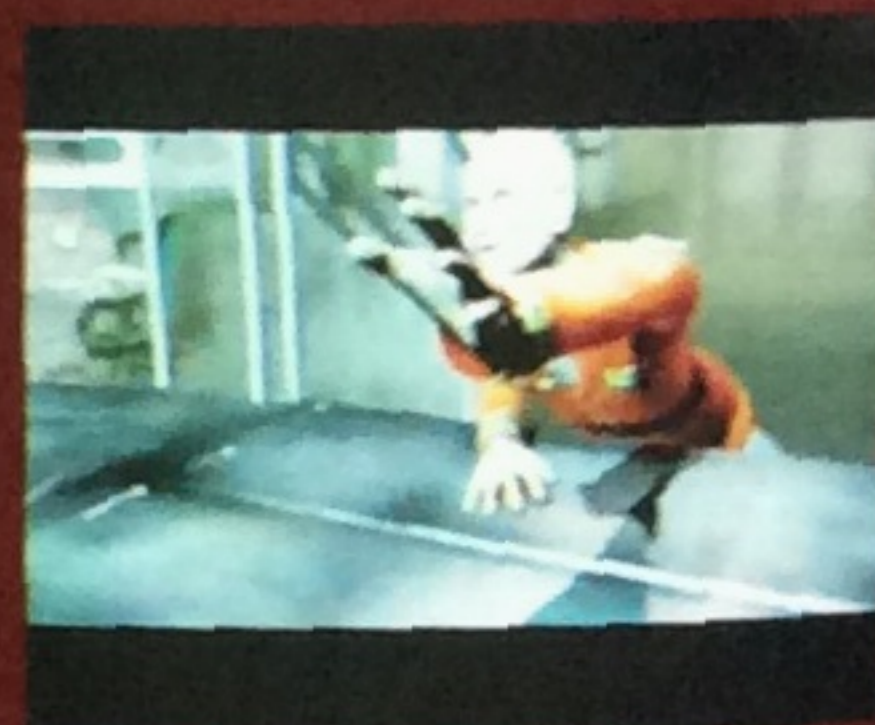
If you use all seven Sniper Rifle shots and the Nosferatu still advances, switch to your Custom Pistol (or other weapon), move so you can see him, and fire two-second bursts of gunfire. Then run to a new location and repeat the process until the freak succumbs.



Claire is surprisingly strong. She drags Steve to safety. They locate a snowcat, and make a break for freedom.



Deep inside the base, a mortally wounded Alfred regains his normal voice and hoarsely shouts his sister's name. The base's computers flicker into life.



A tank of embryonic fluid drains, revealing a thin female form. Alfred Ashford collapses at the feet of this preserved specimen. It's Alexia!



She's not too happy and summons a gargantuan tentacle to take care of the snowcat. Steve and Claire are thrown into the sky. Alexia watches the flaming wreckage on the lab monitor. Is this the end of Claire and Steve?



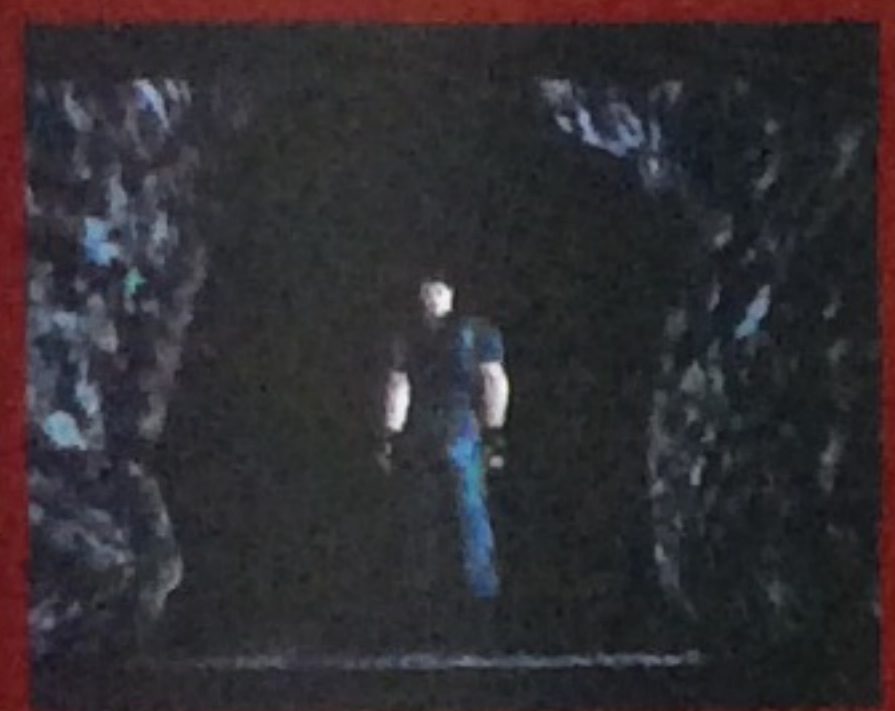
# THE WALKTHROUGH BACK TO THE BEGINNING



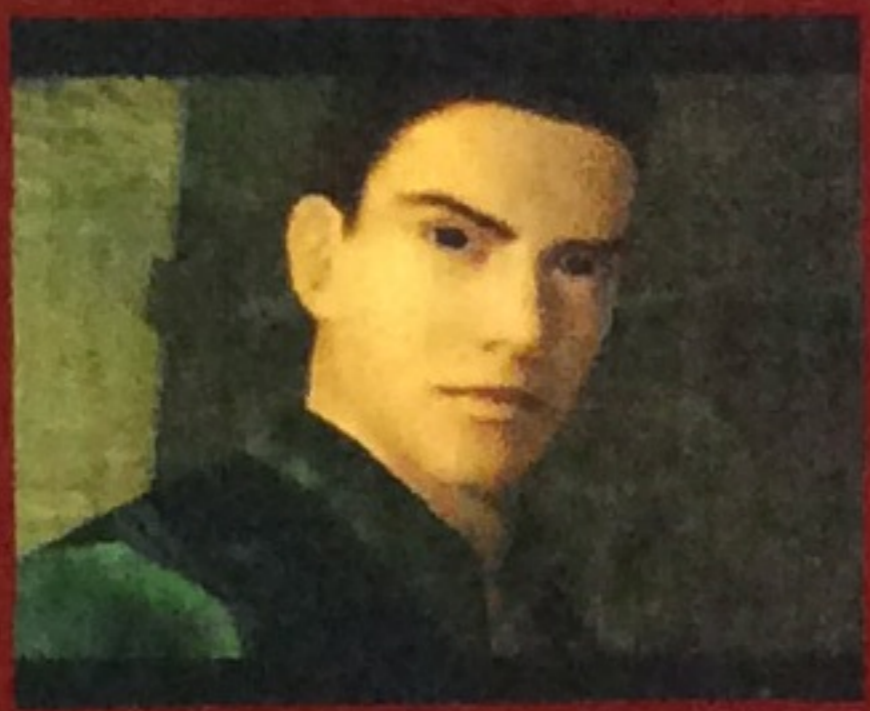
Military Training Facility B3F

## KEY

- Sub Machine Guns
- Ink Ribbons (3)
- Bow Gun Arrows (30)
- Blue Herb
- Green Herb
- Lighter
- Handgun Bullets (30)



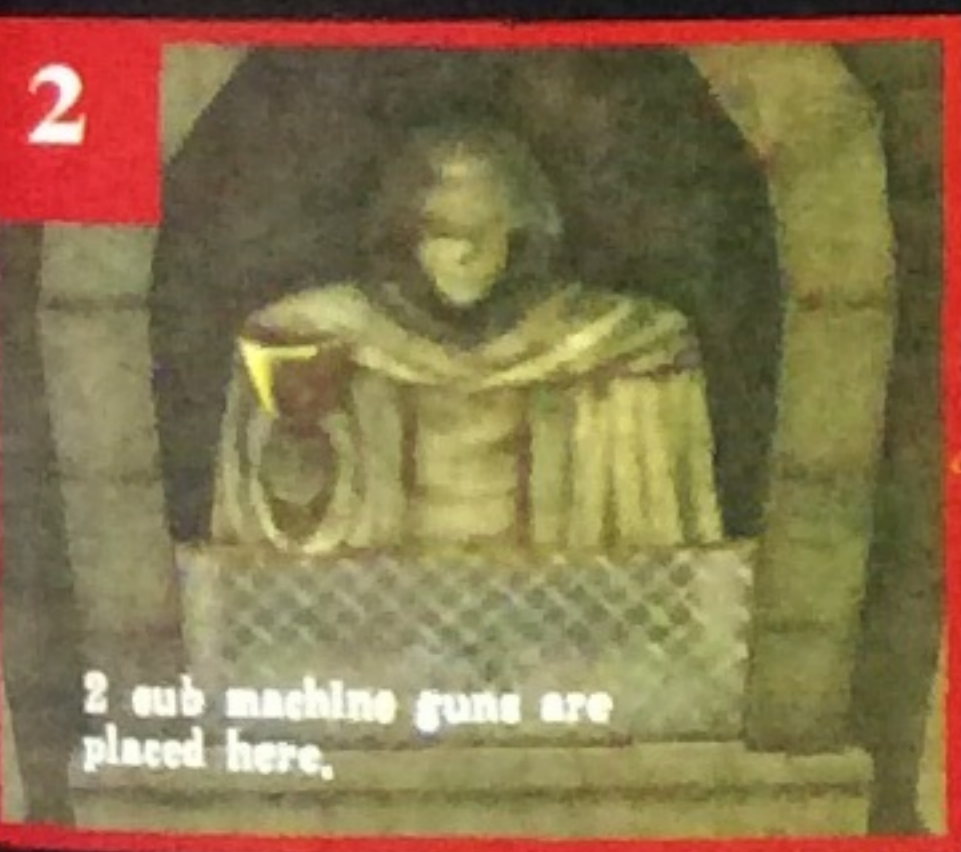
Clambering up a rock wall to the Training Facility, Chris has arrived to rescue his sister, Claire. He scrambles to a cave, enters it, and turns around to see a rock fall, blocking his exit.



Heading west, pick up the Green Herb, then interrogate the wounded Rodrigo, who tells Chris he helped Claire escape.

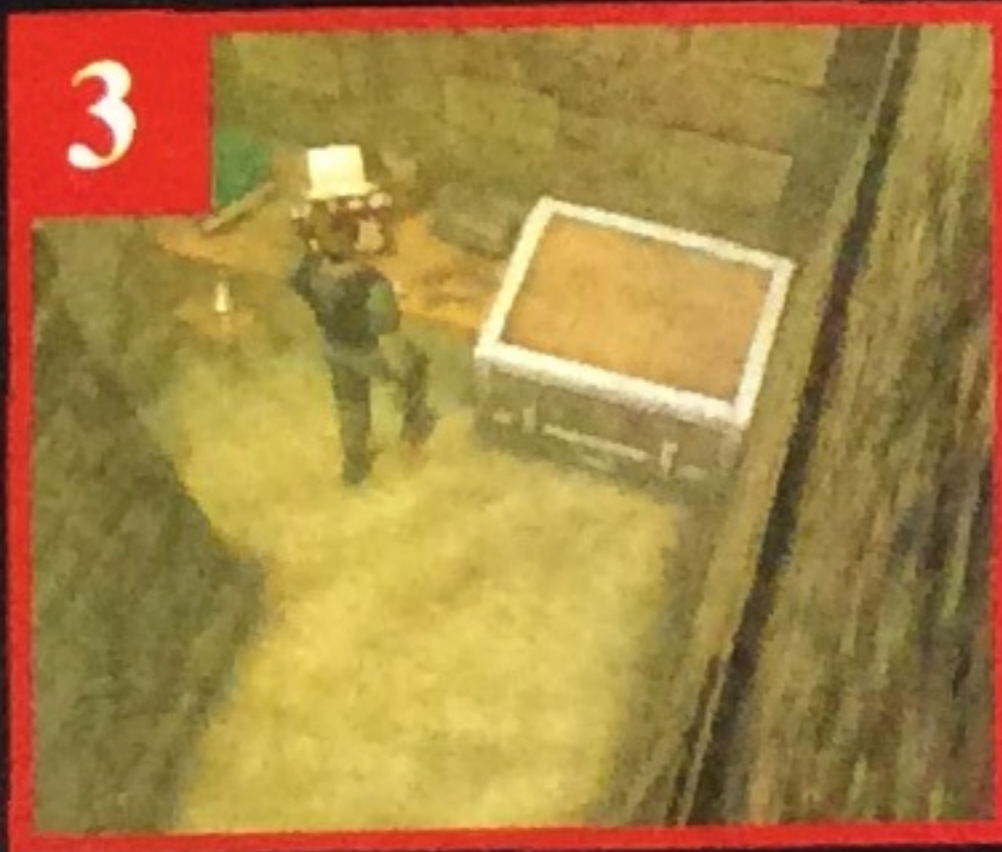


The Gulp Worm appears, thrashing about before diving onto Rodrigo and swallowing him whole! The Gulp Worm dives back into the ground.



2 sub machine guns are placed here.

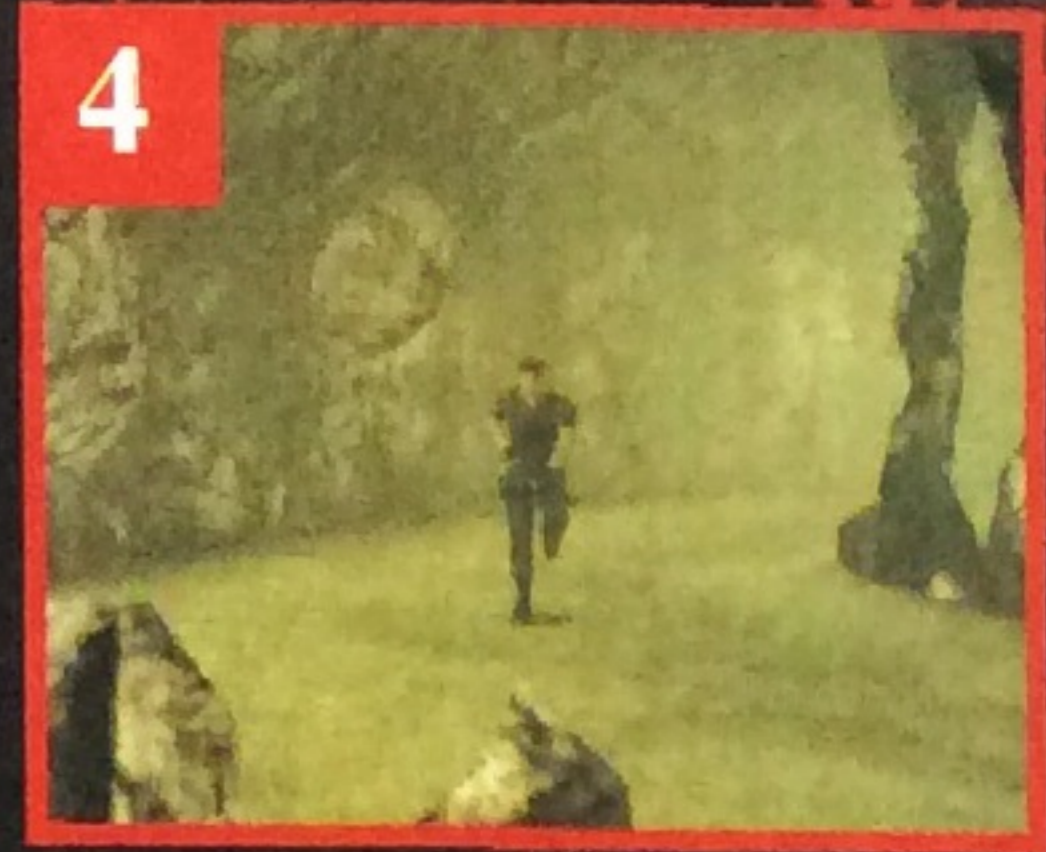
Continue down the path, and check the strange statue embedded in the rock wall. It's holding a torch in its right hand. Chris spots a pair of Sub Machine Guns behind a cage under the statue. You can't reach them yet.



Move to the far west of this chamber. Thankfully, there are a Typewriter and an Item Box here. Take the Ink Ribbons and the Bow Gun Arrows, then open the Item Box.

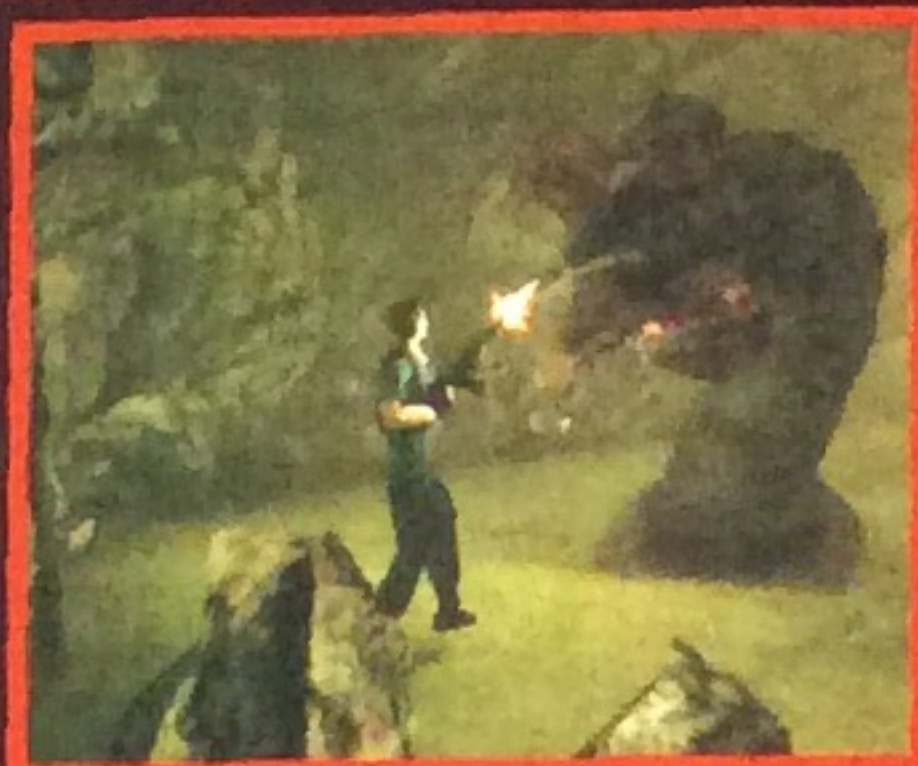


A treasure trove of items! All the objects, Herbs, and ammunition Claire left in the Item Box are in here. Arm Chris with the Assault Rifle and save your game.



As soon as you enter the door to the east and emerge into the cavern, a rumbling fills the room. Ignore the Green and Blue Herbs for now. Run to the northeast corner of the chamber and prepare to fight!

## BOSS BATTLE



The Gulp Worm that devoured Rodrigo is back for seconds. Use Zigzag maneuvers in the northeast corner of the room to avoid the Worm, and then pepper it with Assault Rifle rounds as it surfaces.



The Gulp Worm may knock you back or send you sprawling if you are too close to where it surfaces. If this happens, stand up, check your Health if you start limping, and keep running, looking at the tunneling marks in the ground as clues to where the Worm will surface next.



After you've spent about a third of your Assault Rifle ammunition, the Worm spits out a partially chewed Rodrigo before slumping to the ground, dead.

## TIP

Don't attempt to fight the Gulp Worm with your Pistol or Bow Gun - the Worm is too tough to succumb to these weapons. Always choose a rapid-fire weapon.



Chris rushes over to cradle the dying Rodrigo. He discovers that his sister is alive, and has escaped the island. Before Rodrigo passes away, he gives Chris Claire's Lighter.



## NOTE

If you didn't come to Rodrigo's aid with the Hemostatic Medicine while playing as Claire, Chris won't receive the Lighter from Rodrigo. No guns for you!

5



The Lighter appears in the Standard area of your inventory, meaning it doesn't take up a regular space. Now grab all the items from this room, run back to the Save Room, place any items you don't need into the Item Box, and make sure you have two spaces free in your inventory. Then move to the statue holding the torch in the entrance corridor.

## TIP

Keep the Assault Rifle and Handgun with you, and place the Sub Machine Guns in the Item Box for later.

6



Now return to the cavern with the Gulp Worm (it has disappeared - Rodrigo's body has not), and head to the elevator in the northwest corner of the room. Call the elevator, then ride it up to the first floor.



Once you've revealed the guns in the cage (by checking the statue and pressing ●), check your inventory and use the Lighter. Chris lights the statue's torch and the cage opens, allowing you to take the Sub Machine Guns, if you have two spaces in your inventory.

# THE WALKTHROUGH

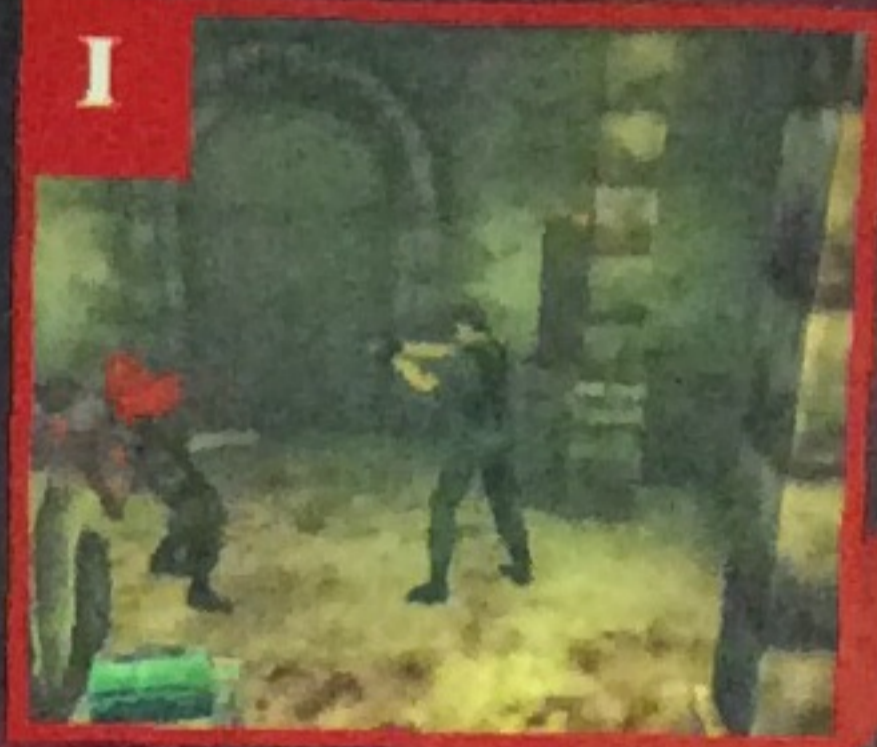


Military Training Facility 1F

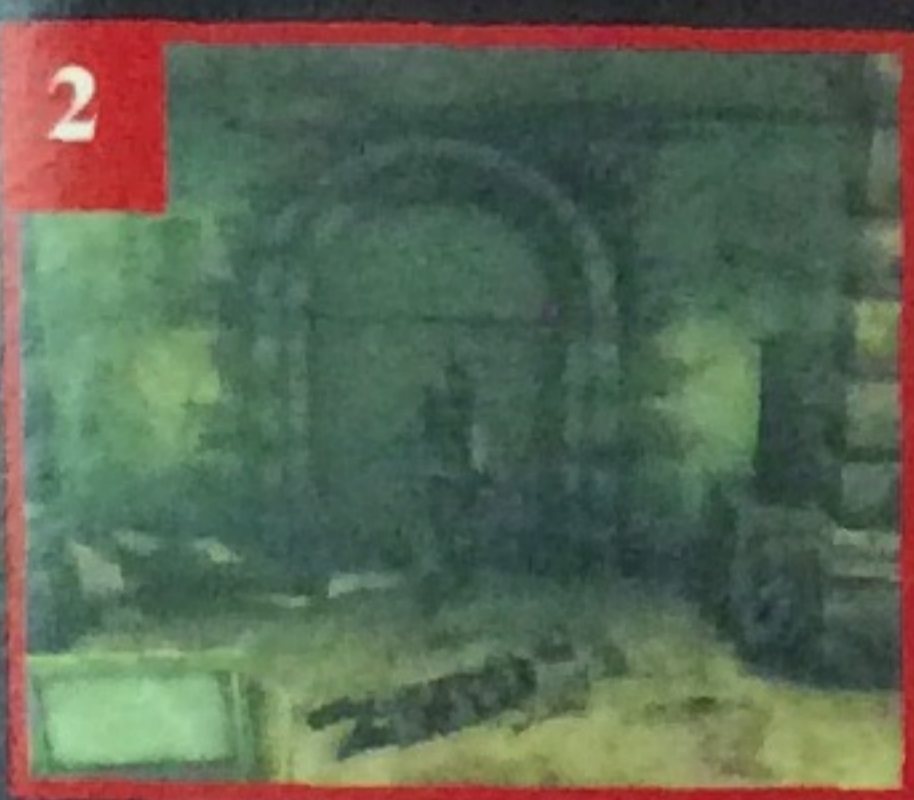
## KEY

Note: Items left by Claire Redfield are still lying in these locations

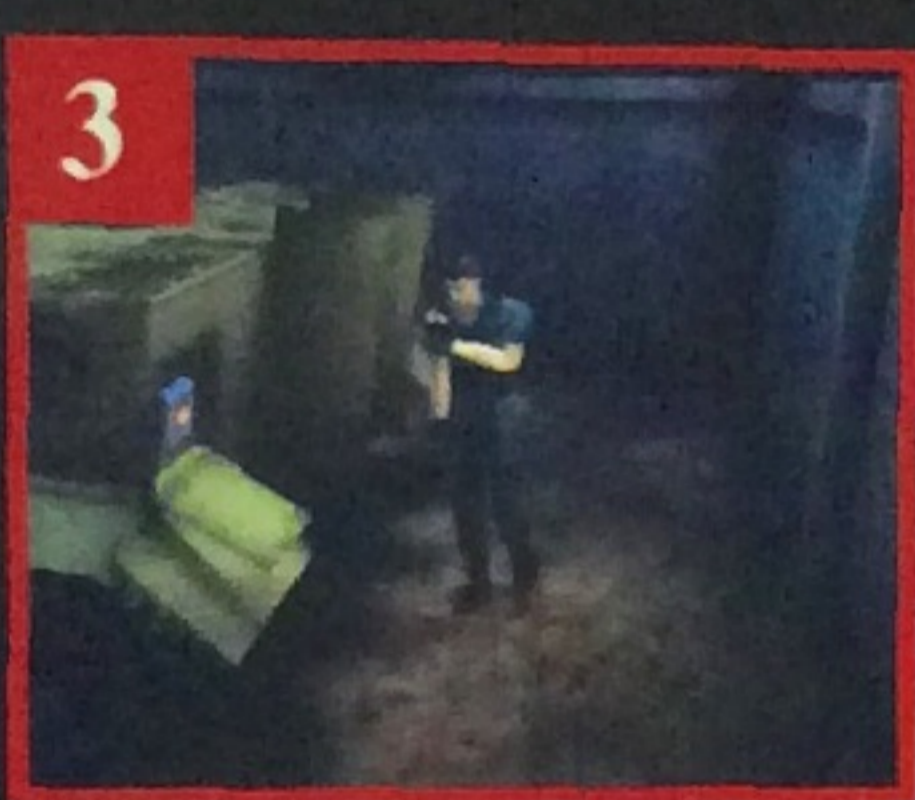
Handgun Bullets (15)



1



2



3



4

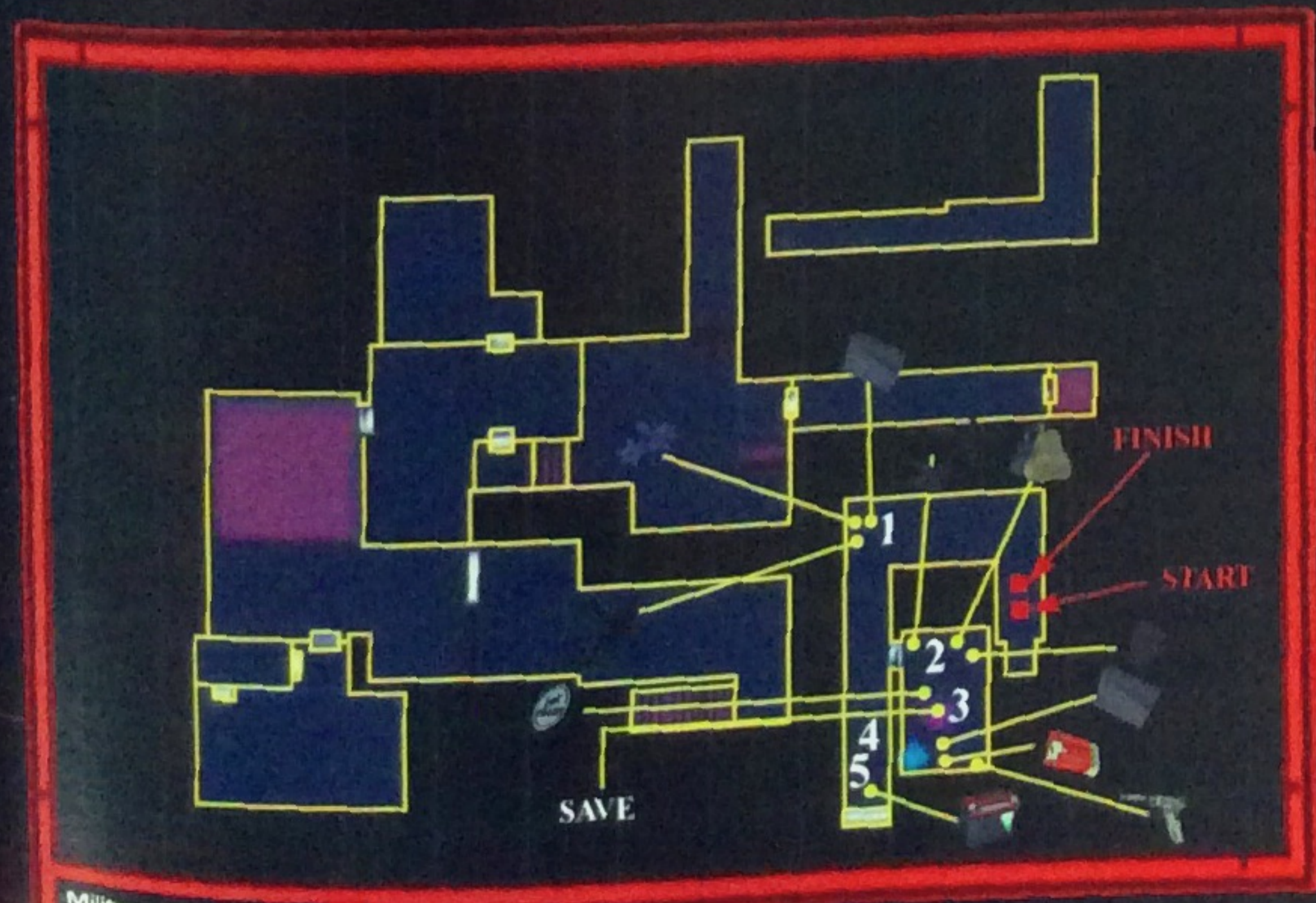
Exit the elevator and enter the room with the Jeep in it, where Steve took down his zombie father. Three undead roam; Knife them or pop them with the Handgun.

The elevator in this room needs a Battery Pack to activate it. Ignore it, and pick up the Handgun Bullets Claire left. Then exit the room via the large double doors to the south.

Step into the tank room, and go to the back of the tank. Remember when Alfred used a button to move the tank? Replicate this feat - hit the button above the tank's left track.

The tank rumbles forward toward the gate. Underneath it is a box of Bullets and an ascending elevator. Grab the Bullets and ride the elevator down to the Basement First Floor.

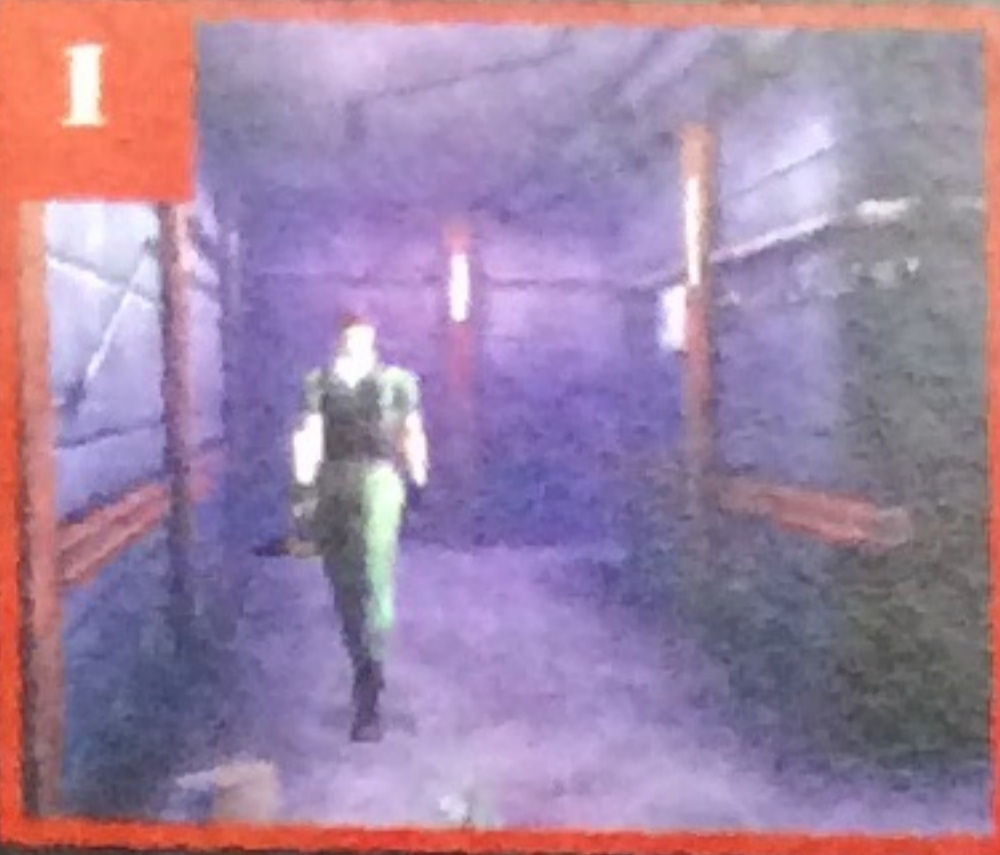
# FAMILIAR TERRITORY



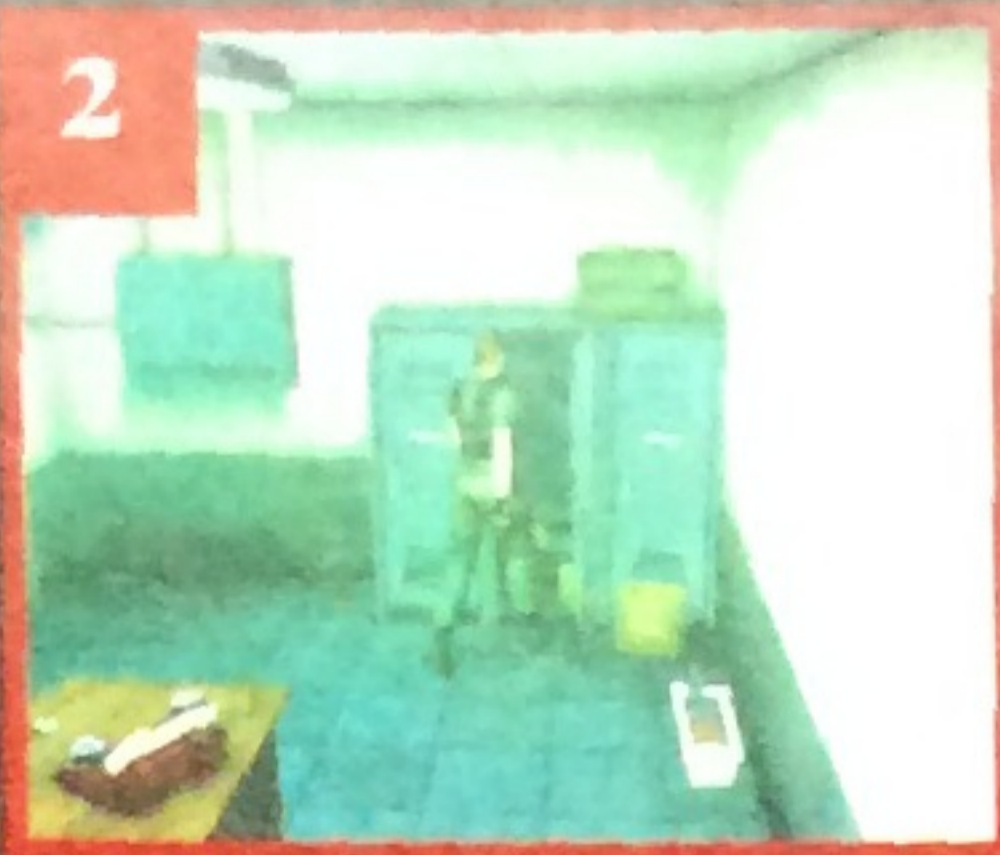
Military Training Facility B1F

## KEY

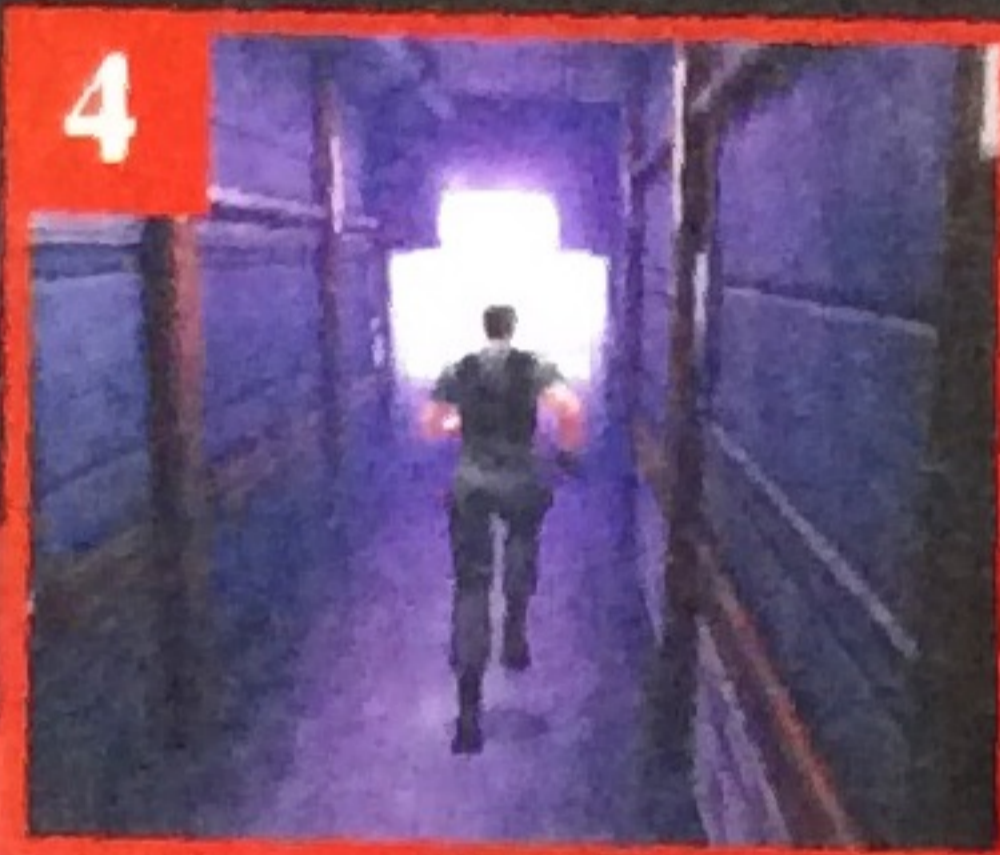
- Shotgun Shells (7)
- Blue Herb
- Green Herb
- Battery Pack
- Acid Rounds (6)
- Blue Herb Planter
- Handgun Bullets (15)
- Ink Ribbons (3)
- Luger Replica



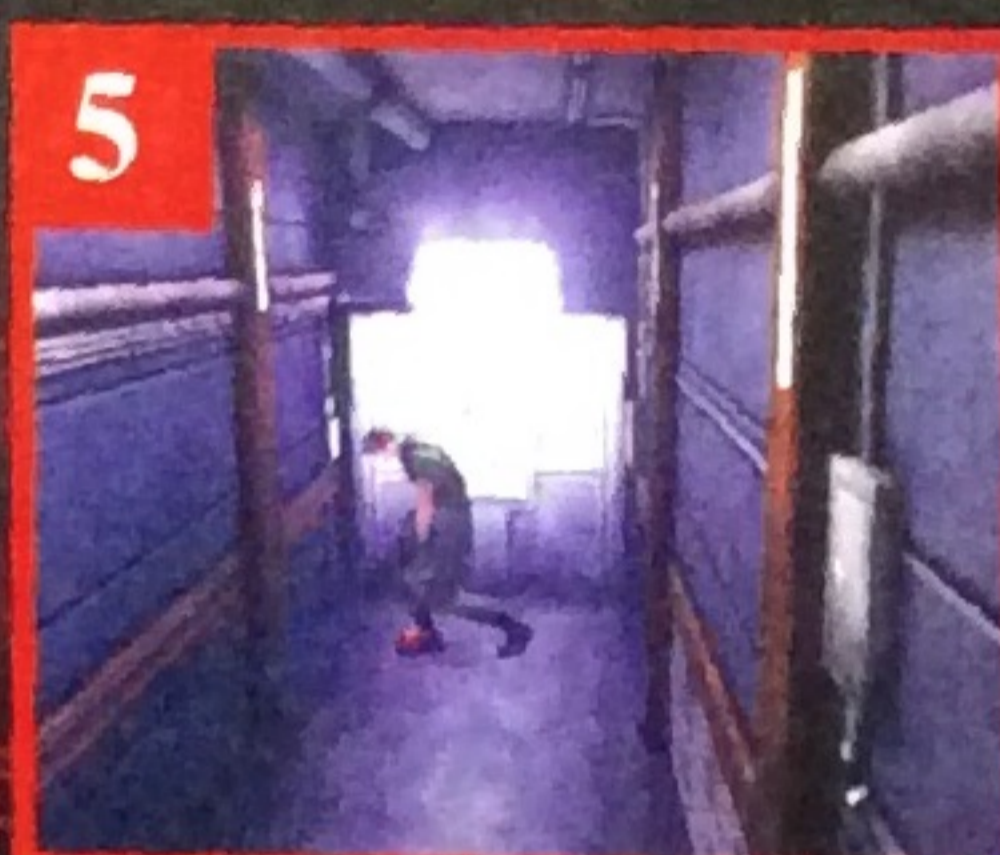
**1** Collect Shotgun Shells and two Herbs.



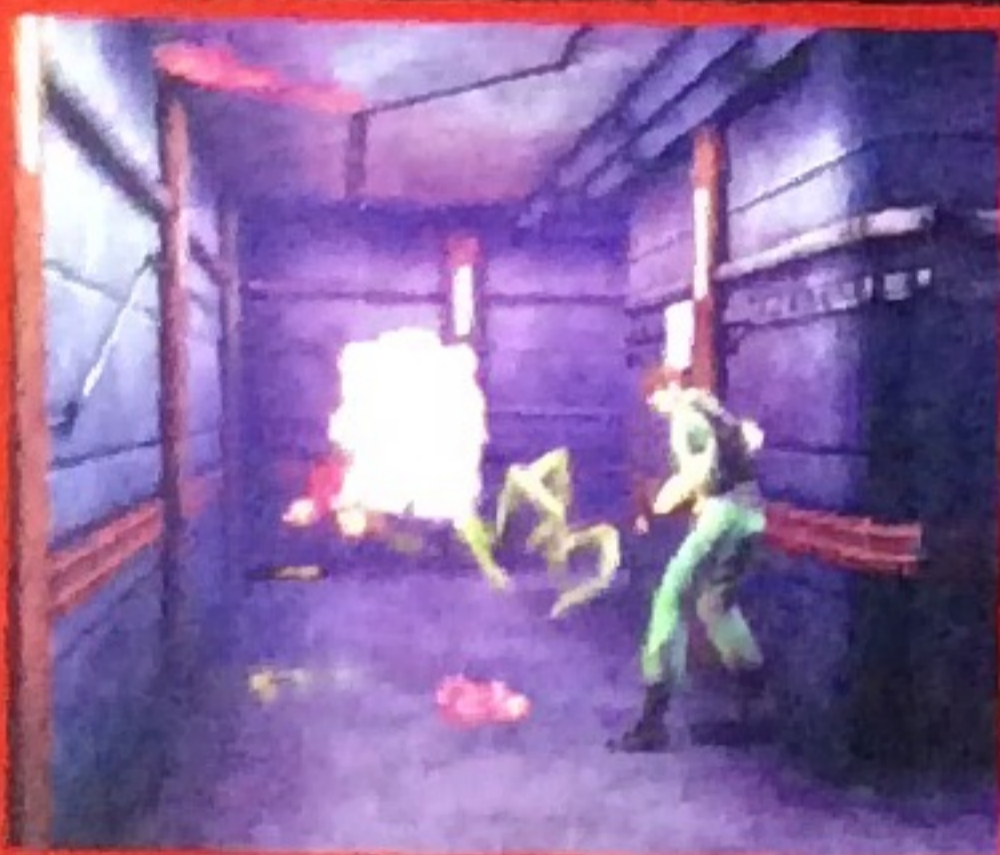
**2** Go to this Save Room brimming with items. Check the locker for Acid Rounds, the table for the ammunition, and notice the Blue Herb planter – poisonous entities must be nearby. Collect everything, and place unwanted items in the Item Box.



**4** Save your progress after placing the Luger Replica in the Item Box. Now take your Grenade Launcher (or Assault Rifle) and some Herbs and exit the room, heading south down the corridor.



**5** At the end of the corridor is a pair of double doors leading to the VTOL hangar where Alfred took off. It is locked, and you need a special key to open it. Turn and pick up the Battery Pack.

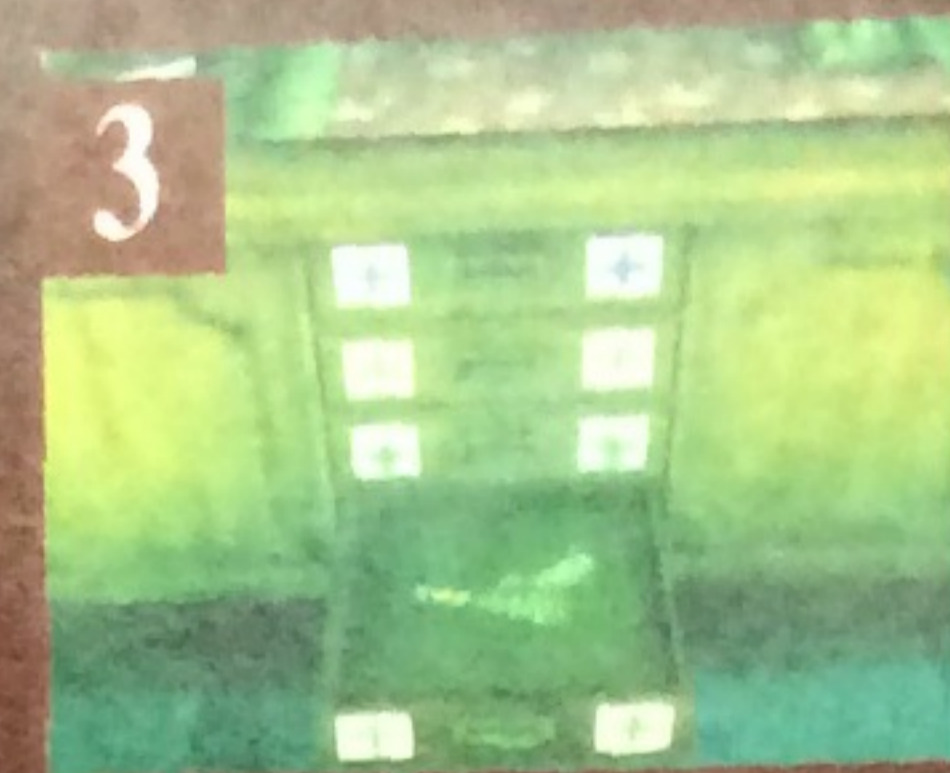


**6** As you move forward, two Spiders charge into the corridor from an air duct on the west wall. Aim down, fire two rounds into each, and they'll either twitch and turn over, or their egg sacs will explode with the first shot. If you're poisoned, visit the Blue Herb planter in the Save Room.



Go back to the elevator that needed the Battery Pack. Slot the Battery Pack into the elevator, climb on, and ascend to the second floor.

## PUZZLE OF ES-1

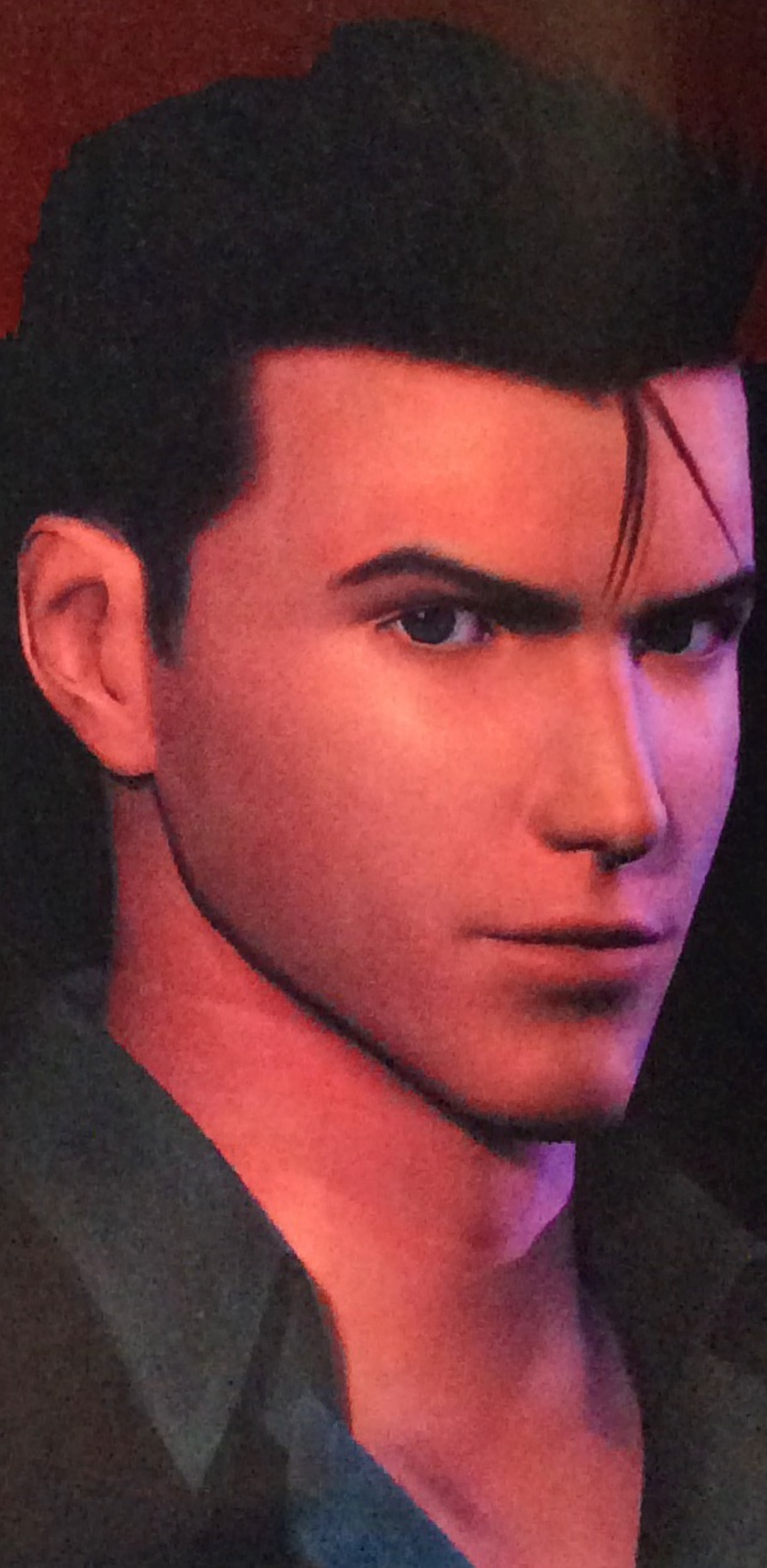


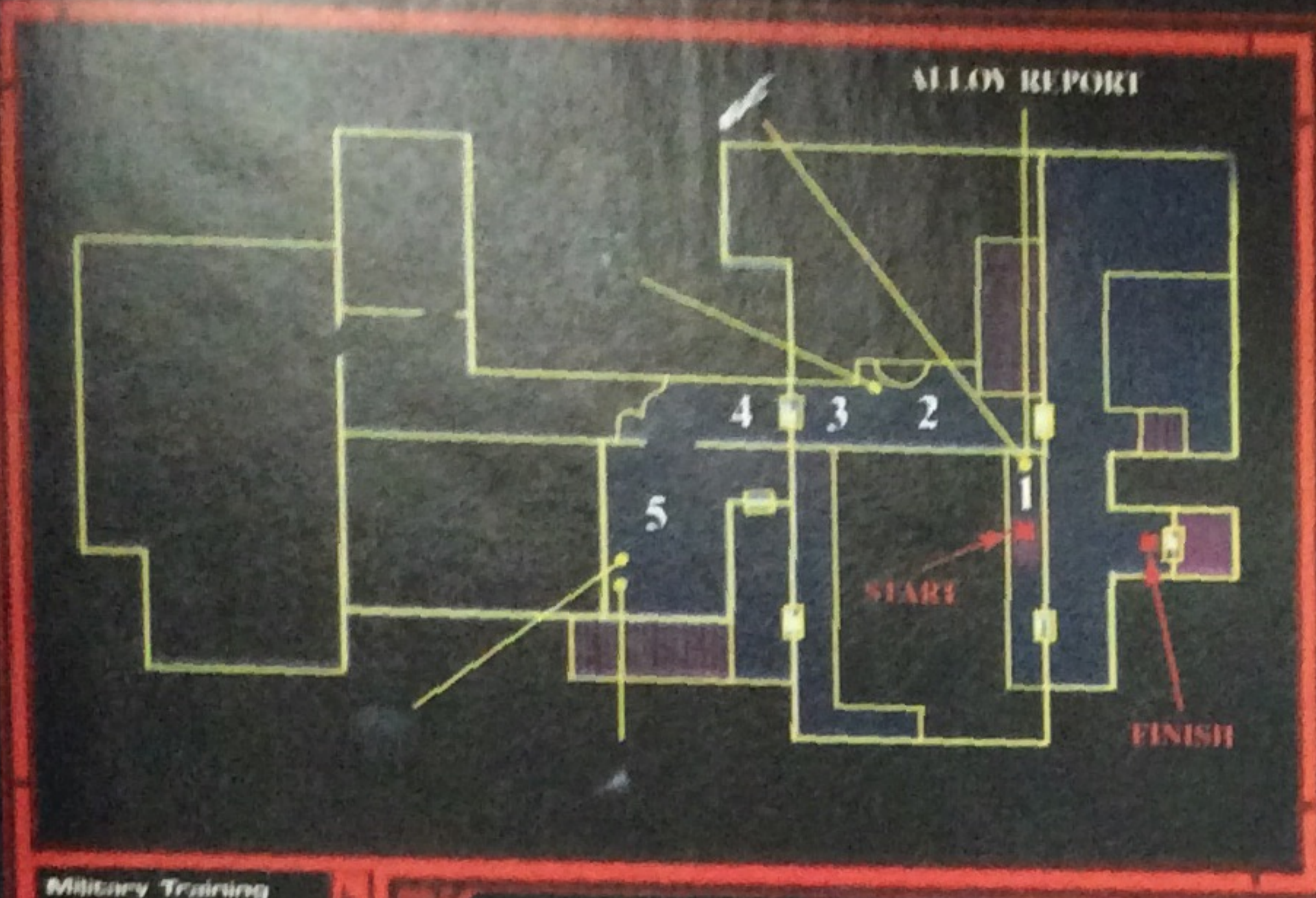
**3** Now check the low chest of drawers in the south-east area of the room. There are four drawers, and the bottom one (colored gold) is locked. The three others (colored blue, red, and green) must be opened in the correct order. For a hint, check the painting of the island on the east wall.



When the gold drawer unlocks, find a gold Luger Replica.

The Luger Replica is not a working gun. It does, however, unlock something special when you complete the game. See the Battle Game section for details.





Military Training Facility 2F

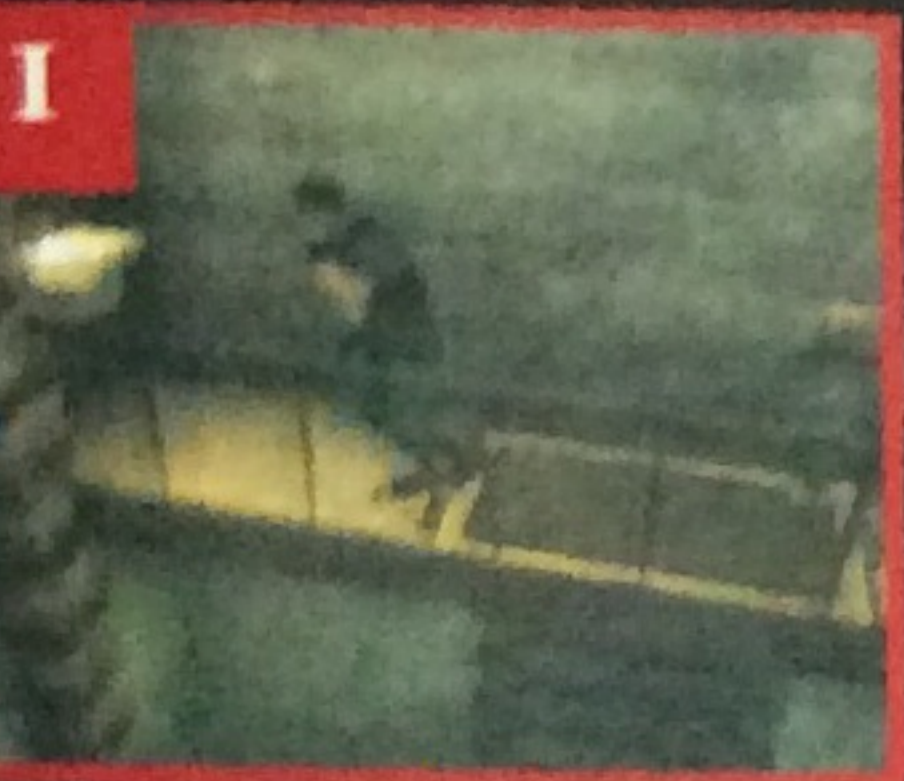
## KEY

Note: Items left by Claire are still lying in their original locations.

- Chemical Storage Key
- Eagle Plate
- Side Pack
- Bow Gun Arrows (30)

## NOTE

The Alloy Report makes interesting reading, describing the use for chemical compounds called Clement  $\alpha$  (also known as Clement Alpha), and Clement  $\Sigma$  (also known as Clement Sigma). You'll find these chemicals farther into the mission.



**1** Climb onto the elevator when the light flashes blue, and move to the controls. On the second floor, go to the block holding the Chemical Storage Key and the Alloy Report. Take them, then head to the door in the west wall.

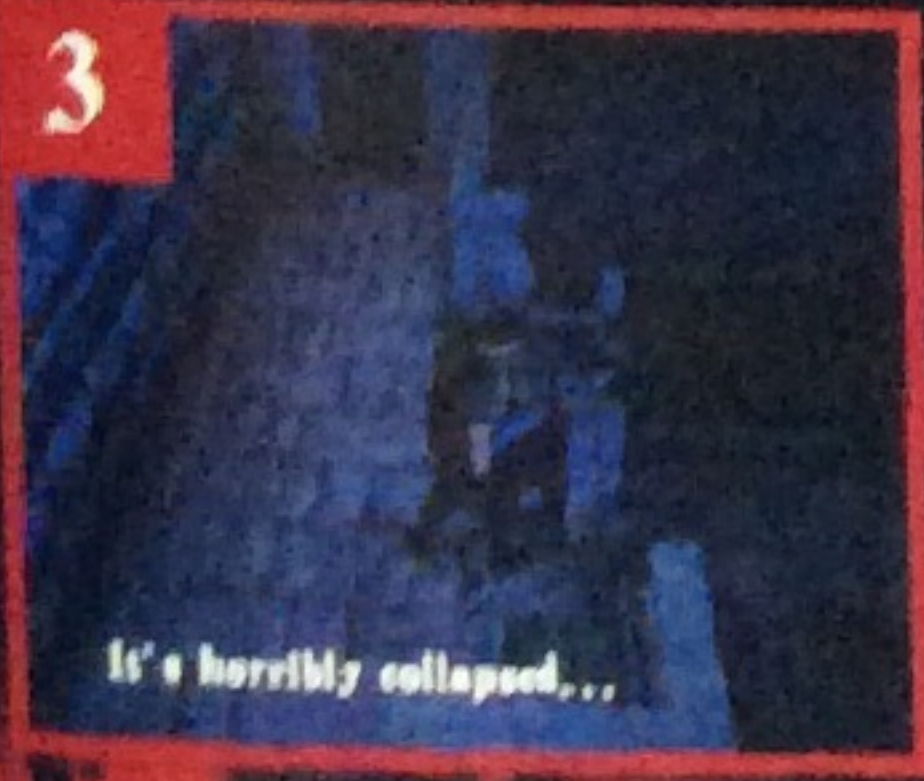
You can walk down the steps and view the torrents of water below, but you can't continue. Instead, head along the walkway, past the crumbling balcony, and open the door to the east.

**2**



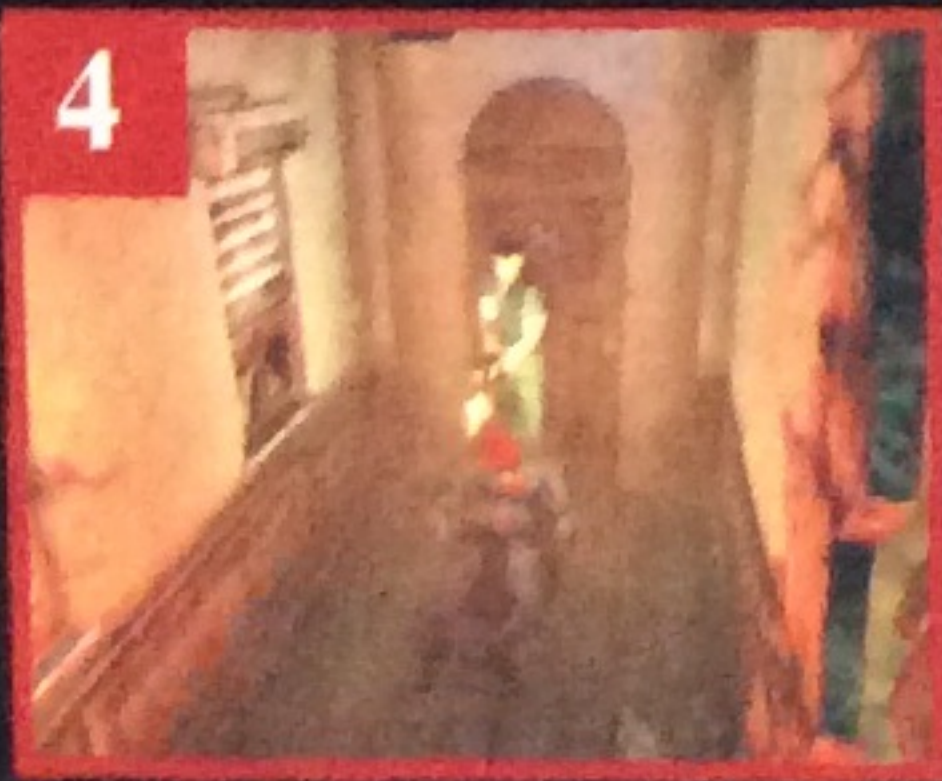
Head out the door to the east. Chris appears in what was once the exterior stone courtyard. Chris spies an Eagle Plate on the ground. It looks like part of the key to the VTOL hangar. Before he can react, the ground breaks apart, and the Plate falls into an underground river and is washed away.

**3**



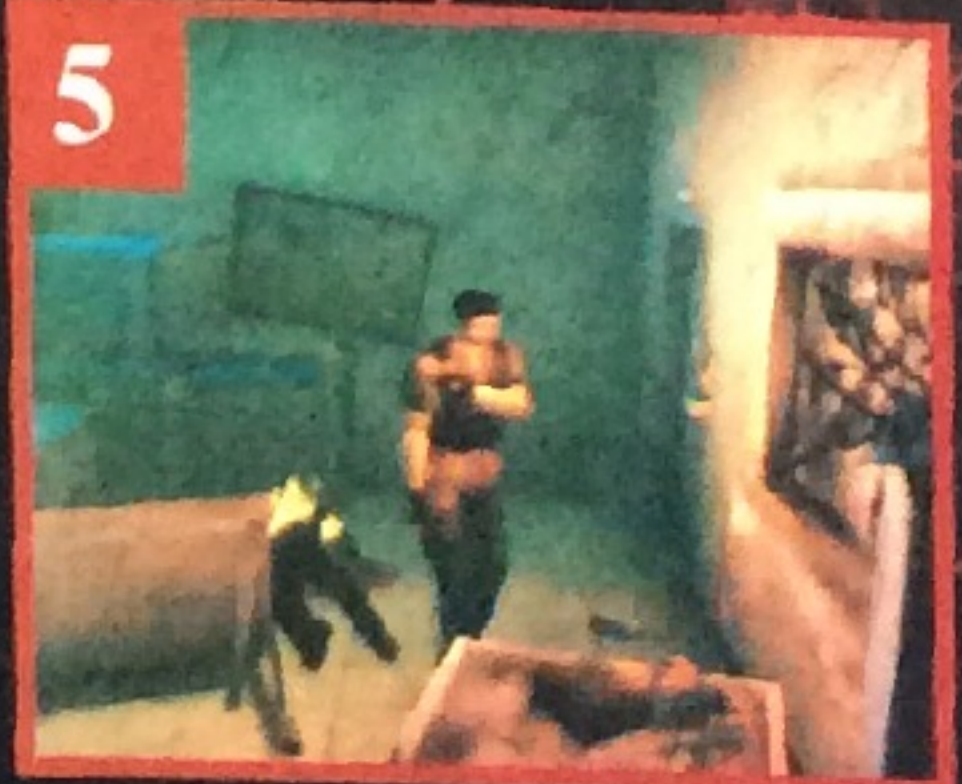
It's horribly collapsed...

**4**

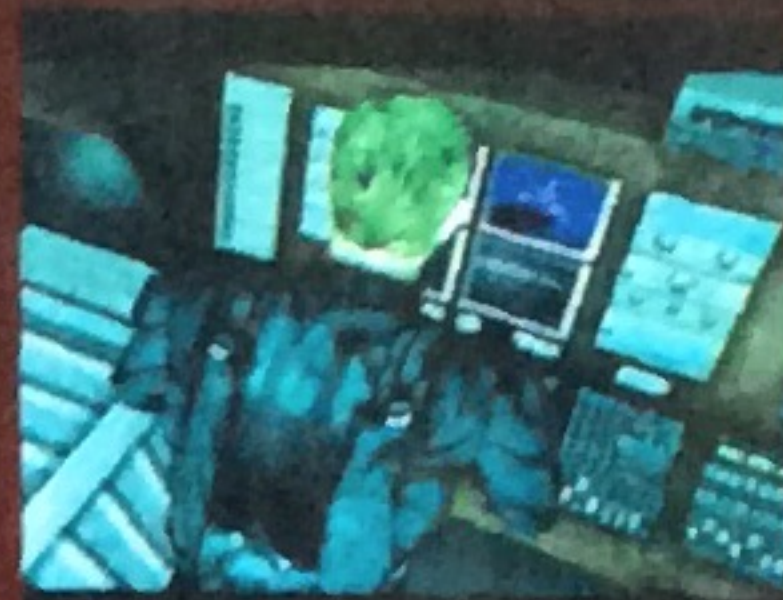


A ferocious fire burns to the east, blocking your entrance. There's now a gaping hole in the south wall. Aim at the zombie trudging into view, and move through the opening.

**5**



There are two more zombies in this area, and both charge when they see you. Watch out for the one with the explosive charges on its back. Fire only when it faces you. After combat, pick up the Side Pack and Arrows, and exit the way you came in. Head back to the steel-cage elevator.





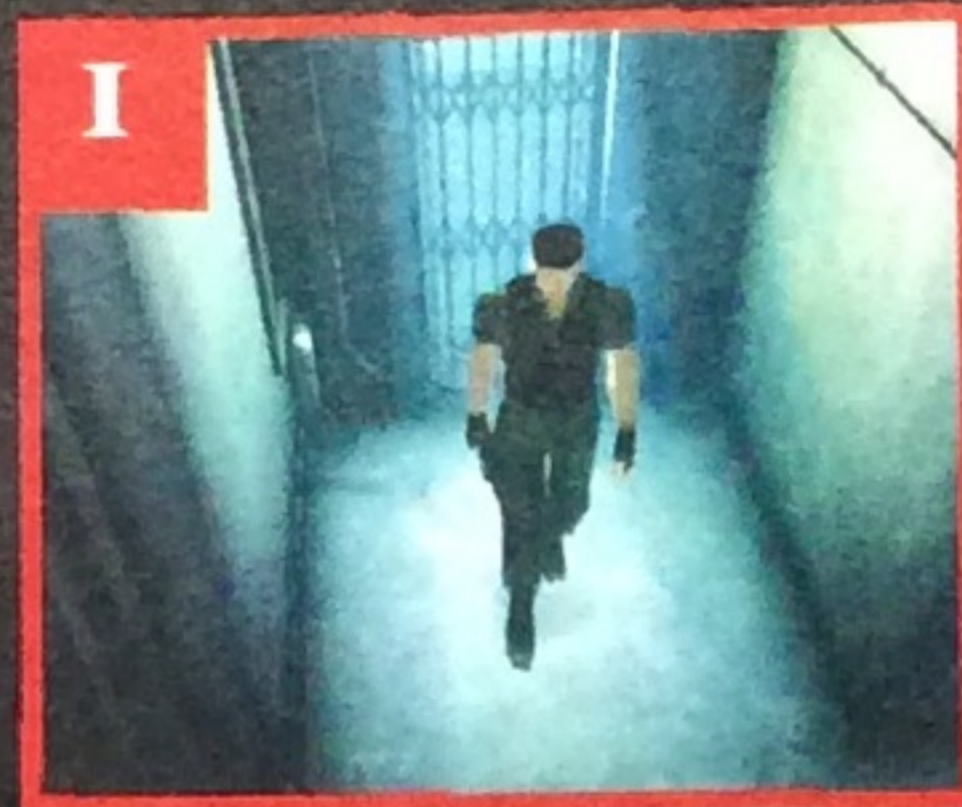
As Chris steps into the dark corridor leading to the control room, he notices the central monitor displaying a blond-haired woman cradling a dead man and singing quietly to herself. Someone else is watching - Albert Wesker. He's perturbed that Alexia is loose, and while he plans her downfall, he prepares a little surprise for Chris. He lets loose mobile camera spotters to relay Chris's location to...Hunters!



Military Training Facility 1F

**KEY**

-  Shotgun Shells (7)
-  Green Herb



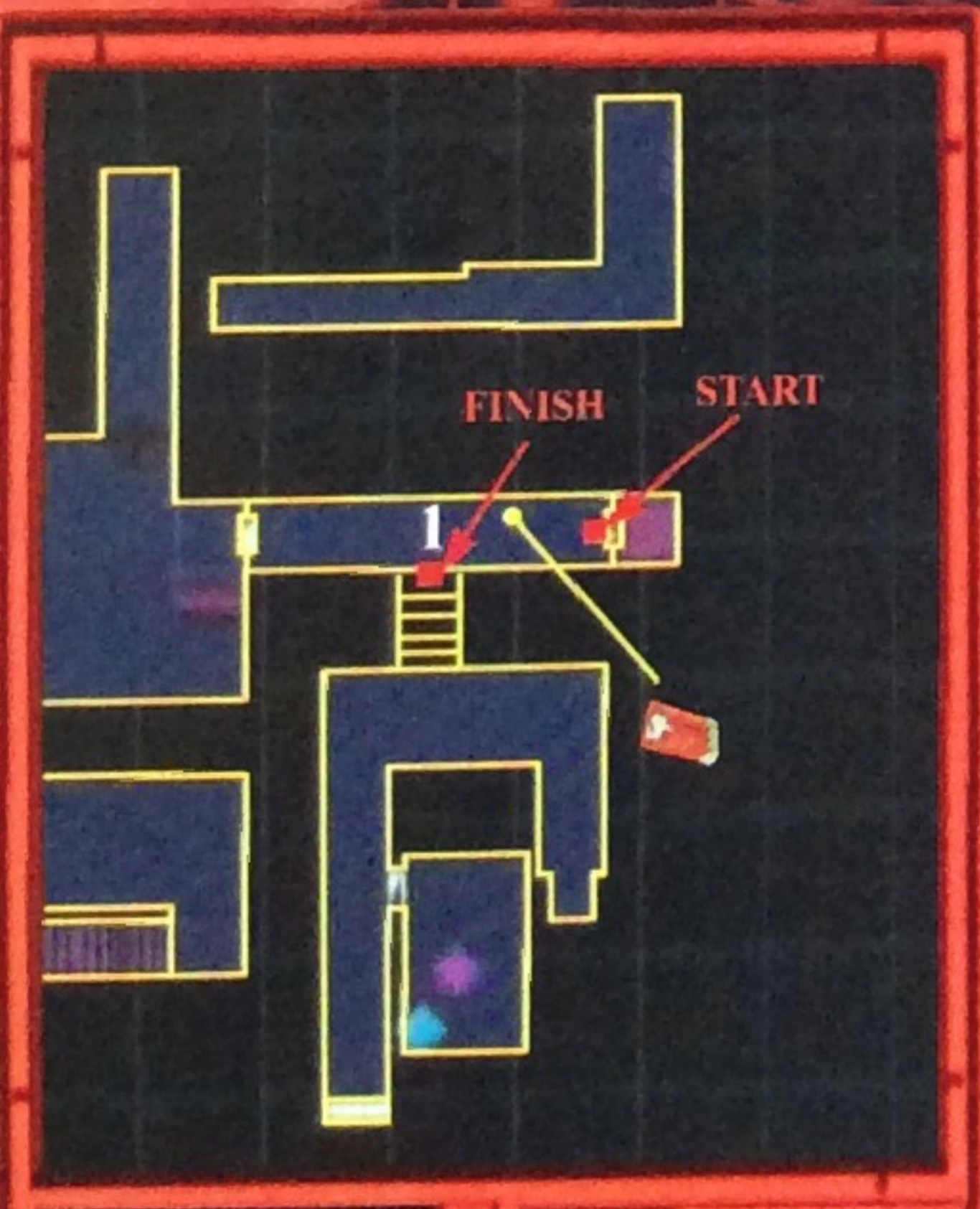
**I**

Take the elevator down to the first floor. When you emerge, immediately target and fire when the first zombie shamles into view. This is an explosive zombie, so take care! Deal with a second zombie, then head north up the corridor.




**2**

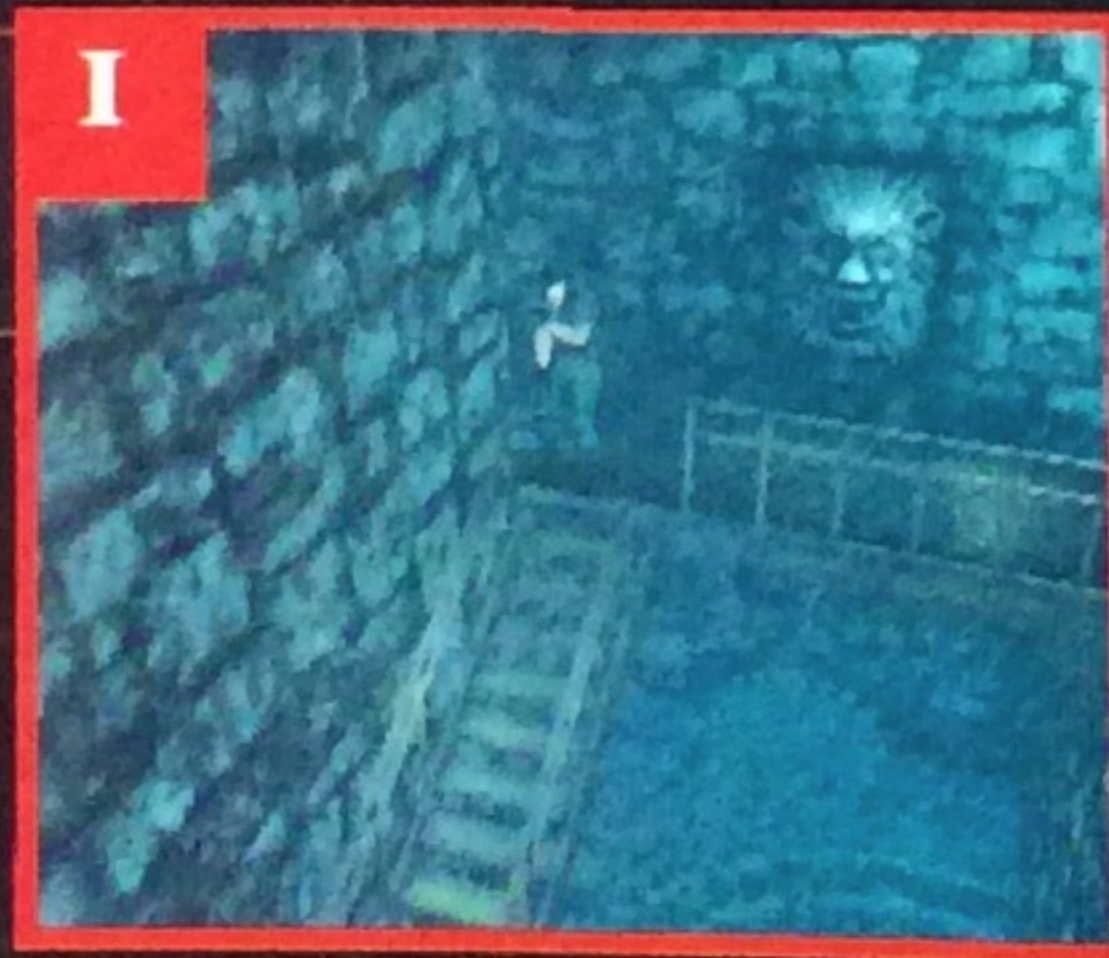
Now inside the room with the Facility model, move to the plaque commemorating the base's completion on December 8th. This date (12/8) is important, so remember it. Now return to the steel-cage elevator.



Military Training Facility B1F

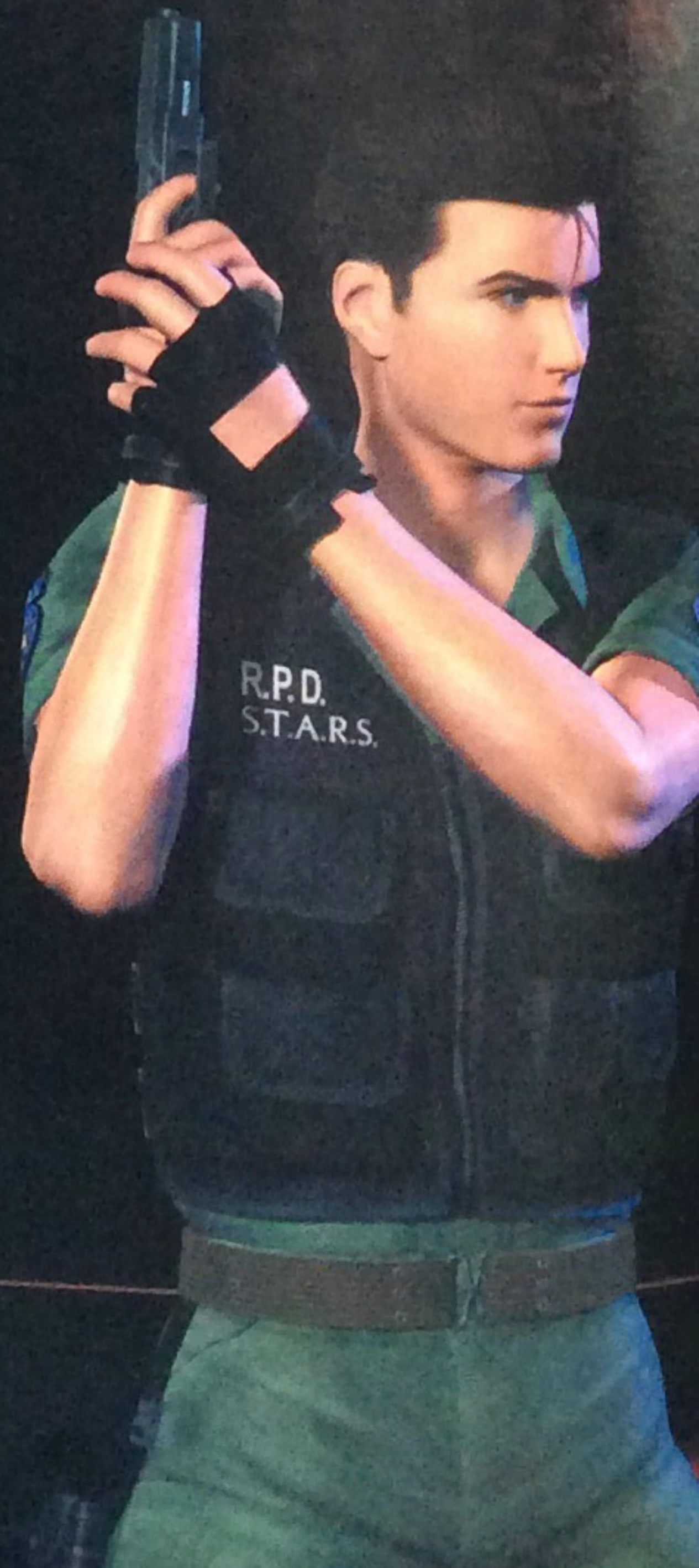
**KEY**

-  Handgun Bullets (15)

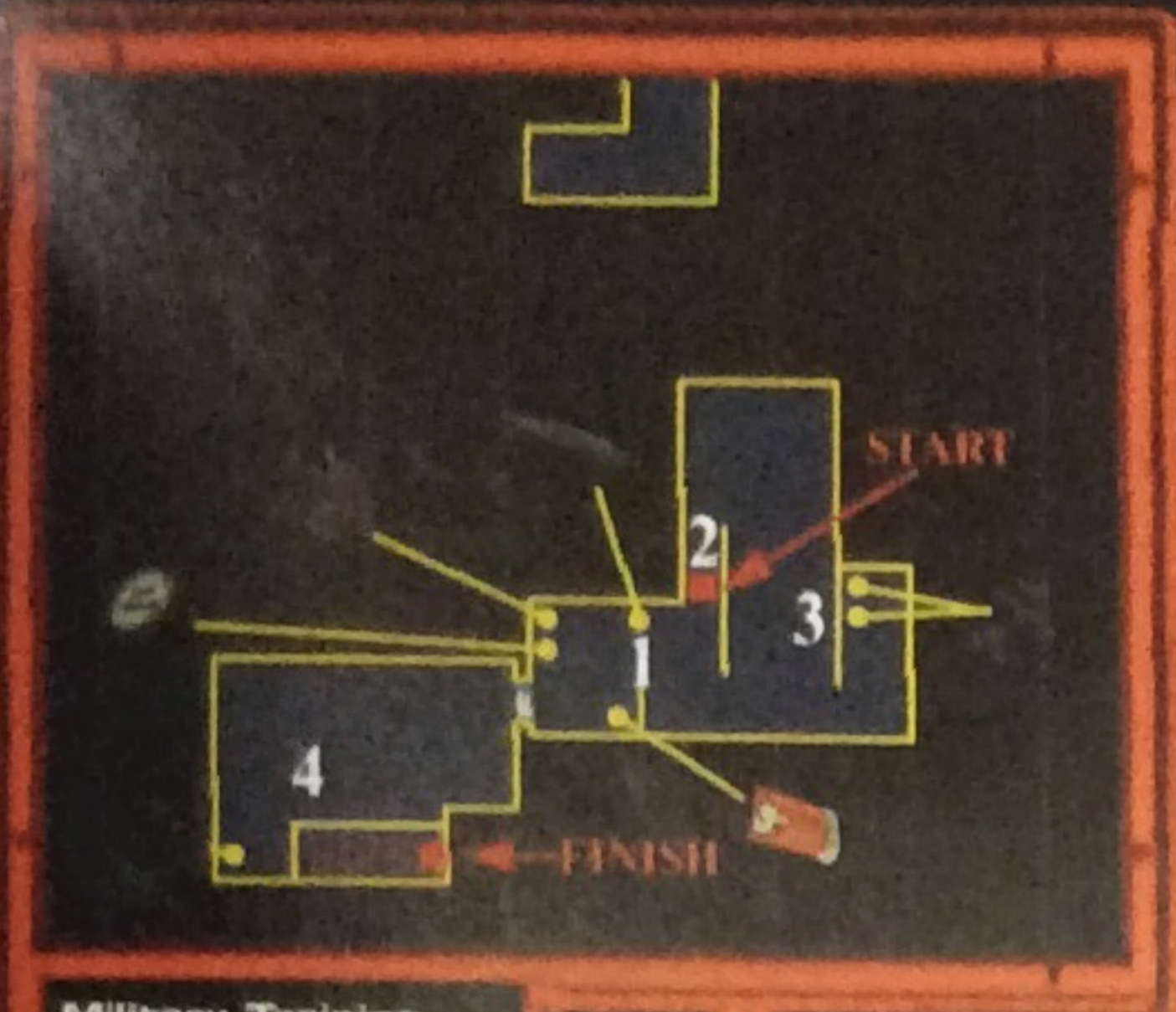


**I**

Head out of the elevator and cross the bridge, pausing only to take the Handgun Bullets from the mouth of the gargoyle head facing the river. At the end of the small bridge, turn and head south down the metal steps.



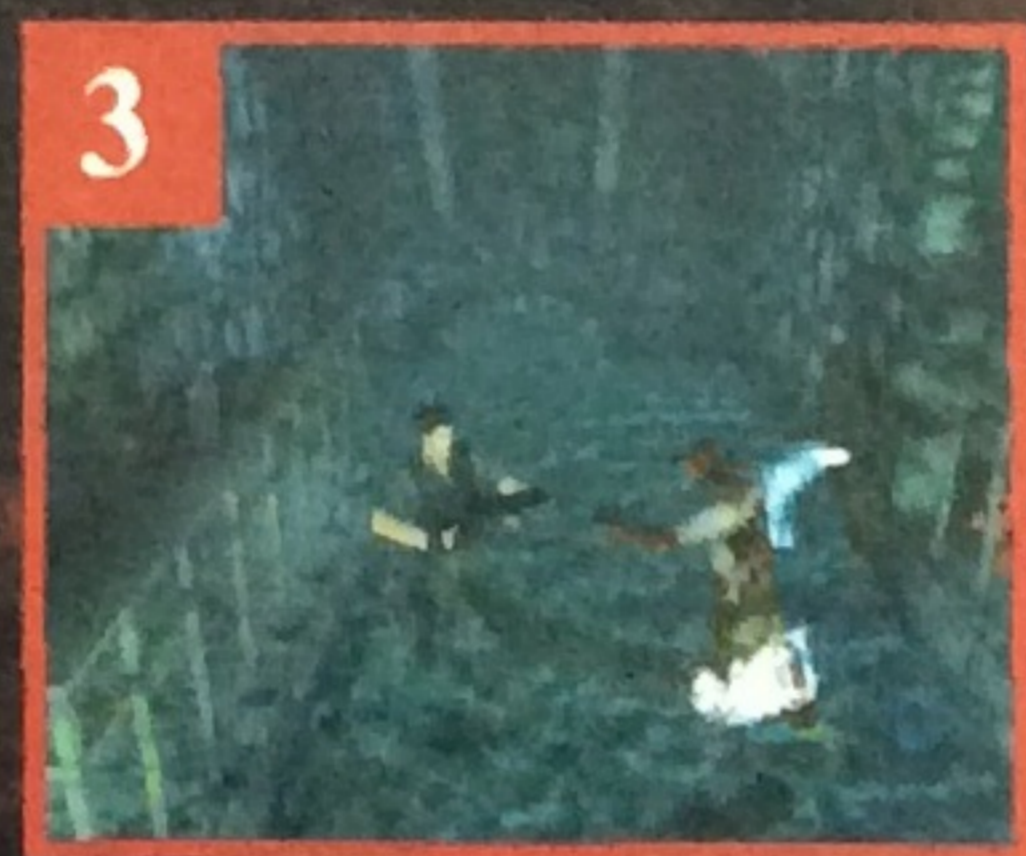
# THE WALKTHROUGH



**1**  
At the bottom of the steps is a Shotgun mounted on two brackets on the north wall. Arm yourself with it. When you take the Shotgun, the steps you just walked down rise, trapping you in this area. To lower the steps, place the Shotgun back on the wall brackets.



**2**  
The Shotgun is a powerful weapon. Before you open that door to the west, collect the items you need (the Flame Rounds especially), then turn and run under the raised bridge.



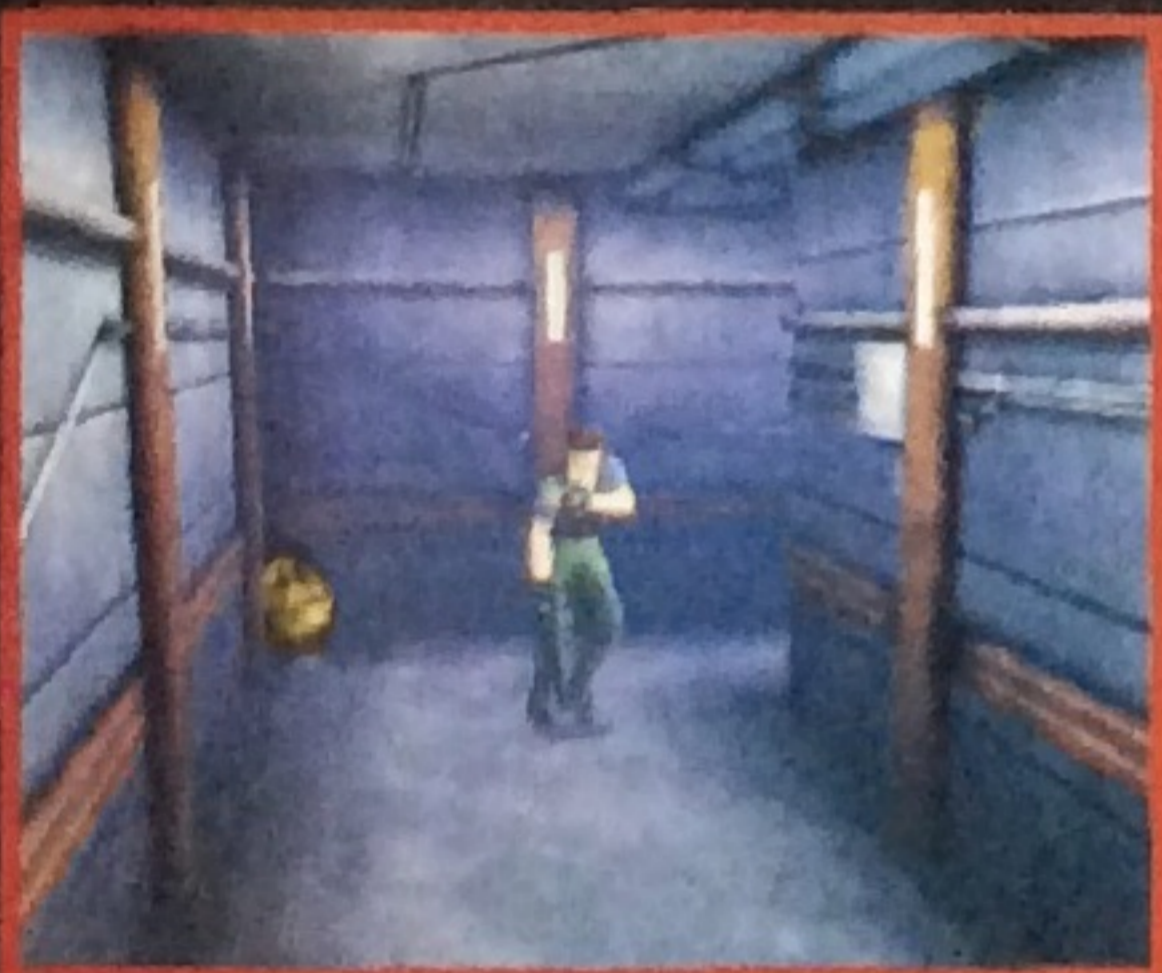
**3**  
Drop into the water, and try out your new toy on the zombie wading in the stream. Then head south, climb to the opposite side, and take the two Red Herbs before climbing the ladder.



**4**  
Back at the river, head east through the metal door to enter a modern laboratory. Run forward, and pass the three numbered capsules. Head upstairs.

### KEY

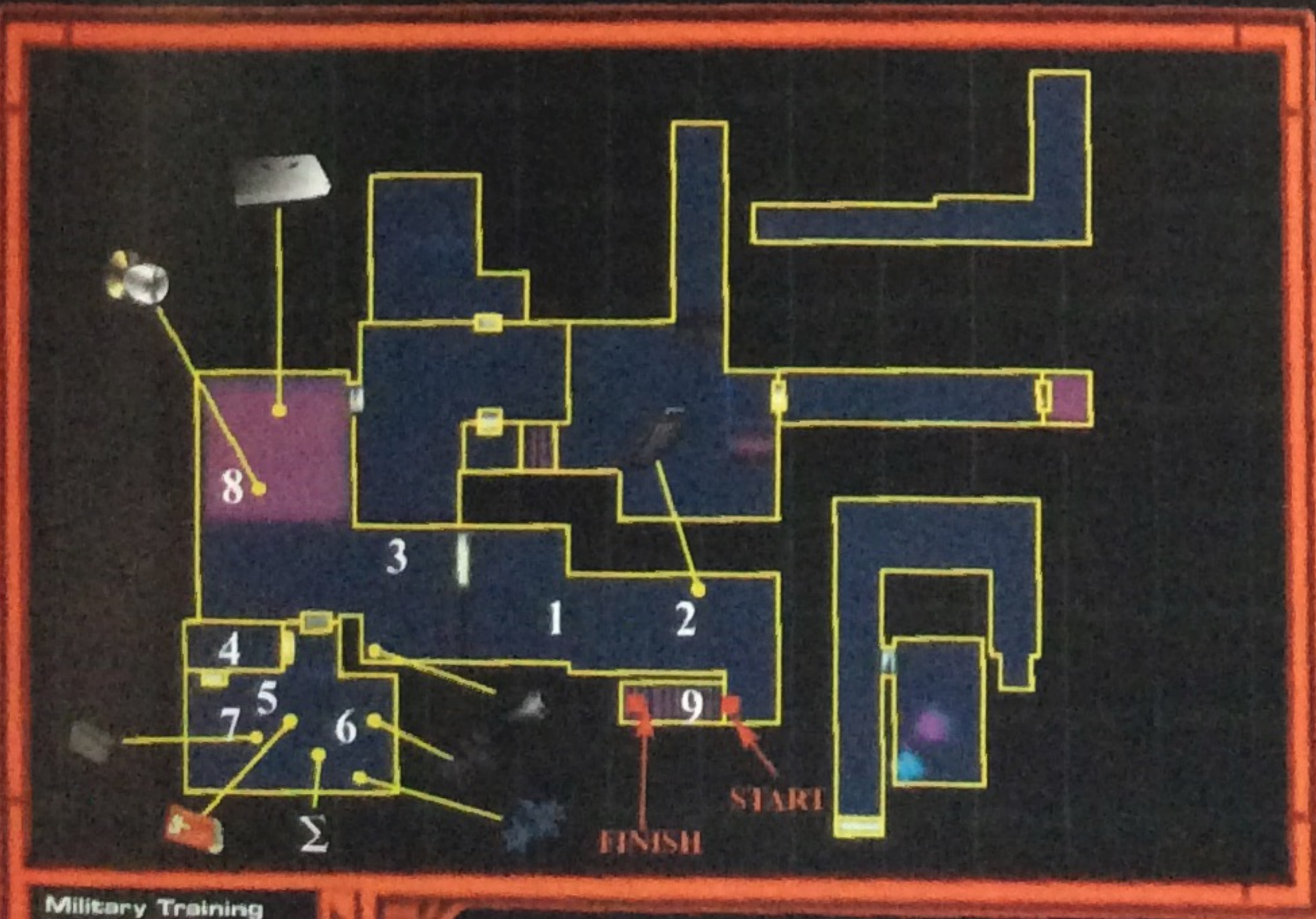
- Shotgun
- Handgun Bullets (15)
- Flame Rounds (3)
- Ink Ribbons (3)
- Red Herb
- Green Herb



You appear back at the Basement First Floor near the Save Room. Remember this route. Now that the manhole cover is removed, you can use the ladder. Head into the Save Room, use the Typewriter, and take all the Shotgun Shells you've collected (you should have 21).

### NOTE

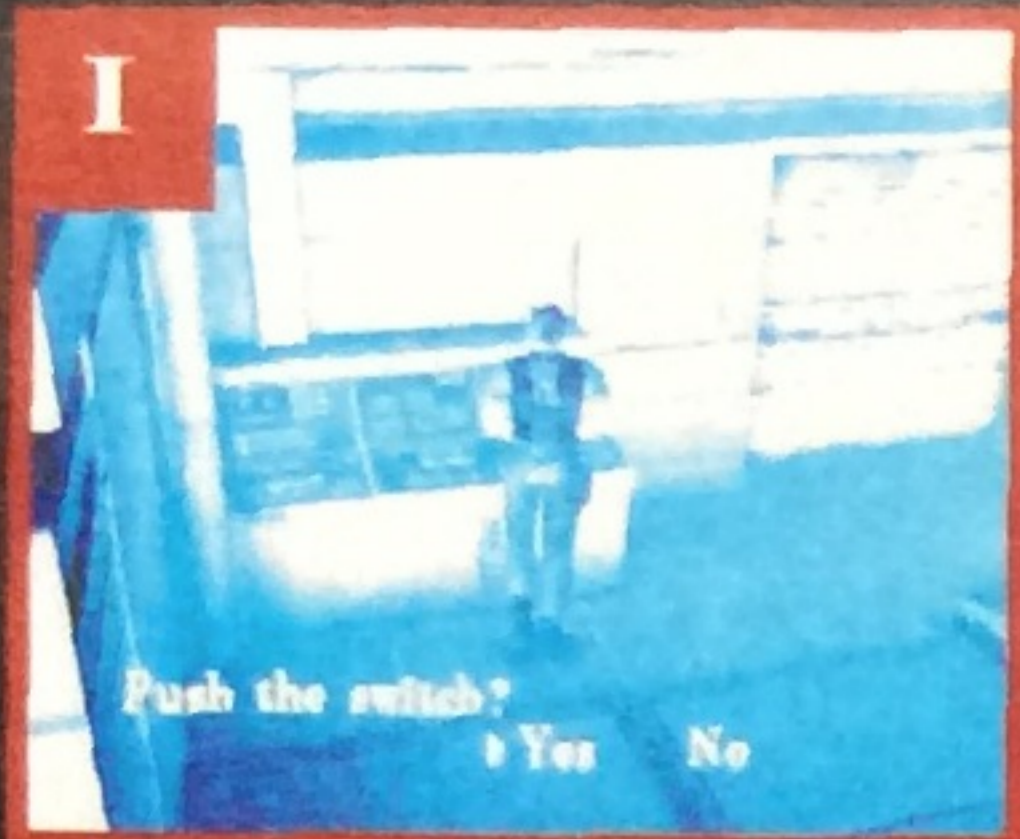
*It may take several trips from the river to the Save Room to dump all the objects and Herbs. Mix each Red Herb you find with a Green Herb for increased Health medicine.*



### KEY

- Assault Rifle Clip
- Bow Gun Arrows (30)
- Doorknob
- Handgun Bullets (15)
- Shotgun Shells (7)
- Red Herb
- Blue Herb
- Clement Σ
- Bow Gun Powder

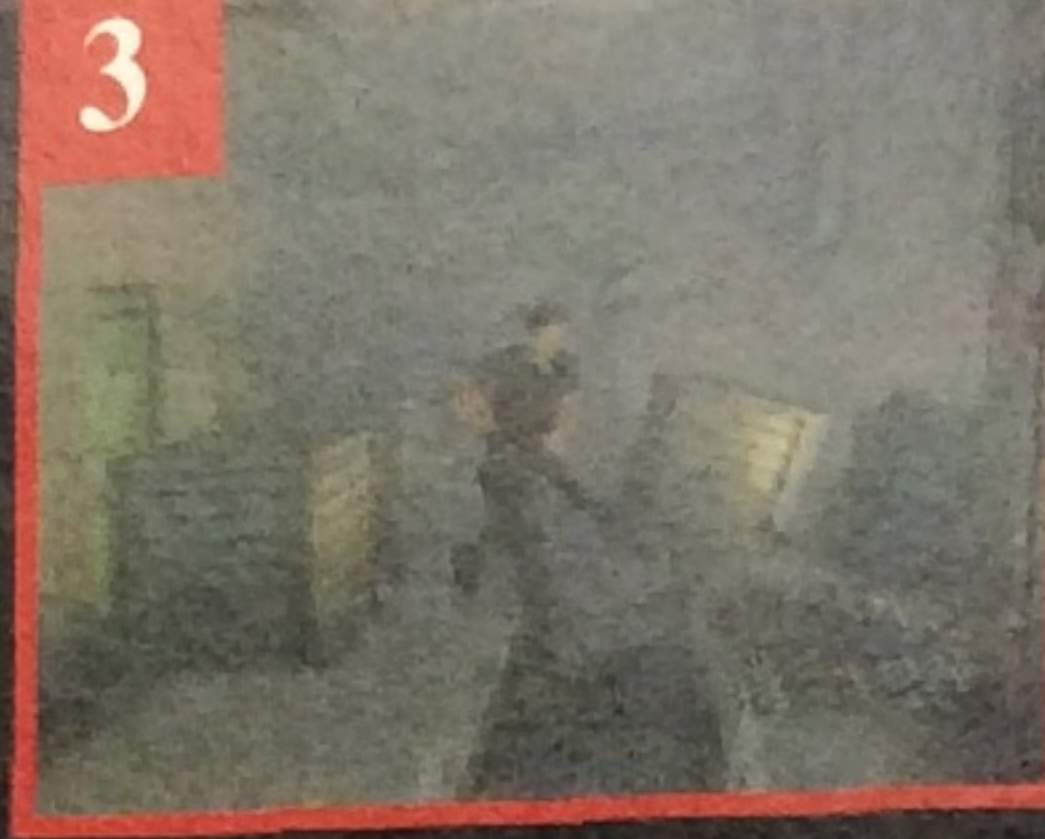




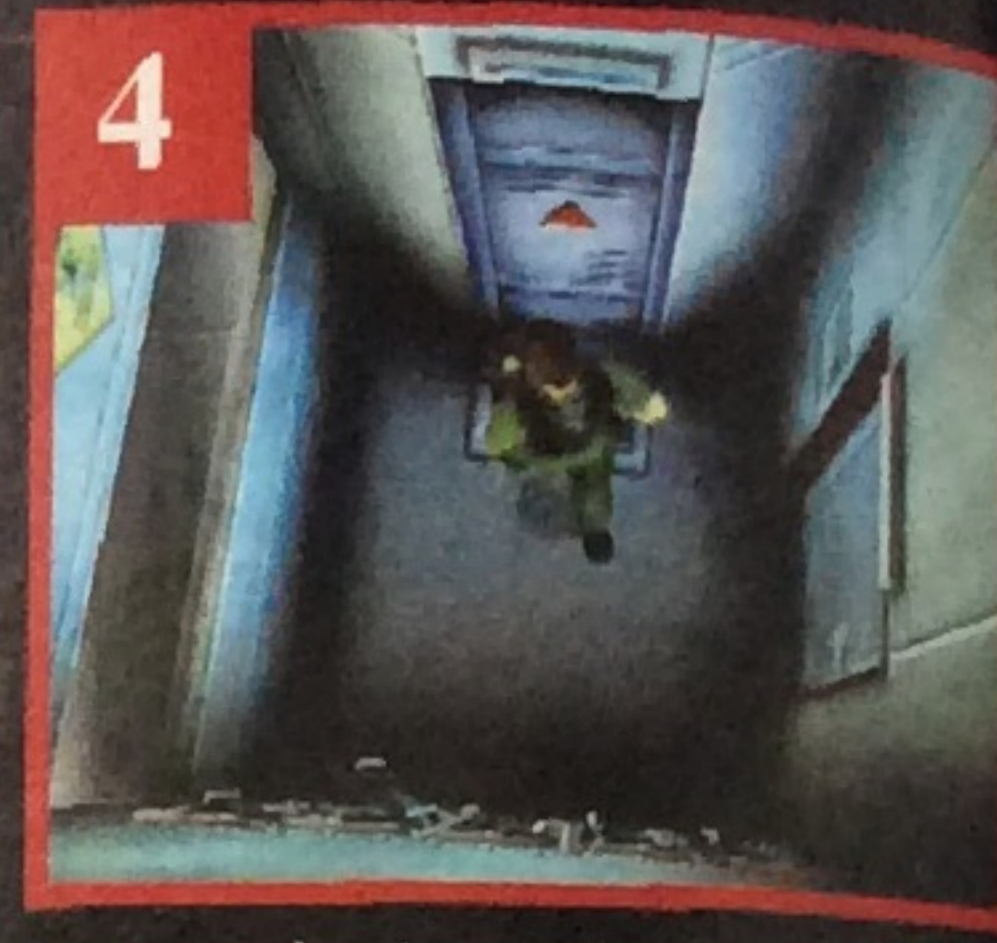
1 Passing the huge pods linked to the three capsules on the floor below, move to the control panel. Activate the panel to lower pod three.



2 Grab the Assault Rifle Clip on top of the pod. It gives you 50 percent more bullets.



3 Enter this large storage room with electrical discharge from frying circuit boards. If Claire cleared this area, she found two Bandersnatches and some arrows. When you enter, all is quiet.



4 Ignore the items in the room for now, and head to the south door. Slide it open, and run through the two decontamination chambers and into the chemical storage room.



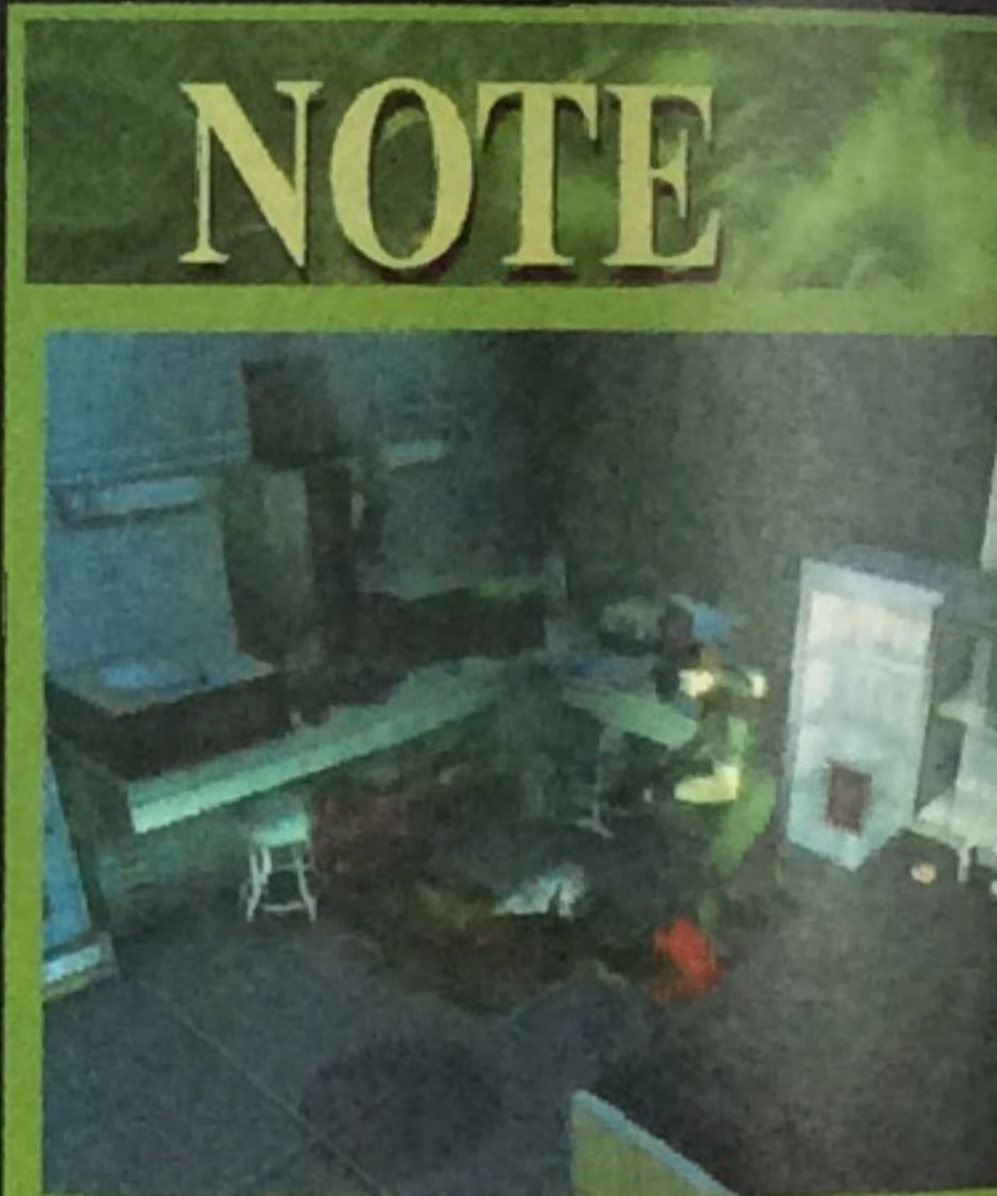
5 Grab the items (especially those Shotgun Shells) in this chemical storage room, then head for the storage refrigerator.



6 At the refrigerator, use the Chemical Storage Key to unlock the door, and examine the jar of chemicals inside. The unit needs a specific temperature to chill the chemicals inside.

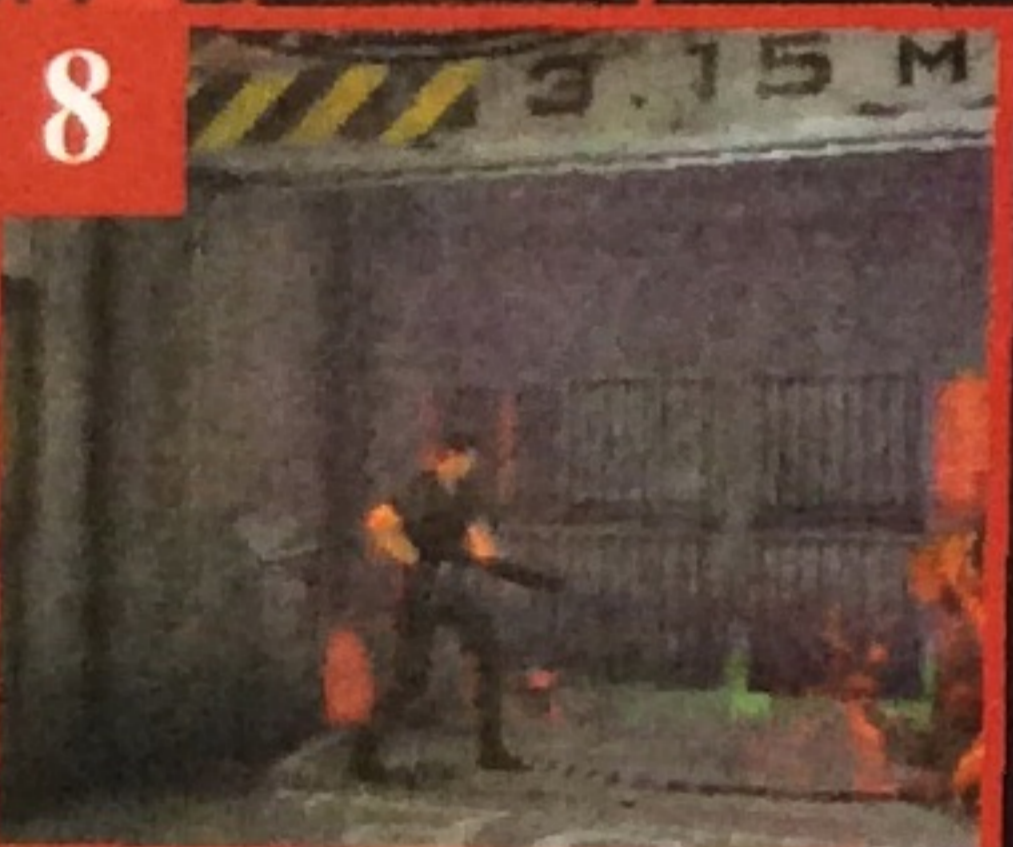


Remember the date of the base's construction you read on the plaque? Input the date (12/8) into the temperature control, and wait a few seconds. Then remove the jar of chemical liquid called Clement  $\Sigma$ , and leave the lab.

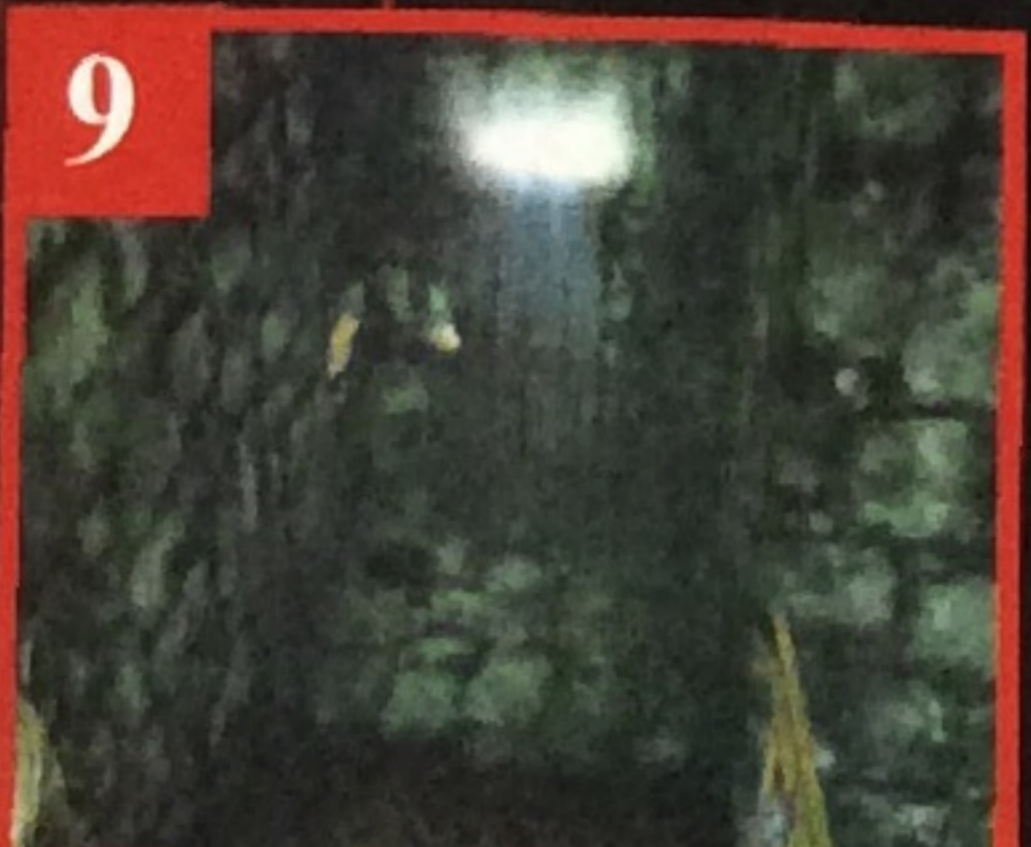


## NOTE

*There is a Doorknob on the floor of the large elevator. Don't pick it up yet. Spotters have radioed in your location. On your way out of the lab, the grating in the north wall flies open and a Seeker bounds out. Shotgun it before it poisons you.*

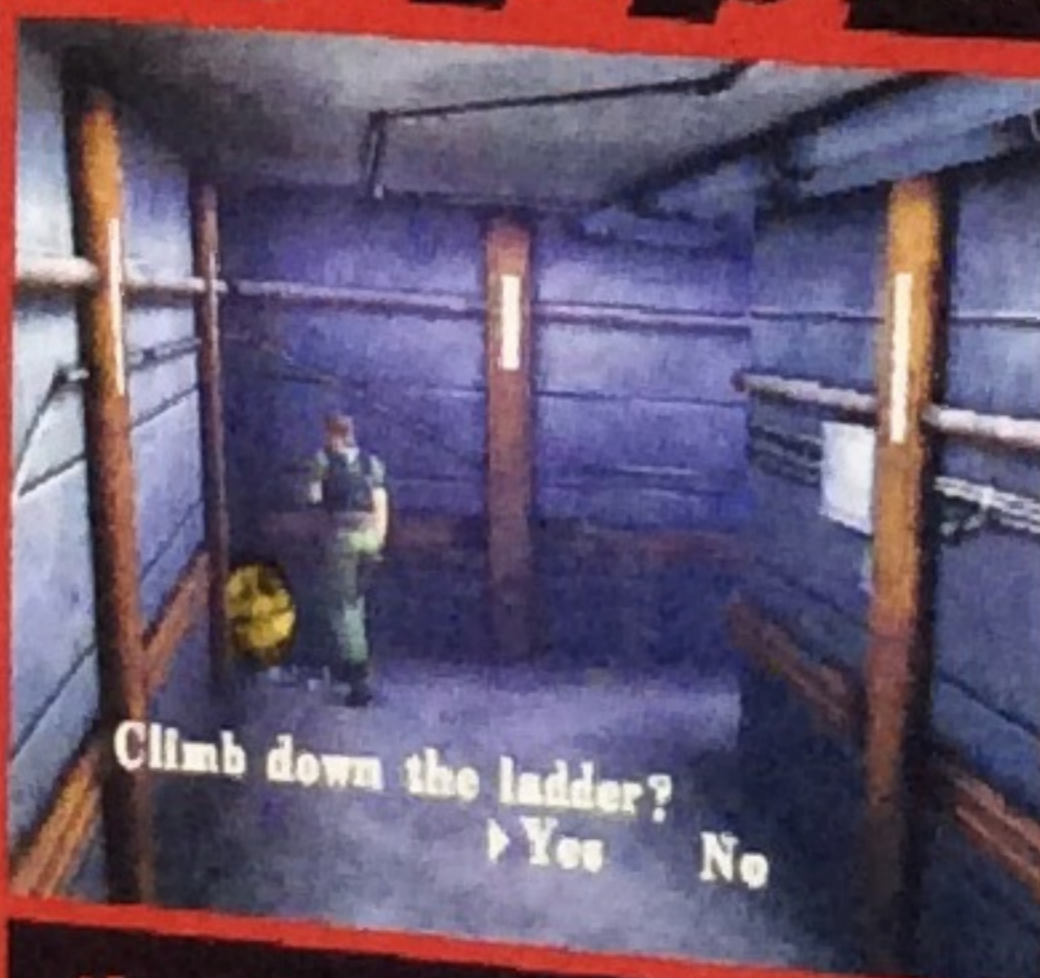


8 Now retrieve the Doorknob. When you pick it up, a Spotter spies you, and two Hunters crash through the air ducts. Keep calm, stay put, aim, and fire just as the creatures are about to strike. It takes two to three Shotgun blasts to down each one.

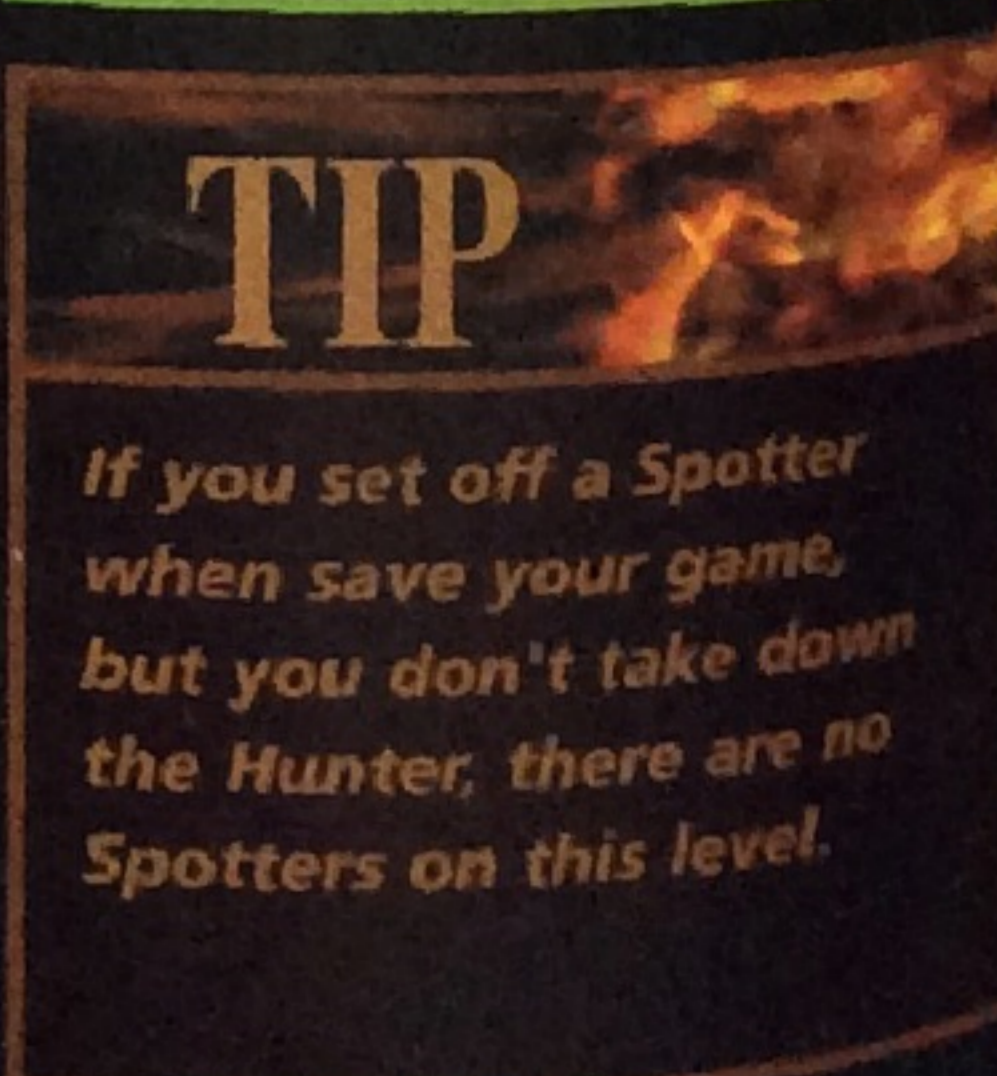


9 Head back to the river. Once there, you may wish to dump your Shotgun Shells and save your game. Then place the Shotgun on the brackets and ascend the steps. From there, head to the steel-cage elevator and ride it up to the second floor.

## CAUTION!



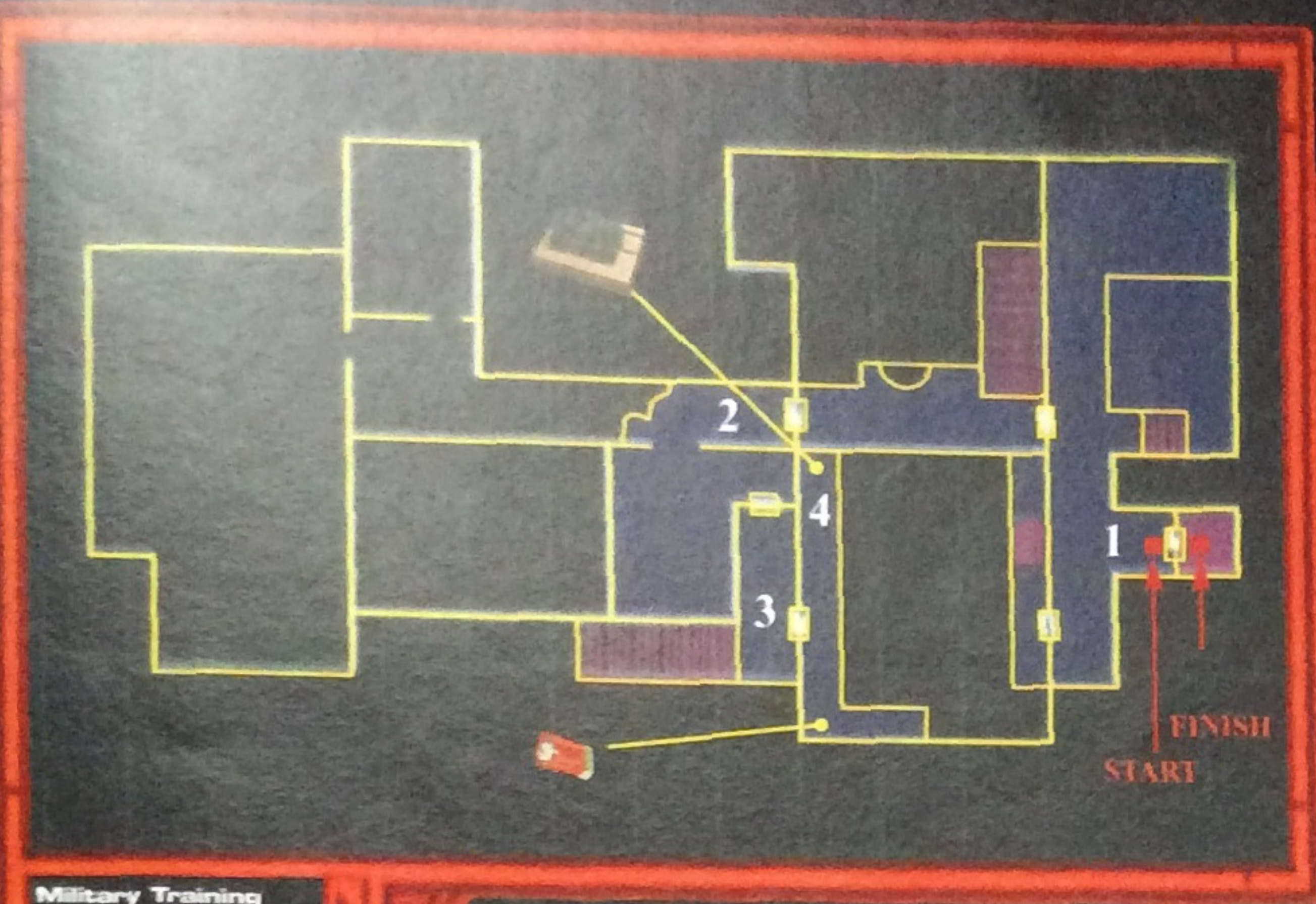
*If you return to the Save Room up the ladder, note the two Spotters roaming the corridor. If they catch you in their radar, a Hunter is summoned, so weave around them!*



## TIP

*If you set off a Spotter when save your game, but you don't take down the Hunter, there are no Spotters on this level.*

# THE WALKTHROUGH

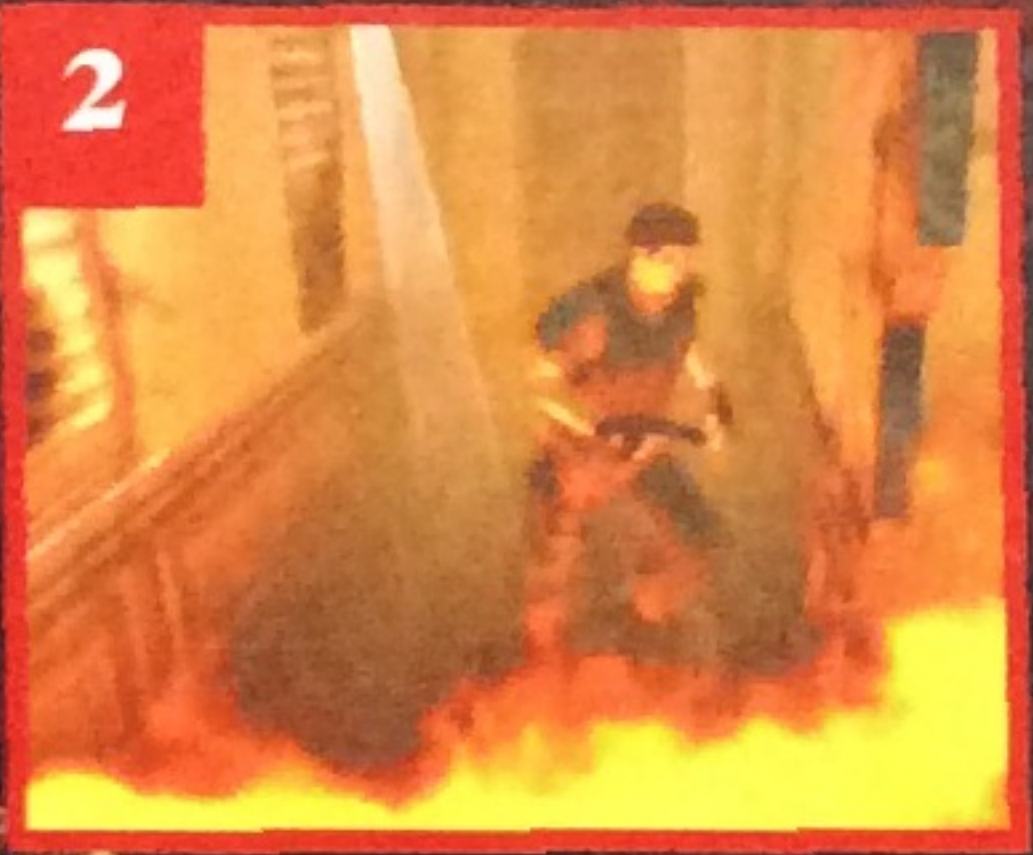
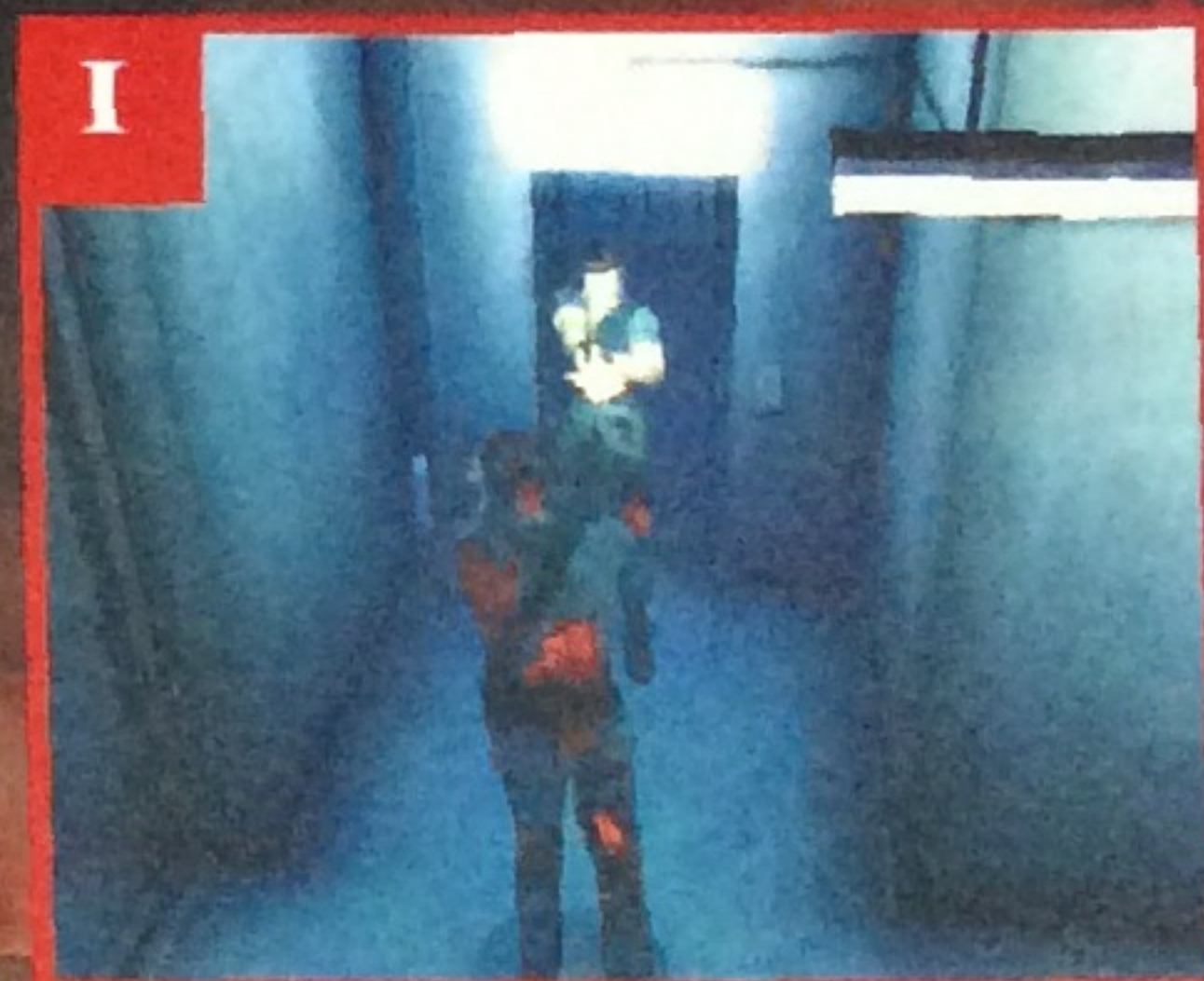


Military Training Facility 2F

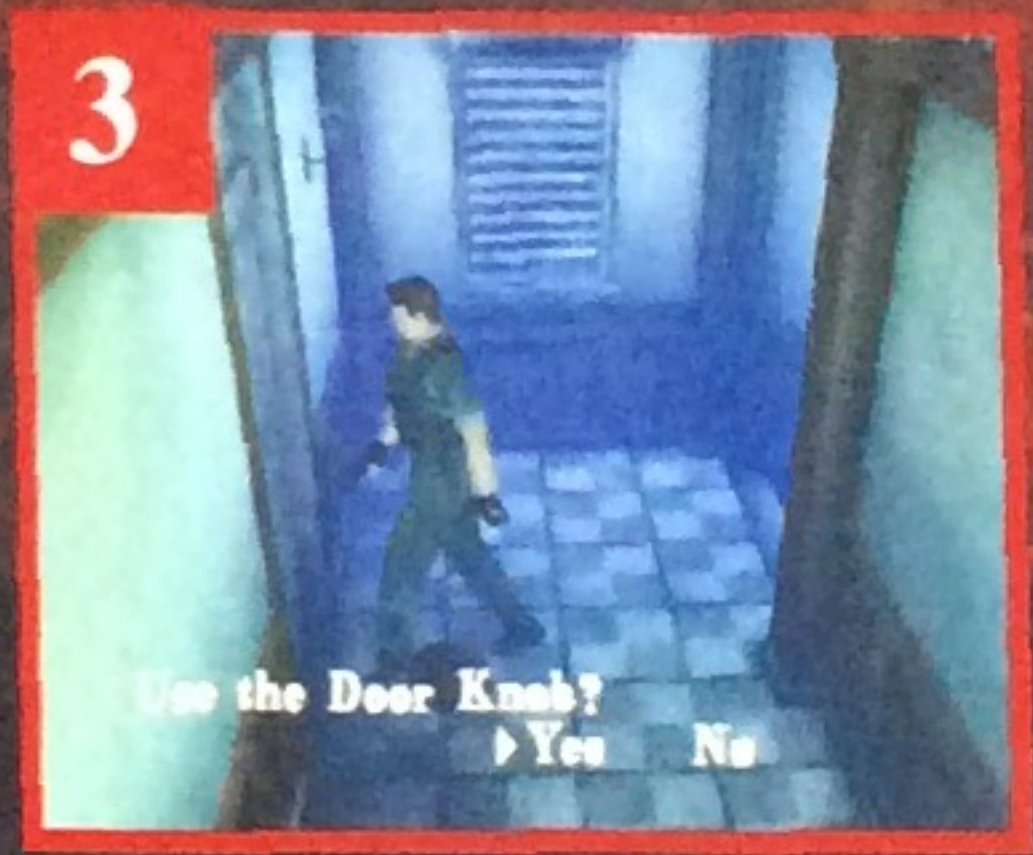
Two hungry zombies charge out of the elevator. Down them with Pistol fire (or something stronger). Then head north into the monitoring room, and through the west door.

**KEY**

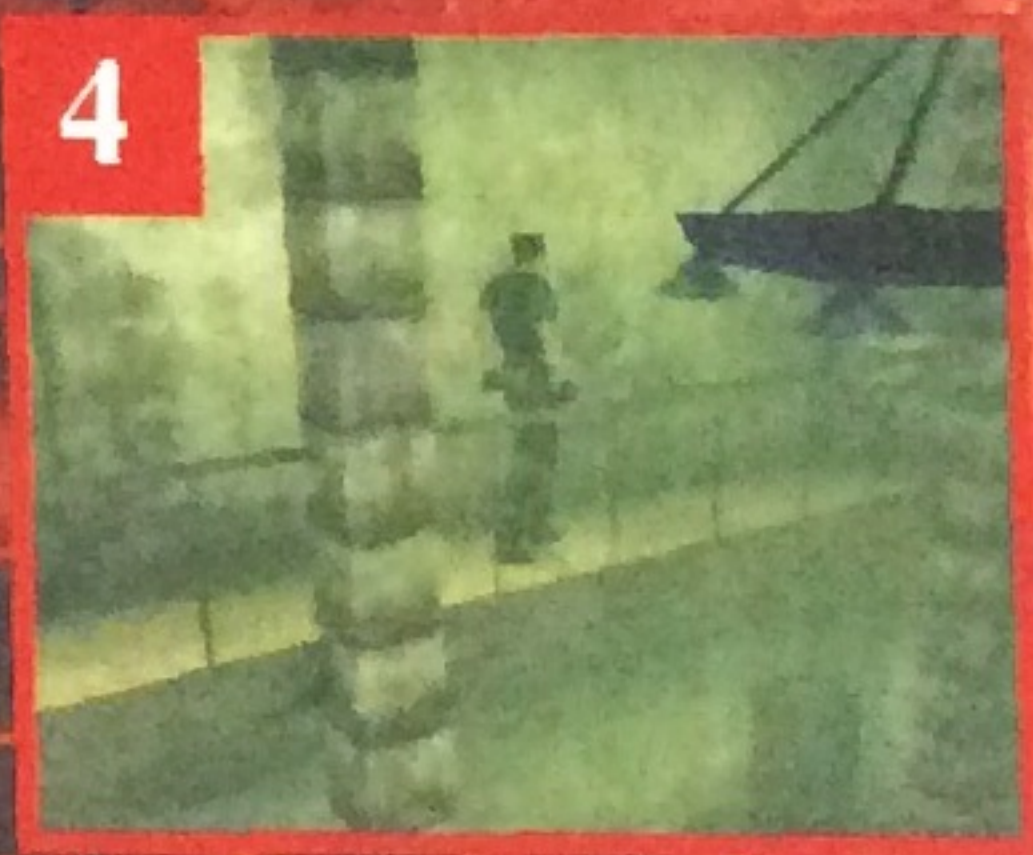
- Handgun Bullets (15)
- Tank Object



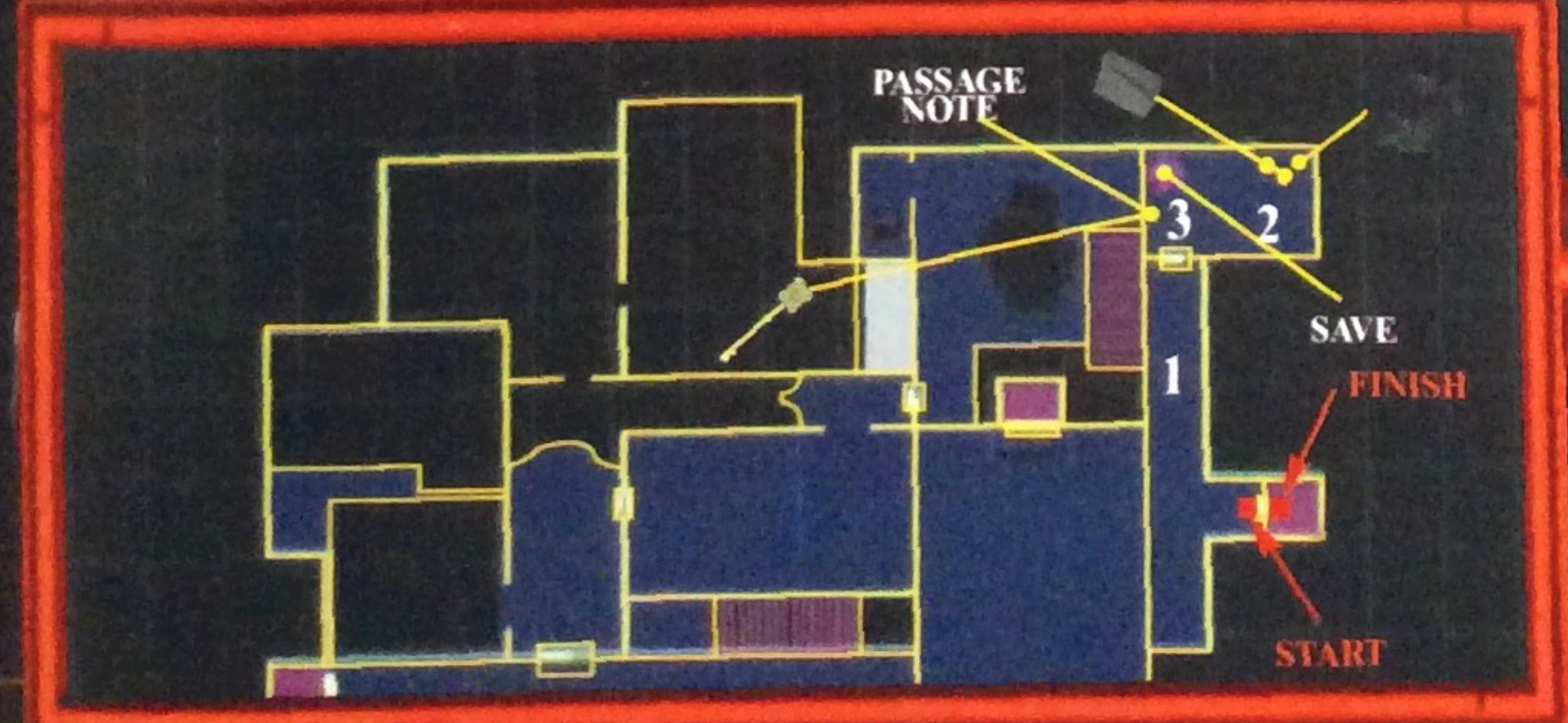
Run across the balcony where you saw the Eagle Plate fall, and enter the opposite door. Now move cautiously through the burning room to the door in the east alcove. Be careful – a Spotter may be watching! Dodge its beam to prevent a Hunter confrontation.



Halfway down the corridor on Chris's left is a door without a handle. Produce the Doorknob from your inventory and slot it onto the door. Open the door and walk onto the balcony overlooking the room with the Jeep.



You can move about the catwalk, but with no doors, this is a short prowl. Turn south and grab the Handgun Bullets on the floor, then go north to take the Tank Object, a model of the tank outside. Head back to the steel-cage elevator.



Military Training Facility 1F

**KEY**

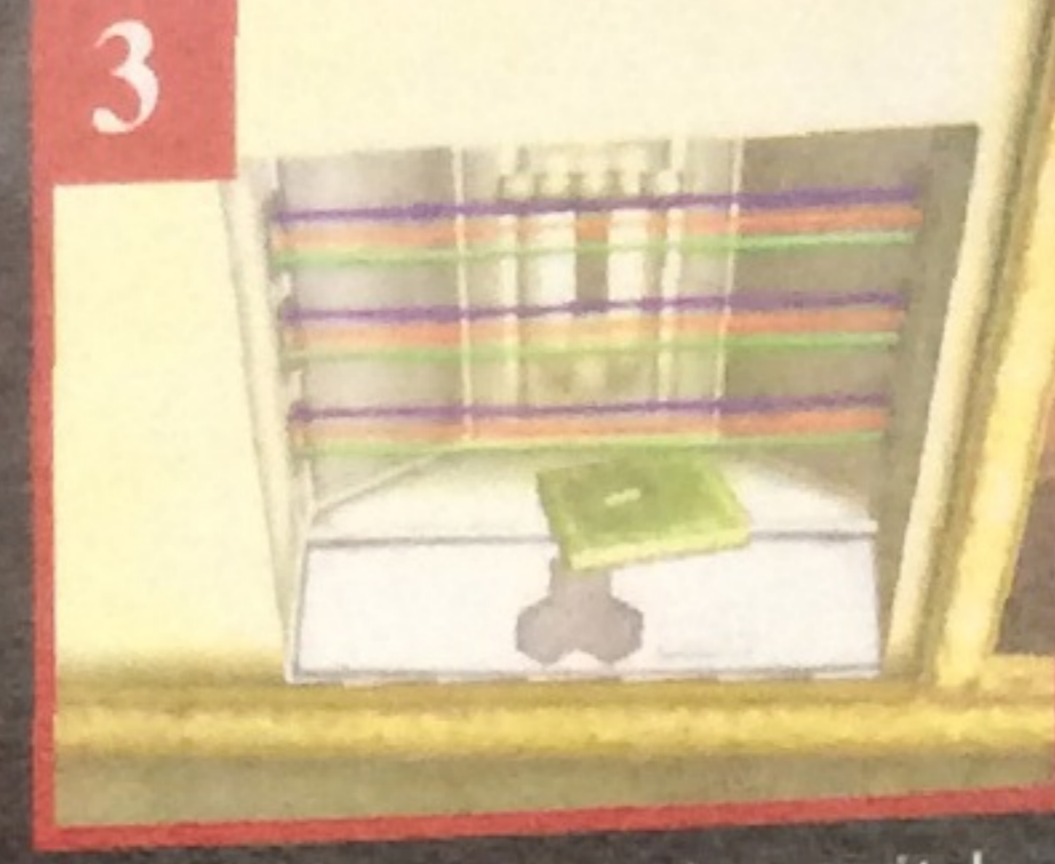
- Turn Table Key
- Shotgun Shells (7)
- Green Herb



**1** Head to the first floor. When you exit the elevator, go to the room with the model of the Facility in it. Watch out for the Spotter here. Run under it just as it completes a sweep and turns off its beam.



**2** Move to the table with the model of the Facility, and place the Tank Object on the model. The painting of the model behind Chris slides back.



**3** Behind the painting is a switch, guarded by three lasers. You can't break the lasers, but those indentations are a familiar shape. Take the Turn Table Key and the Passage Note lying on the nook just under the lasers. The note tells of a secret passage under the Facility model.

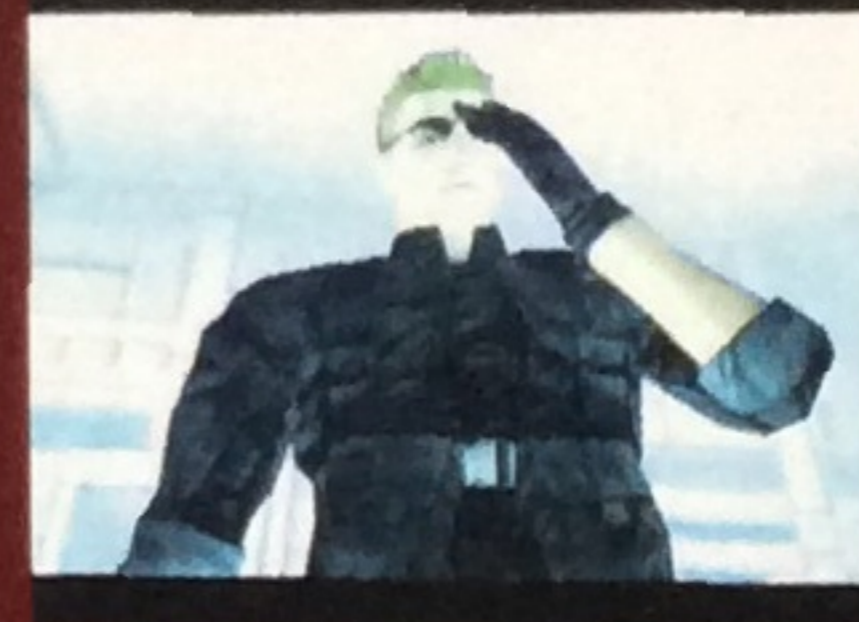
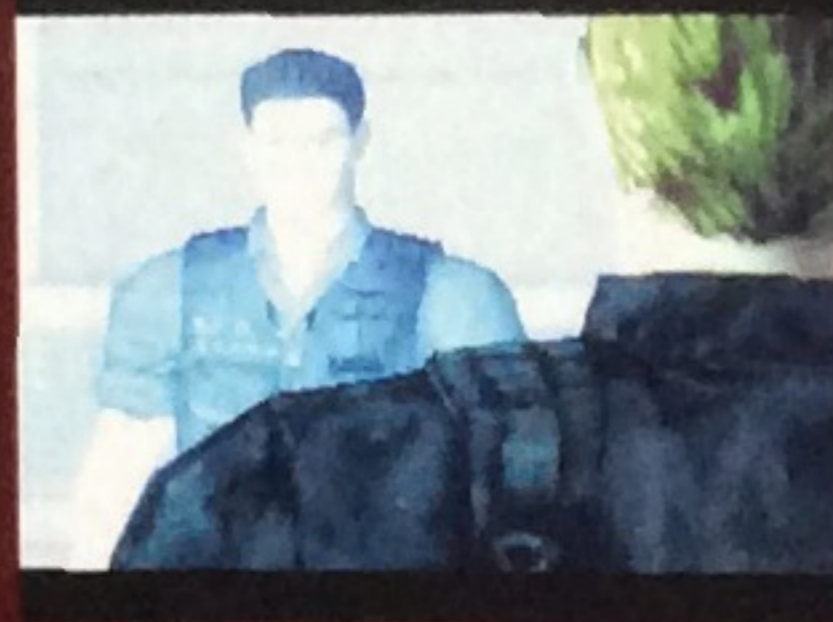


Time for a little backtracking. Take the caged elevator to the basement, and run down the steps to the river. Take the Shotgun and head up the ladder to save your game. Got your Shotgun Shells with you? Good.

## OLD FRIEND, NEW ENEMIES



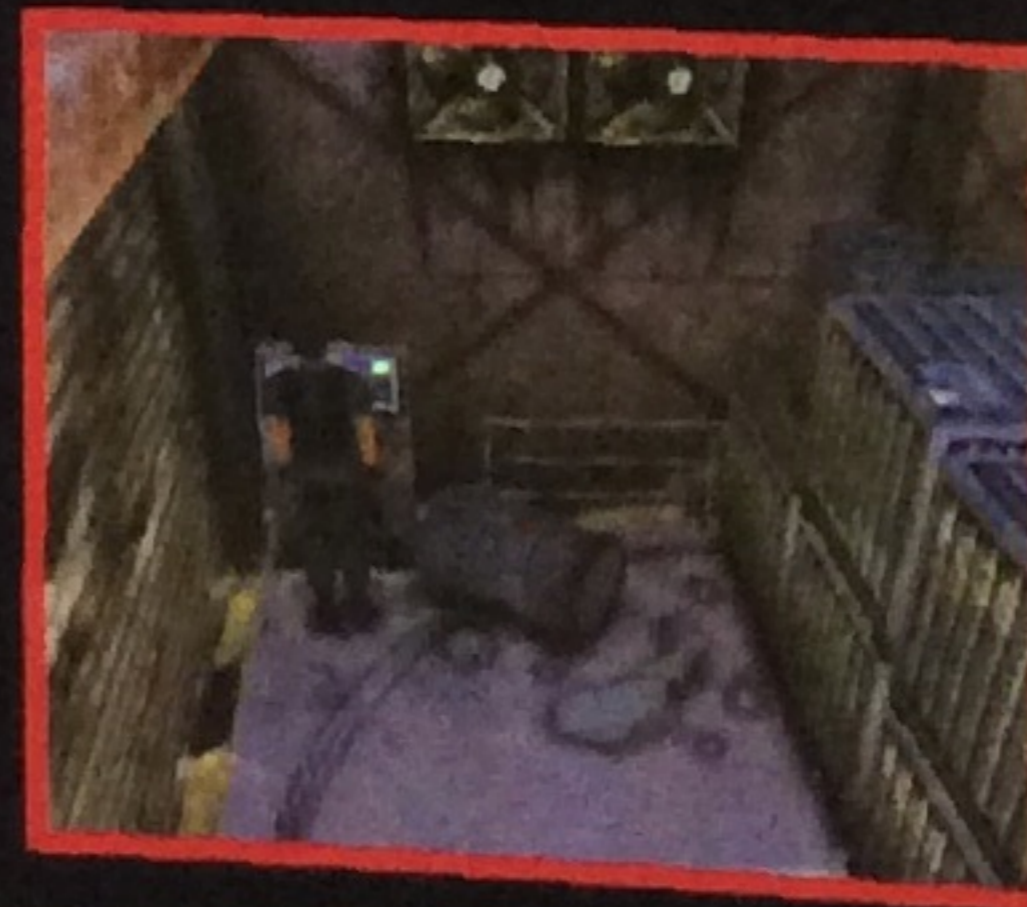
Enter the area where the pods are, and walk to the stairs. Before you ascend them, arm yourself with the Shotgun. You're about to meet an old acquaintance....



*As Chris moves toward the capsules, he bumps into an old friend - Albert Wesker. Wesker was behind the attacks on the island, and is working for an unknown organization that wants Alexia Ashford. Chris is in the way of his plans. A timely intervention by Alexia distracts Wesker.*



Blast the Bandersnatch that was released from the pod when Chris fell against it. Two or three blasts are enough to topple it.



Now run into the large storage room, and head for the place where you picked up the Doorknob. This large elevator needs starting, and the control panel accepts the Turn Table Key. Start up the elevator, and go to the first floor.

# THE WALKTHROUGH



Military Training 1F

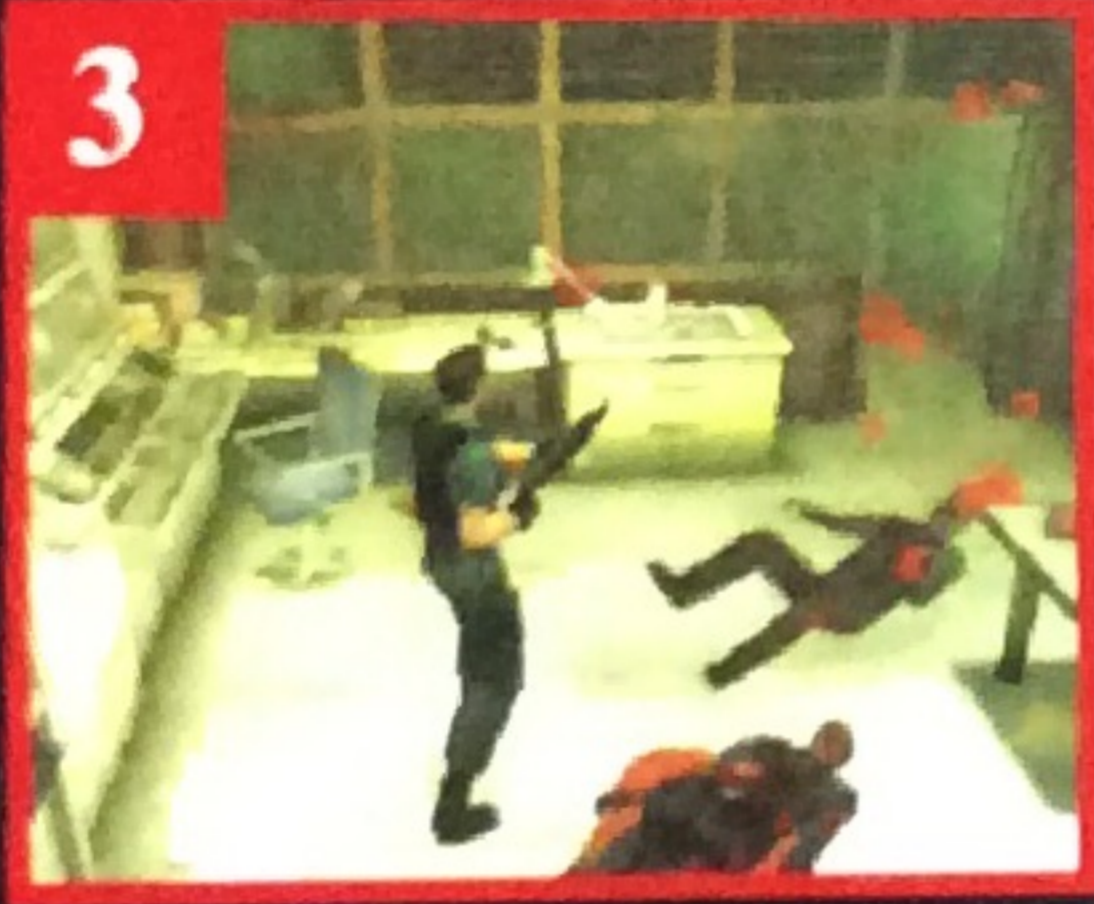
## KEY

- Bow Gun Powder
- Shotgun Shells (7)
- Bow Gun Arrows (30)
- Acid Rounds (6)

When the elevator halts, climb over the crate toward the hole in the wall, then turn and push the crate as far into the elevator as you can. Push the crate next to the silver container, climb onto the crate, and take the Bow Gun Powder from the top of the container.



It's time to collect some chemicals. Head to the monitoring room on the first floor with the printer.



You can now take down zombies in one shot. Wait until the zombie is about to lunge at you, aim up, and fire. The resulting decapitation halts the zombie in its tracks. Conserve Shotgun Shells, though.



Pick up the Shotgun Shells in the front room, then head to the back, combating zombies. Stop to take the Acid Rounds from the cupboard, then head through the hole in the north wall. There may be a zombie in this area, so be on guard.



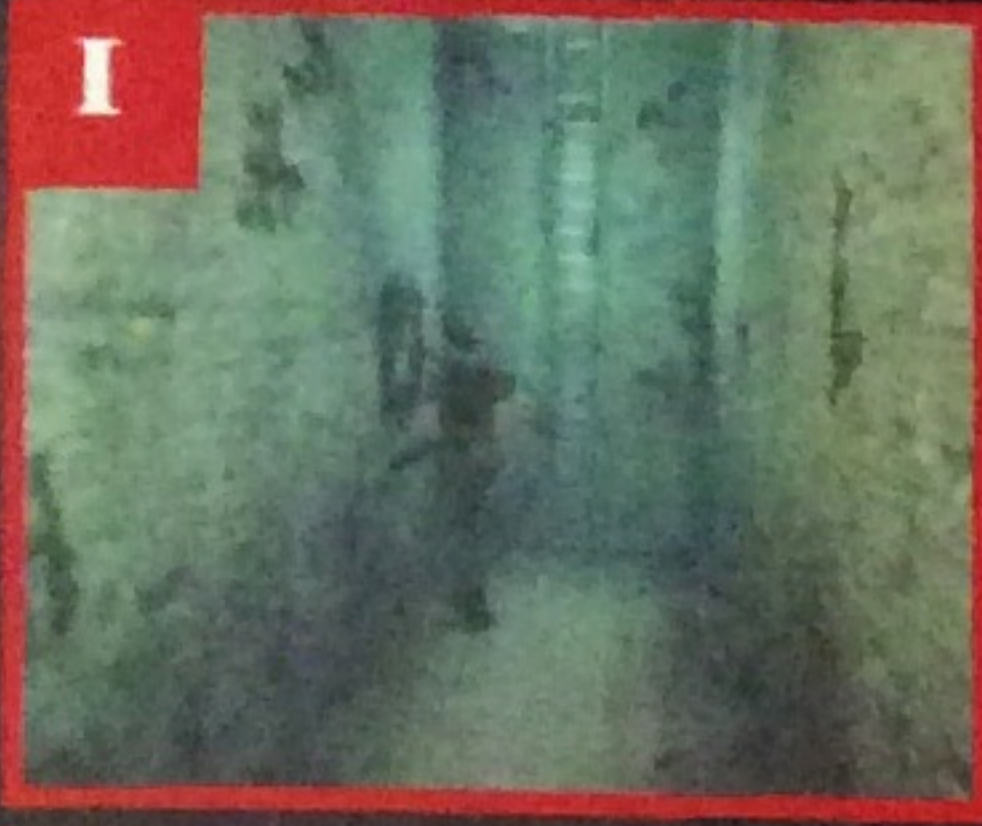
After turning east and opening the door, you are on the west side of the remains of the stone courtyard. Dodge or Knife the crawling zombie, then head north around the mesh fence and climb down the ladder.



Military Training Facility B1F

## KEY

- Handgun Bullets (15)
- Clement α
- Glock Upgrade Parts



**1**  
In the long passage to the room with the floor fans, poisonous gas covers the ground. Fortunately, the lever on the west wall near the ladder operates the fans. Use it.

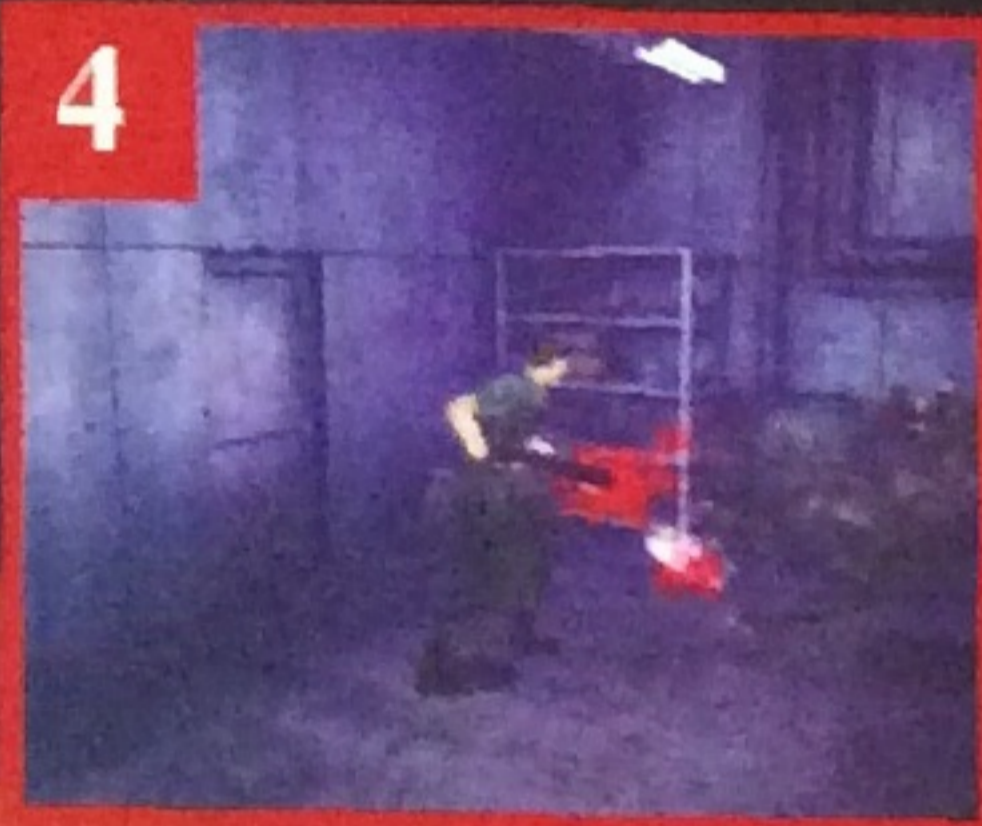


**2**  
With the gas gone, only the undead present a threat. Climb down to ground level (or aim down with the Handgun and fire from the large step), and execute five headshots. Watch your ammunition, though!

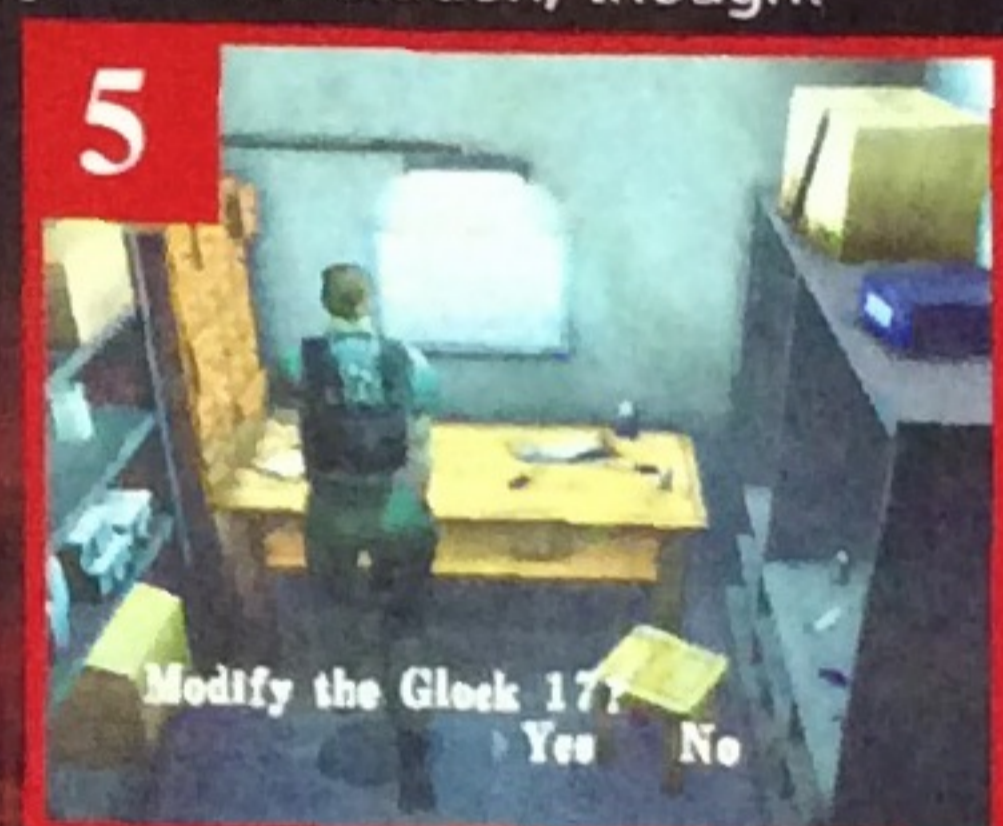
**TIP**  
Take the Emblem Card and unlock this gate from the other side. Or, journey back to the steel-cage elevator and head to the first floor of the basement, then run across the river and enter from the east door. You need to enter this area!



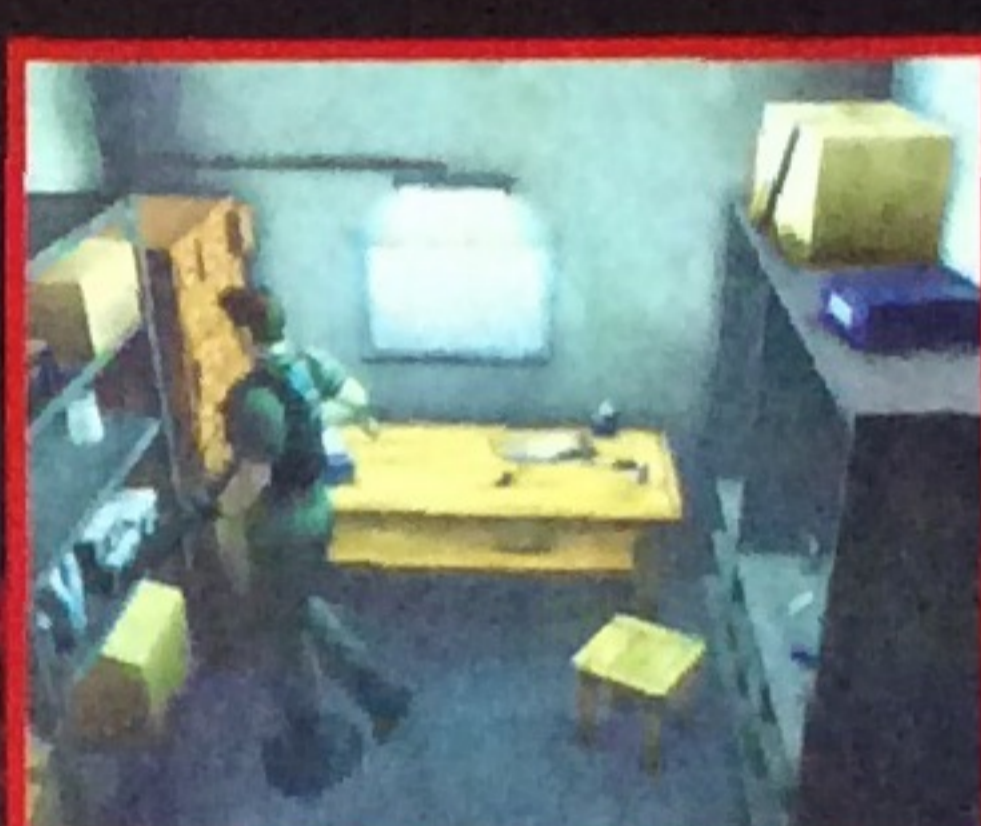
**3**  
Head up the west steps, reload your Shotgun, and open the door in the north wall.



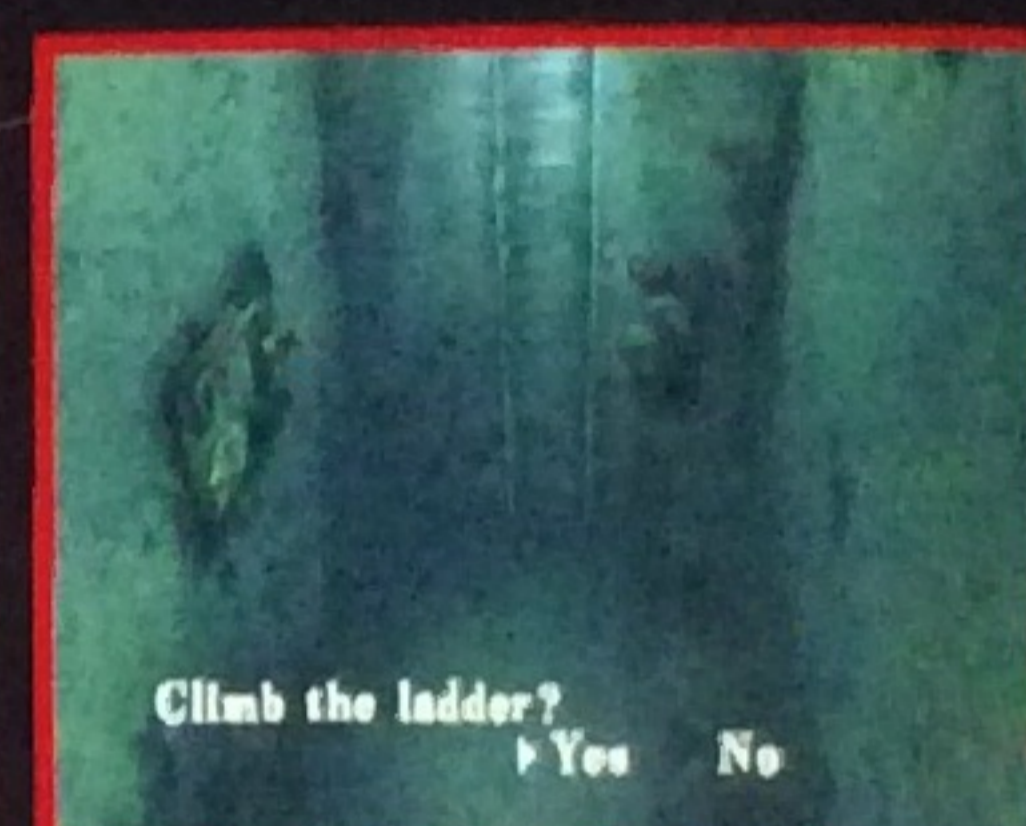
**4**  
Hold **[R1]** as the door opens – there's a Hunter waiting. Blast it until it falls, and then run to the door in the north wall.



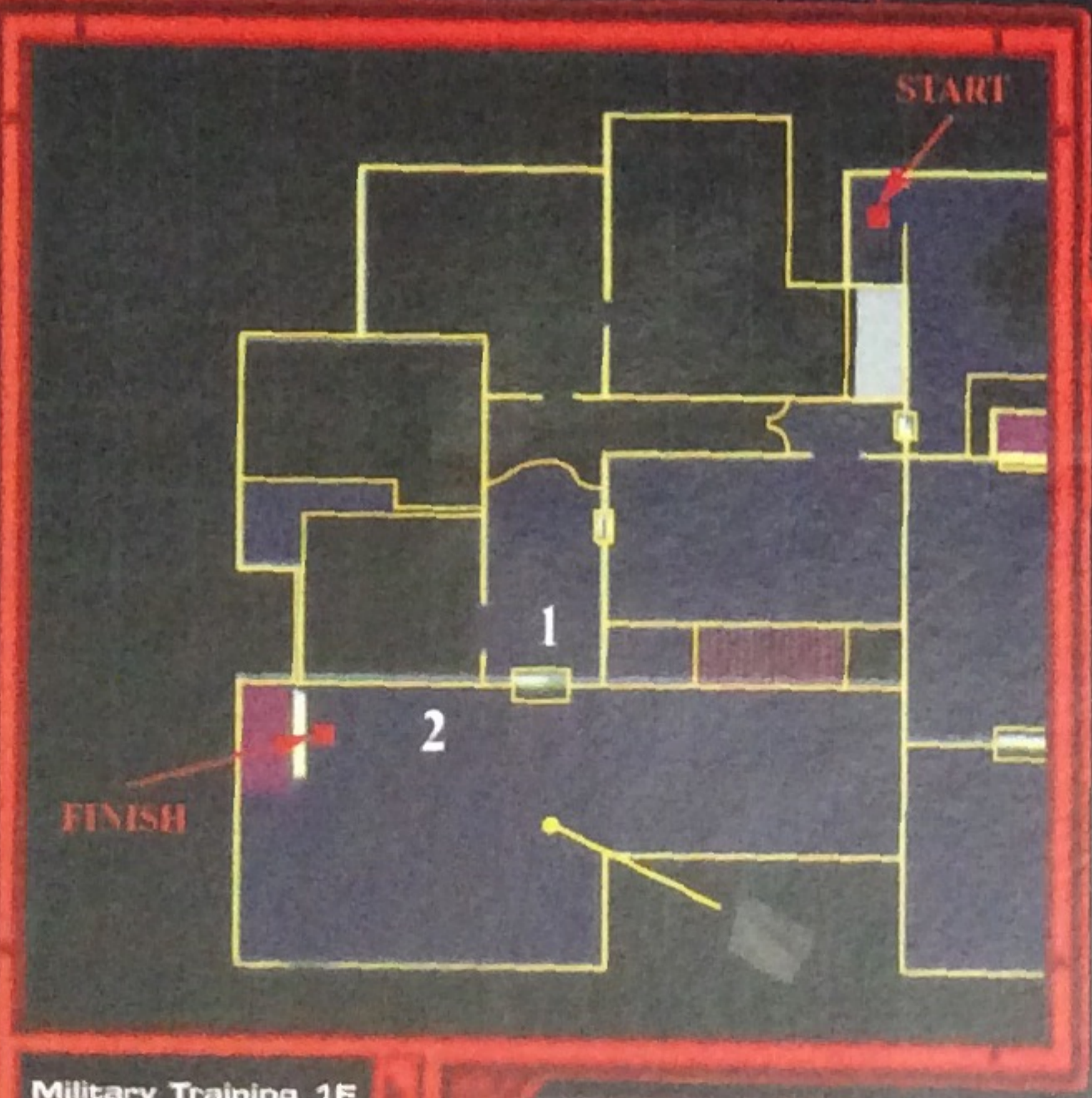
**5**  
Run past the cabinet (which Claire unlocked), and stop to collect the Handgun Bullets near the table. On the table are Glock Upgrade Parts. Chris upgrades his Glock to an Enhanced Handgun only if his Glock is already in his inventory.



On the shelf to the left is a small jar of chemicals. This is the Clement  $\alpha$ . Combine the two Clements to make a Clement Mixture.



Now retrace your steps into the room with the ground fans, and head back up the ladder to the stone courtyard. You must get to the Airport quickly.

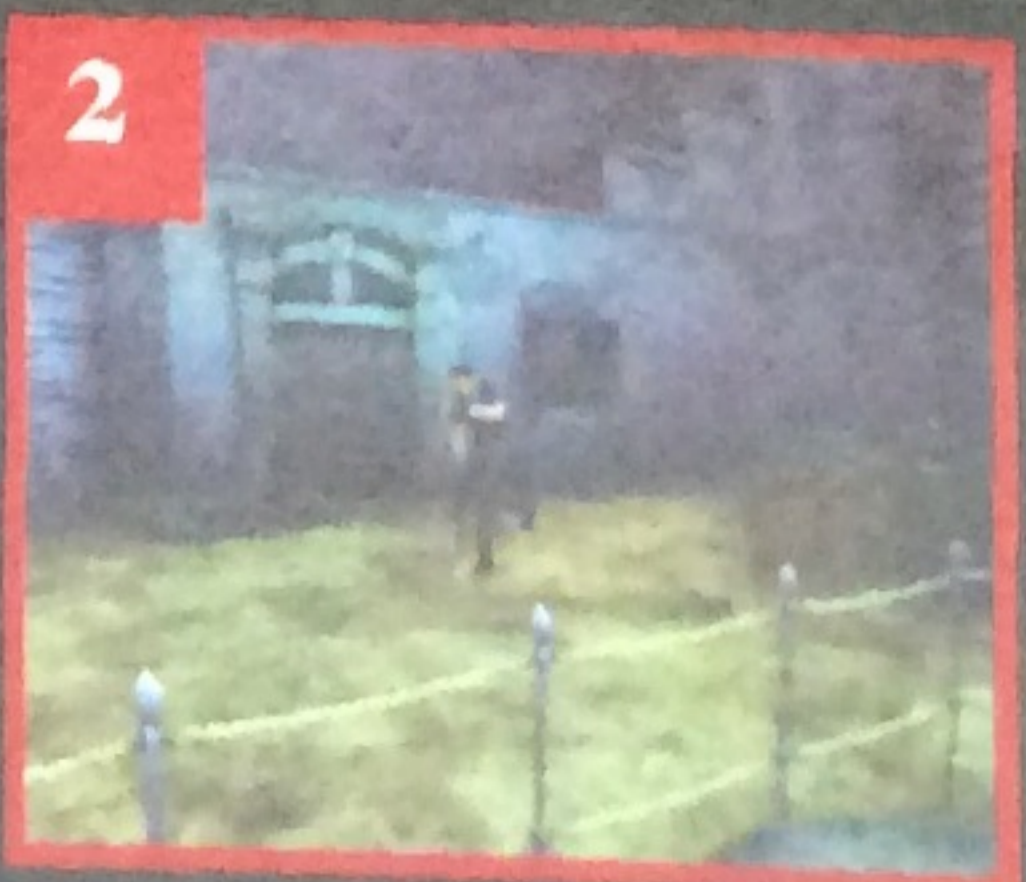


Military Training 1F

**KEY**  
Shotgun Shells



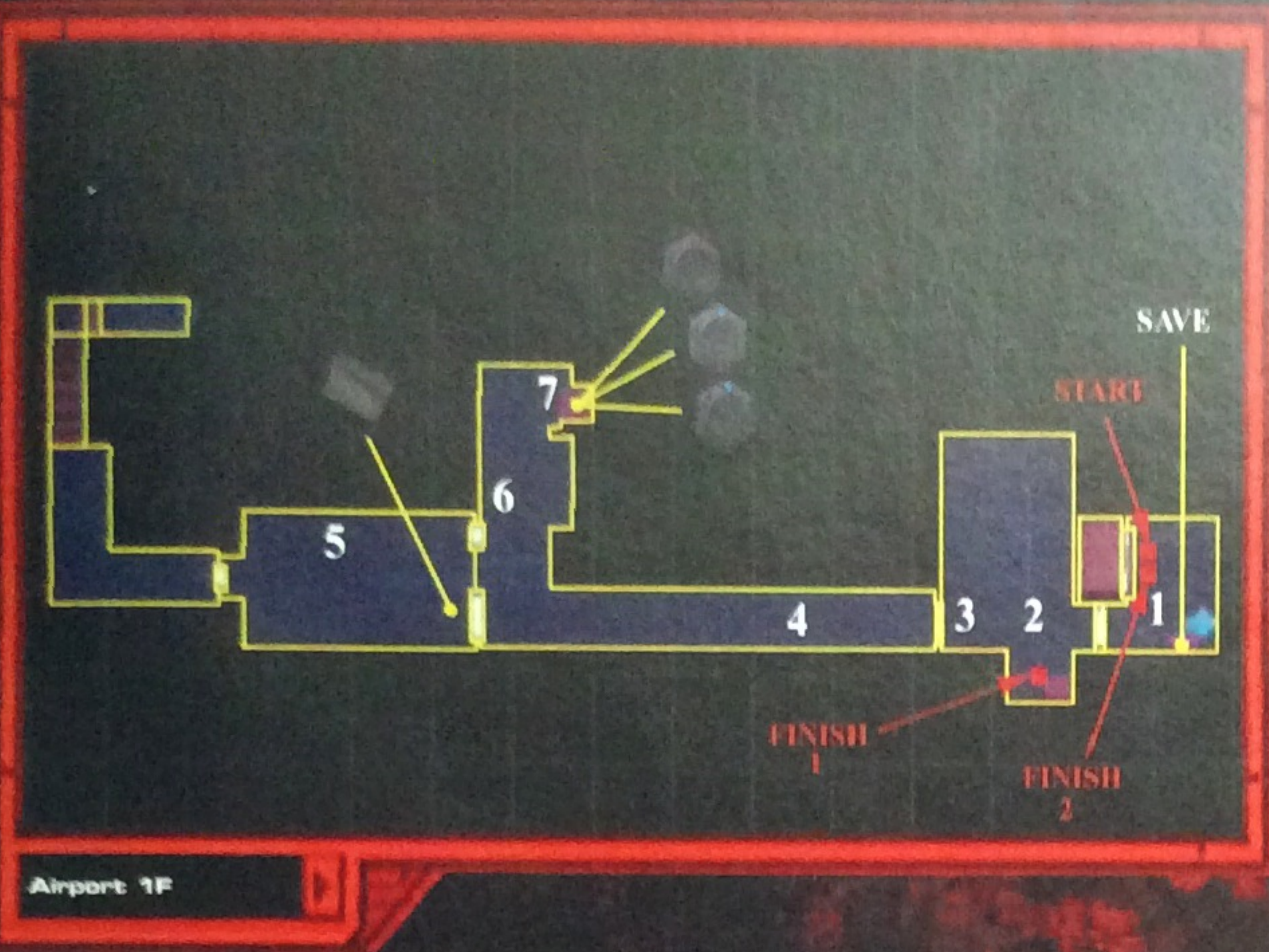
**1**  
Watch that crawling zombie! Head back through the damaged monitoring room to the south double doors. Brace yourself...Hunters are prowling outside.



**2**  
Two vicious Hunters patrol this courtyard. Run west and open the roll-up door to the elevator. There are Shotgun Shells here. Pick them up later.

# THE WALKTHROUGH

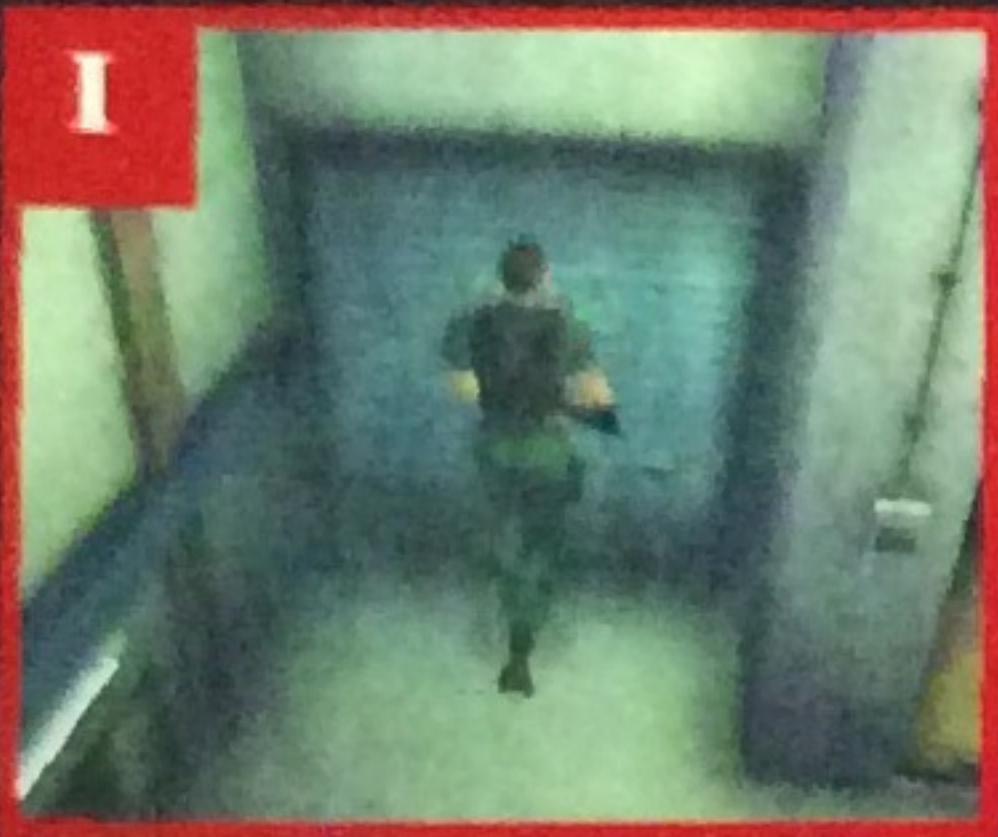
## YOUR FLIGHT HAS BEEN DELAYED



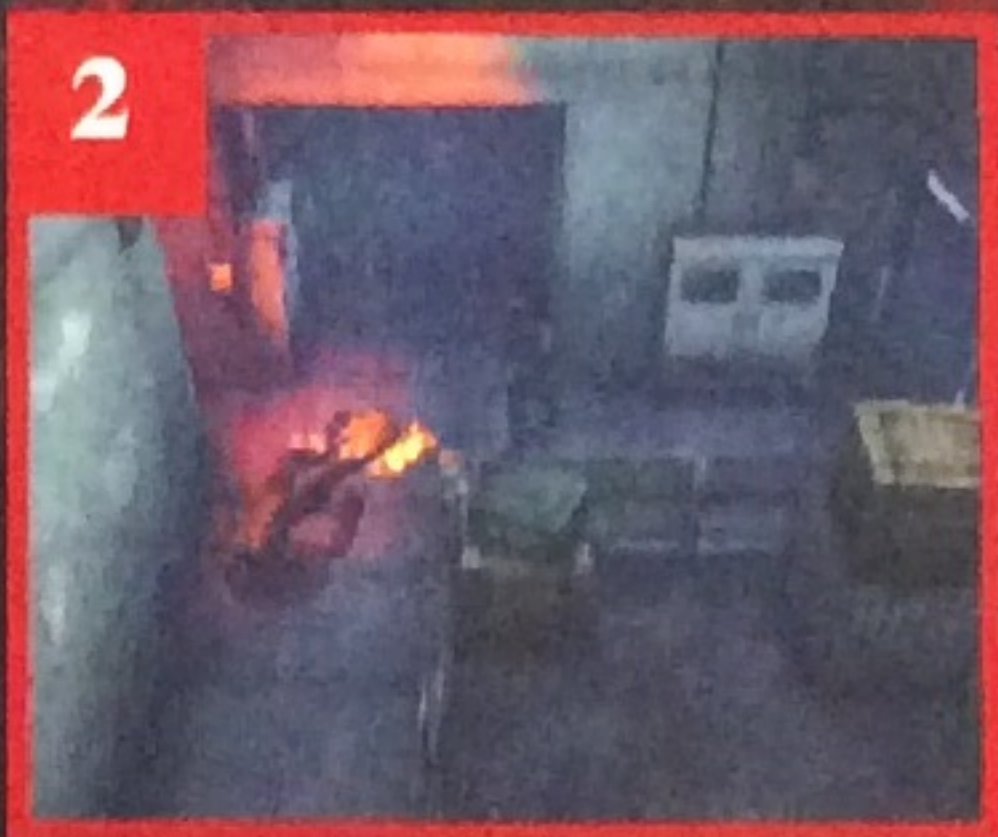
**KEY**

- Shotgun Shells
- Army Proof
- Navy Proof
- Air Force Proof

Airport 1F



**1** When you step into the cargo bay, save your progress, breath deeply, and stash any items you don't need (like the Bow Gun Powder). Keep the Shotgun and one other weapon (such as the Custom Glock or Handgun), and leave three empty inventory spaces. Now head to the roll-up door to the west.



**2** The large cargo room houses a Hunter. React by running forward, then turning and firing when the creature closes. After combat, head to the small lift in the southeast corner.



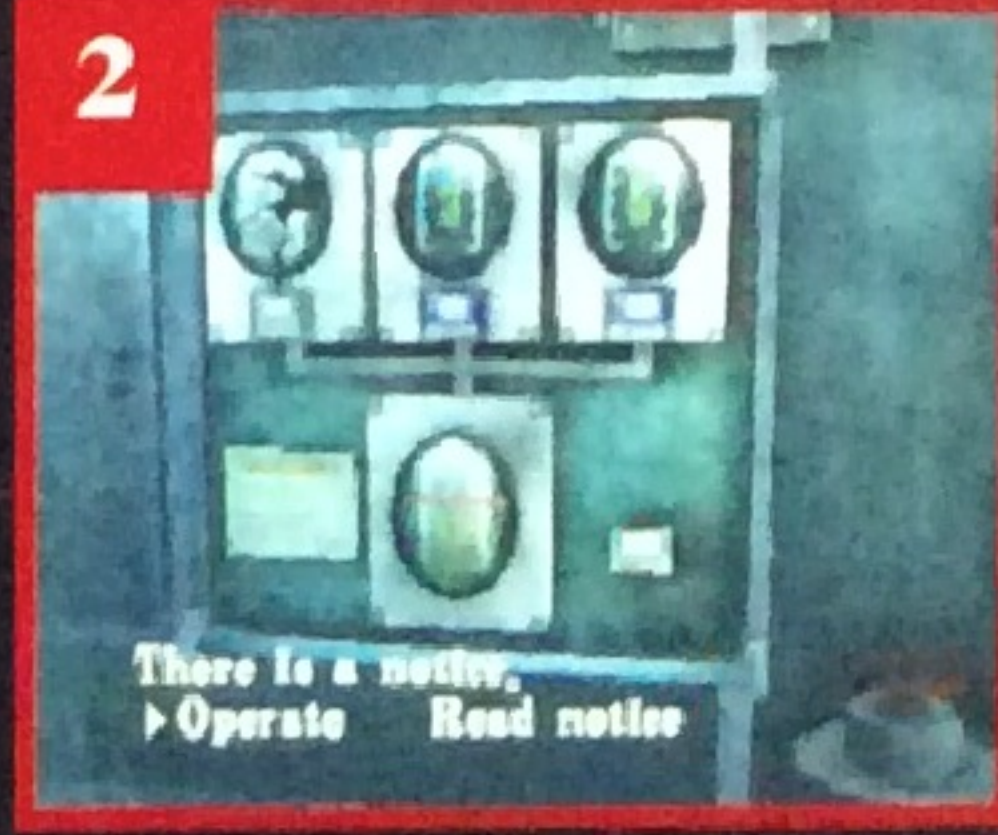
**KEY**

- Shotgun Shells

Airport 2F

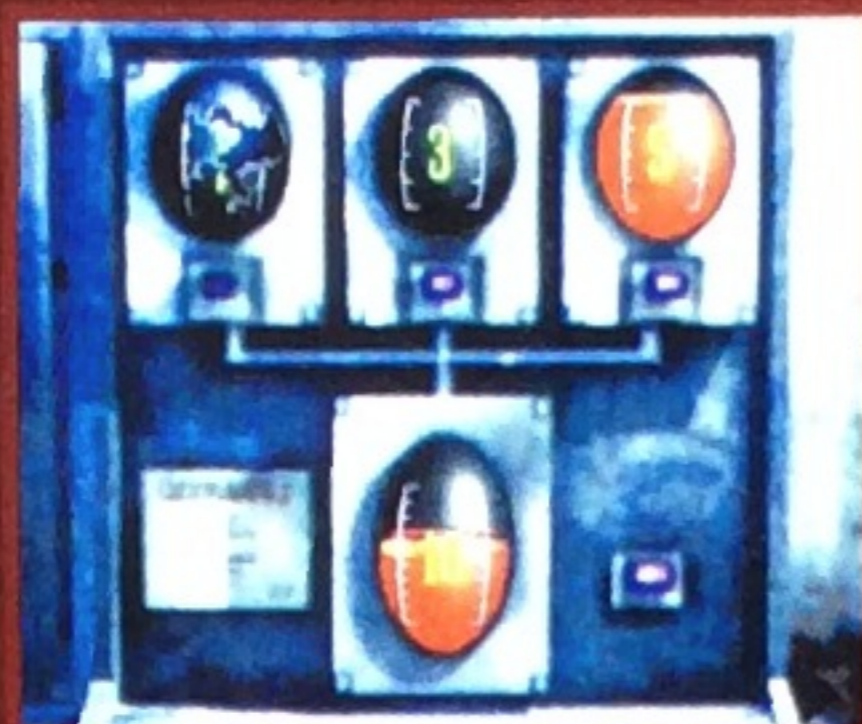
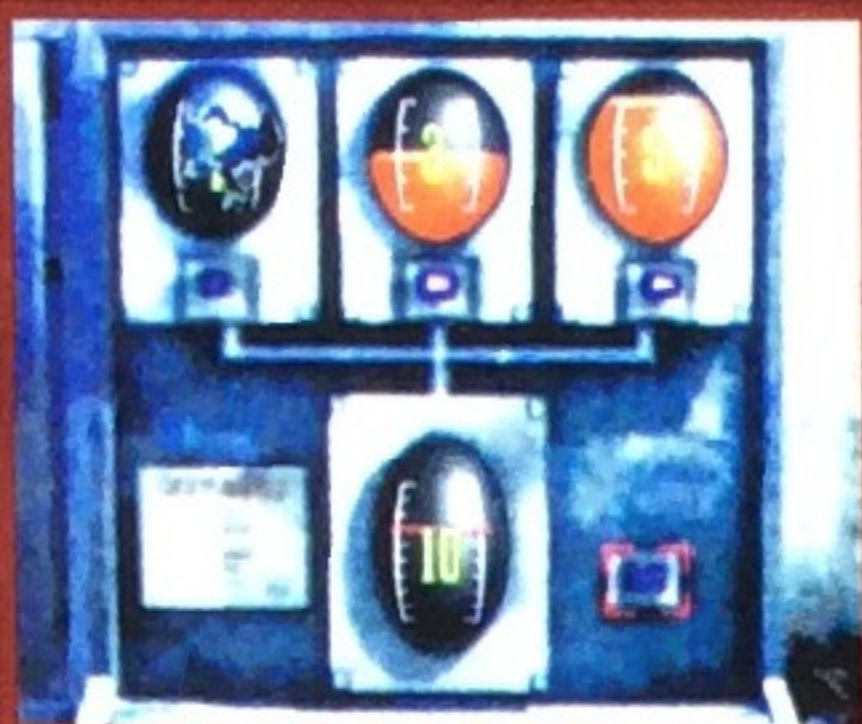


**1** Move past the crate control and through the east door. Now on the catwalk, try to lower the bridge at the control box on Chris's right. It needs to be repaired before it can descend. Run across to the west side of the bridge, and enter the gauge room.



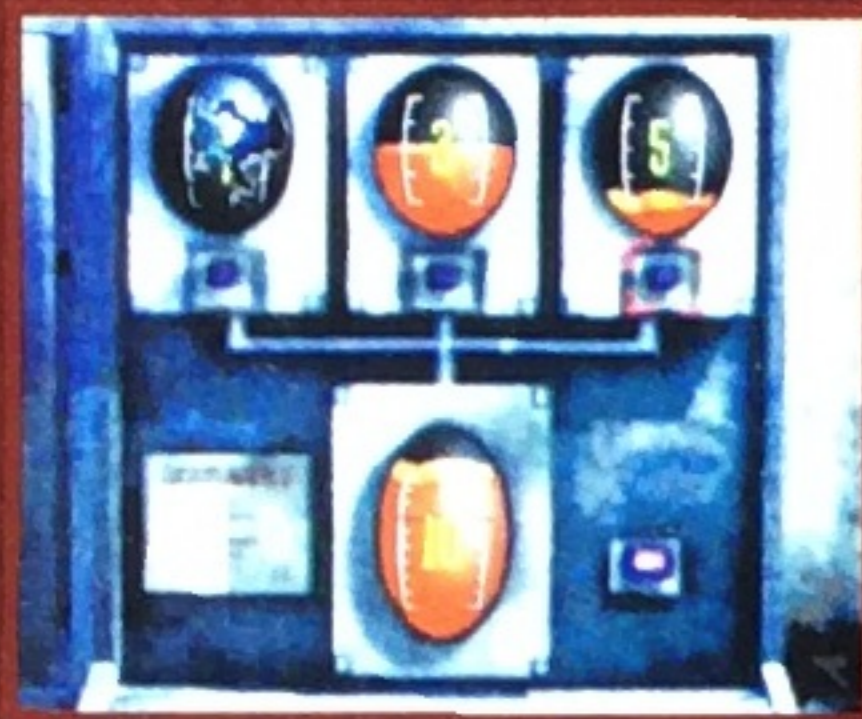
**2** There are three dead zombies and four oil gauges here. One oil gauge is broken, and for the bridge to lower, the oil gauge needs to be filled to the red line.

# PUZZLE ZZZZES!!



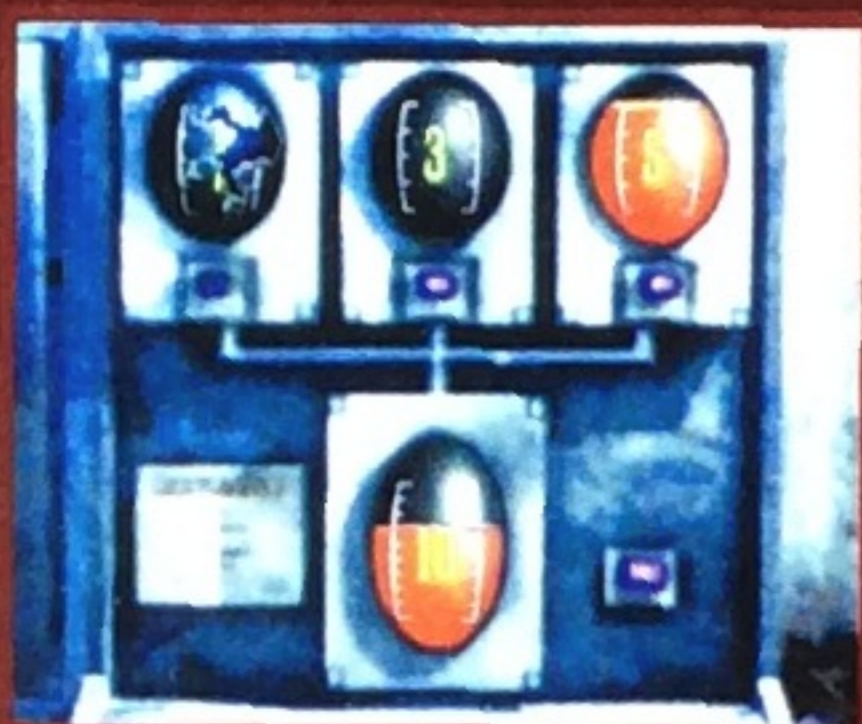
The gauges on top hold three and five liters of oil respectively. The gauge below must be filled to seven liters (indicated by the red line). When one of the top gauges is emptied, it automatically refills. The bottom gauge can hold ten liters of oil.

Press the button on the three-liter gauge twice. This fills the bottom gauge up by six liters.

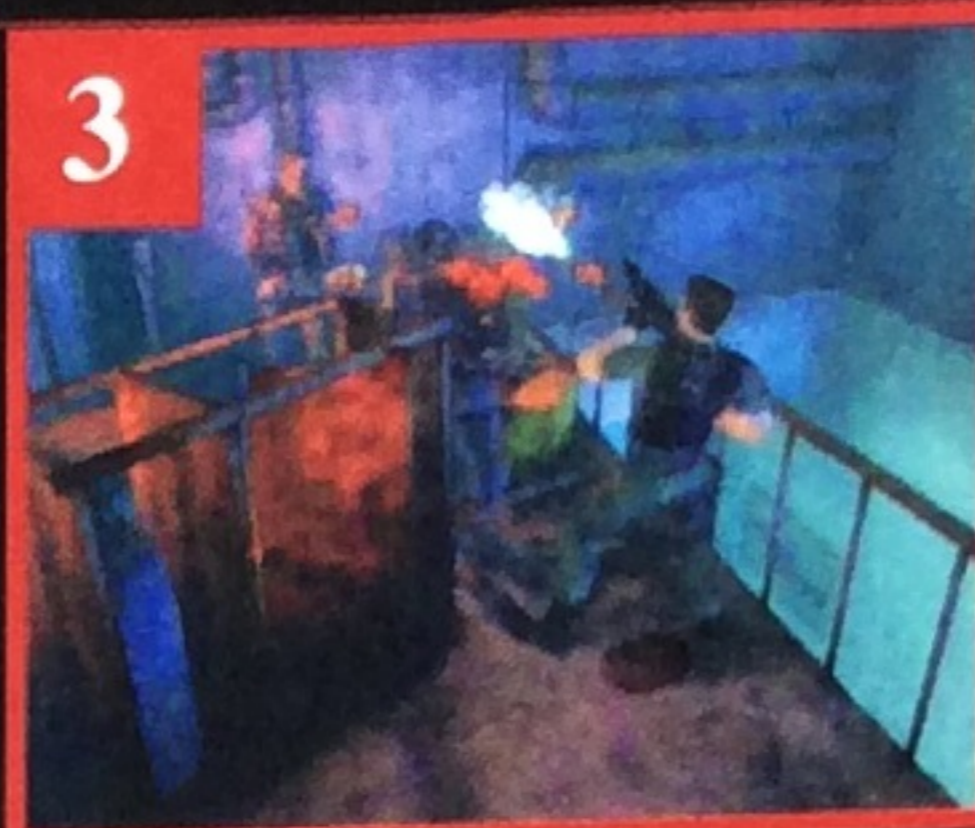


Now press the button on the five-liter gauge. The ten-liter gauge fills up with four of the five liters, reaching its ten-liter capacity. One liter is left in the five-liter gauge.

Press the button and empty the ten-liter gauge. Now you have a full three-liter gauge and a five-liter gauge with one liter left.



You can easily fill the ten-liter gauge to its correct mark now. Empty the five-liter gauge of its one liter, then empty the three-liter gauge twice.



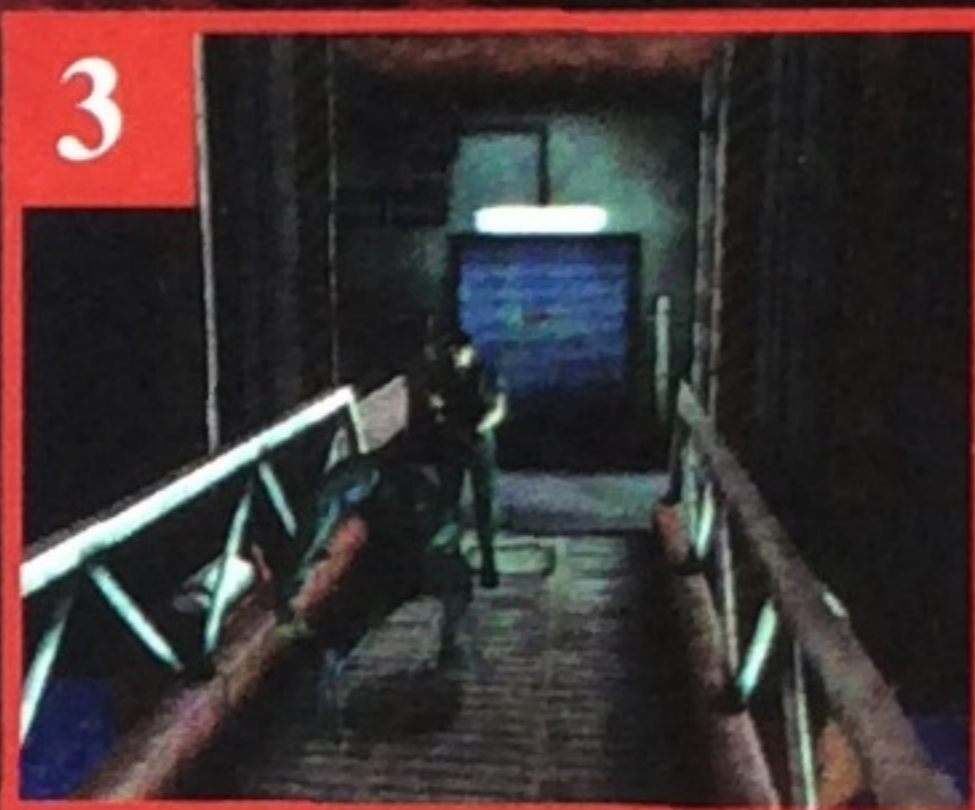
Excellent! The bridge can now be lowered! The three zombies slumped in the west corner reanimate. Either flee, or tag the trio. There are Shotgun Shells to grab after the fight.



Run back over the bridge to the east side, and activate the lever on the control panel. The bridge lowers. Now return to the small lift, and go back down to the first floor.

## NOTE

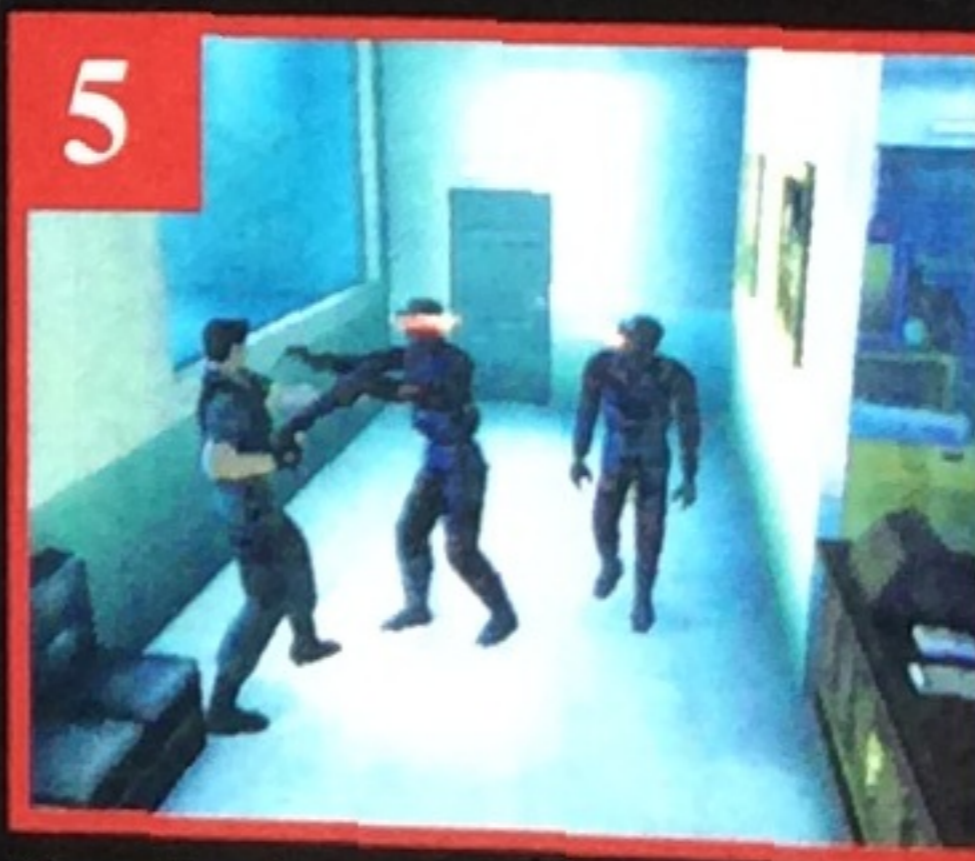
The following numbers refer to points on the Airport First Floor map on page 101.



Once back in the storage room, exit via the west roll-up door. Be careful! There is a Hunter on the bridge. Listen to its footsteps, and ready your Shotgun.



Don't simply run across the bridge, or the Hunter will leap in and serrate your torso. Instead, wait at the east side of the bridge for the critter to bound in, and then unleash buckshot. After combat, open the roll-up door to the east.

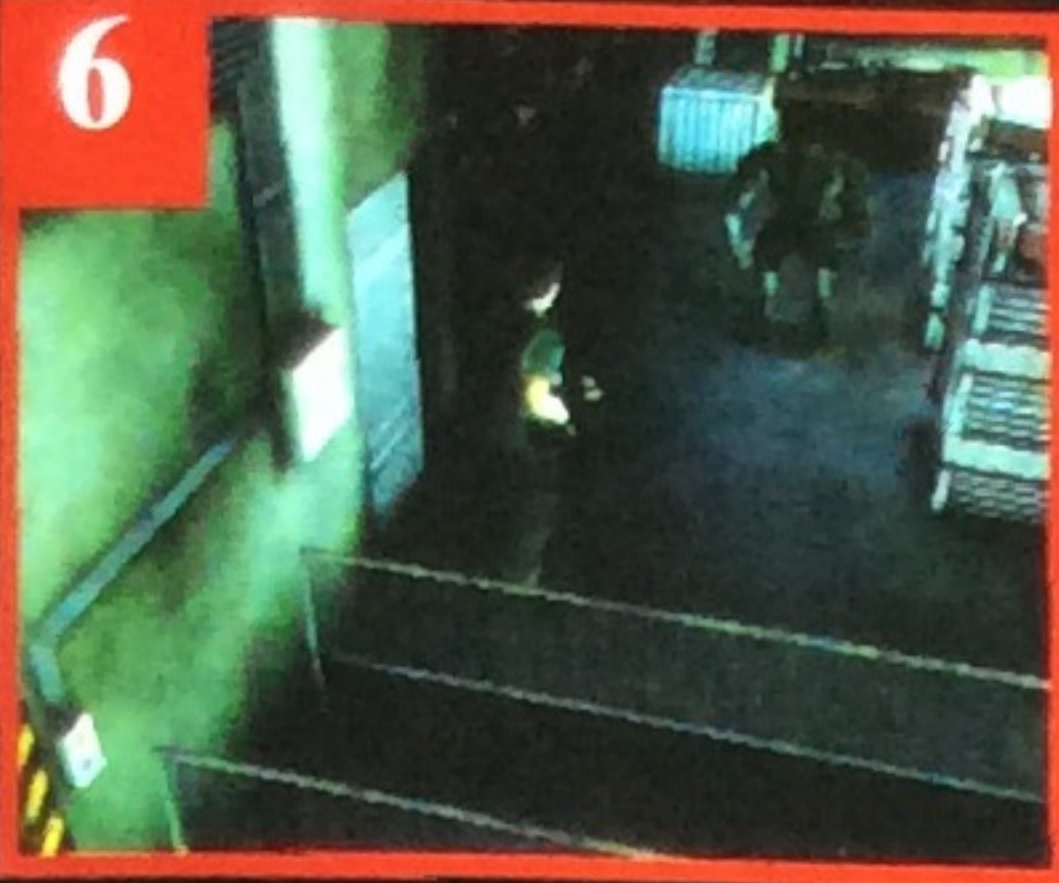


Now in the room with the fish tank, you can either aim and blow the bomb zombie apart, or dodge, then move around the desk, past the two goggle-wearing zombies, and through the northeast door.

## TIP

Ignore the door to the west. It leads to the submarine entrance, but the vehicle isn't there.

# THE WALKTHROUGH

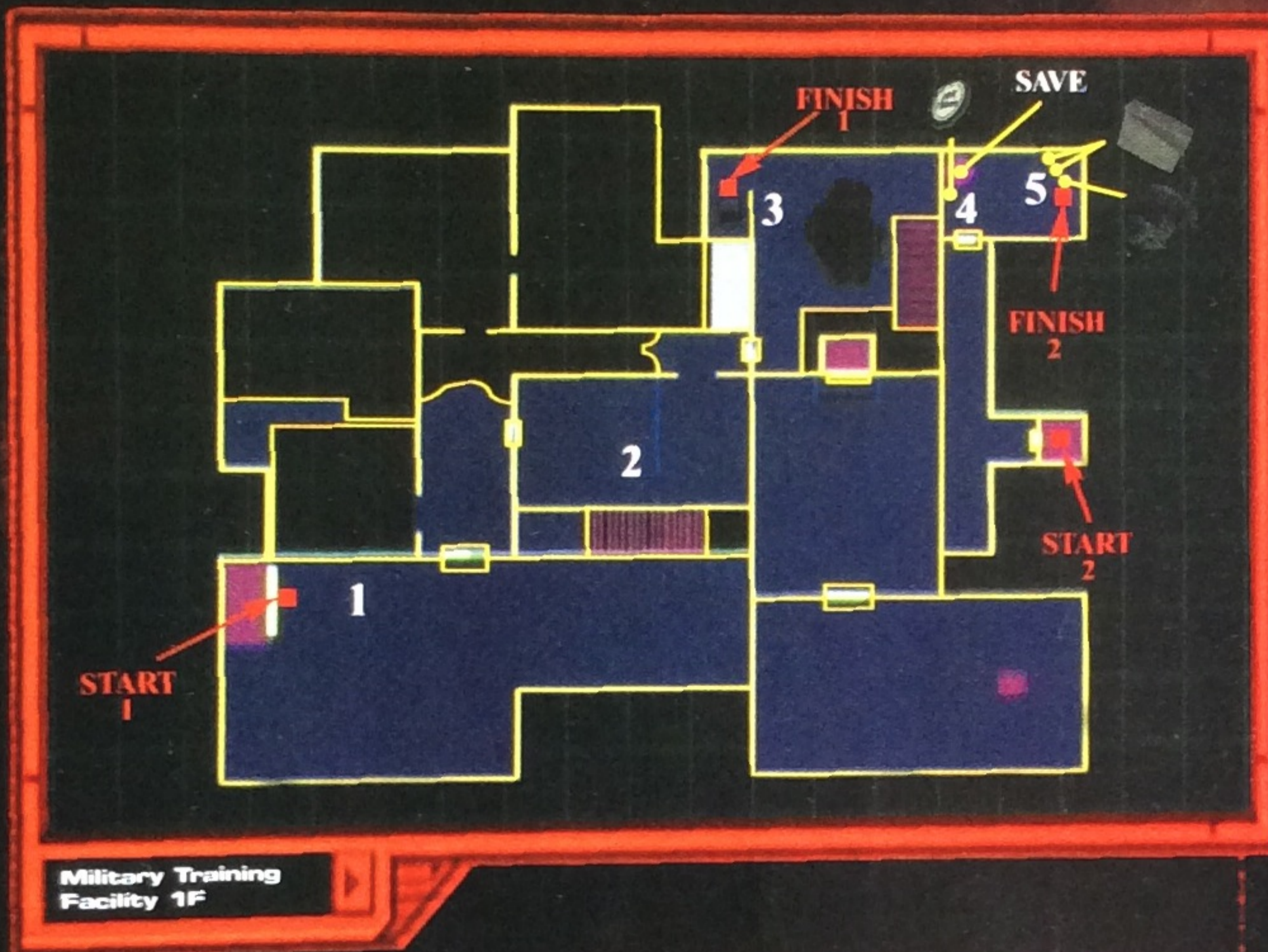


## TIP




Save your game, then take with you a couple of Herbs, a rapid-fire weapon (such as the Assault Rifle or Sub Machine Guns), the Grenade Launcher, and some Ink Ribbons.

As the door closes behind you, aim your Shotgun, and quickly fire at the leaping Hunter. Pass the Hunter cages and switch off the power at the control panel to the north.

Once the power is off, the electrified hydraulic lift stops shorting out, allowing you to stand on it and take the three Proofs off the control panel. With the Proofs in your inventory, head back across the bridge to the east and into the storage room.

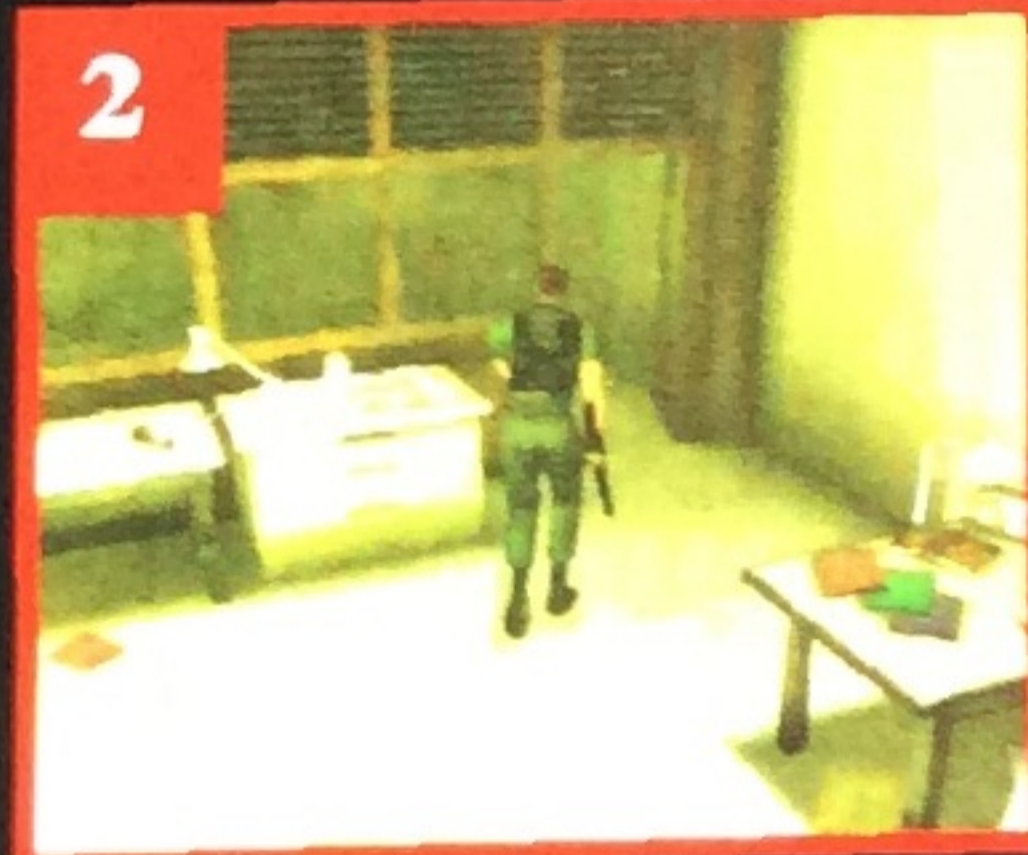


## KEY

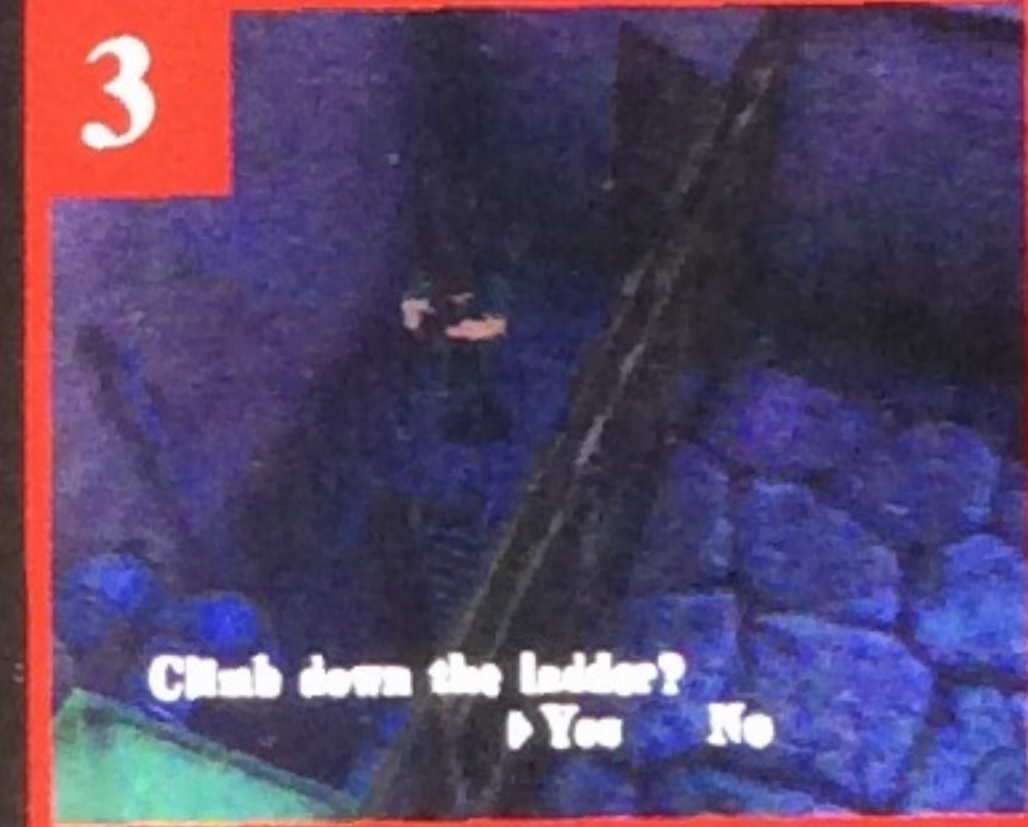
-  Ink Ribbons (3)
-  Shotgun Shells (7)
-  Green Herb



**I** As you emerge from the elevator, two Sweepers greet you. Engage them with quick alternating Shotgun blasts, or run. Enter the double doors on the north wall.

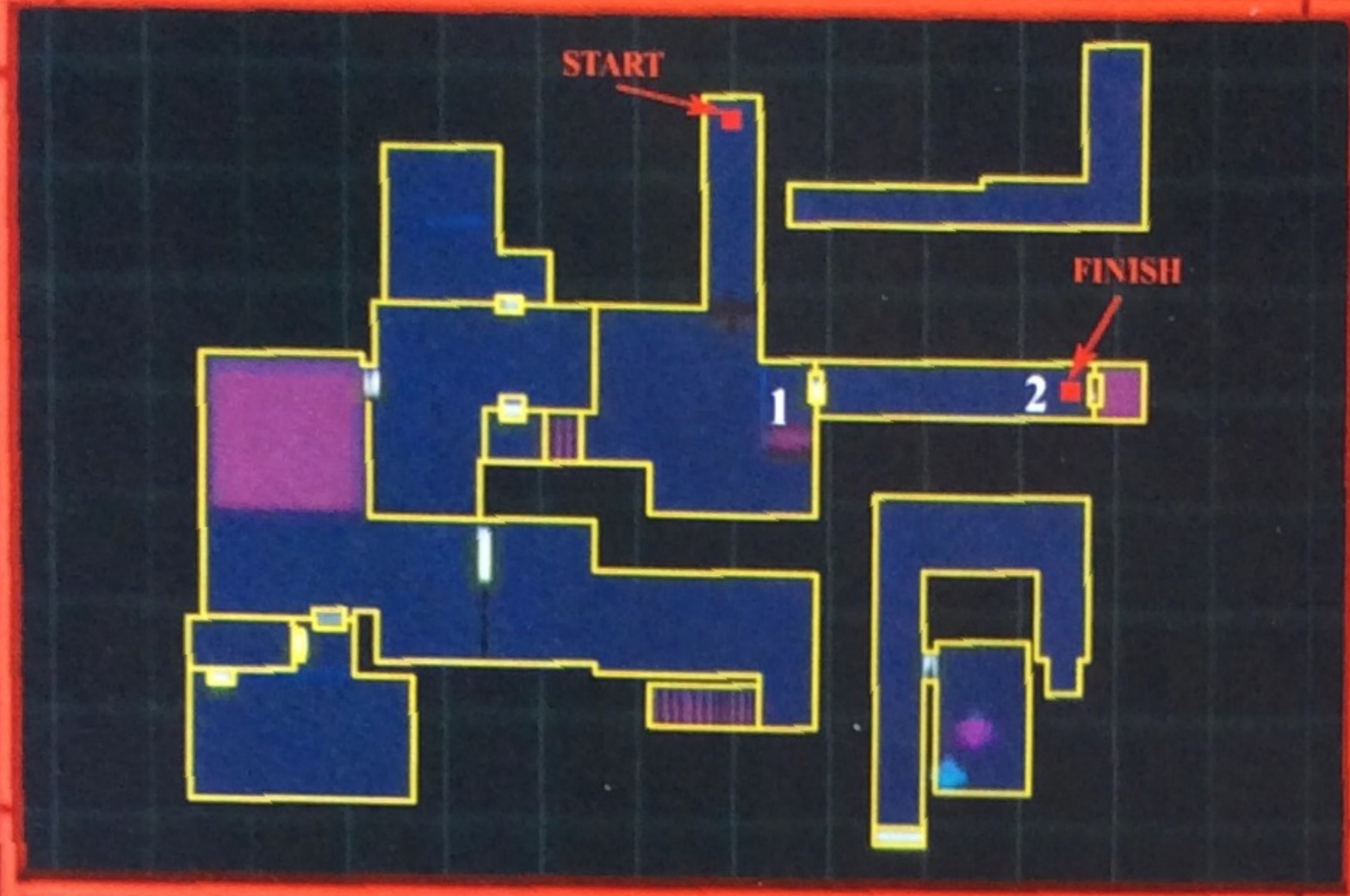


**2** Head for the room with the model of the Training Facility in it. Head into the main hall, and take the door to the east.



**3** Work your way around the monitoring room, then open the door to the east and enter the stone courtyard. The crawling zombie has disappeared. Run around the mesh fence, and descend the ladder to the basement.





Military Training Facility B1F



Drop down into the room with the ground fans and run south, then turn around and jog up the steps to the west. Open the door on the east wall.



Cross the bridge and enter the steel-cage elevator. Choose 1F as your destination.

## NOTE

The following numbers refer to points on the Military Training Facility First Floor map on page 103.



Exit the elevator, then turn right and run up the corridor to the room with the Facility model. Turn to view the laser-guarded switch, and place all three of the Proofs into the nook.



Pull the switch, and watch as the entire model shifts out of the room, revealing a trapdoor with a ladder leading down.

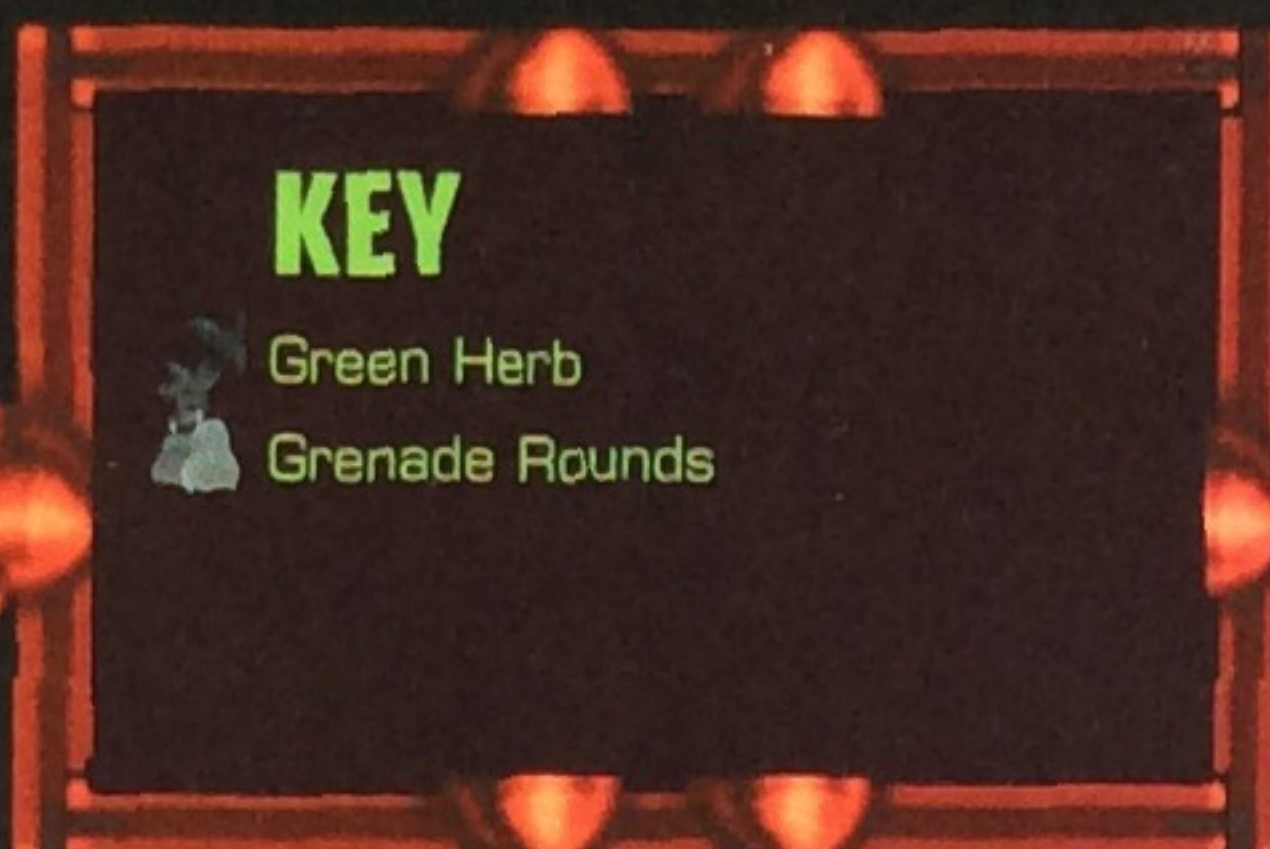
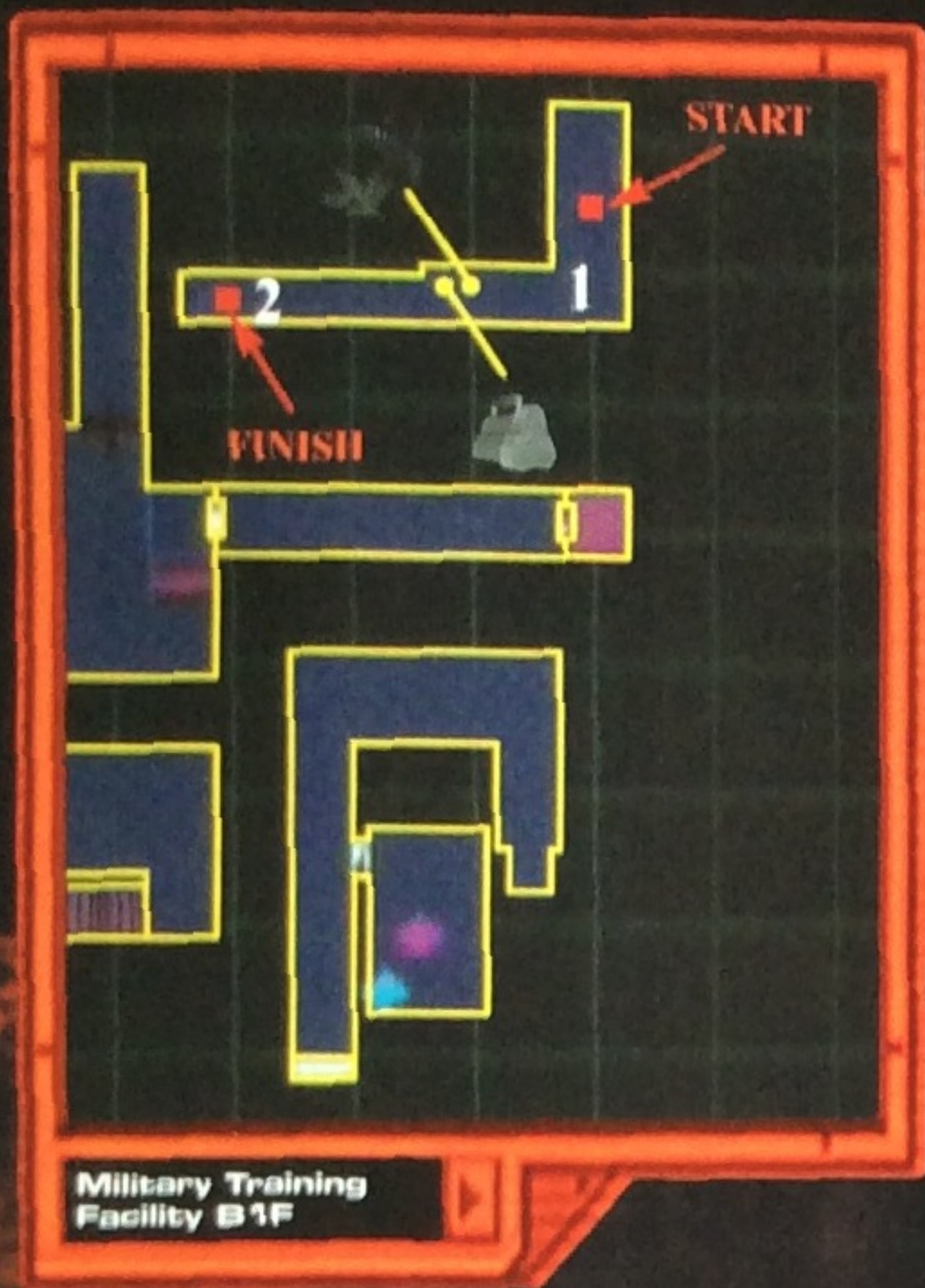


Go to the trapdoor, but don't descend yet. Instead, collect the two cases of Shotgun Shells and the Green Herb that Claire saw earlier. Now climb down the ladder.

## TIP

There's tough combat ahead. If you have Ink Ribbons, save your game at the Typewriter before you climb down the ladder.

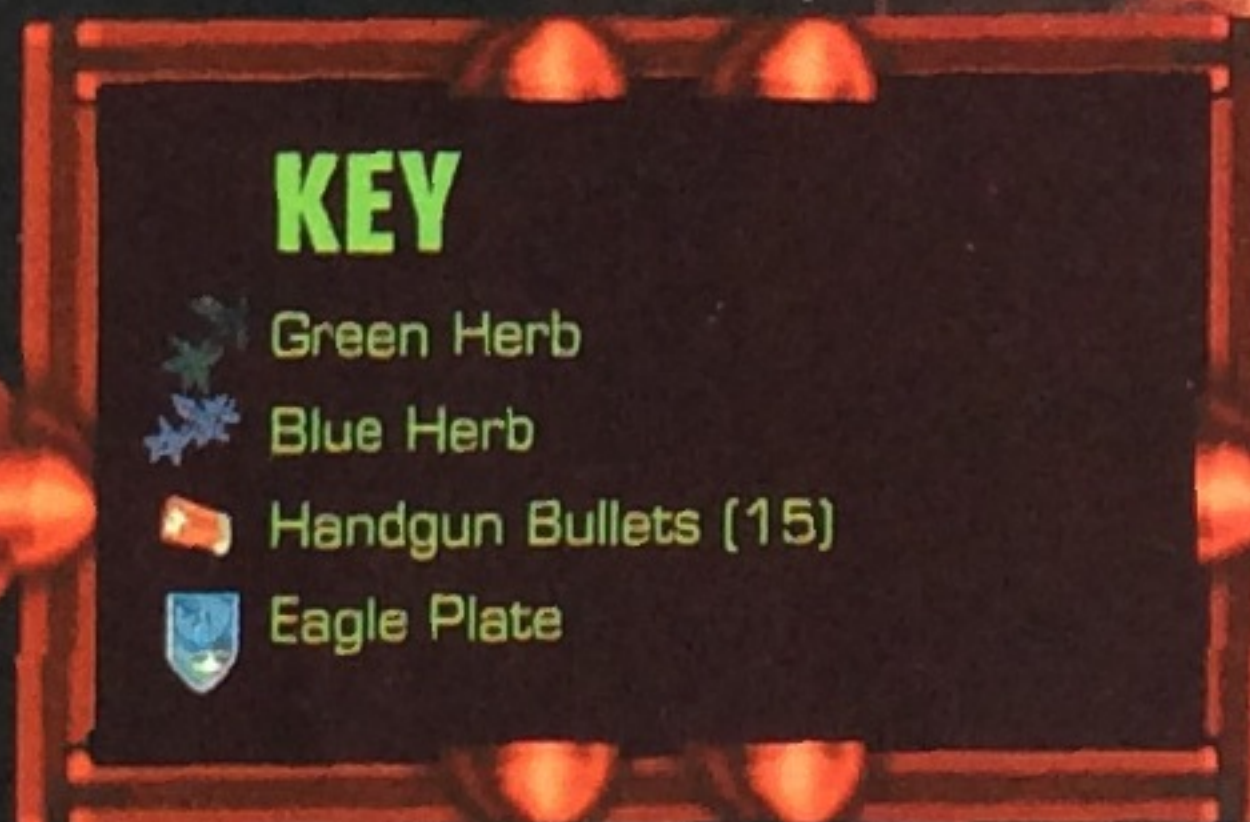
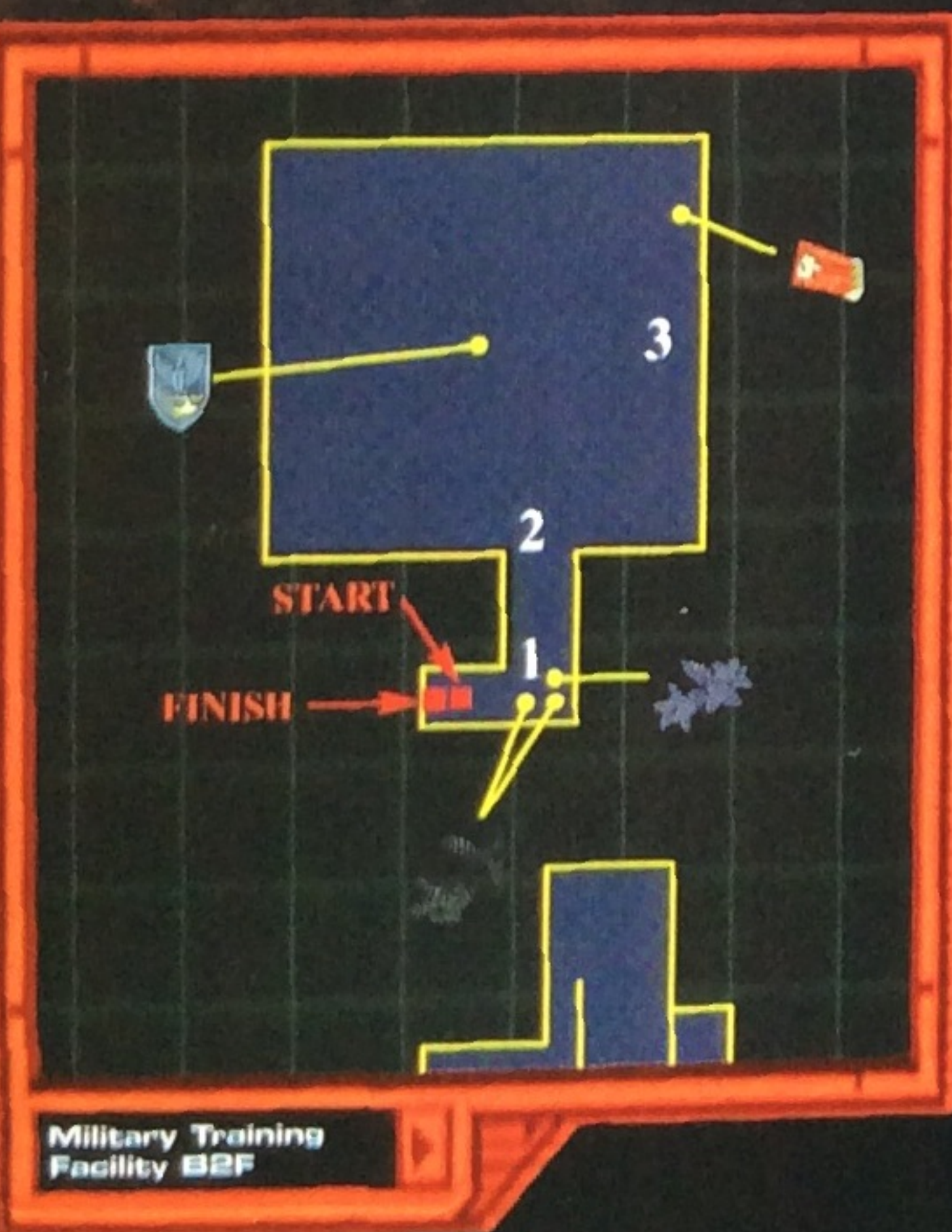
## NO SWIMMING IN THE SHALLOW END



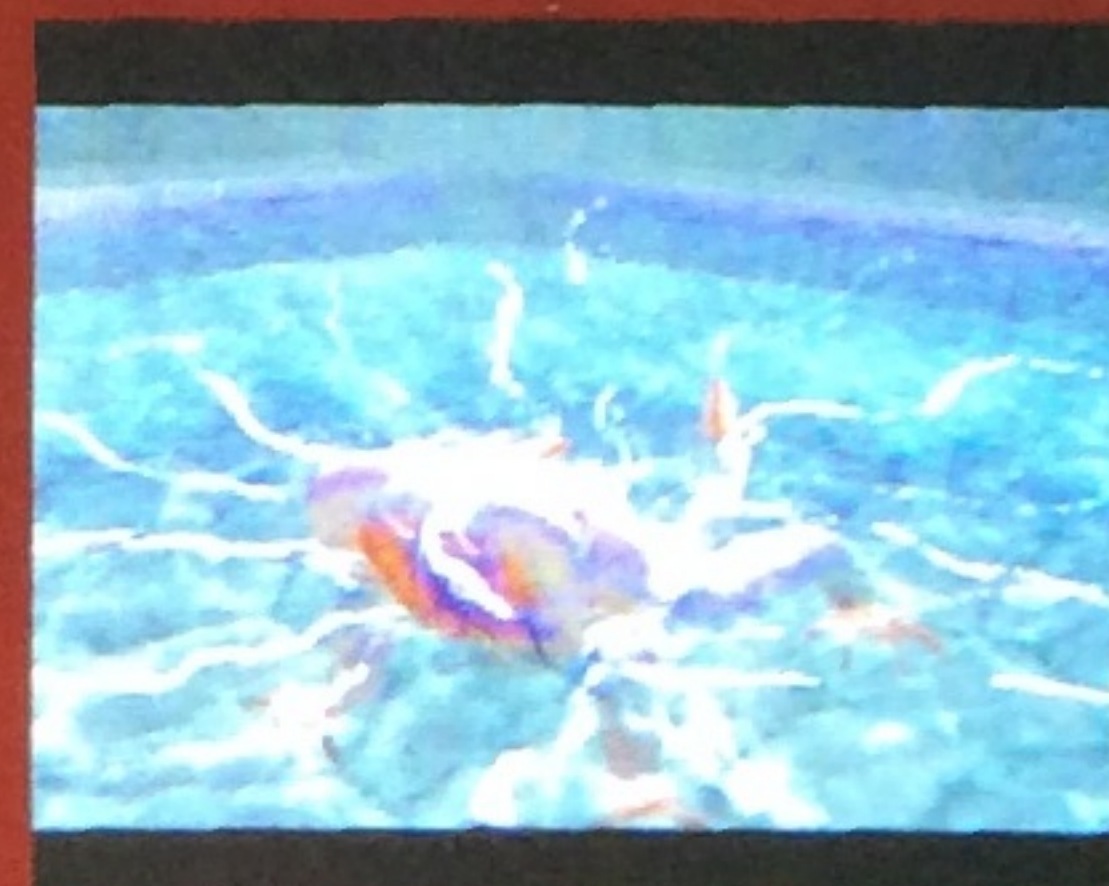
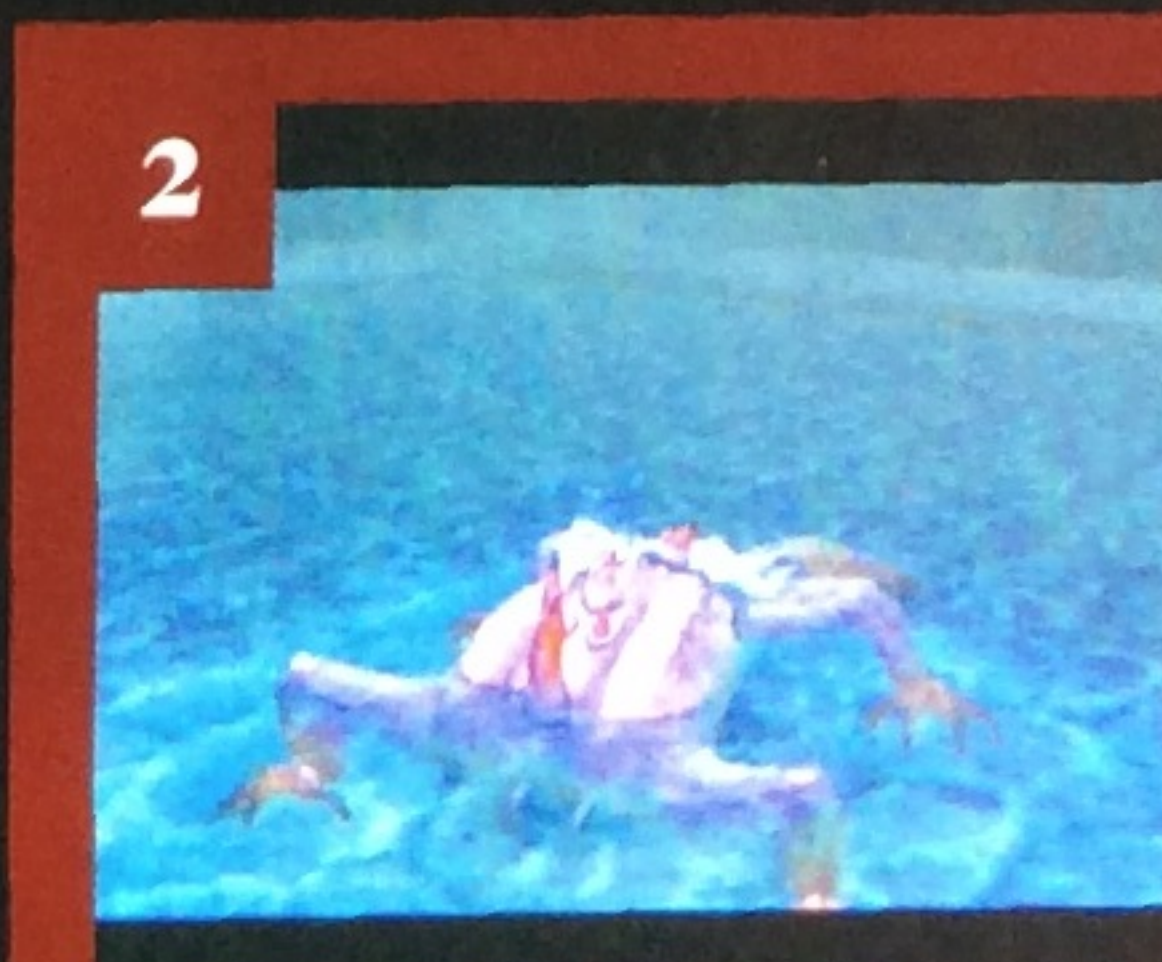
At the bottom of the stairs are two pregnant Spiders. One scuttles in from behind, the other hangs from the ceiling as you turn the corner.



Demolish the Spiders with Acid Rounds from your Grenade Launcher, or dodge the spray and close assaults, and turn the corner. Take the ladder down another level.

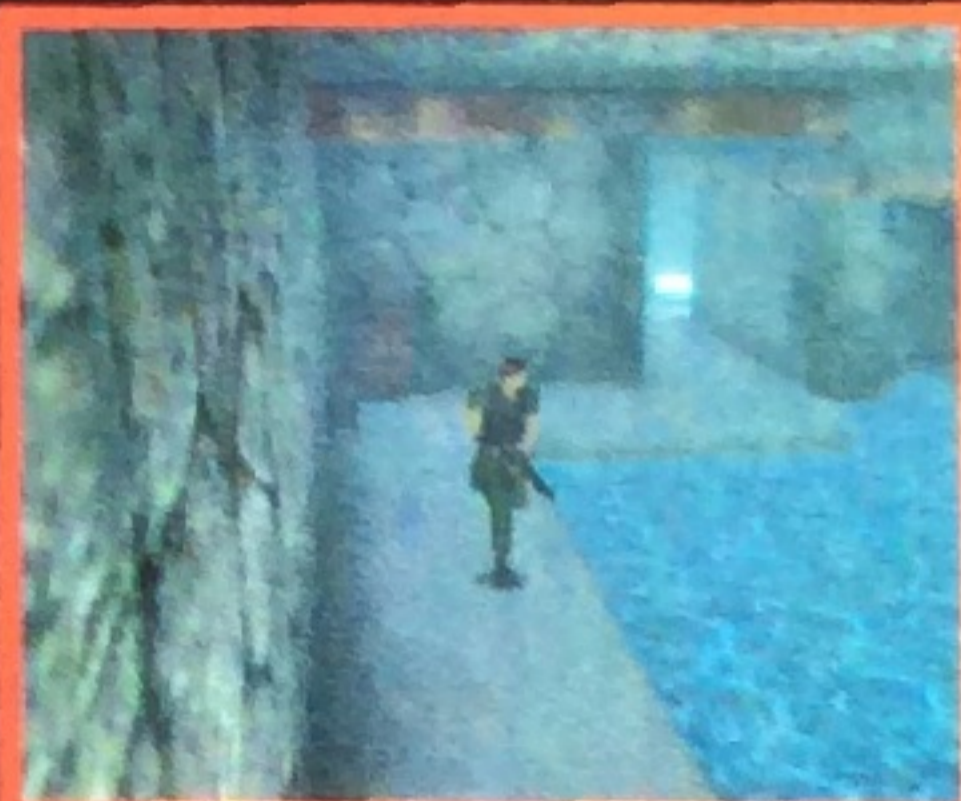


If you're poisoned, Combine three Herbs into a powder. If you're healthy, take the herbs anyway, then continue.

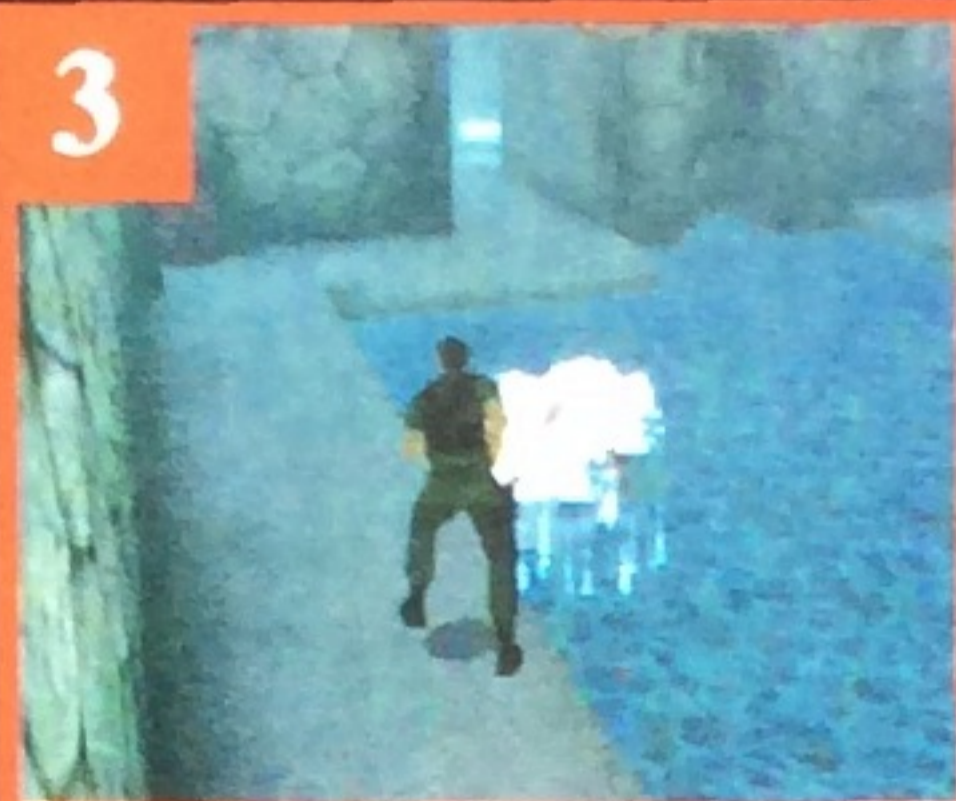


As Chris walks into a shallow swimming pool, he spots the Eagle Plate in the middle of the water. However, it is guarded by an Adult Albinoid. Prepare for combat!

# BOSS BATTLE ALBINOID



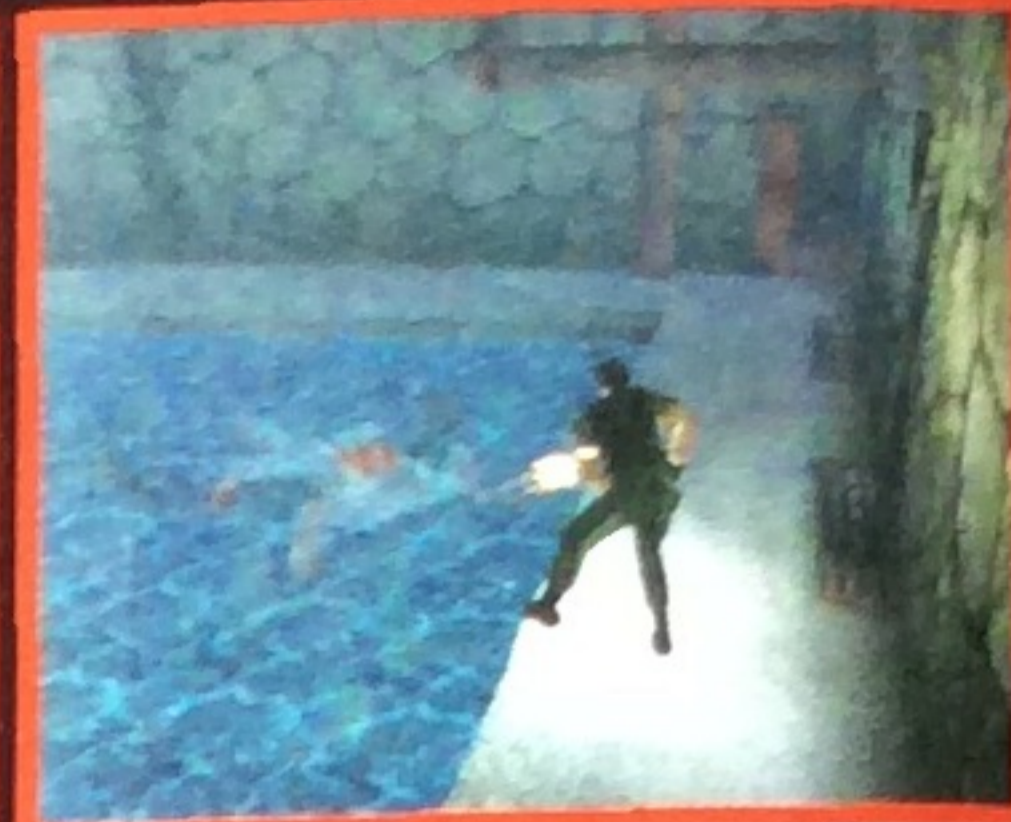
Staying on the side of the pool, plugging the beast from dry land, and retrieving the Plate when the beast is dead is the safest plan.



3 Stand on the side of the pool, aim down when the Albinoid swims near, and fire your Shotgun, Grenade Launcher, Assault Rifle, or Sub Machine Gun. (You need your Shotgun Shells for the Hunters.)



Aim and fire quickly, or you'll miss – the creature is constantly on the move. If you stay at the northeast corner of the pool, you'll see the entire area, and you can run when the creature lurks in the opposite corner.



Blast the Albinoid when it pauses to release electricity. Keep blasting until the Albinoid stops and floats in the water. If you see the Albinoid at the other side of the pool, run around to tag it, then return to the northeast viewpoint.



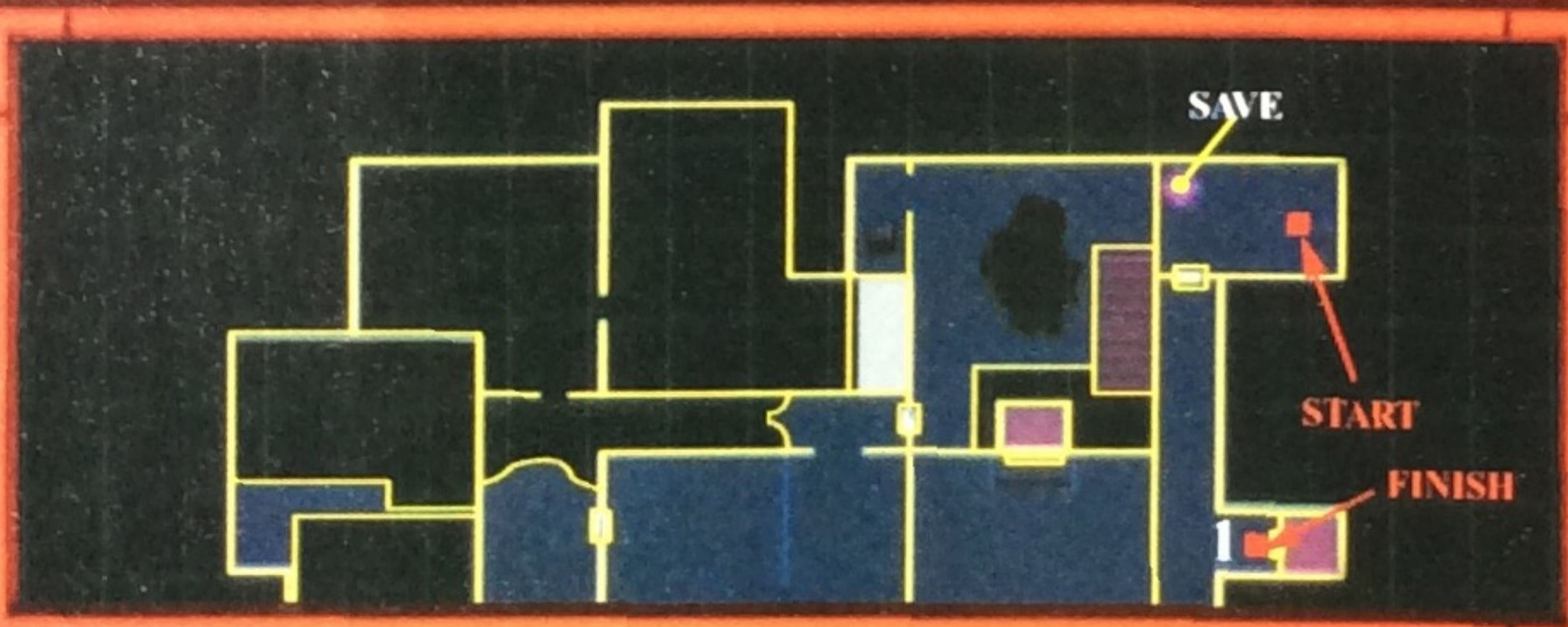
If you dive in, expect to be hit by a wave of electricity. This covers almost the entire pool, and is highly damaging. If you're hit by three of these waves you'll be dead.



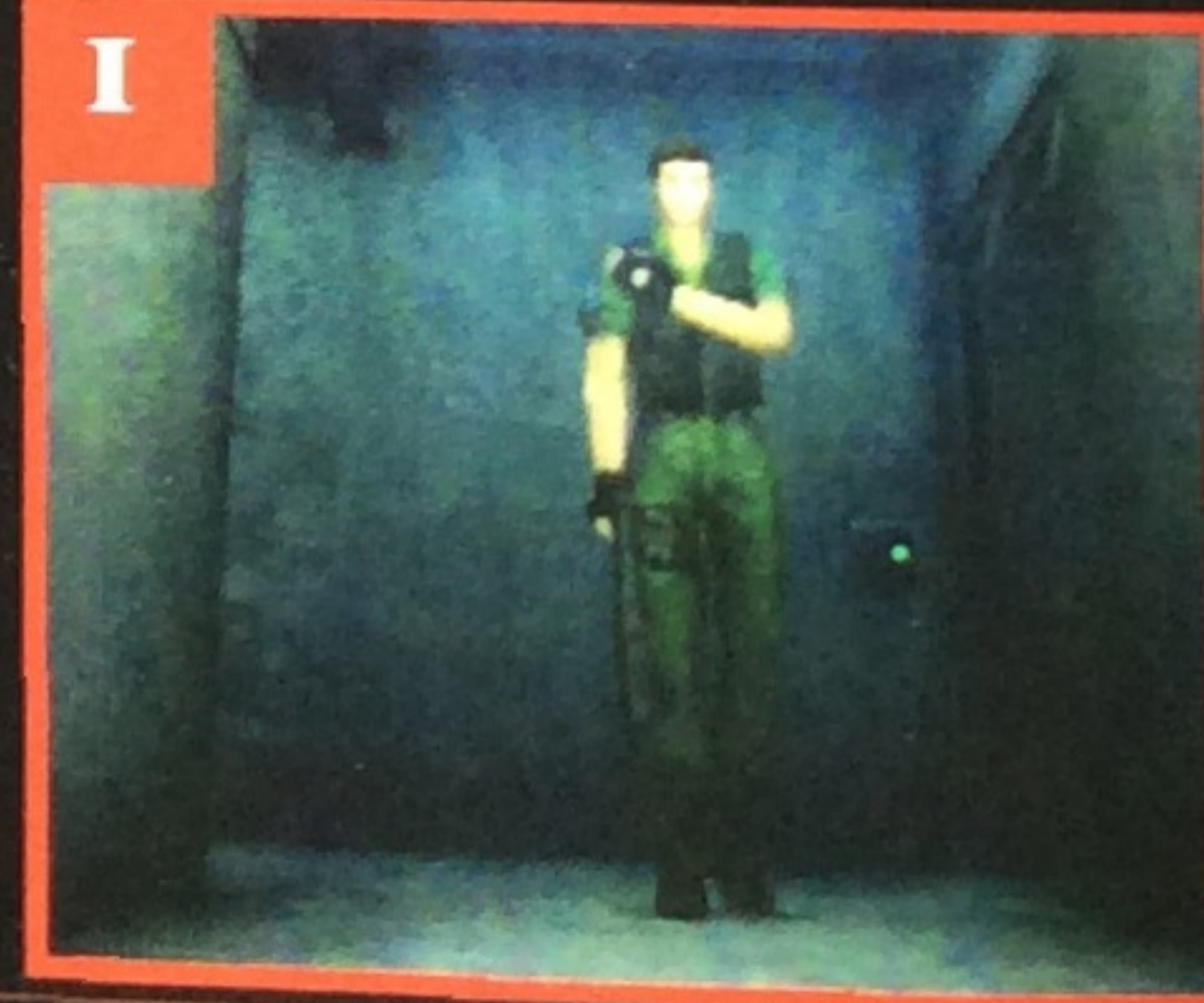
The Albinoid's other attack is a headbutt that is also highly damaging. Be ready to heal as soon as you're hit, then retaliate with gunfire or quickly bob for the Plate.



The water slows you down immensely, so if you must leap in, attack the Albinoid continuously. If you're just wading in to grab the Plate, it will be extremely difficult to pick it up because the perspective is misleading.

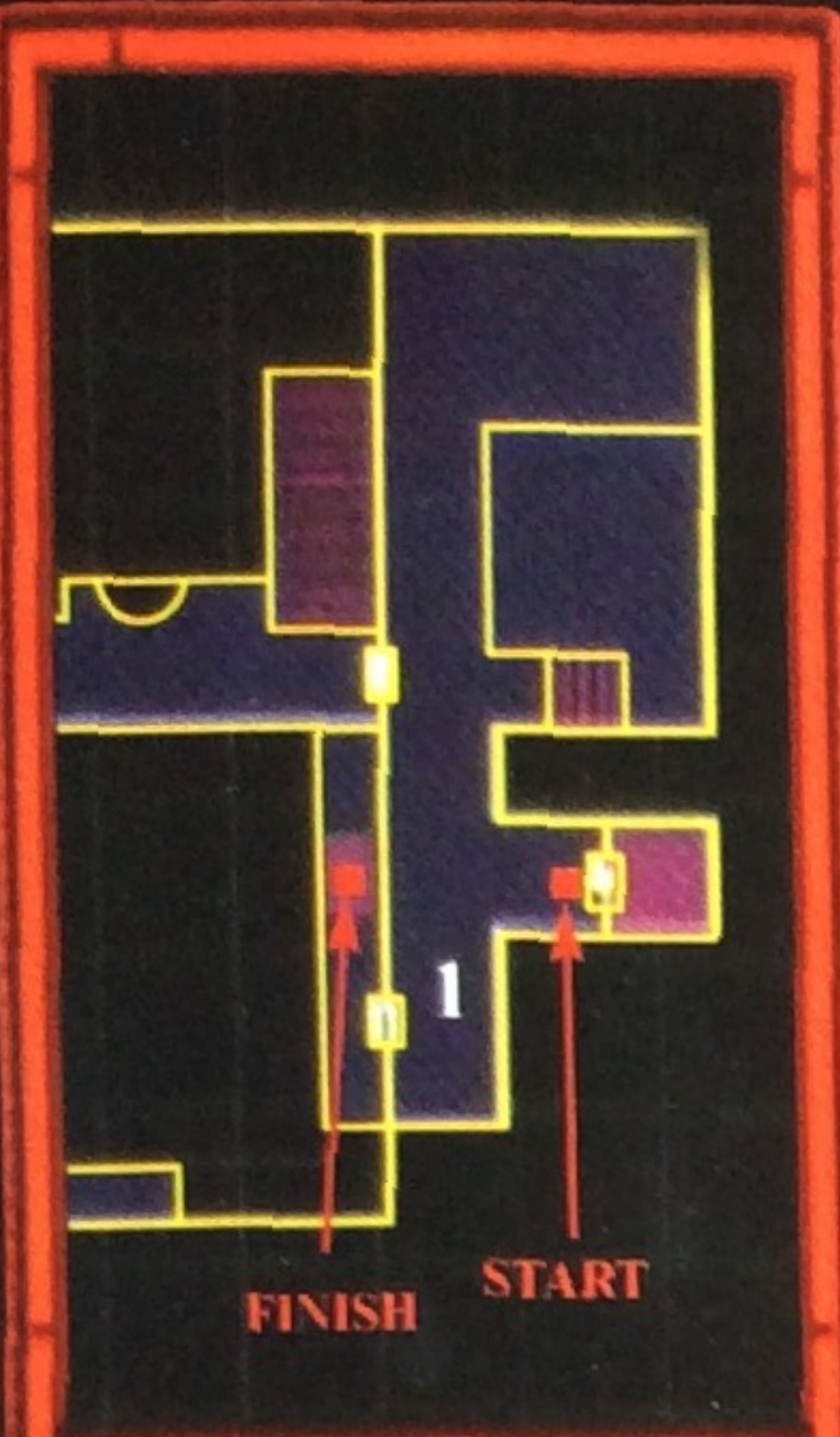


Military Training Facility 1F

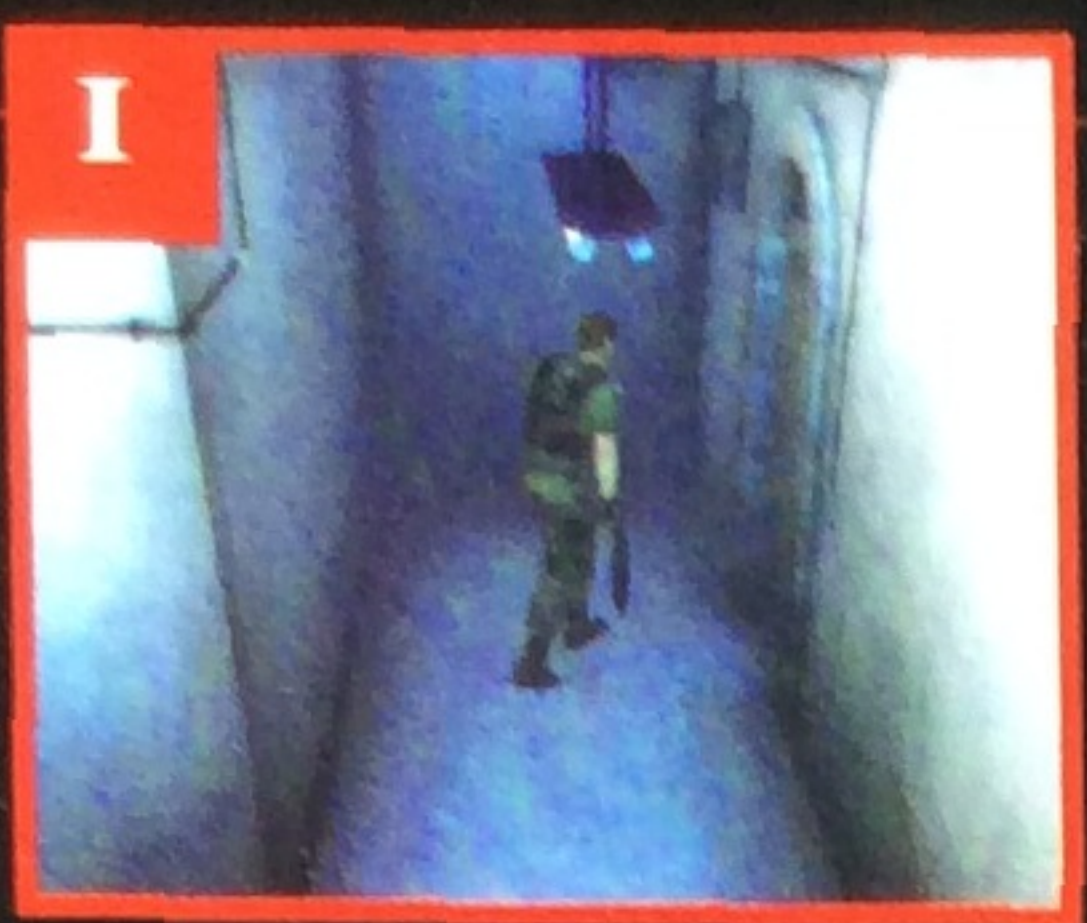


I Now return to the door that leads to the VTOL hangar. Head back up to the room with the Facility model, and get in the steel-cage elevator.

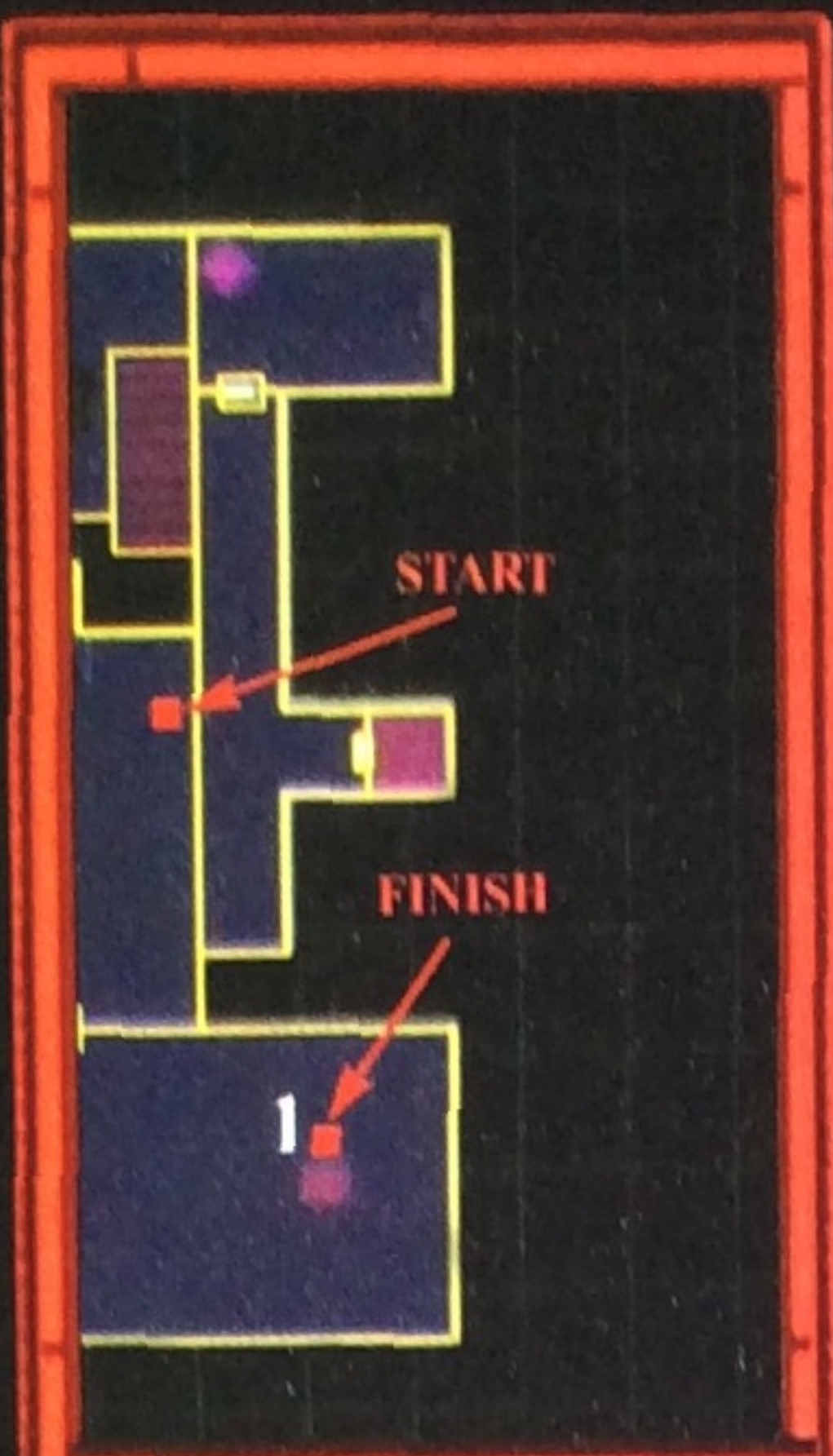
# THE WALKTHROUGH



Military Training Facility 2F



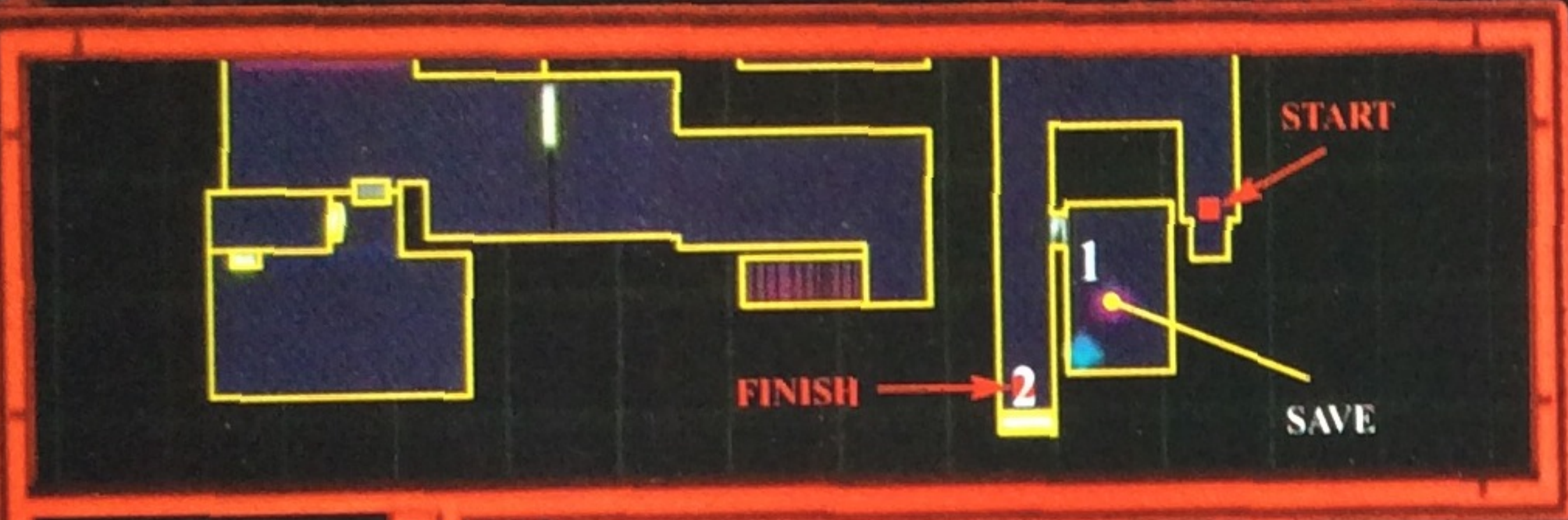
**I** Ride the elevator to the second floor, and head for the southwest corner. You emerge on the catwalk above the room with the Jeep in it.



Military Training 1F



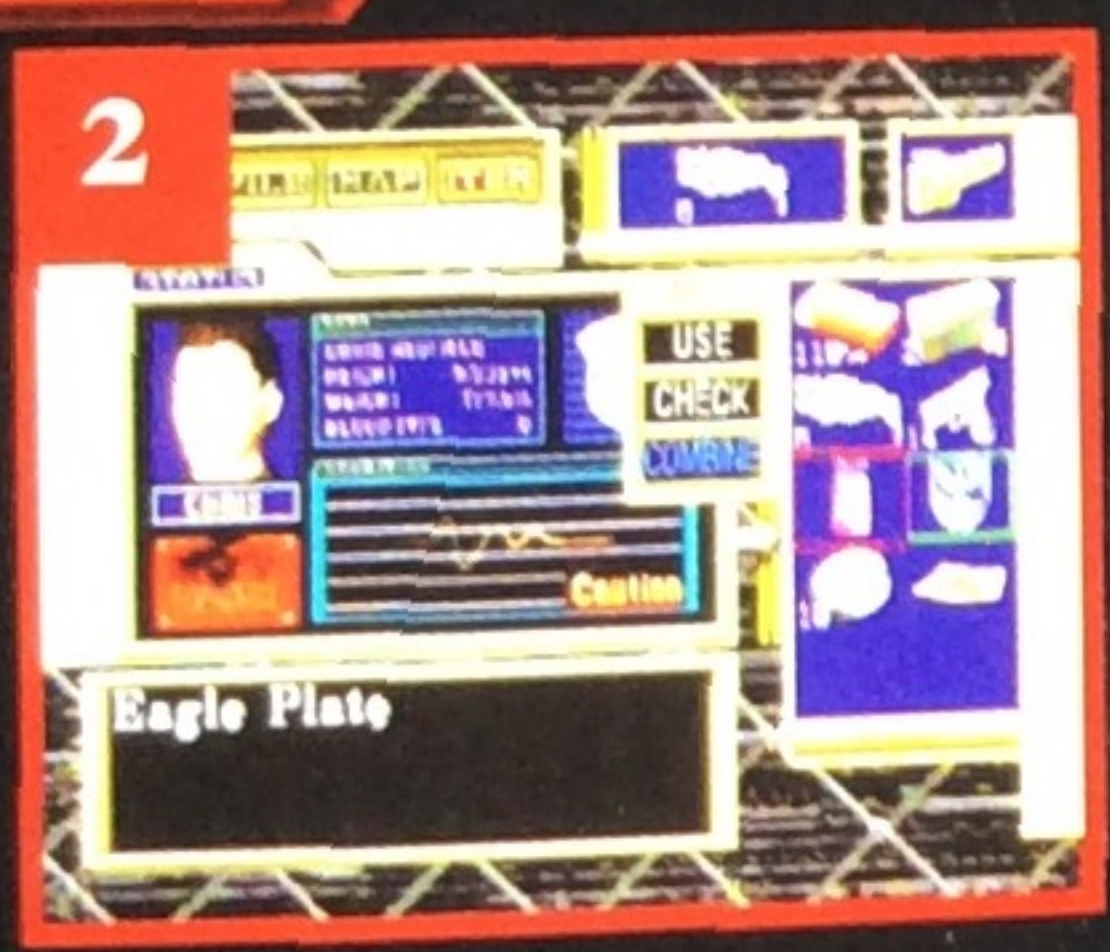
**I** Run to the yellow elevator, and ride it down to the first floor. Now walk around the Jeep, and head for the doors to the south. They lead to the tank room and the mini-elevator taking you down to the Basement First Floor.



Military Training Facility 1F



**I** Head back around the corridor, and enter the Save Room to use the Typewriter. Once you've saved, head south to the locked silver doors and produce the Eagle Plate.

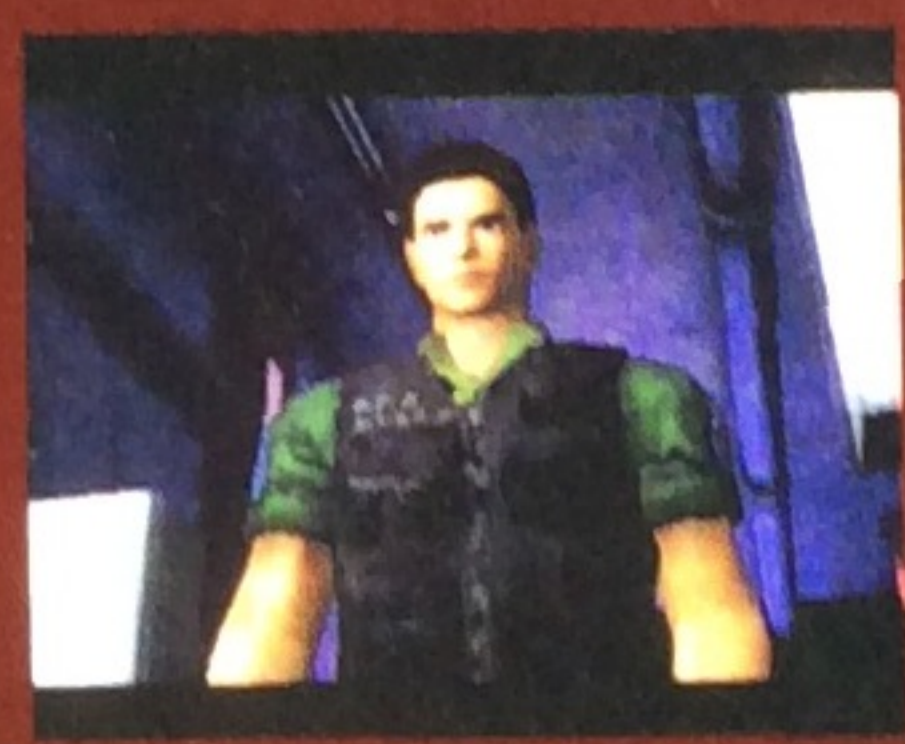


**2**

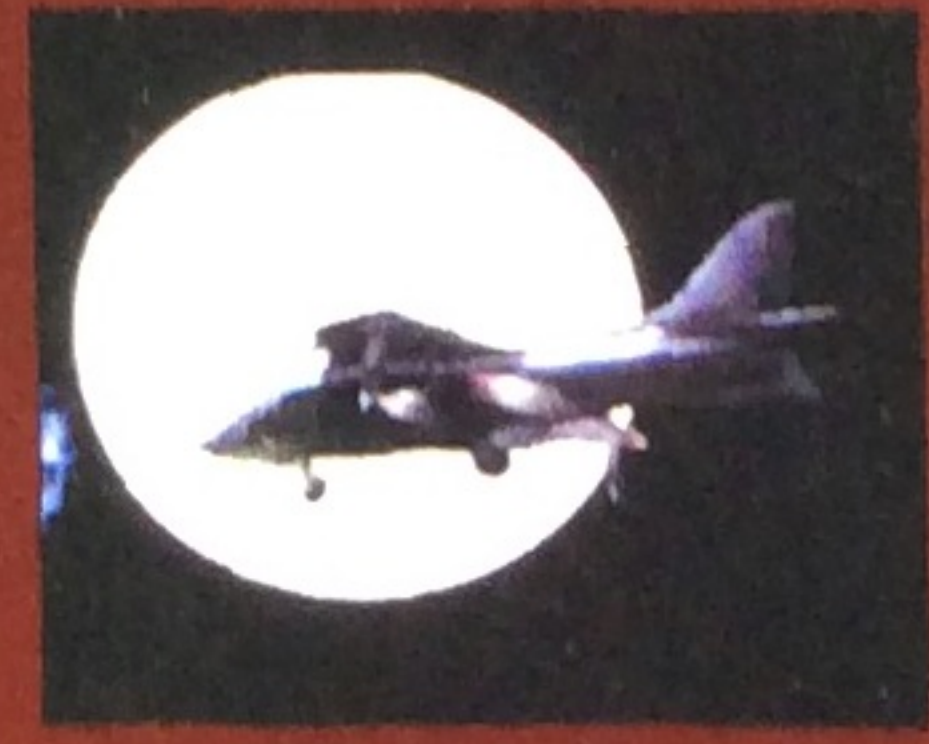
This lock is the Ashford Shield, and the Eagle Plate won't fit. However, you need to use part of the Plate to unlock the door. Take the chemical mixture you made from the Clements, and combine it with the Eagle Plate.



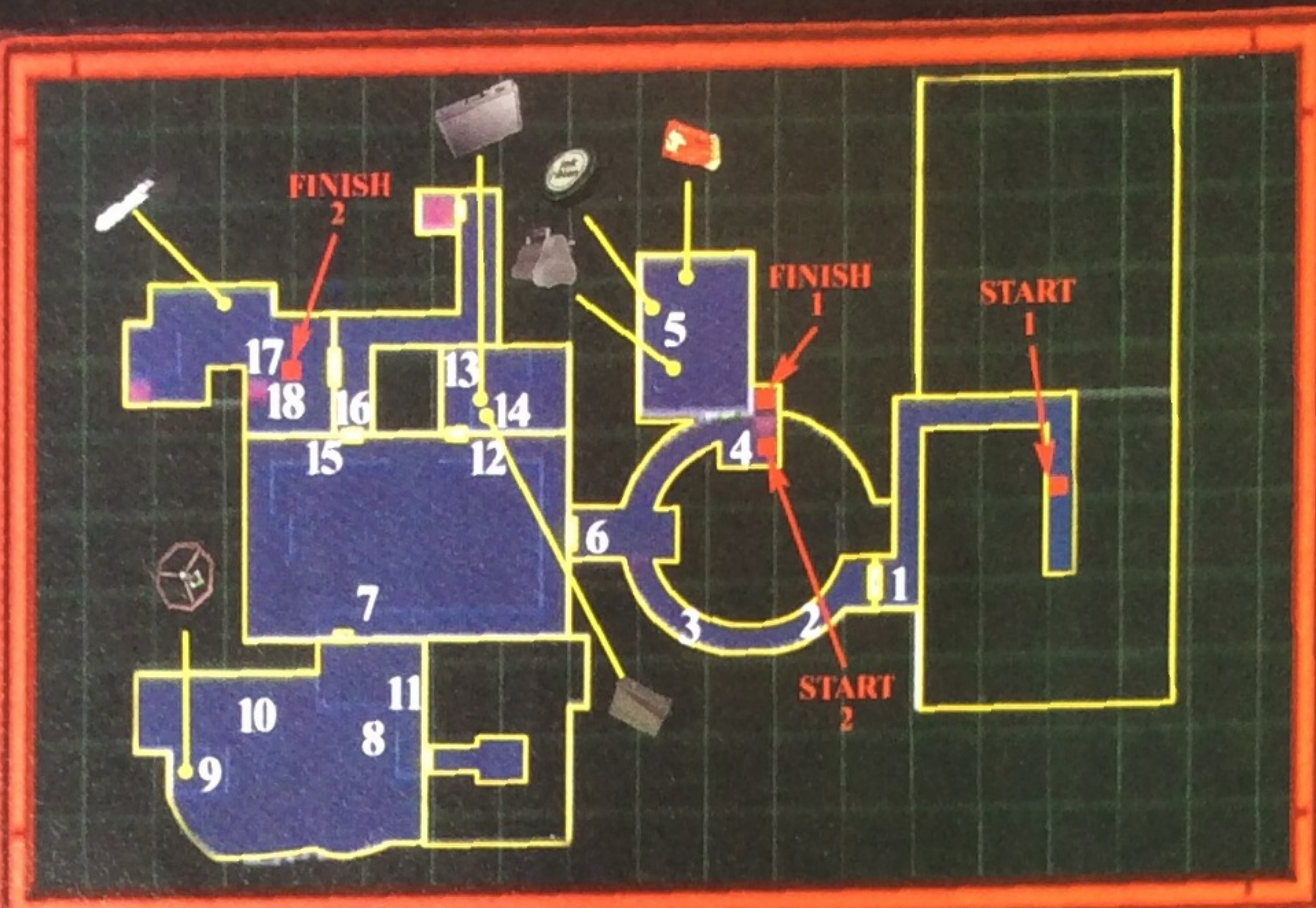
The blue shield portion dissolves, leaving a golden Halberd. Use the Halberd to unlock the door, finally granting you access to the VTOL hangar.



*Chris clammers into the VTOL jet and taxis off, flying straight for Umbrella's Antarctic base. After a perfect landing, Chris turns off the engines and climbs out onto the narrow catwalk. Time to find Claire!*



# IS IT COLD IN HERE?



## KEY

- Ink Ribbons (3—if not taken by Claire)
- Handgun Bullets (15)
- Grenade Rounds (6)
- Octa Valve Handle
- Duraluminum Case
- Shotgun Shells (7)
- Crane Key

Antarctic Transport Terminal B1F

**1**



You're standing on a narrow walkway 50 feet above the hangar. Move quickly up and around the catwalk, and head for the exit on the west wall. There's an elevator to the right of the doors, but it doesn't work yet.

**2**



You step out into the circular gantry and immediately spot the nose of the transport plane that Claire and Steve crashed. They must be close. But first, there's a pair of pesky Tentacles to deal with.

**3**



A mass of sinewy skin thrashes out as you try to pass. Shoot at it until it retracts into the wall. The first tentacle takes 12 or 13 bullets, the second only takes around four.

**4**



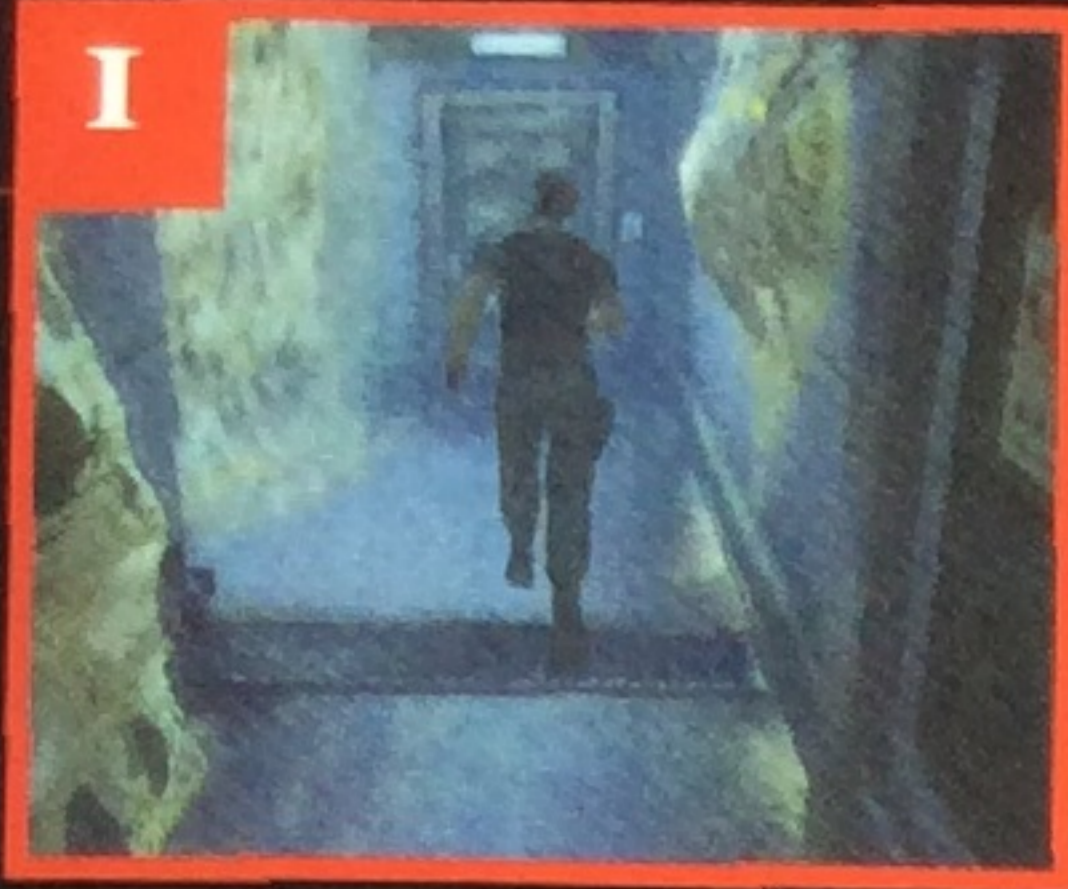
Climb down the metal ladder and run across the lower gantry, past the double doors and the door to the bunk room. Now climb down the steps; you're heading to the Save Room.



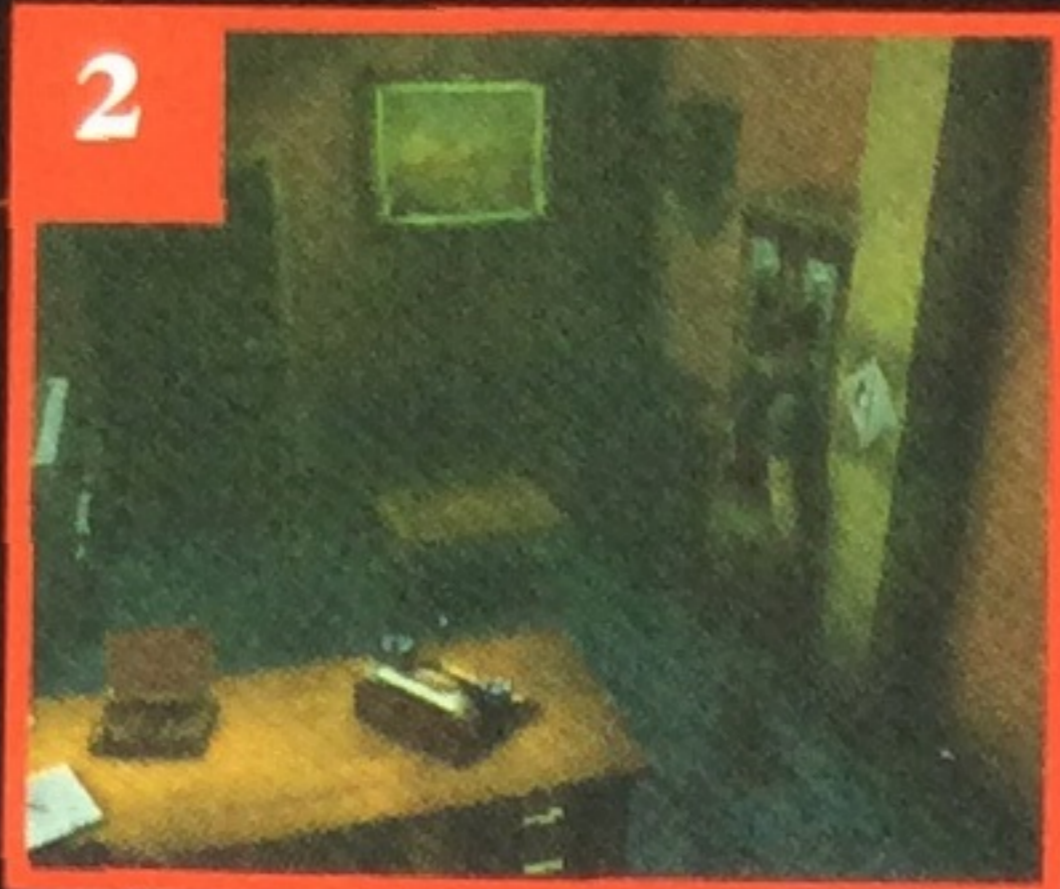
## KEY

- Paper Weight
- Ink Ribbons (3)
- Blue Herb Planter

Antarctic Transport Terminal B2F



**1** At the bottom of the steps, a layer of ice is wrapped around the zombie cocoons, and the Moths have died from the cold. Run forward into the Save Room, and peruse the Item Box.



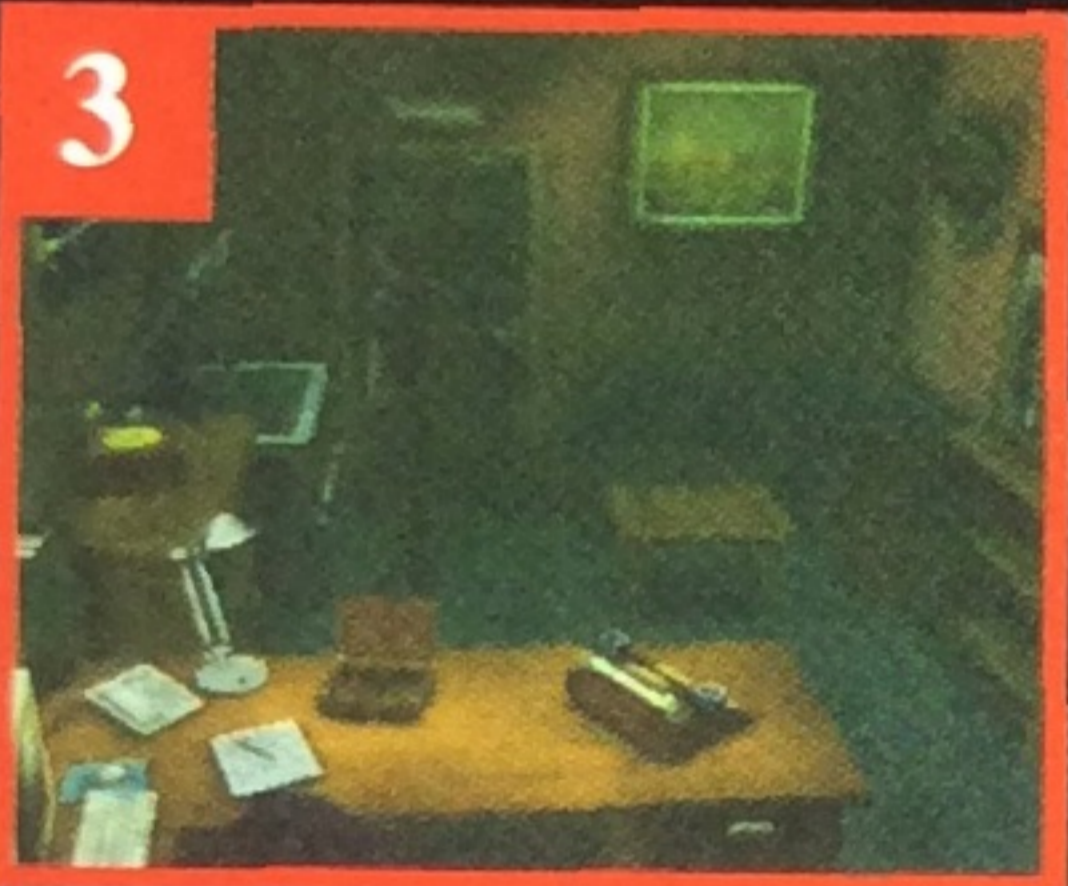
**2** Turn your attention to the small cabinet in the middle of the south wall. Next to it is a square tile with a Halberd-shaped indentation in it. Slot the Halberd into place.



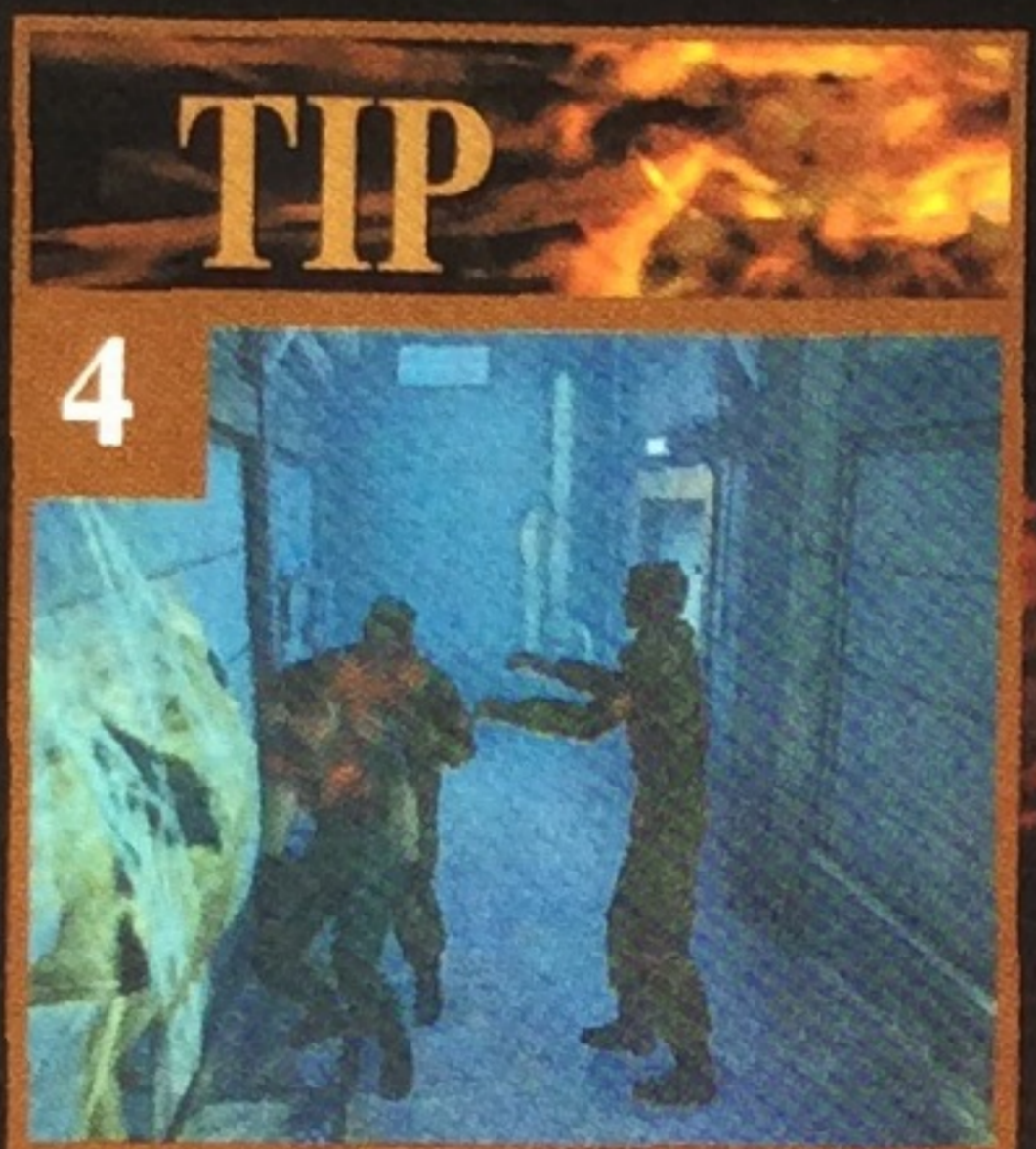
This unlocks the cabinet. Inside is a cube-shaped Paper Weight (Make sure you take this!) with the Ashford Double A, an Umbrella logo, a biohazard logo, a Spade, a Heart, and a Crown on it. Also in the cabinet are Ink Ribbons and Alfred's Diary.

## NOTE

*Alfred's Diary contains clues to the origin of Alexia and the fate of their father, Alexander Ashford, who Claire met on the helipad.*



**3** Save your game, return to the Item Box, place the Ink Ribbons inside, and take the empty Extinguisher with you. Load up with ammunition and leave the Save Room, heading back up the steps.



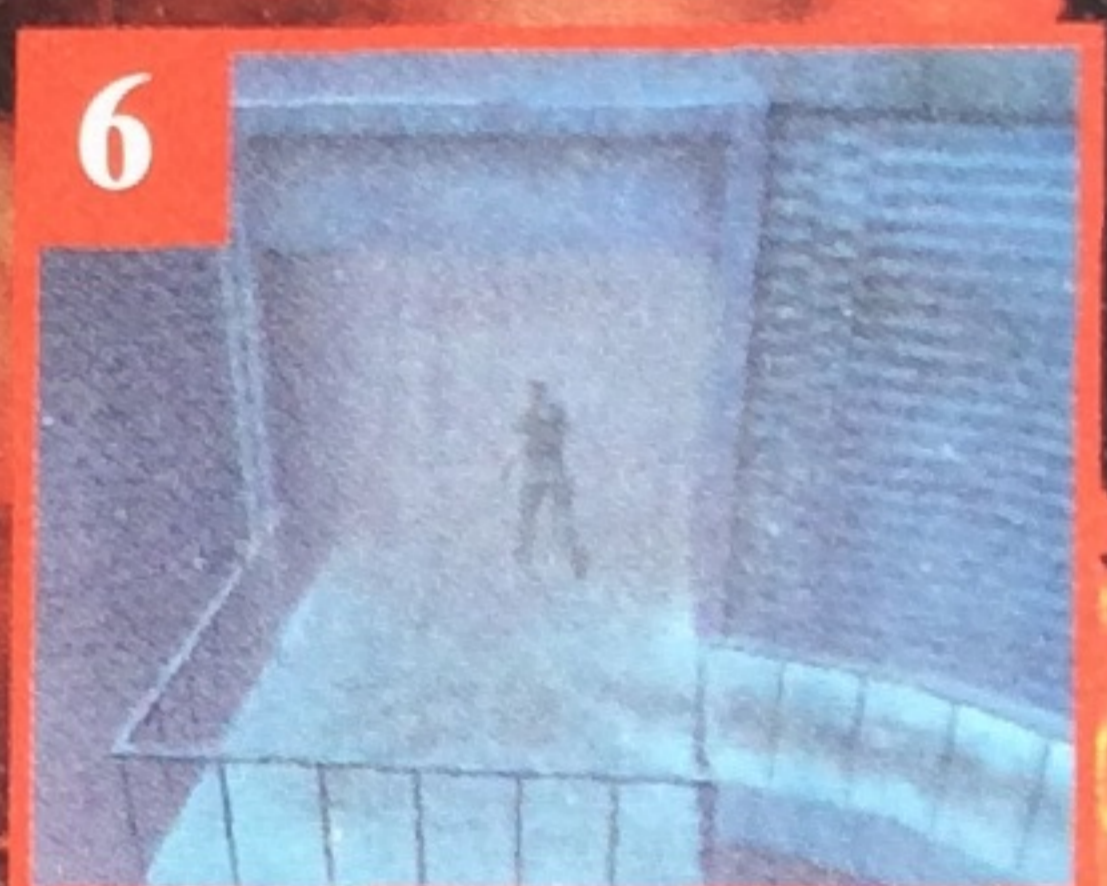
**TIP**  
**4** *Don't investigate the passageway to the south - it houses two diseased zombies with Parasites living in them. If you're attacked by these super-strong zombies, expect to be poisoned. Only enter this area if you need a Blue Herb from the Planter - the double doors are iced shut.*

## NOTE

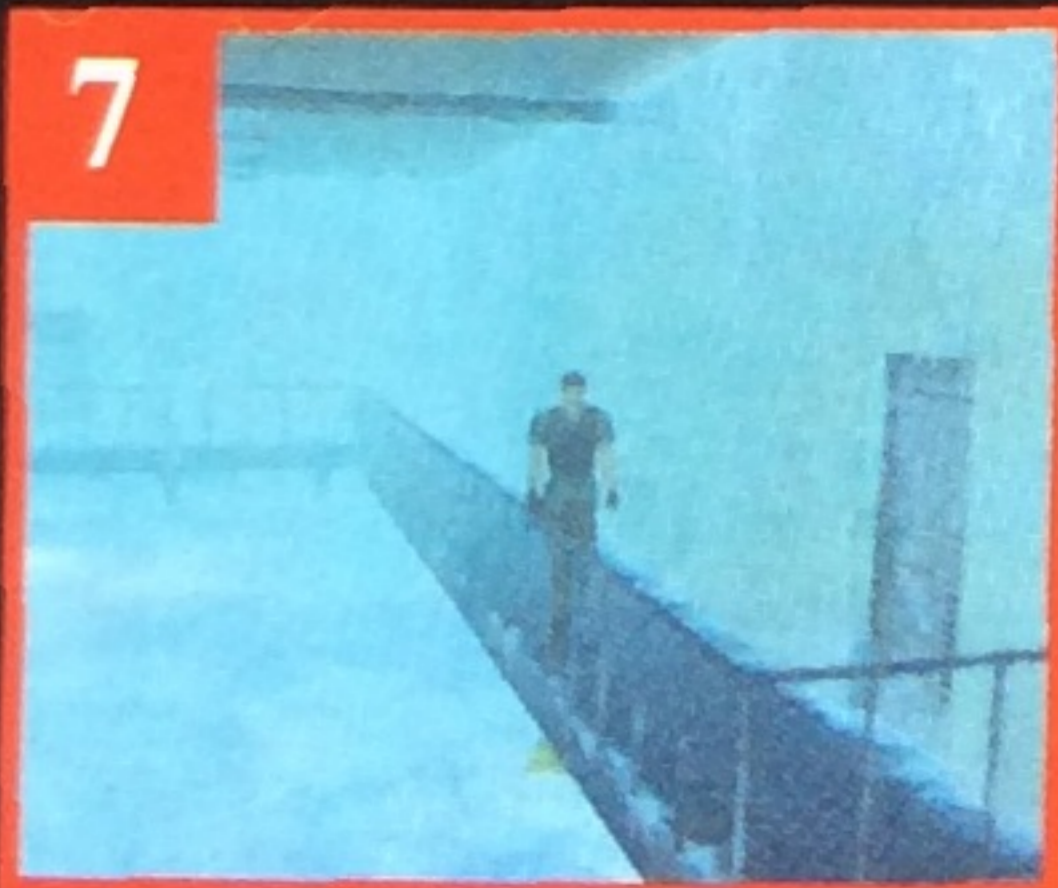
*The following numbers refer to points on the Antarctic Transport Terminal Basement First Floor map on page 108.*



**5** At the top of the steps, turn and head for the bunk room. Once inside, sweep for items. Any objects that Claire failed to take will be there, along with a box of Handgun Bullets, more Ink Ribbons, and some Grenades.



**6** Head back out into the cold and around the circular gantry platform to the west. Don't head up the ladder. Instead, turn and run into the alcove, then go through the double doors.



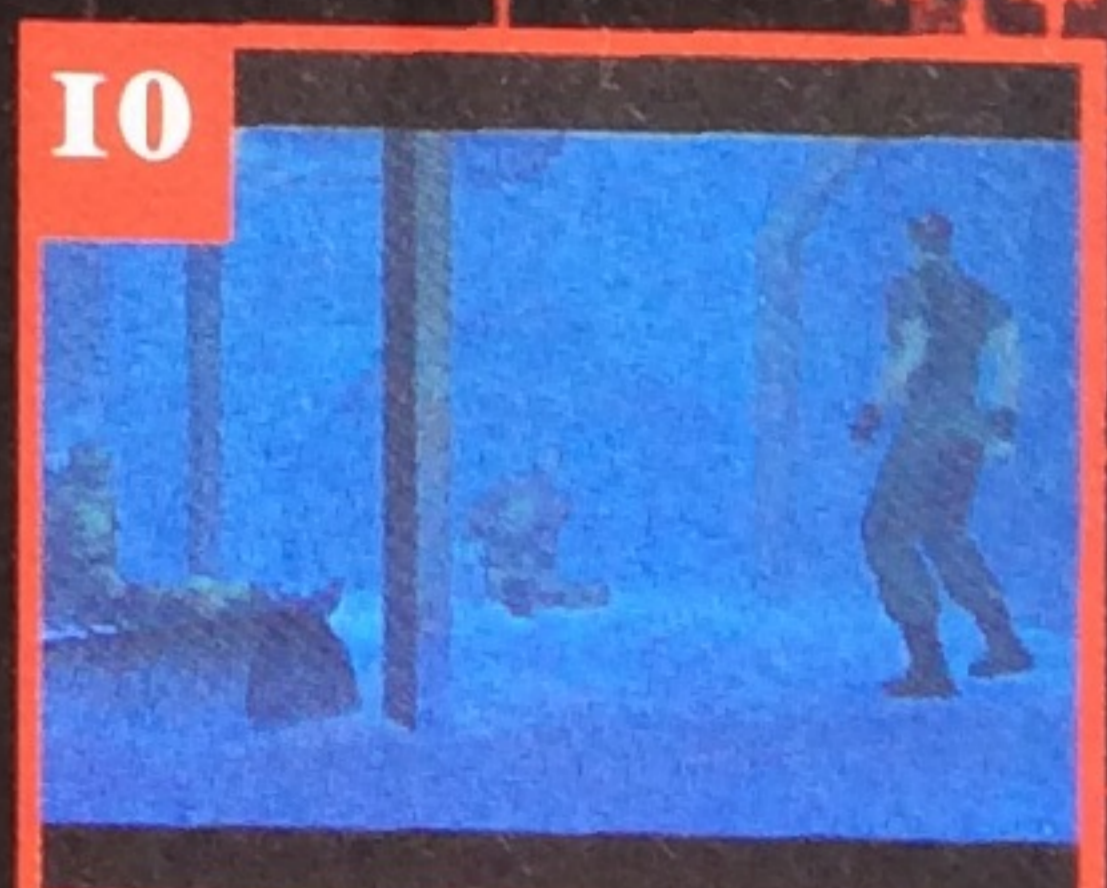
**7** The digging Steve did has thrown the base into a state of hibernation, with ice enveloping the walls and floors. Head south, then turn west and go to the door at the end of the catwalk.



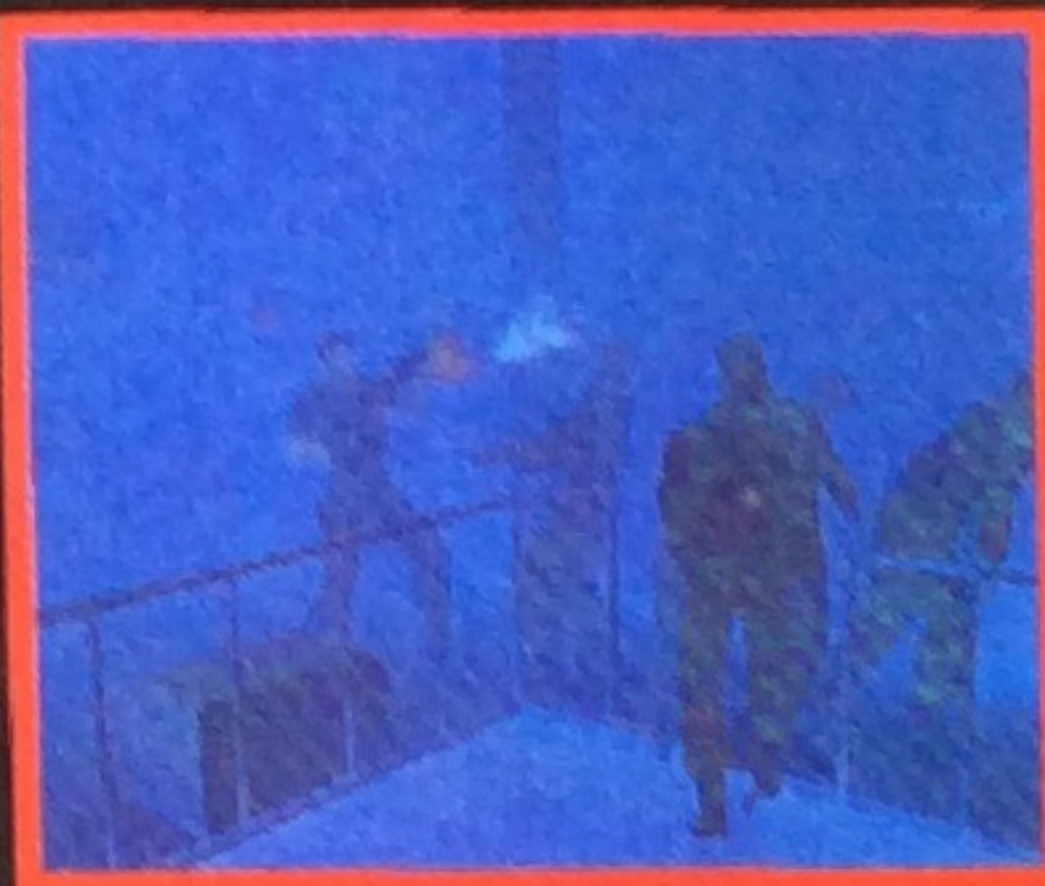
**8** This is the room where Claire and Steve winched the Digger to the ground. Move around the controls to the east area, and onto the ice via the gap in the metal balcony. Water has filled this cavern.



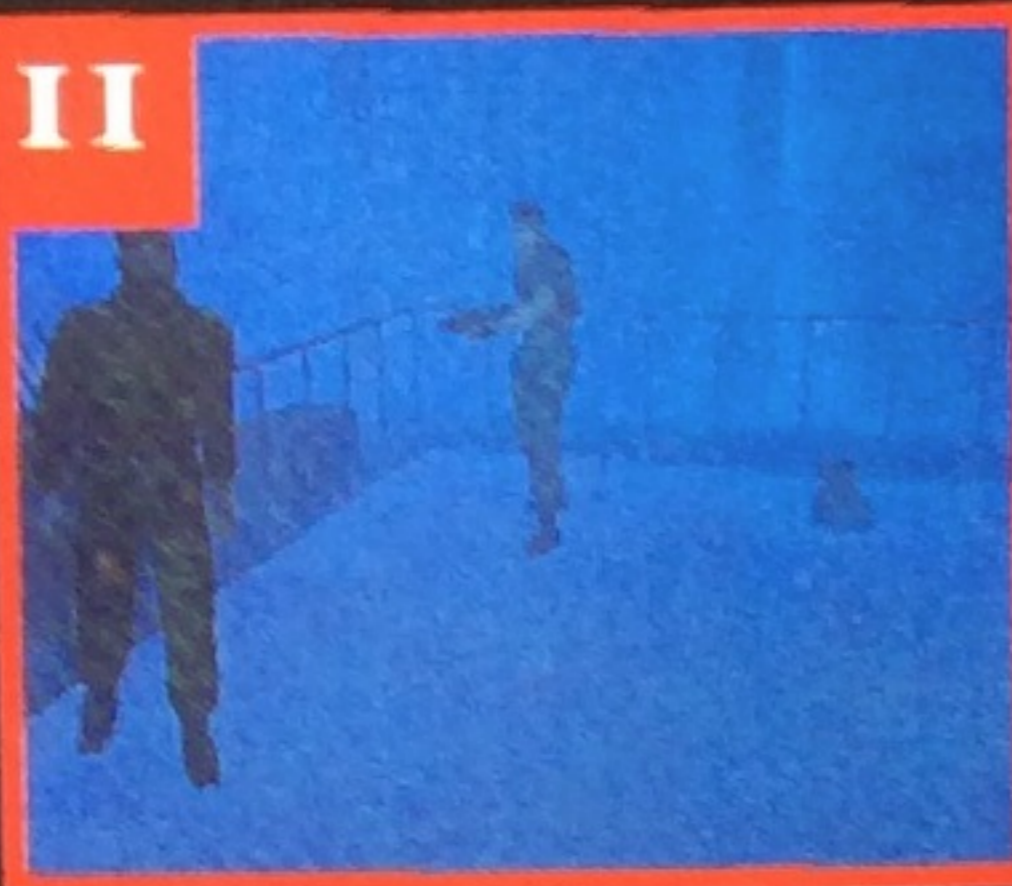
**9** As you step onto the ice, go straight ahead, then west until you run to the other side of the room, where Claire stemmed the flow of gas. Pass the two bodies and grab the Valve Handle.



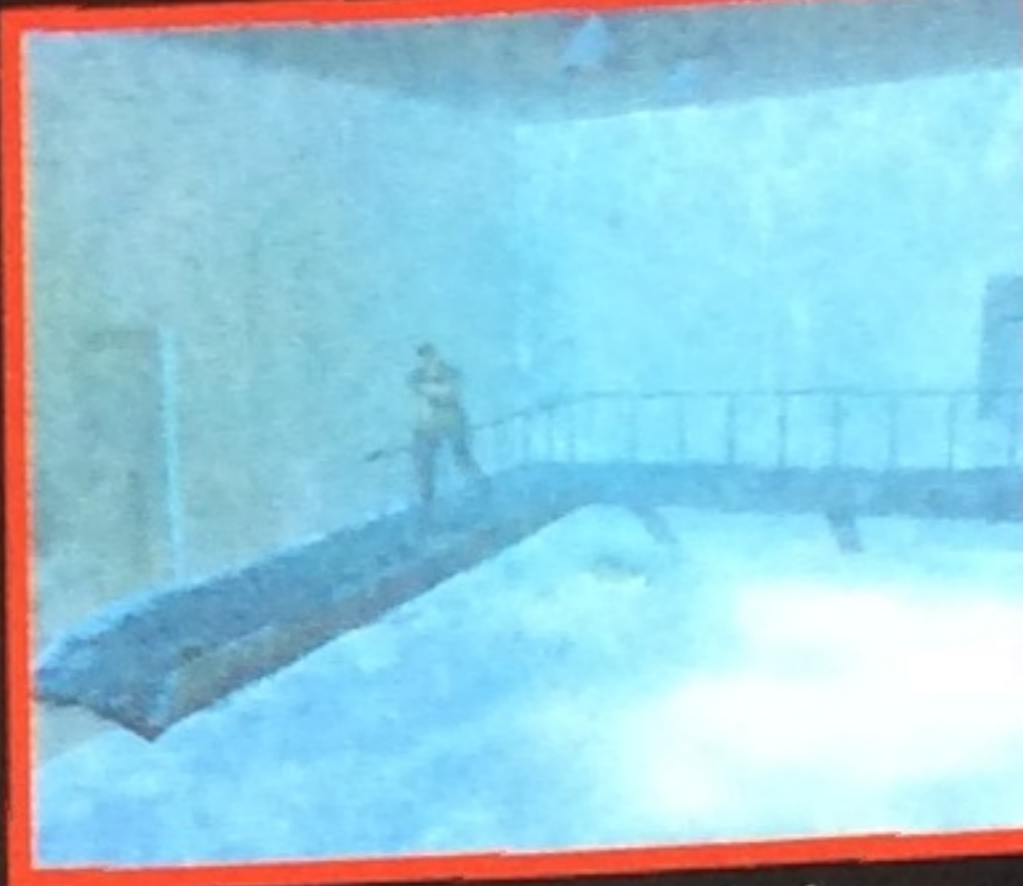
**10** The bodies twitch into life and rise from the floor. Three more of the living dead smash up through the ice and attempt to surround you!



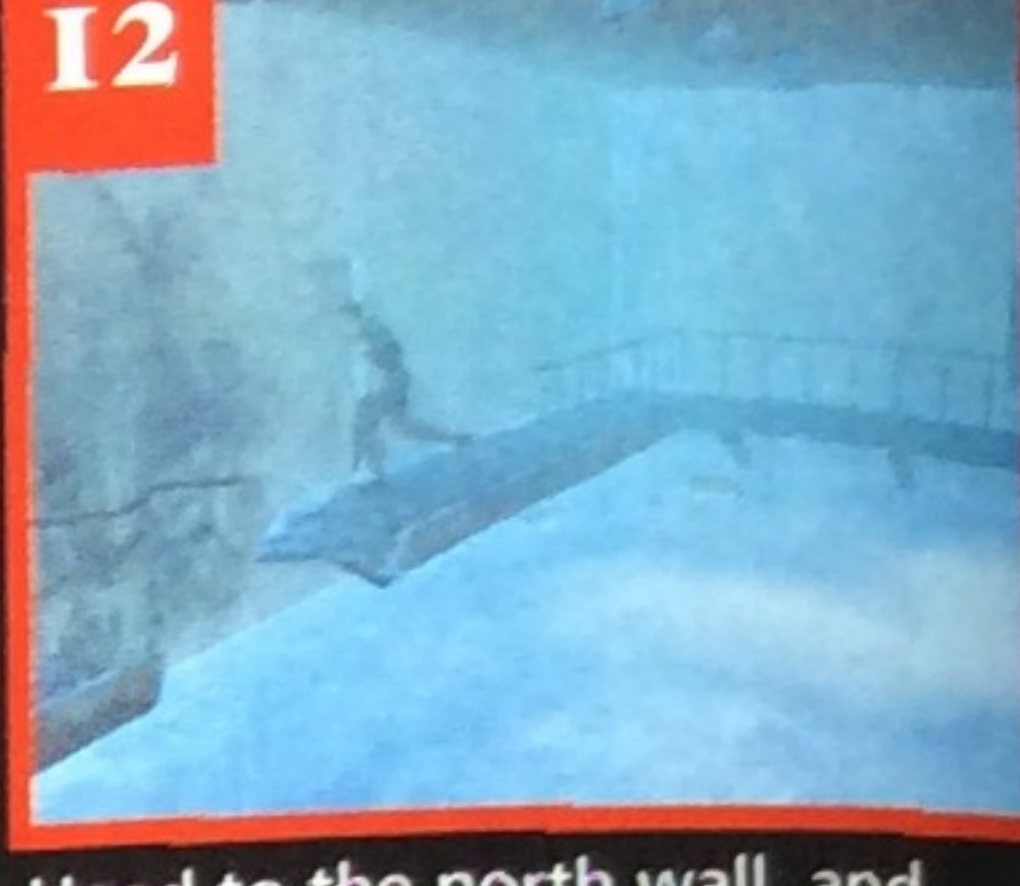
Run east as fast as you can, dodging a zombie attack, and move onto the balcony. From there you can escape, or fire at each zombie as it shuffles towards you.



Hold **[R1]** and target the zombies with **[L1]**. Once you've finished off the nearby zombies, head back onto the ice and finish off the stragglers. Your Glock is the recommended weapon. Save those Shotgun Shells.



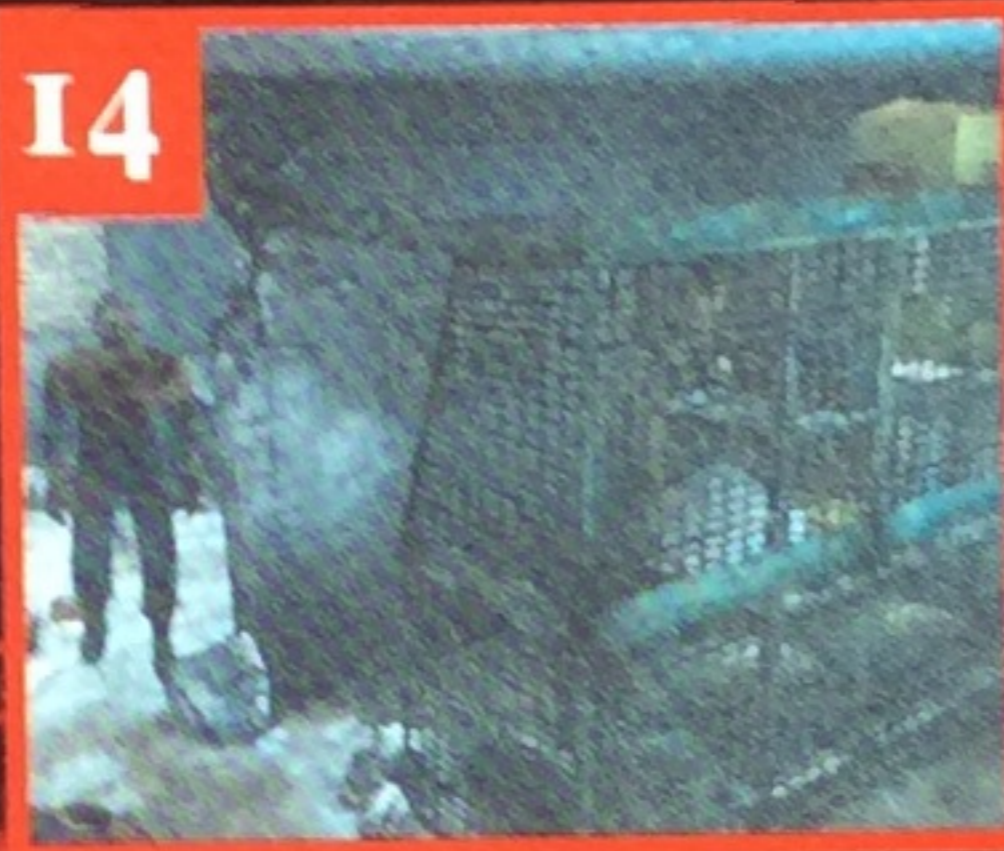
Head back out to the balcony, and run around the catwalk. Return to the Basement Second Floor and leave some items in the Item Box – you need at least three spaces free. You can store the Valve Handle. Now, return here.



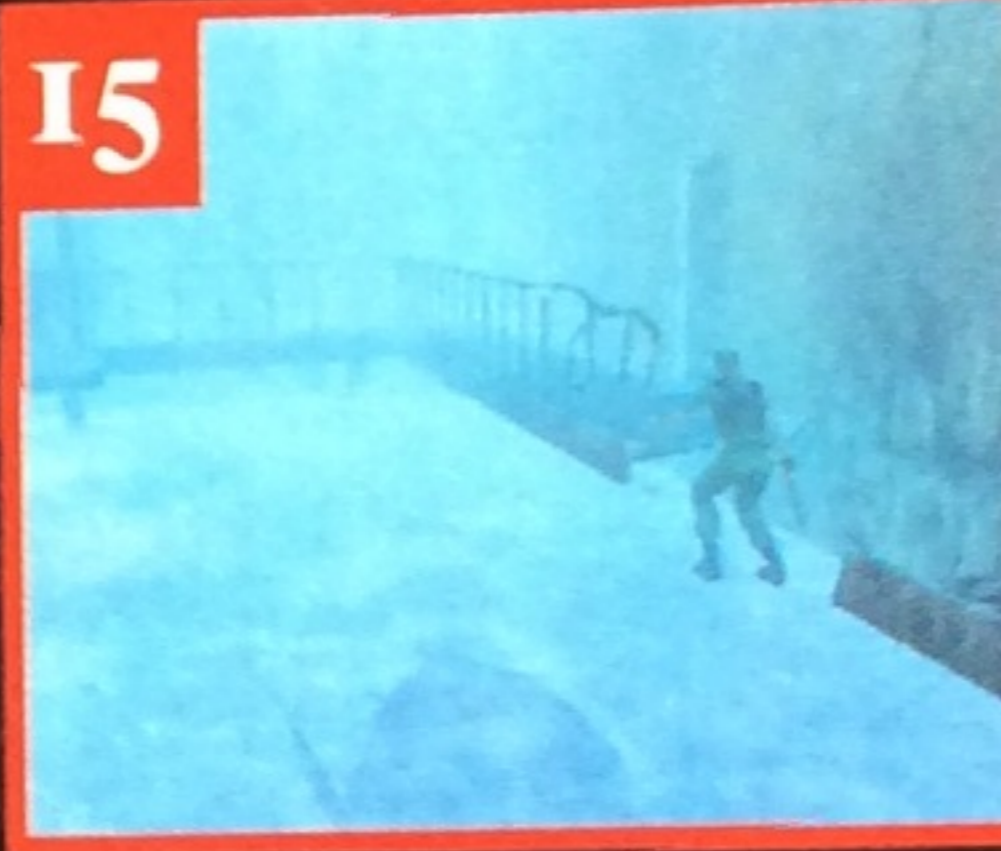
Head to the north wall, and enter the door there. You can drop down and run about the ice, ignoring the huge Black Widow underneath you. It cannot harm you now.



Inside the room, the zombie worker previously locked in the cage has been released, and is wandering about with a friend. Choose a quick death with the Shotgun or pepper them with Assault Rifle fire.



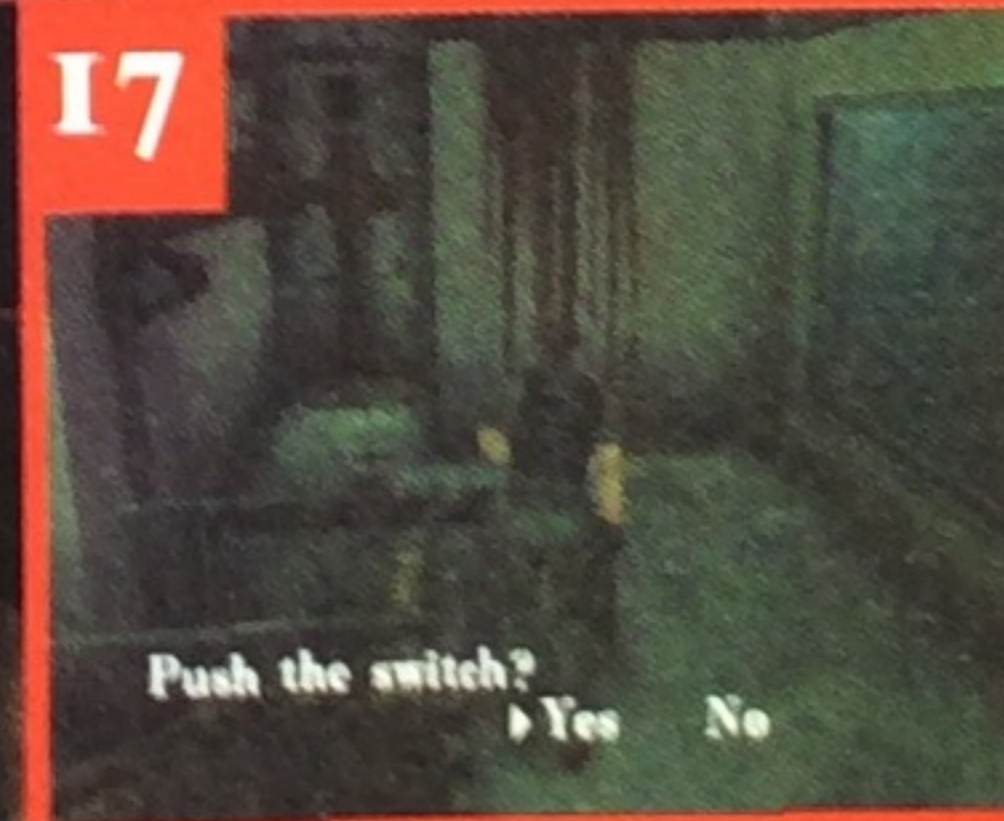
Move to the adjoining room and gun down the zombie. Then go back and enter the cage to find a Duralumin Case (that Chris cannot open), and Shotgun Shells.



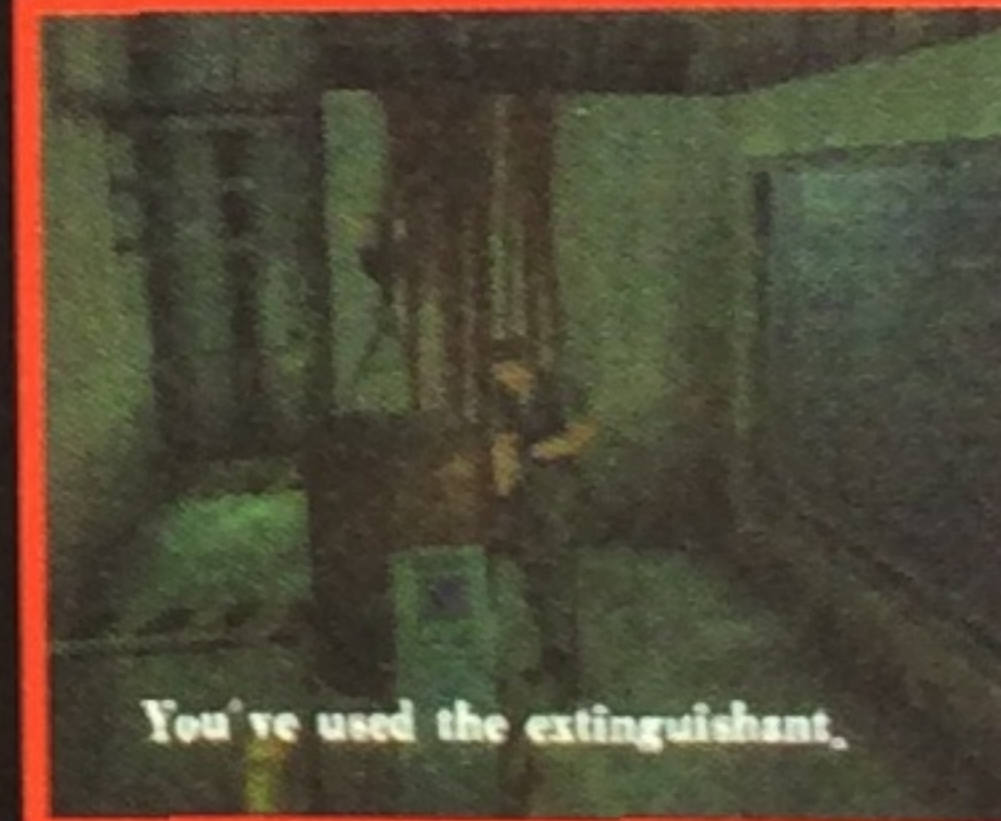
Back in the large icy chamber, ignore the Black Widow and jump down onto the ice from the break in the balcony near the north door. Climb up and enter the door farther west along the same wall.



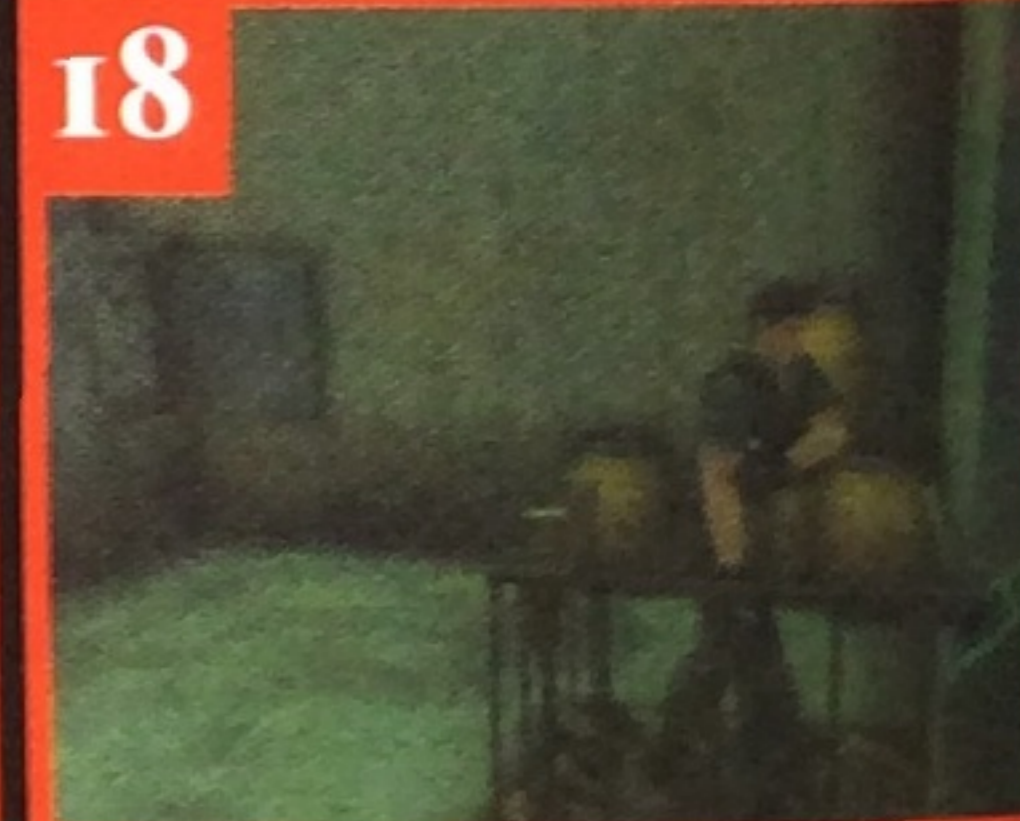
Once inside, a Spotter startles Chris. Wesker is here! The Spotter locates Chris, and a Hunter is summoned. Switch to the Shotgun and blast away, then enter the double doors on the west wall.



You enter a monitoring room. Walk to the middle, ignoring the seeping blood and the glass tank with the shiny object for now, then head to the vertical control switch with the blue button. Press it.

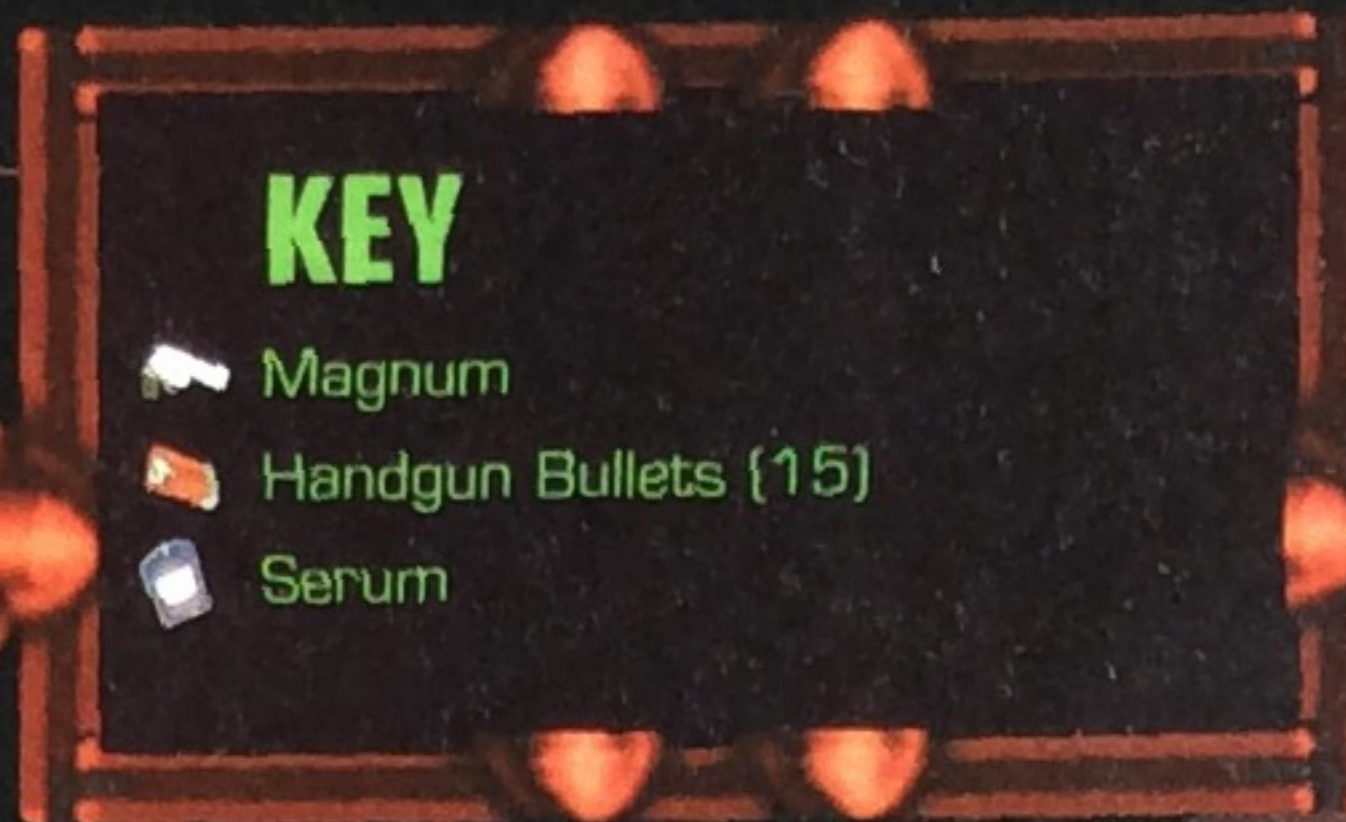


A vat of Extinguisher liquid rises from its storage bay. Move to the vat, and select the empty Extinguisher from your inventory. Chris fills the Extinguisher with liquid.



Looks like you'll be putting out a fire shortly. Now step onto the yellow cargo elevator next to the blue switch you just pressed. Ride the elevator down.

# THE WALKTHROUGH



Antarctic Transport Terminal B2F



**NOTE**  
Did you find the Bar Code Sticker and send the package on its way when you were playing as Claire? If you didn't, there's no special delivery.

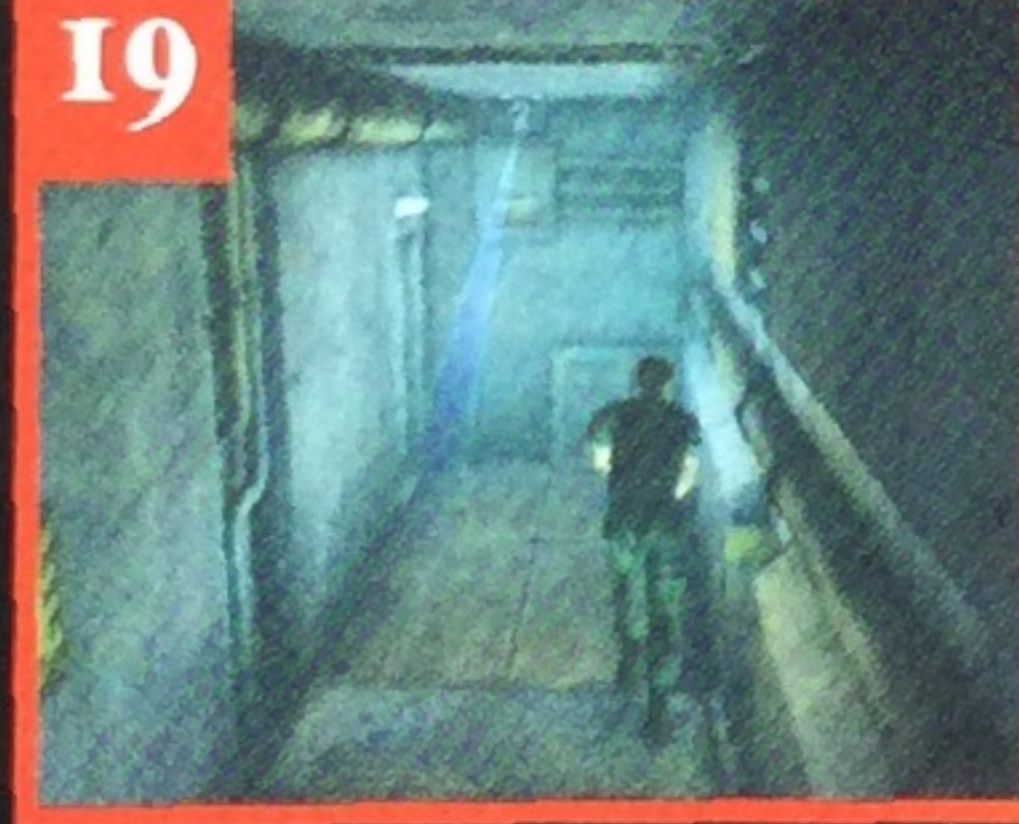


**I**  
The lift descends to the BOW room. Ignore the entrance Claire used (the conveyor belt room is encased in ice), and instead move to the small fire. Use the Extinguisher on the fire.

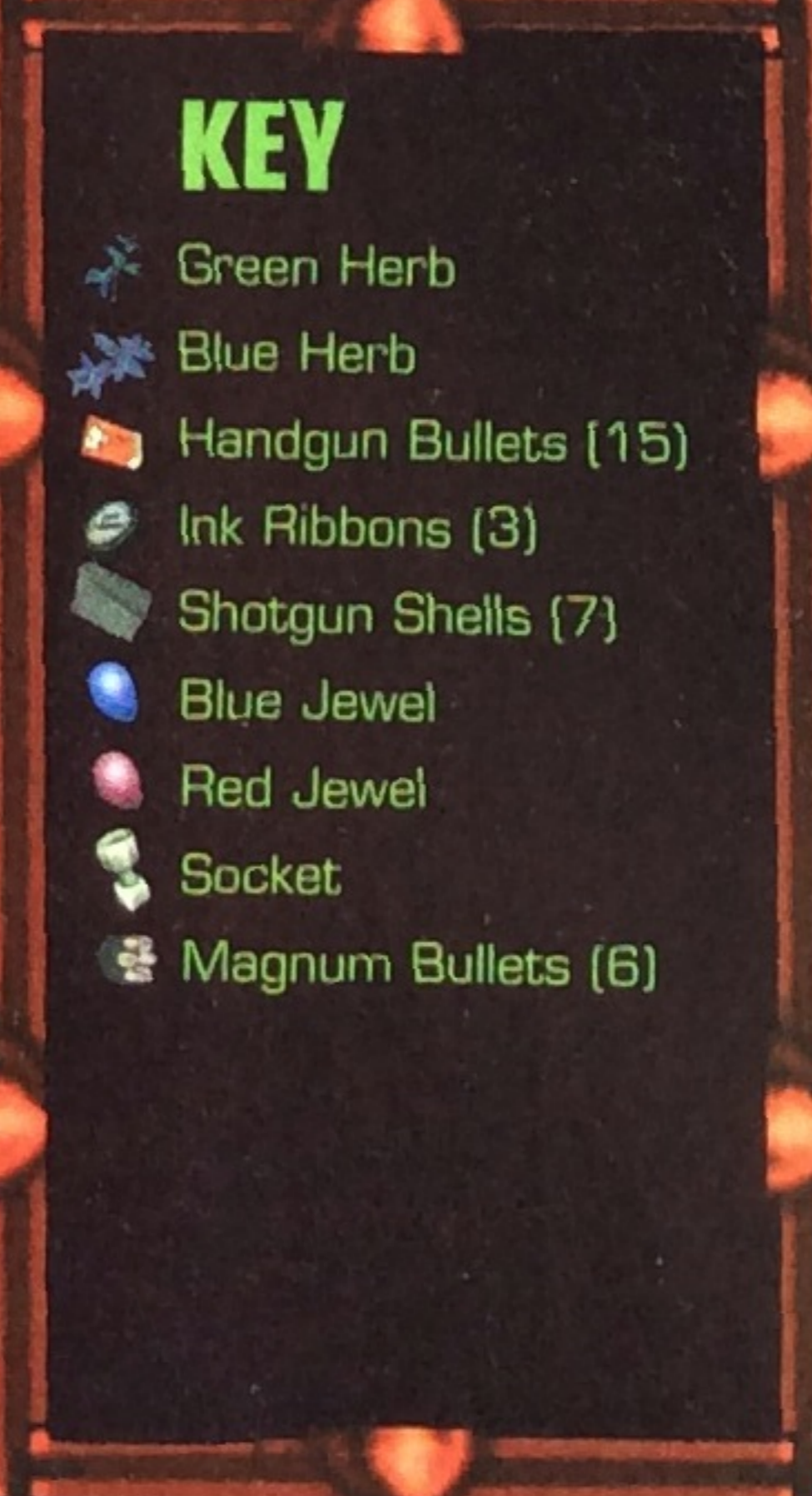
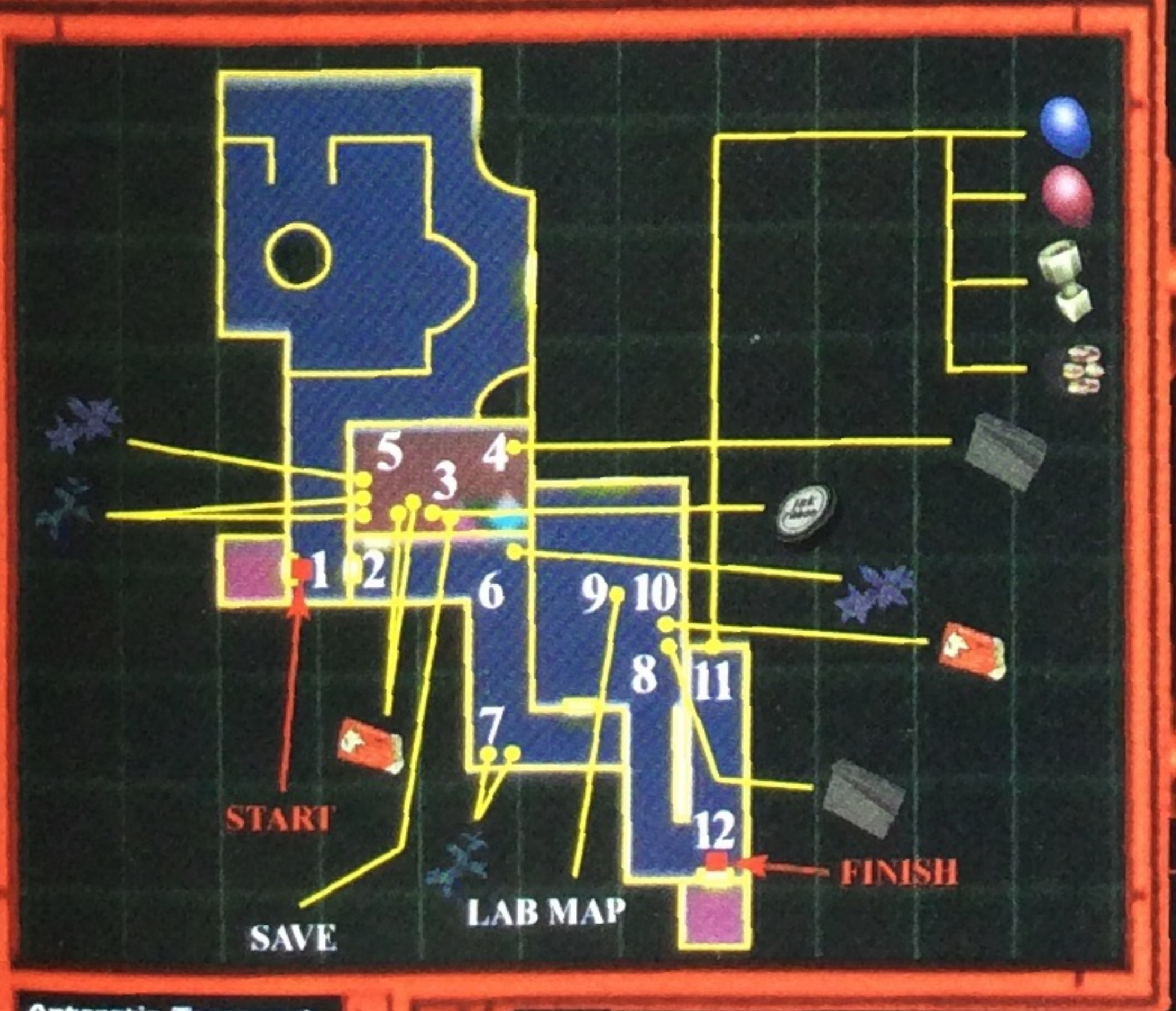
**2**  
Now head for the conveyor belt. At the crate is a package that Claire sent earlier. Inside is a serious piece of weaponry – the Magnum. Take it, but don't use it yet.

**3**  
Continue to the southwest part of the room. By the rack of missiles is a small box with the Detonator printed. Claire positioned it earlier in the game. The Detonator is heat sensitive, so use your Lighter to explode the lock, and take the three boxes of Handgun Bullets.

**NOTE**  
The following numbers refer to points on the Antarctic Transport Terminal Basement First Floor map on page 108.



Now head back, up the small cargo elevator, and exit into the corridor where you killed the Hunter. Head north, east, then north again, dodge the beams of the two Spotters, then enter the elevator. You'll automatically descend.



**I**  
As soon as you step out of the elevator, arm yourself with the Shotgun (check that there are three or more shots in the chamber), and wait for the Seeker to arrive. Blast it and enter the door across from you.

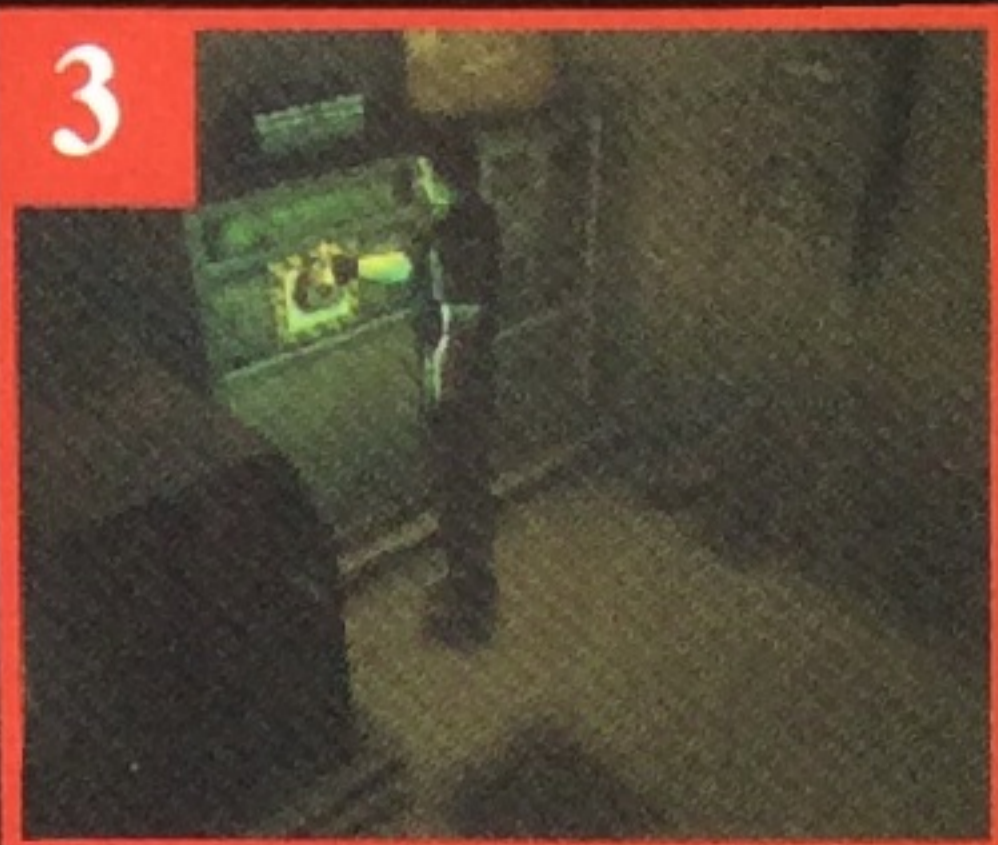
Antarctic Transport Terminal B5F





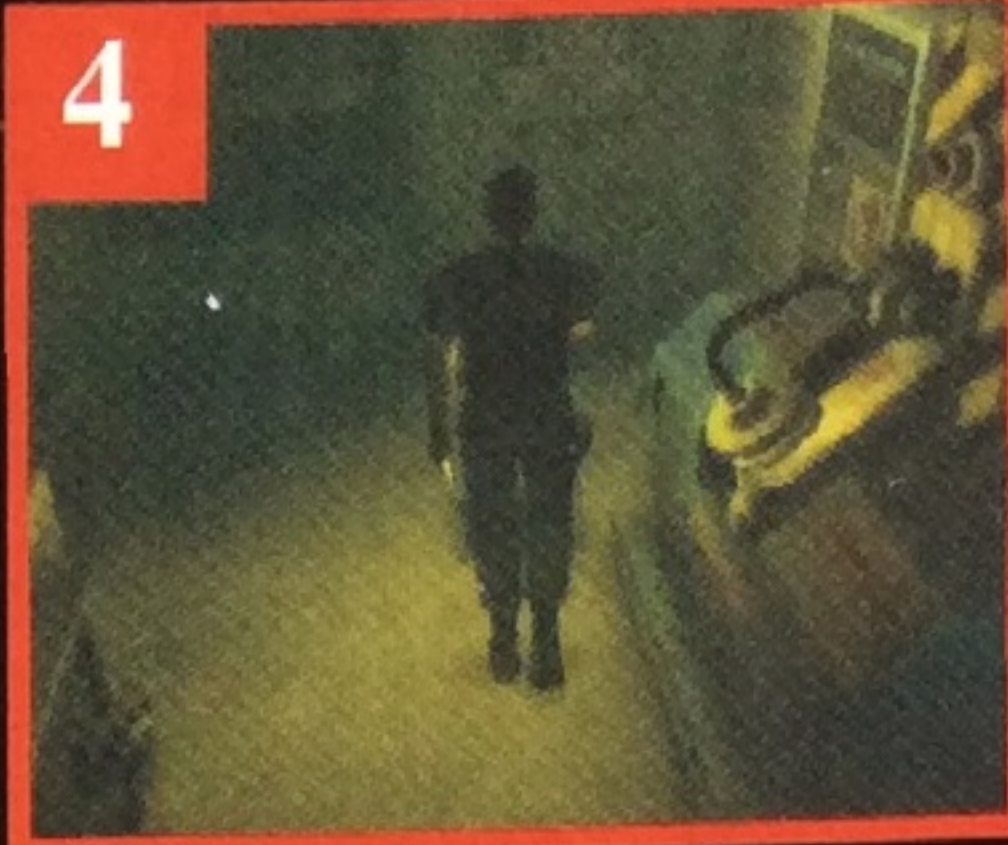
2

You appear in a long, thin, and very icy corridor. Don't investigate the corridor yet. Instead, turn and enter the door to the north, adjacent to the entrance.



3

Inside the room marked "Danger: High Voltage" head directly to the northeast corner of the chamber. There's a control panel that needs a Valve Handle to crank a fuse into place and light the area.



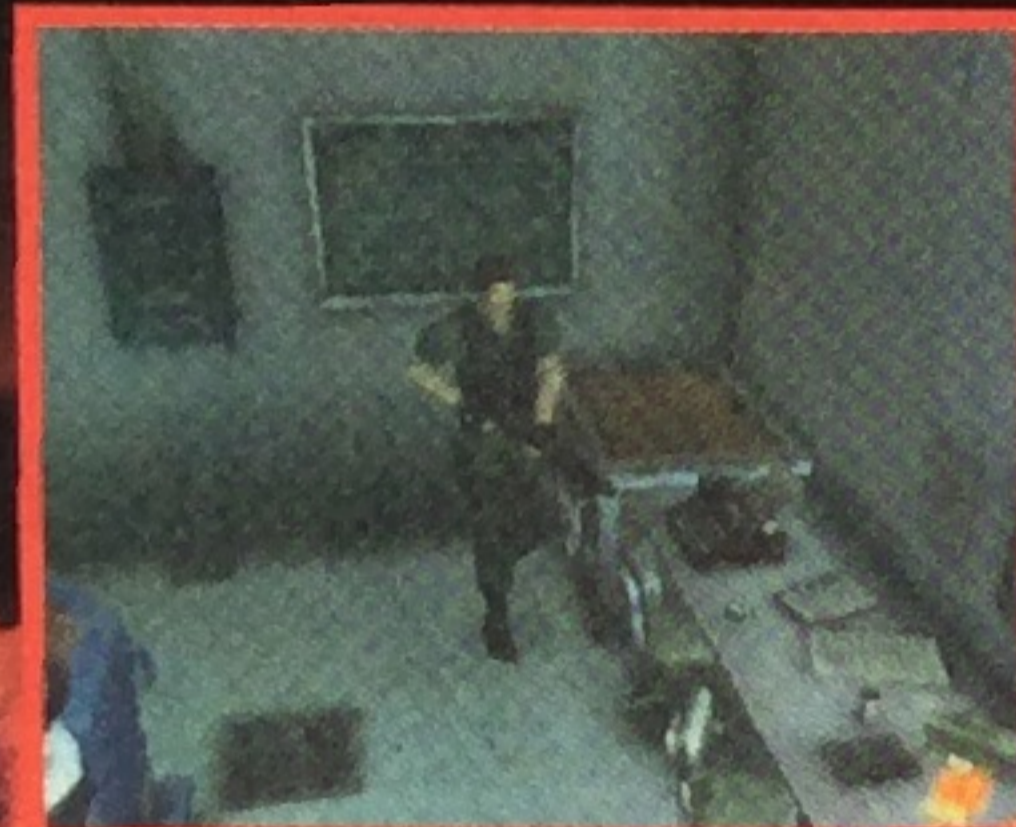
4

Take the Octa Valve Handle from your inventory or from the Item Box behind you, and slot it into the panel. Then turn the valve, dropping the fuse into place. Now to turn the power on....



5

Jog to the northwest part of the chamber and locate the large gray power transformer. Turn the dial on. Power has been restored!



Now collect the Bullets, Herbs, and Shotgun Shells in this room. Save your game at the Typewriter, choose your favorite weapons (not the Magnum!), and exit.



6

Open the door and head back into the frozen corridor. Head east, then start to backtrack as four zombies close in. Behead them with the Shotgun, or pepper them with the Glock.



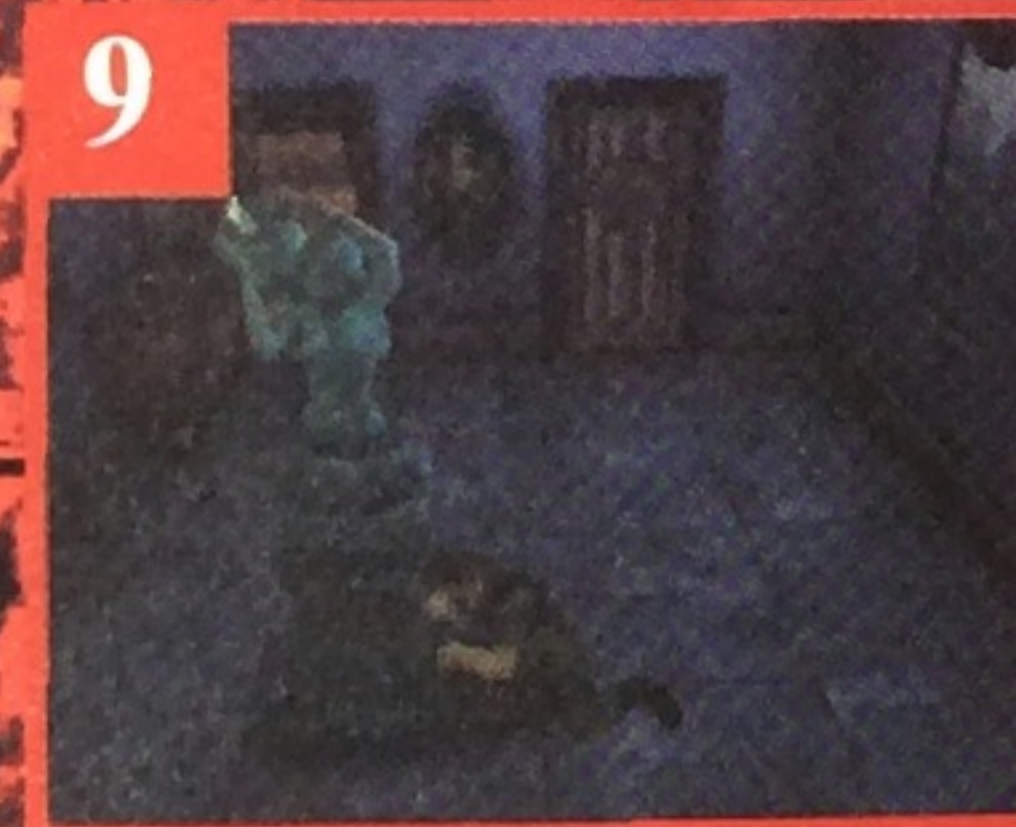
7

Turn the corner and head south (don't forget the Herb!). If you see an object on the ground and can't pick it up, it's likely to be the cap from a zombie worker. Face the final three zombies before opening the door on the north wall of the alcove where you end up.



8

Chris is taken aback – this looks just like one he visited on his first mission as part of the S.T.A.R.S. team. Bag the ammo on the table in the southeast corner.



9

There's no stepladder to push, but there is an object in the statue's vase. Push the statue until it hits the east wall. Then turn and push south.



10

Keep pushing the statue south toward the cabinet with the ammunition on it. When the statue scrapes onto the cracked floor, the ground gives way, and the statue falls partially through the floor, allowing you to grab the Lab Map.



11

Now head into the red-tiled hall, running south, turning and passing the haz-mat suits and the door, and jogging north to a tiger statue. It's another puzzle from the past, but with a difference – the gems have already been fitted into the tiger's eyes. Take the blue gem.



The tiger statue rotates, and behind it lies a Socket. It looks like it could fit onto the Valve Handle, so pick it up. Now replace the blue gem and take the red one.

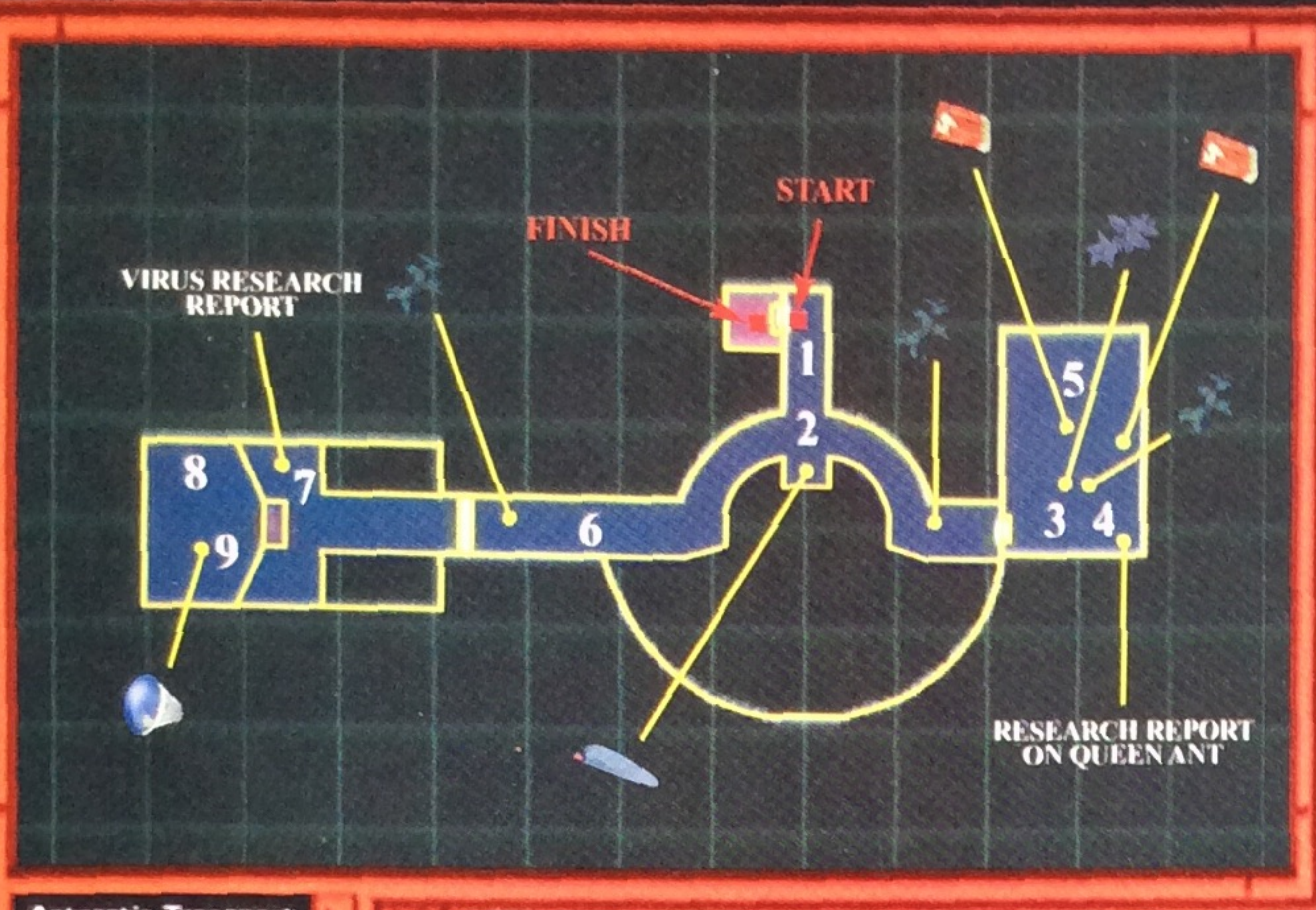


The statue rotates again, allowing you to pick up a chamber full of Magnum Bullets. Replace the red gem, return to the Save Room, and dump the gems. Pick up the Herbs and store them in the frozen corridor.



12

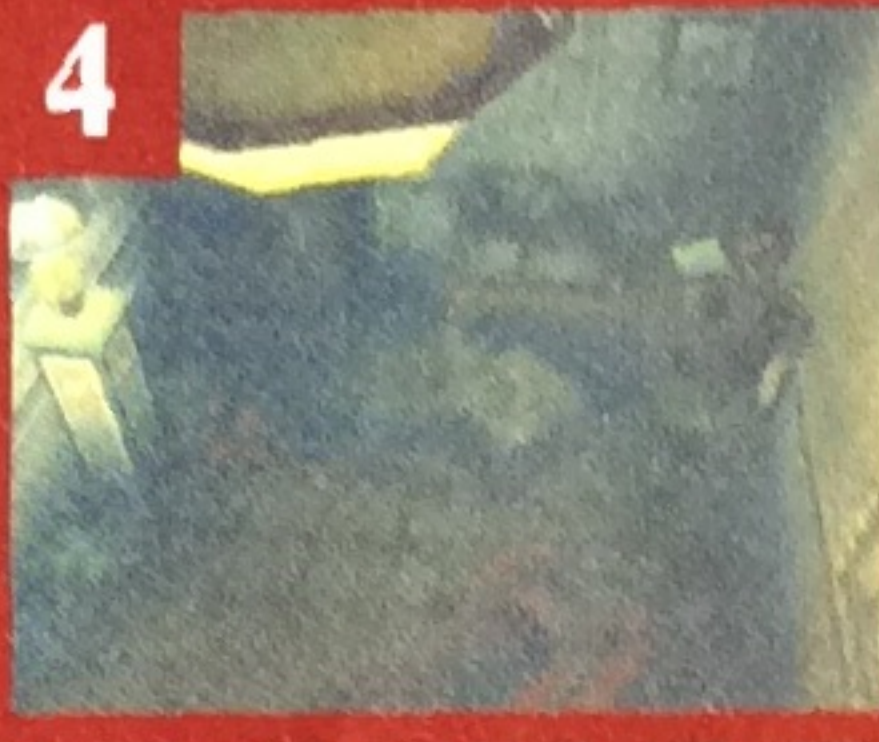
Now return to the door in the red-tiled hall, and enter it. This elevator takes you to the Basement sixth Floor, where the Ashfords' experiments are getting a little out of hand....



### KEY

- Wing Object
- Green Herb
- Blue Herb
- Handgun Bullets
- Alfred's Ring

Antarctic Transport Terminal B6F



**1** Chris is greeted by a grotesque sight – an enormous ant hill towering above him, and the entire level swarming with rat-sized ants. They nip at his feet.

**2** Something glistens at Chris's feet. Pick it up – it's a Wing Object. This looks like one of a set. Now run over the ants, ignoring their bites (that inflict only miniscule damage), and head east.

**3** Take the Green Herb, then enter the small office, complete with two zombie clerks. These mutants move faster than others, and inflict more damage when they bite, so aim high with the Shotgun.

**4** When the beheading has finished, pick up the Research Report on the Queen Ant from the desk in the southeast corner of the room. It seems Alexia decided to do a little experimenting on her elder. Pick up the Herbs near the lamp (light it using your lighter), then head north.



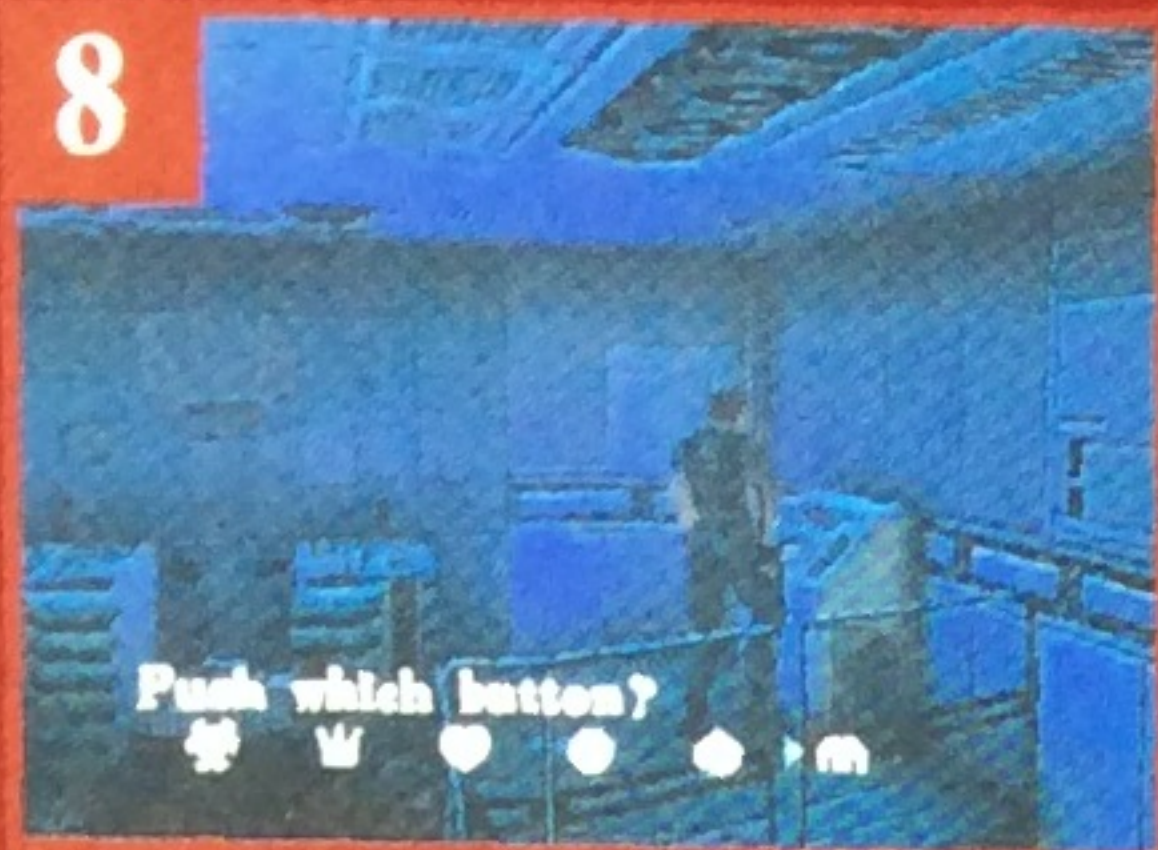
**5** The adjoining room houses three zombies, including the crawling one. Pop them! Then equip the Lighter and peer into the anthill. The Queen is dead.

**6** After leaving with two more boxes of Bullets, tread through the ants and head all the way west, and pausing to pick up the Green Herb before entering the lab.

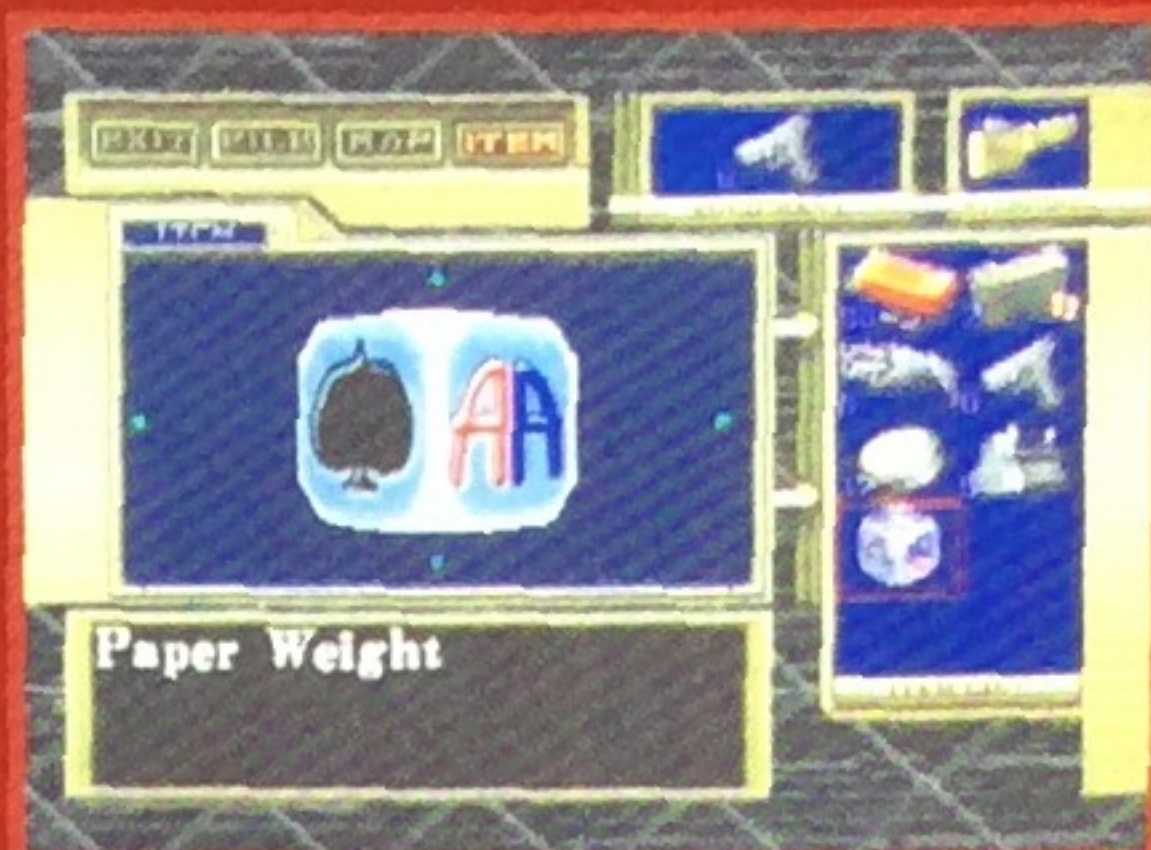
**7** Walk past the lab equipment, and turn right just before the stairs. Check the offline computer monitor. On the control panel under it is the Virus Research Report, which reveals Alexia's plans for taking over the world.

PUZZLE

8



Now climb the stairs, turn right and check the console on the north wall. It bears the Ashford Double A, the Heart, the Spade, and the Crown. These need to be entered in the correct order.

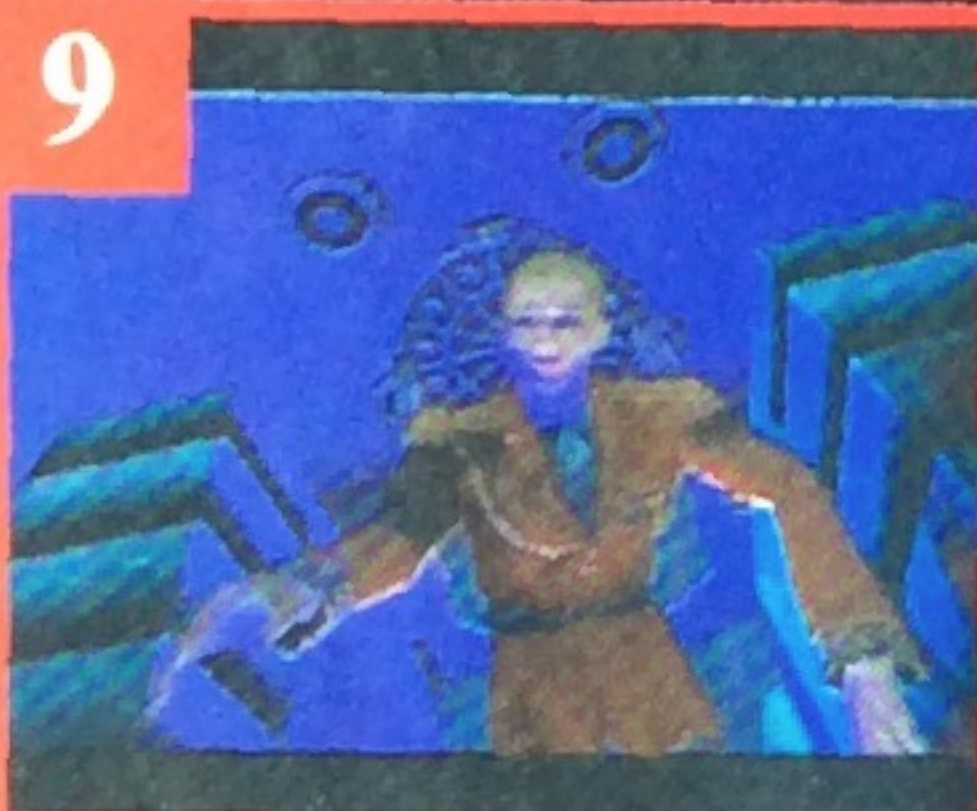


But what is the order? Check your Paper Weight. Start with the Ashford Double A and work around it clockwise. The Umbrella and Biohazard logos are not inputted.

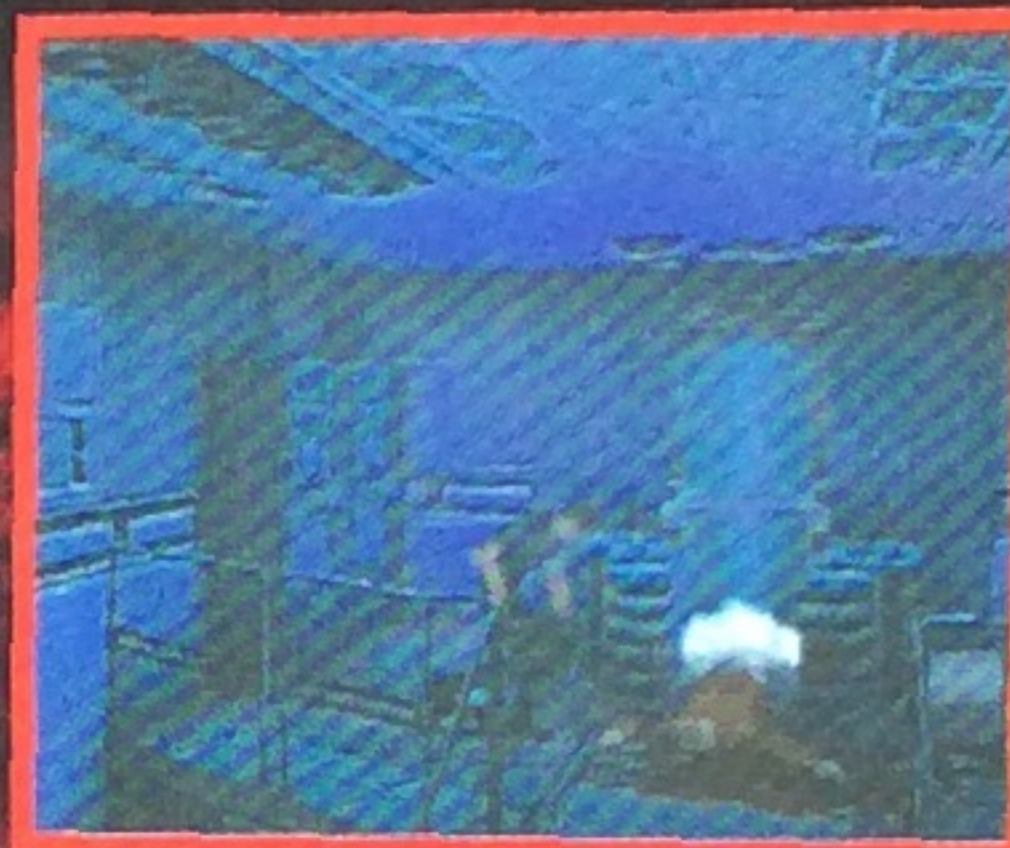


When you press the correct buttons, a small drawer opens. Deposit the Paper Weight in the drawer, and stand back to watch the pod in the center of the upper level open.

9



Out tumbles the corpse of Alfred Ashford. Run forward and check Alfred's right hand. He's wearing a ring. Take it.



Now go into your inventory and check out the ring. Discard the ring's setting, leaving only the jewel – Alfred's Jewel. Exit this level and head for the elevator to the north.



KEY

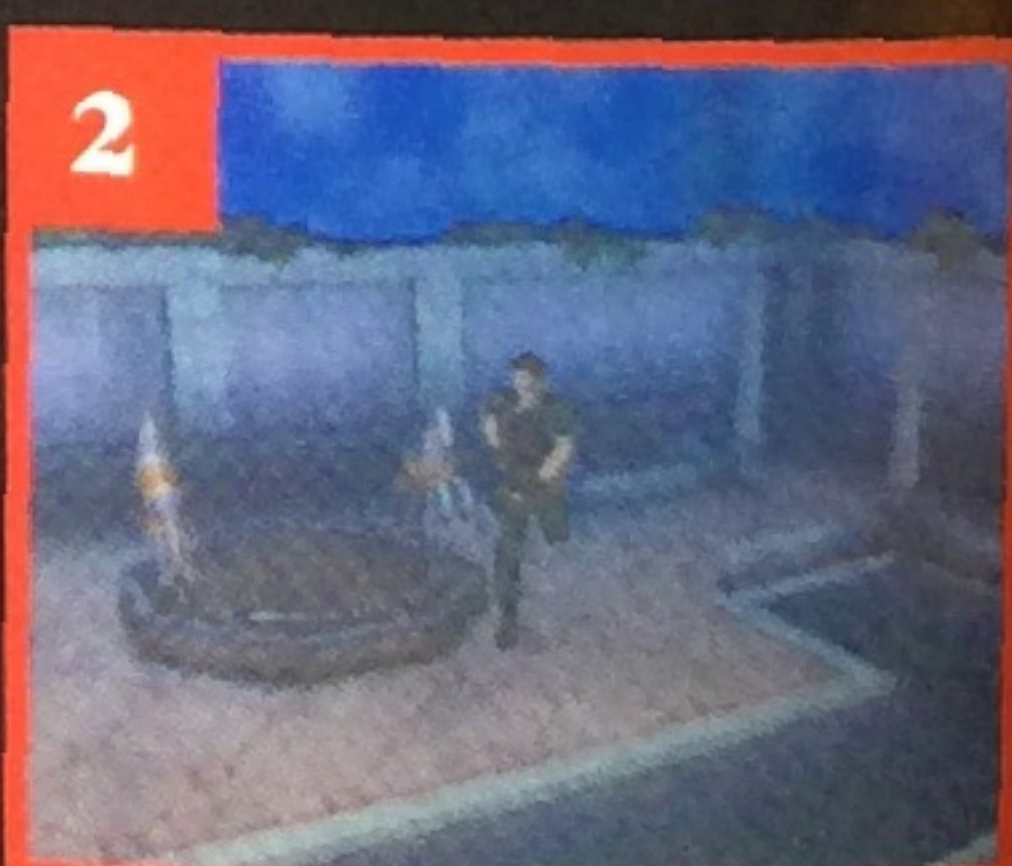
- Wing Object
- Green Herb

1



Ascending back to the Fifth floor, head along the frozen passage. Don't enter the Save Room yet – you can find items now that the lights are on. Move to the small alcove where the Sweeper attacked you.

2



If you didn't kill the Sweeper, do it now. Then run under the archways, jog around the pond to the north, and cross the small bridge in the northwest corner.

Antarctic Transport  
Terminal B5F

3

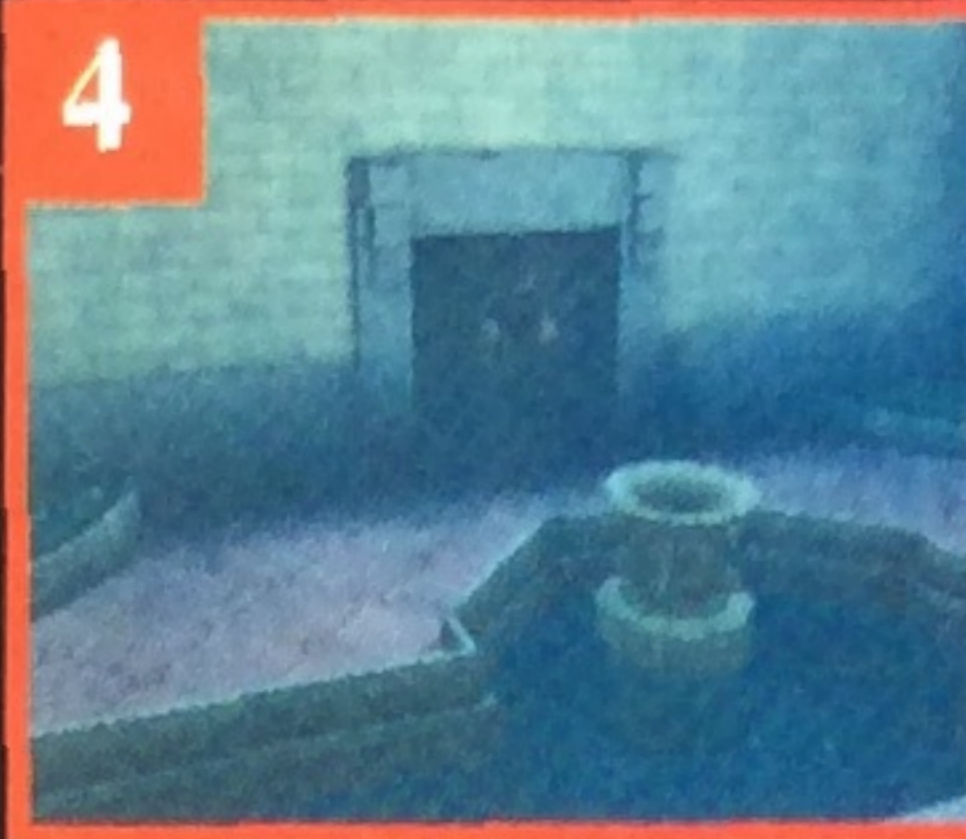


Just southeast of the mini-carousel, claim the second Wing Object. Now drop down into the water (the lower edges on the east bank allow you to do this), and take the third Wing Object from the fountain.

## TIP

Got three Wing Objects? Stuffed your inventory with Herbs? Good – you'll need them. Now return to the frozen corridor and enter the Save Room.

4



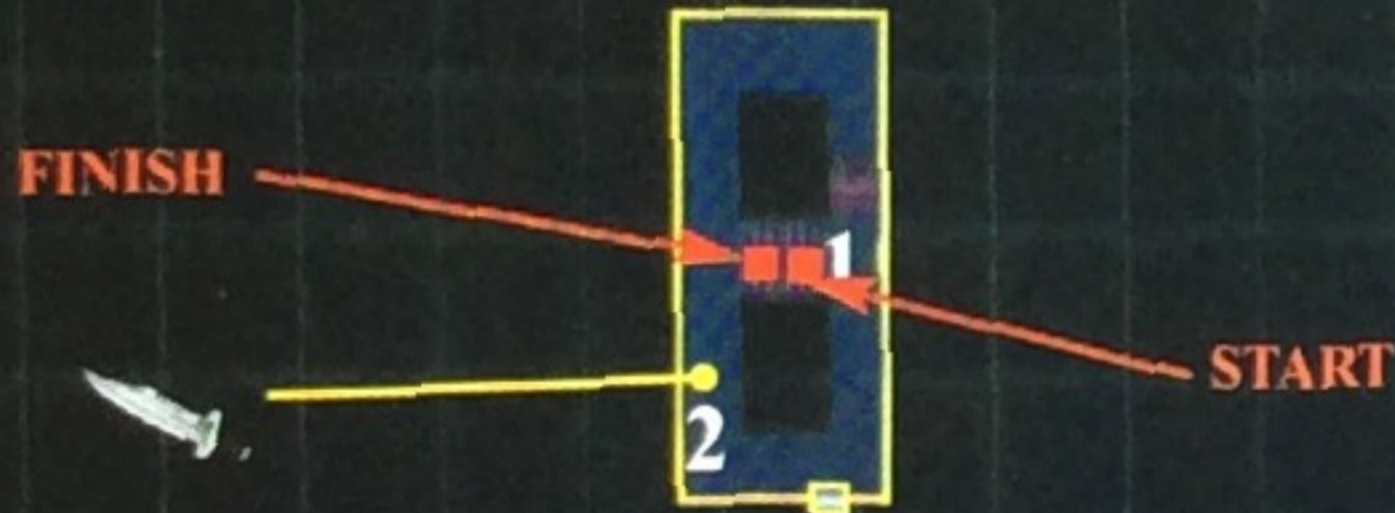
From the Item Box, gather the Magnum and the Magnum Bullets. Also take some Herbs and the Assault Rifle (or Sub Machine Guns), but leave some medicine there. Drop off the Shotgun and your Glock, then save. Now return to the ornamental garden, and open the double doors to the east.

5



Whoa! All we're missing is Barry Burton and Jill Valentine! The Ashfords have built a replica of the original mansion in Raccoon City. Head up the central staircase.

FINISH



START

Antarctic Transport Terminal B4F

## KEY

Combat Knife

I



At the top of the stairs, pause and check out the painting. Now continue up to the fourth floor.

2



Head right (or south) up the stairs, and pass a locked door. Farther along is a balcony overlooking the main hall. Run onto it, and take the Combat Knife. Now return downstairs.

## NOTE

The following numbers refer to points on the Antarctic Transport Terminal Basement Fifth Floor map on page 114.

6



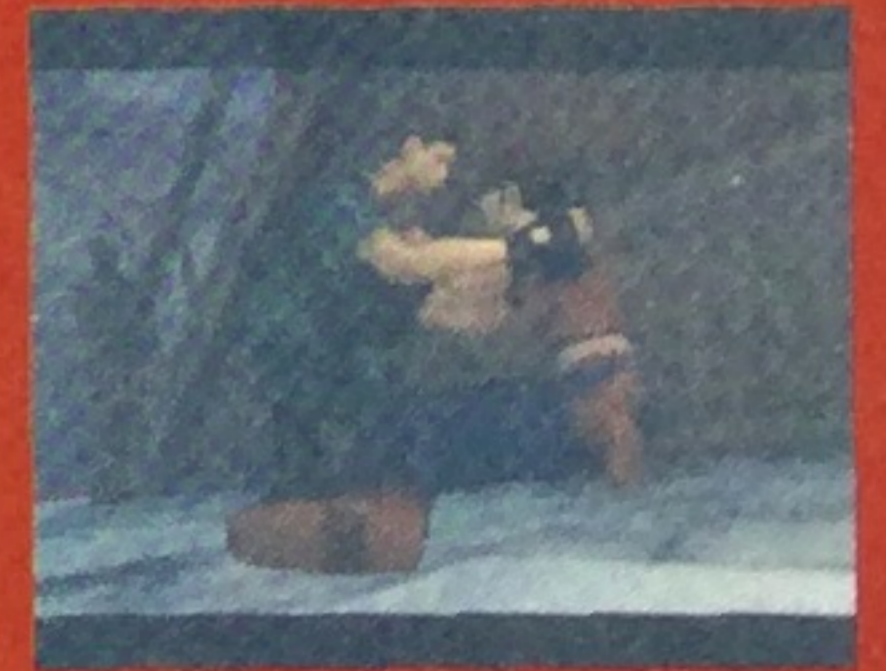
Back downstairs, head under the archways on the east side of the hall. Run along the east wall until you're in the middle, then turn and check the large green slime wall immediately west.

7



It's Claire!

Claire has been cocooned! If you have a Combat Knife, unsheathe it and begin to cut Claire from her prison. Let's hope she's not infected!

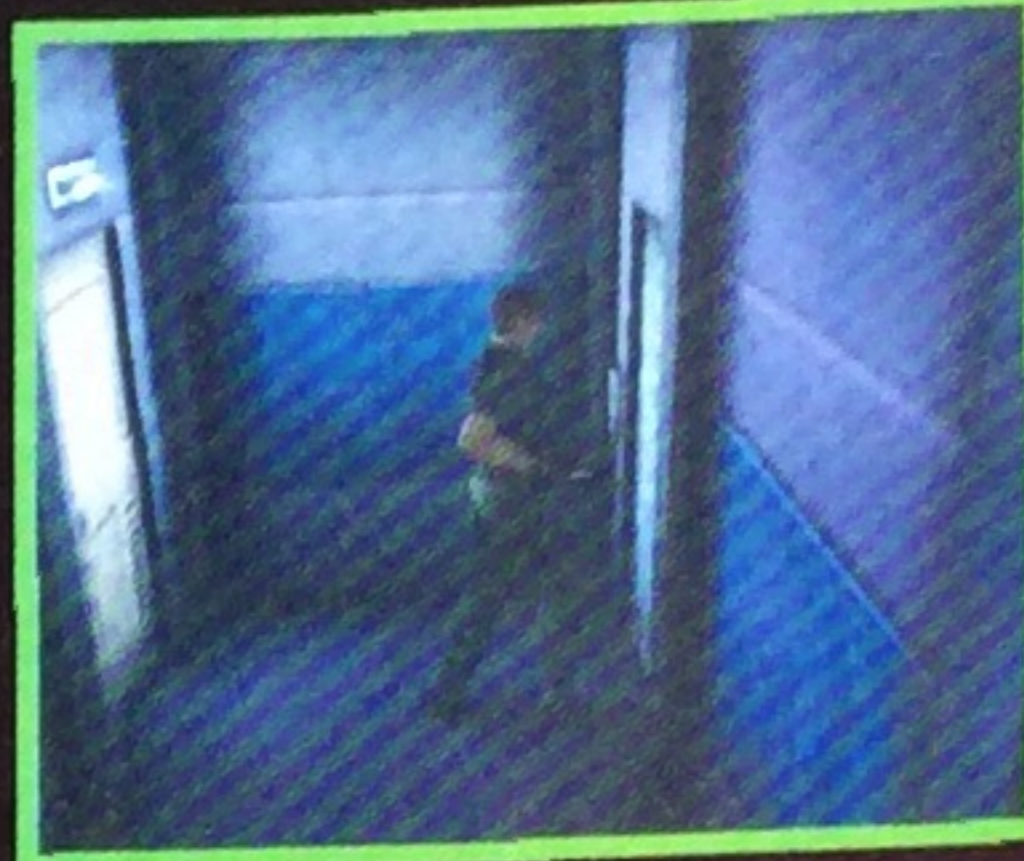


Chris slices at the green sticky mass until a weakened Claire falls out and into his arms. Claire recovers and tells Chris about Steve. She needs to rescue him.

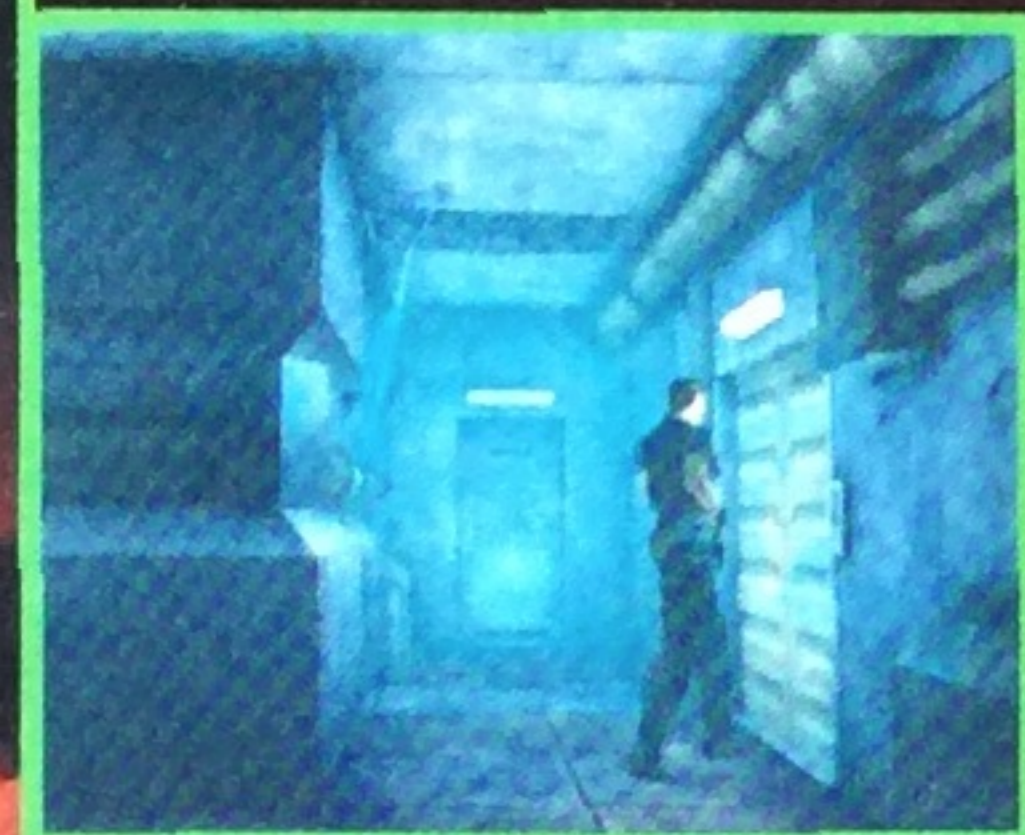
# NOTE



When Nosferatu was attacked, did you finish him with the Sniper Rifle, or did you have to complete the kill with another weapon? If your aim was true, Chris and Claire meet the ultimate Ashford. But if your sharp shooting leaves a little to be desired, Claire has been poisoned and is dangerously ill. She needs Chris to locate and return with Serum, and fast!



You can use the in-game map to find the Serum. First, head out of the hall, across the ornamental garden, and to the elevator in the southwest corner.



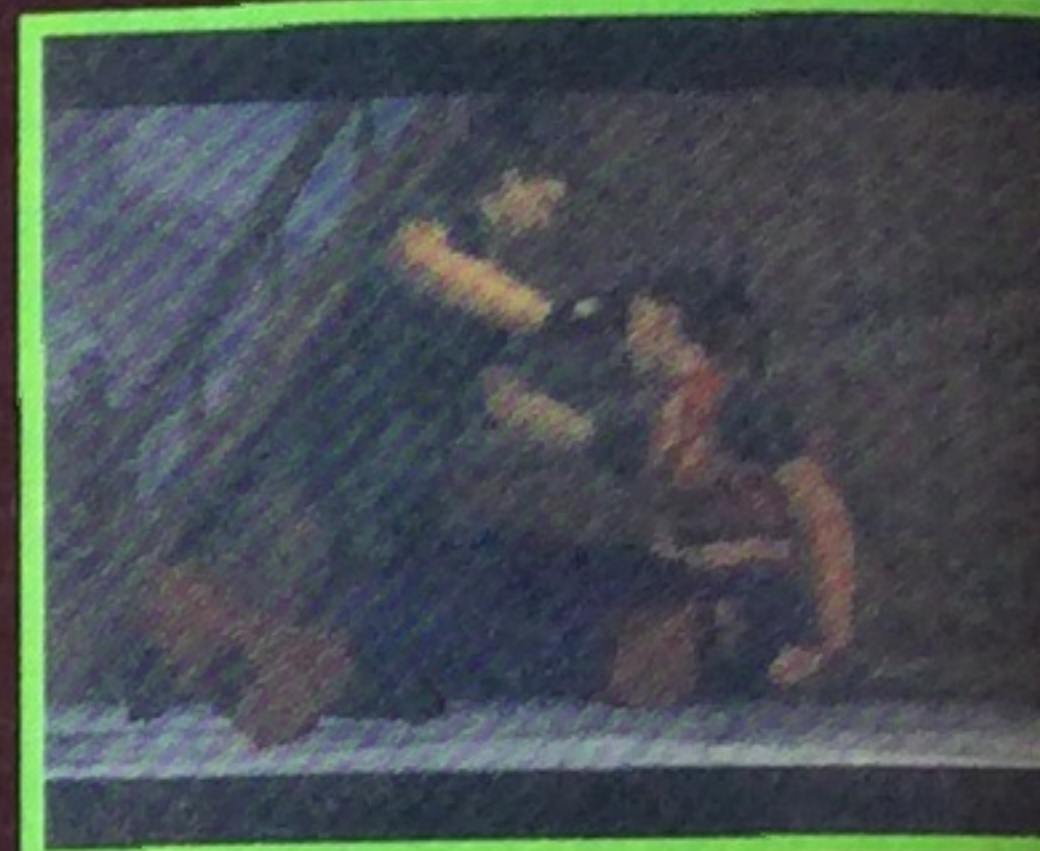
Ride the elevator up to the Basement First Floor, and head south, east, then south again down the corridor. Beware of the two Spotters that are still active in this area (or Hunters if you left this area after being spotted).



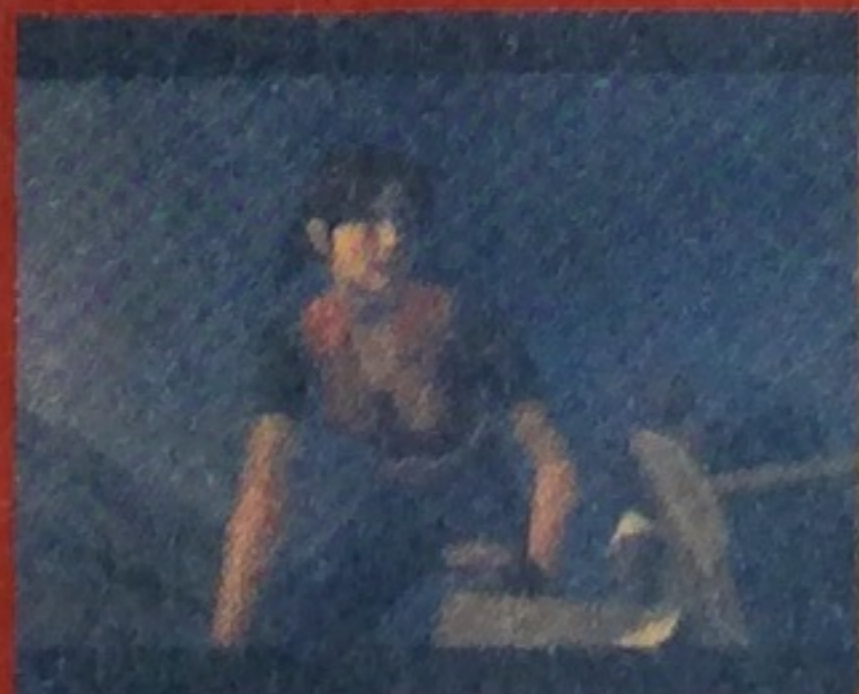
Bound through the double doors and into the room where you filled your Extinguisher. Step onto the small yellow lift near the barrel, and ride the elevator down to the Basement Second Floor.



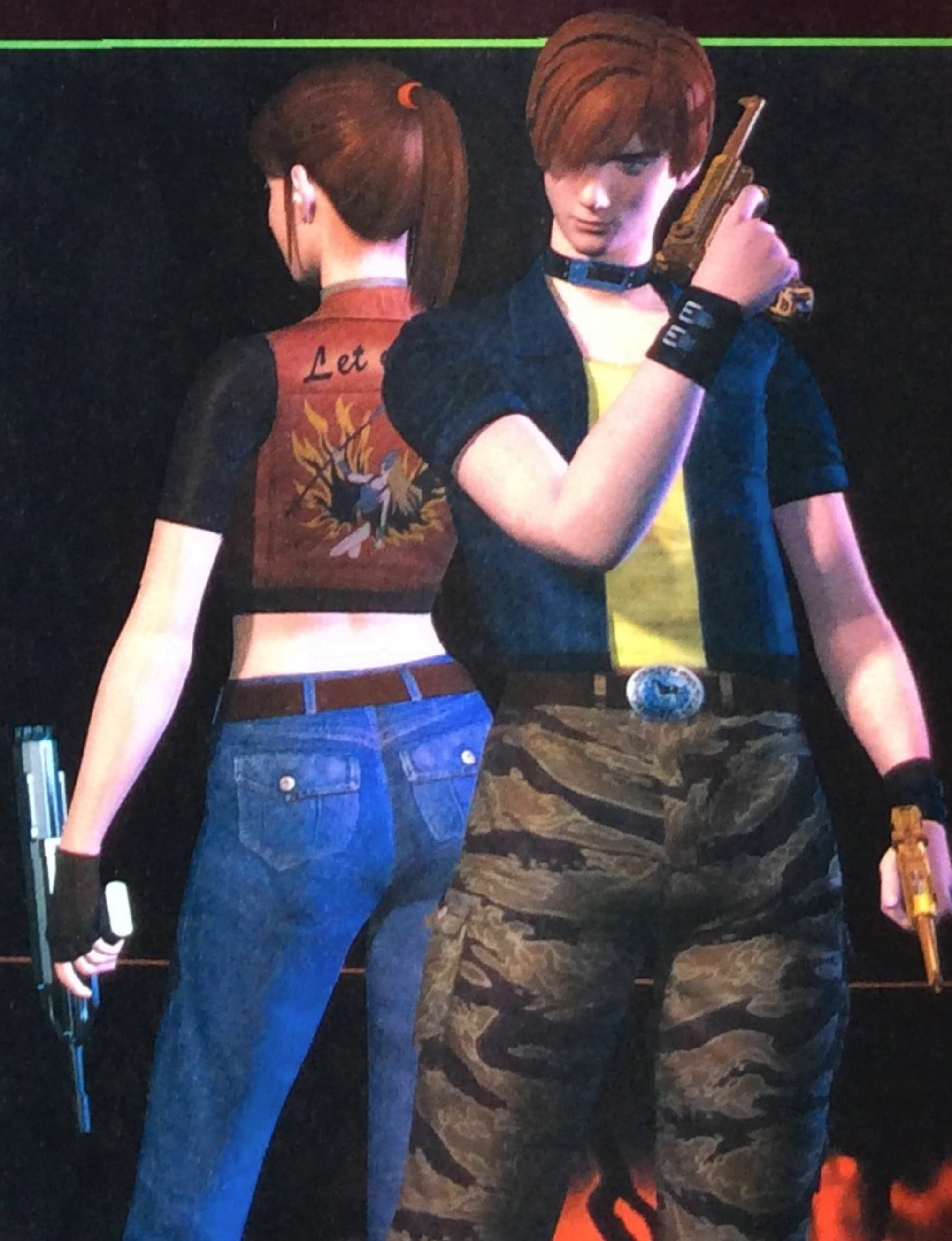
You're now in the BOW room. Collect the Serum from the shelves next to the elevator. The Basement Second Floor map on page 111 shows the exact location. Now return the way you came.



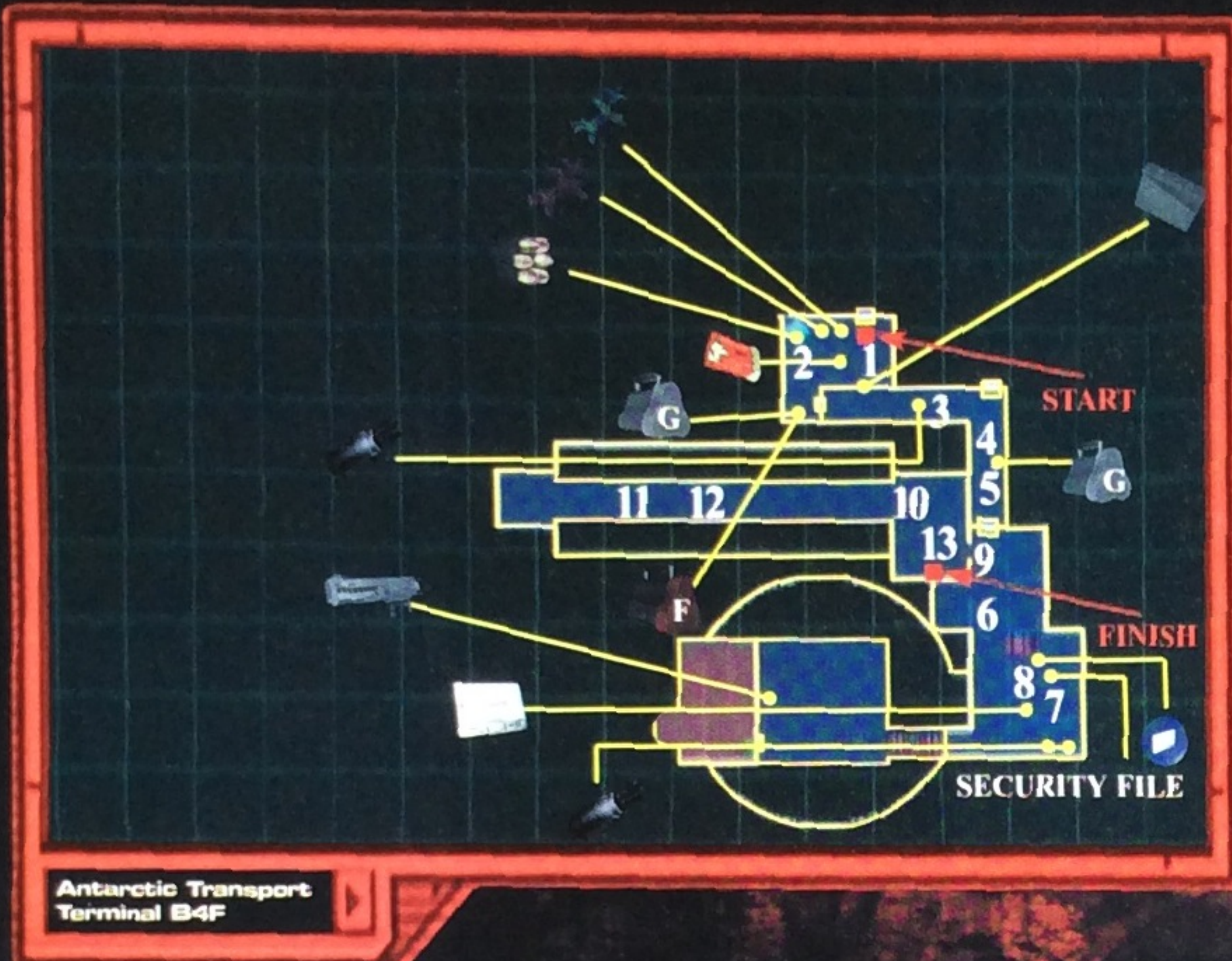
Claire injects the Serum, and begins to feel better. She and Chris make plans to locate Steve. Then they hear a shrill, familiar laugh....



At the top of the hall balcony, Alexia Ashford emerges and taunts the Redfield siblings. She then leaves via the upstairs door. Claire runs up the steps with Chris close behind. The room shakes, and a Tentacle bursts from the wall, demolishing the stairway. Chris falls, hurting his knee. The Redfields are separated once more as Claire enters the upstairs door to find Steve.



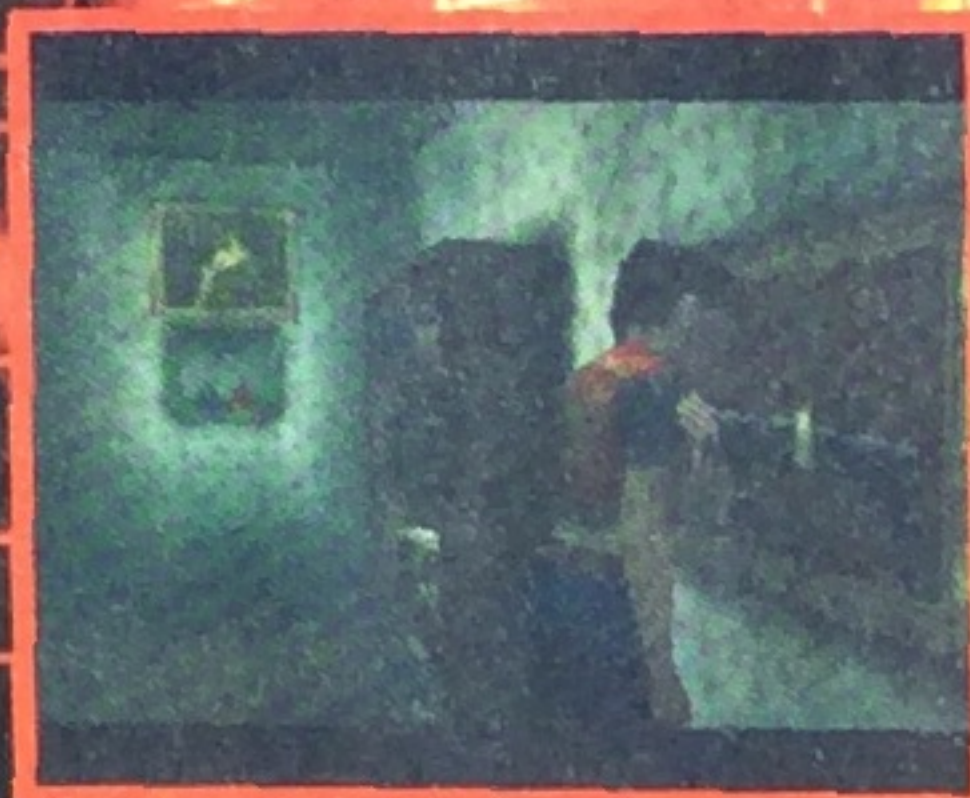
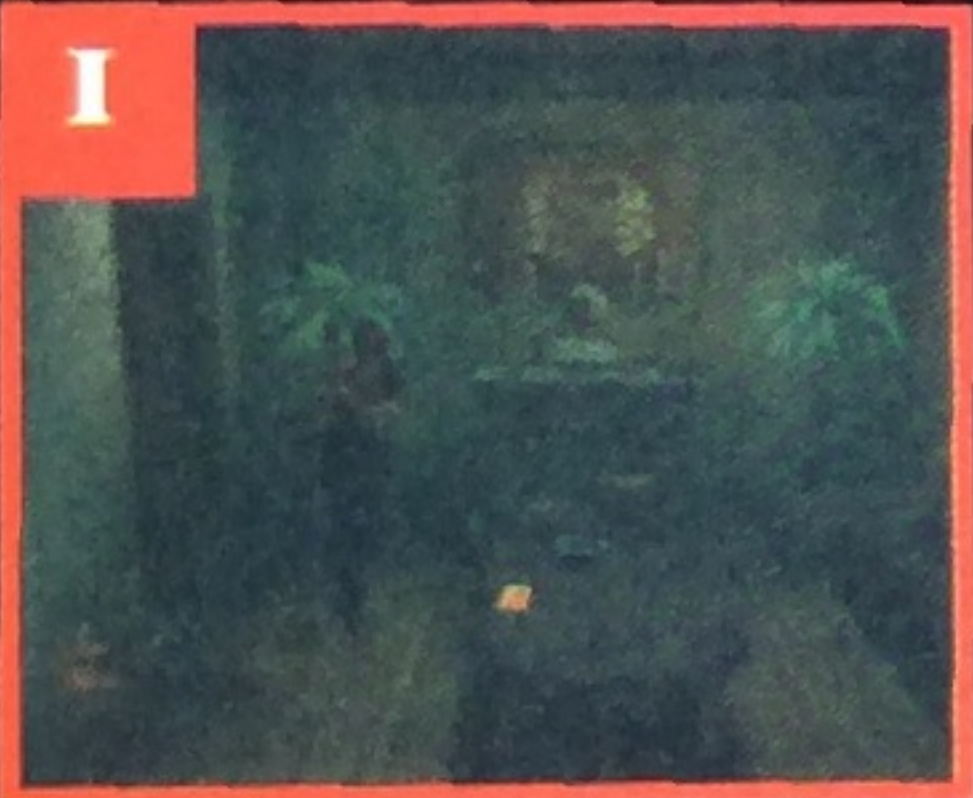
# BACK IN THE SADDLE



### KEY

- Green Herb
- Red Herb
- Magnum Bullets (6)
- Handgun Bullets (15)
- Shotgun Shells (7)
- Grenade Rounds (6)
- Flame Rounds (6)
- Bow Gun Arrows (30)
- Crystal
- Security Card
- Linear Launcher

Antarctic Transport Terminal B4F



**I** Check on Claire's Health. If you competently dealt with Nosferatu, Claire should have Health to spare, including a First Aid Spray or Mixed Herbs. Pick up the two Herbs and the ammo.

**2** Move to the Item Box and take the Duralumin Case that Chris found but couldn't open. Check the case, rotate it so the latch is in view, and then use your Lockpicks. The case opens, revealing Magnum Bullets. Place them back in the Item Box.

Now take the Shotgun out of the Item Box, and store it in your inventory. You're going to use it – but for decoration only. Turn around and push the bookcase on the west wall.

Place the Shotgun on the cradle it reveals. The picture in the southern alcove rises, revealing a compartment containing Grenade Rounds and Flame Rounds. Take them. Then take the Shotgun off the cradle, and place it back in the Item Box.

## TIP

*It is vital that you place any weapons and ammo you don't need or want back into the Item Box. All of the items you take with you remain on your person and cannot be transferred to Chris for the remainder of the game.*



Now choose your weapon for the road ahead. Although loading up with Grenade Rounds and automatic weapons sounds like fun, only take the bare minimum of items – leave the powerful weapons to Chris. Only take the Bow Gun and some Herbs.

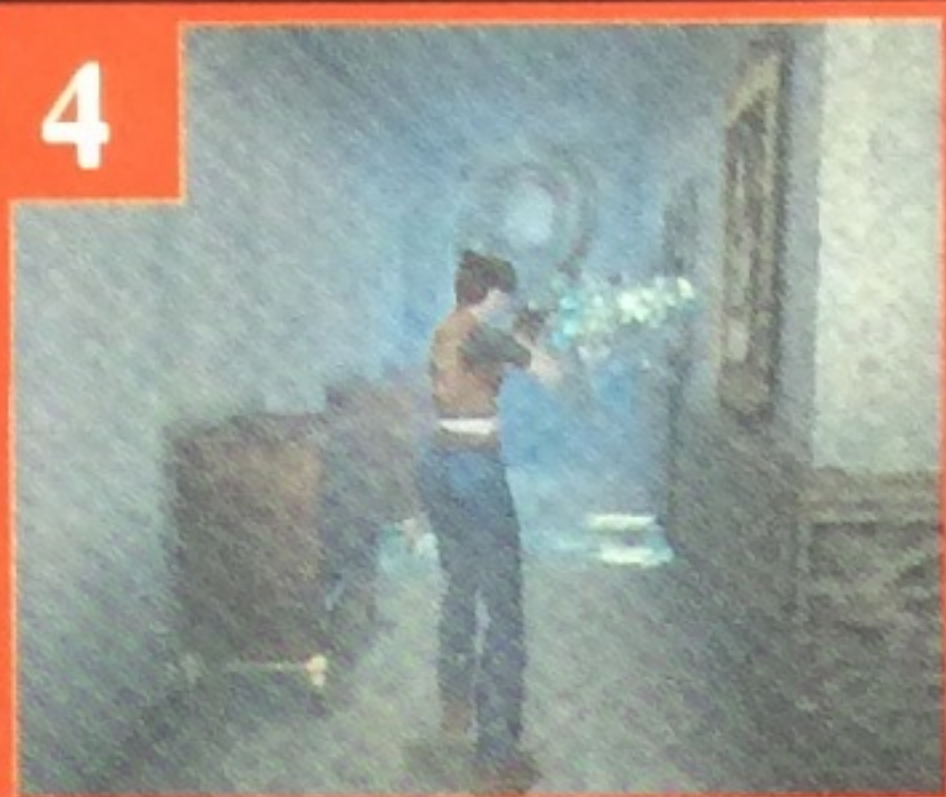
## TIP

*Those Grenade Rounds you just found behind the picture are great, but you don't need them. Put them back in the Item Box. You can take Chris's Glock if you left it in the Item Box when playing as Chris, and leave your Custom Handgun as a swap, but it's better to simply give Chris all your Bullets.*

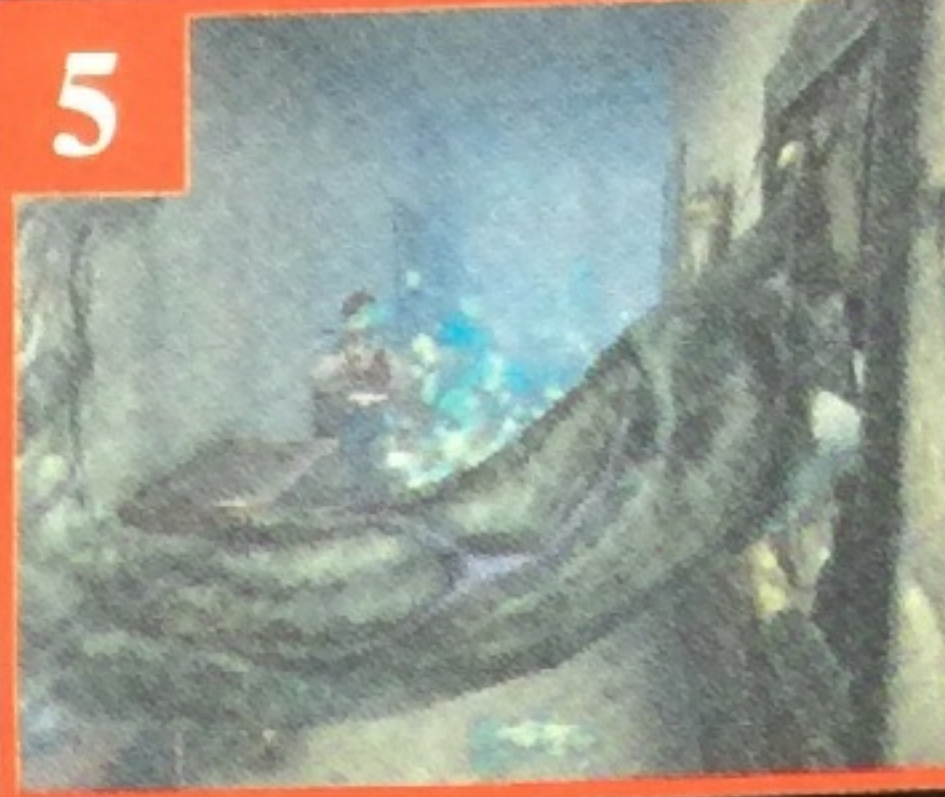
*More important than weapons are Herbs. To survive the upcoming terrors, you'll need enough medicine to fully heal yourself at least one-and-a-half times. Take a First Aid Spray, a Red-and-Green Herb mixture, and another Green Herb to be safe.*



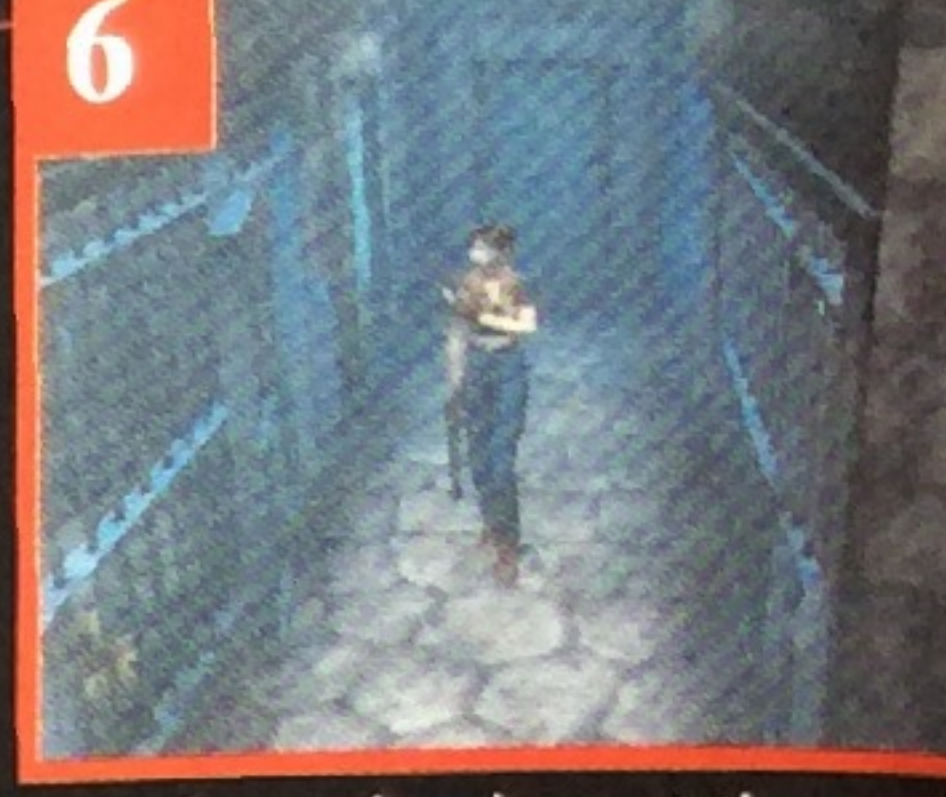
**3** Now head through the door in the south alcove, and go east. This is a familiar corridor. But instead of Zombie Dogs leaping out of the window, a giant Tentacle whips out as you pass, blocking your return path.



**4** As you turn the corner and start running south, another Tentacle smashes through a window and knocks you onto your back. Plug the Tentacle with Arrows until it recedes into the wall.



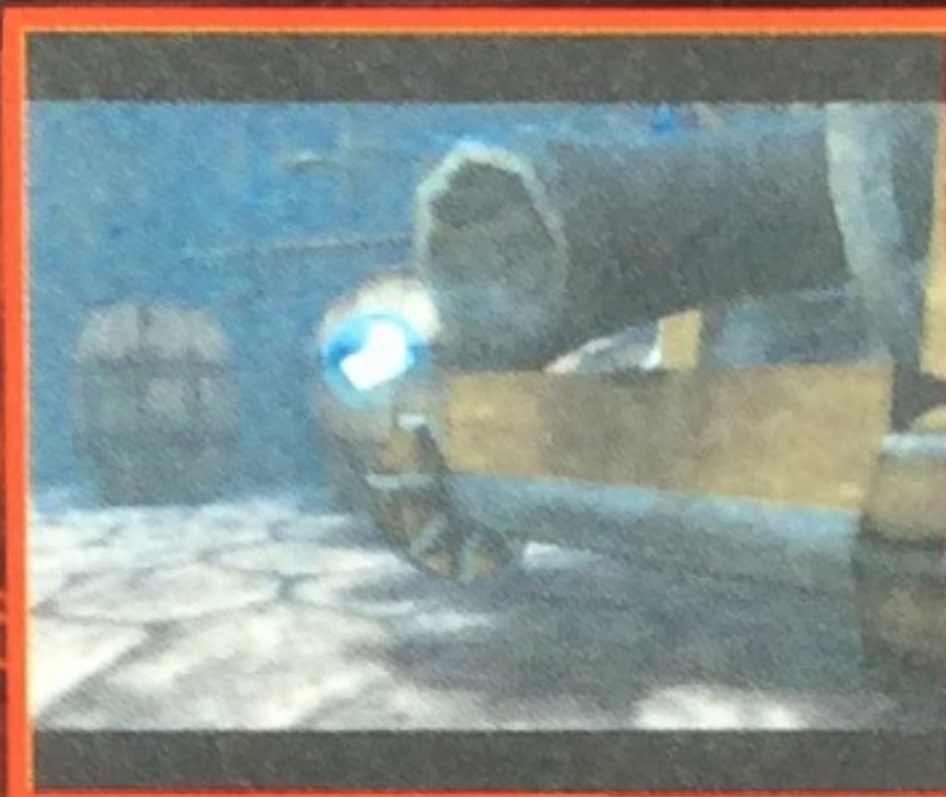
**5** Now push the cabinet in the middle of the south wall up or down the corridor. Underneath it are Grenade Rounds. Return to the first Tentacle, hit it with another 15 Arrows, push the middle cabinet to find more Arrows, then dump the Grenades into the Item Box.



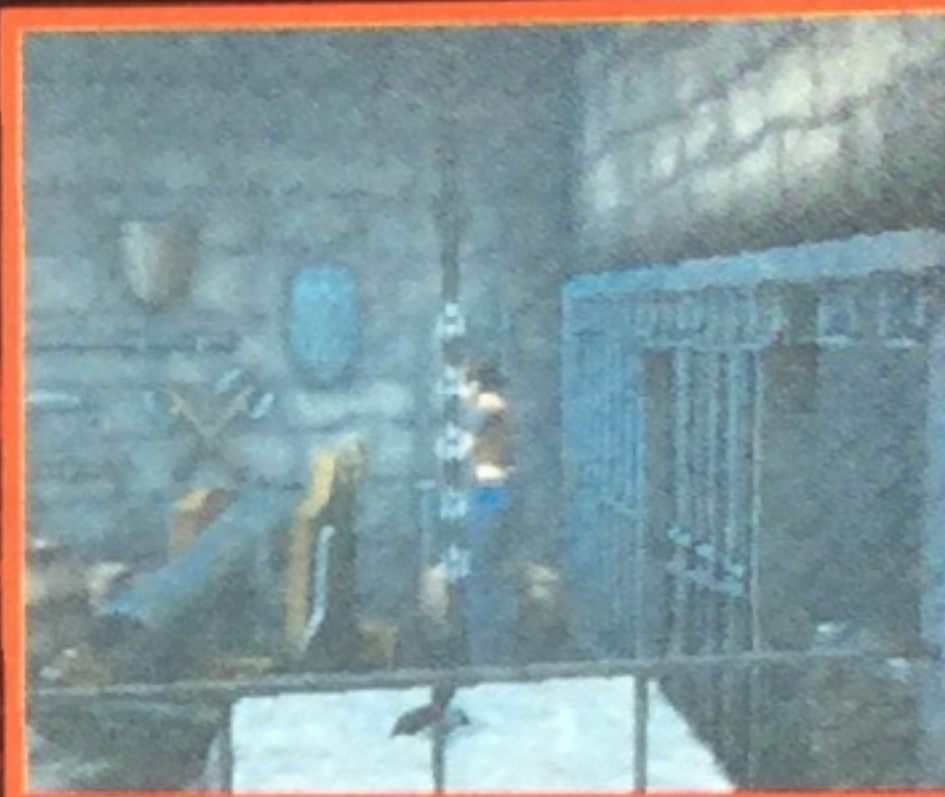
**6** Head out the door at the south end of the second part of the corridor (the door to the north is locked). You appear in a jail with two zombie prisoners. One is caged, but the other roams free. Attack!



**7** With the zombie down, there are no more enemies to fight as Claire. Head up the steps at the south end of the path, and onto a shallow platform with an ornate cannon. Step around the cannon and pick up the Security File.



The File tells of a self-destruct system in the labs, and hints at the code needed to start it. When you've finished reading, turn the cannon handle. The barrel drops, and a Crystal drops out.



The Crystal activates a trap. A block of stone crashes down on a chain as soon as you walk to the south of the cannon (the shadow shows where *not* to stand).



**8** Quickly run under the stone block and pick up the Crystal. The stone should crash down behind you – unless you're dawdling. Now to find some cunning method of extracting the Security Card inside the Crystal.

## TIP

The timing for this puzzle must be spot on to avoid a squishy death. If you die here, reload, and simply grab the Bow Gun and get here as fast as you can, then head back to drop weapons and mix medicine.

## PUZZLE ZALES



Run across the stone's shadow, then run either into the cage with the slumped zombie and the Bow Gun Arrows, or to the east wall. The stone drops behind you.

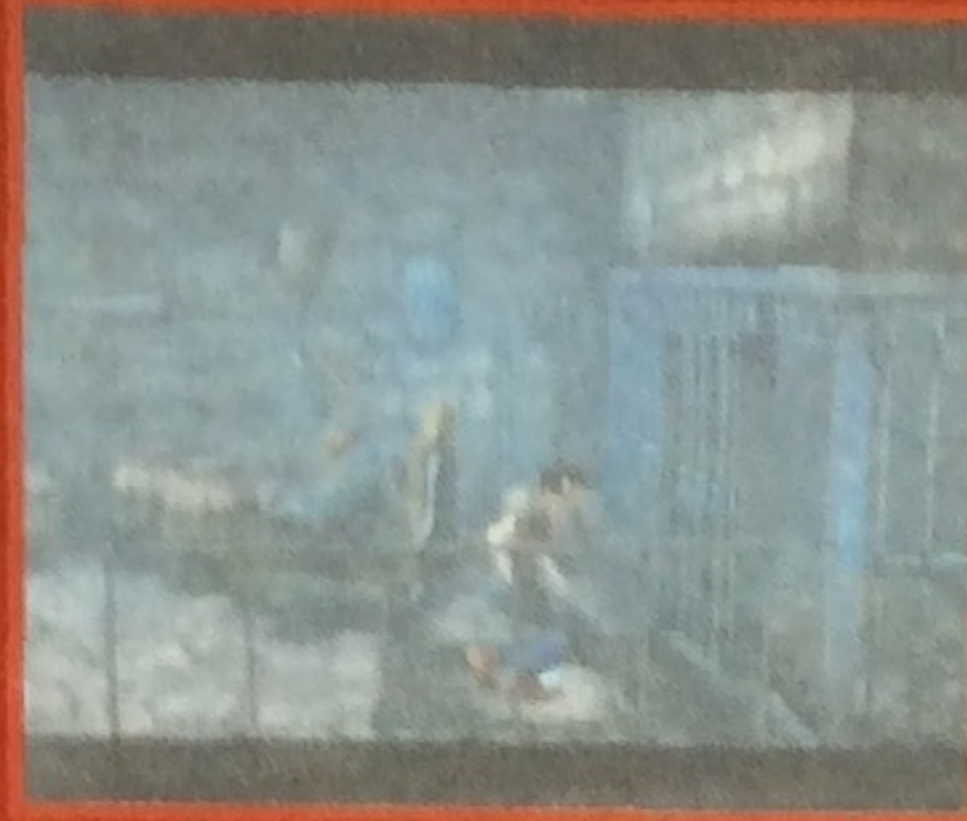


As soon as the stone starts to rise, move forward into the center of the shadow and select the Crystal from your inventory.

## PUZZLE

### TIP

For precision movement, try using the D-Pad to move - the Analog stick can cause you to move erratically.

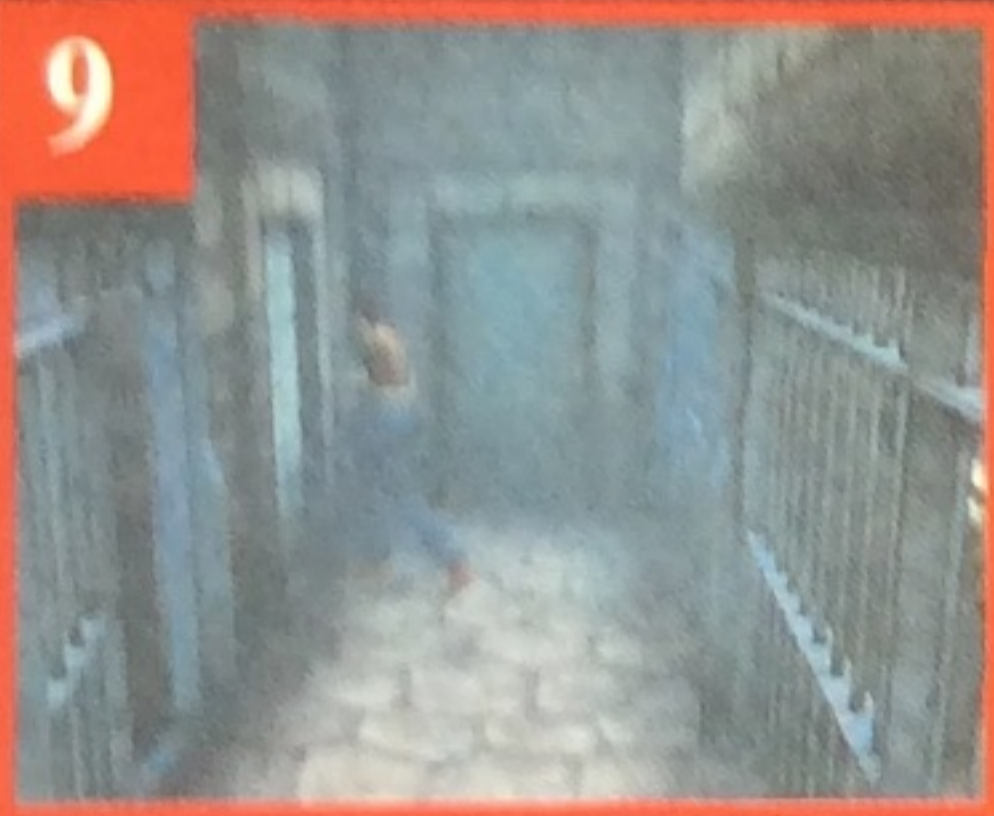


If you were quick enough, stood in the middle, and chose the Crystal, Claire places the ball on the ground, and steps backward.



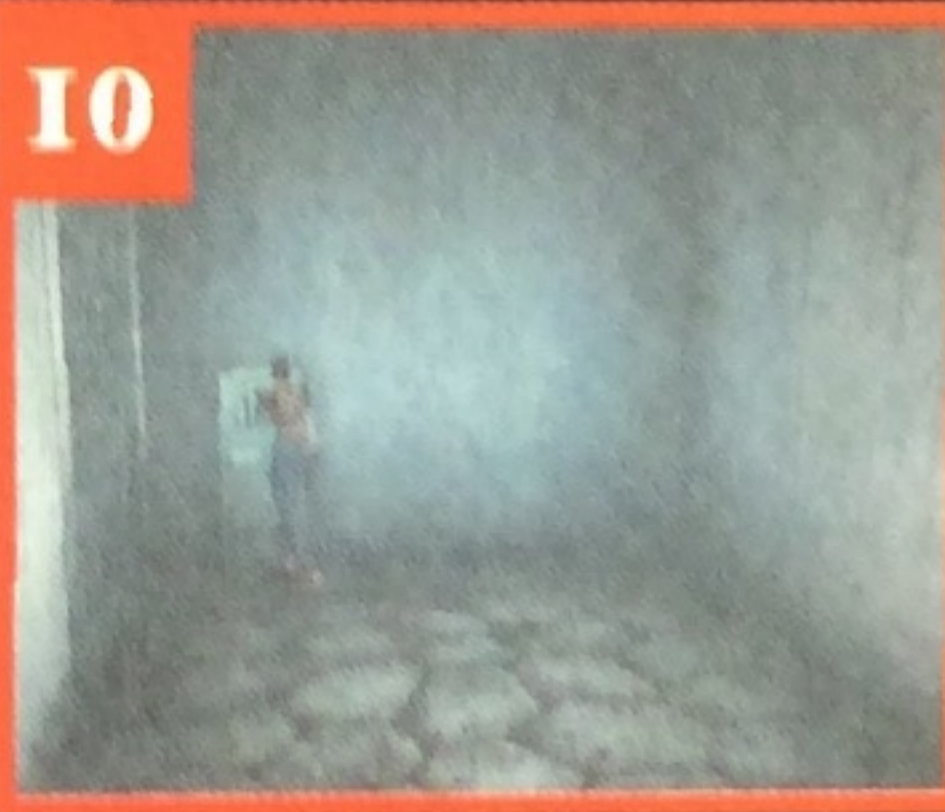
The stone falls and crushes the Crystal, releasing the Security Card. As soon as the stone starts to rise, run forward and pick up the exposed Security Card. Be quick or be dead. When you take the Security Card, the mechanism lifting and dropping the stone stops.

9



There are more Bow Gun Arrows in the cage. Those elevator doors are locked. There are also stairs leading up to a platform, but all the doors there are locked.

10



Go to this room. Use the Security Card on the reader to raise the bars. When you enter, the door to the corridor locks behind you.

### TIP

Stop! Before you swipe the lock with the Security Card, check you have enough Health. You don't need weapons any more, so run back and place every weapon and piece of ammunition in the Item Box. Now go to the card reader.

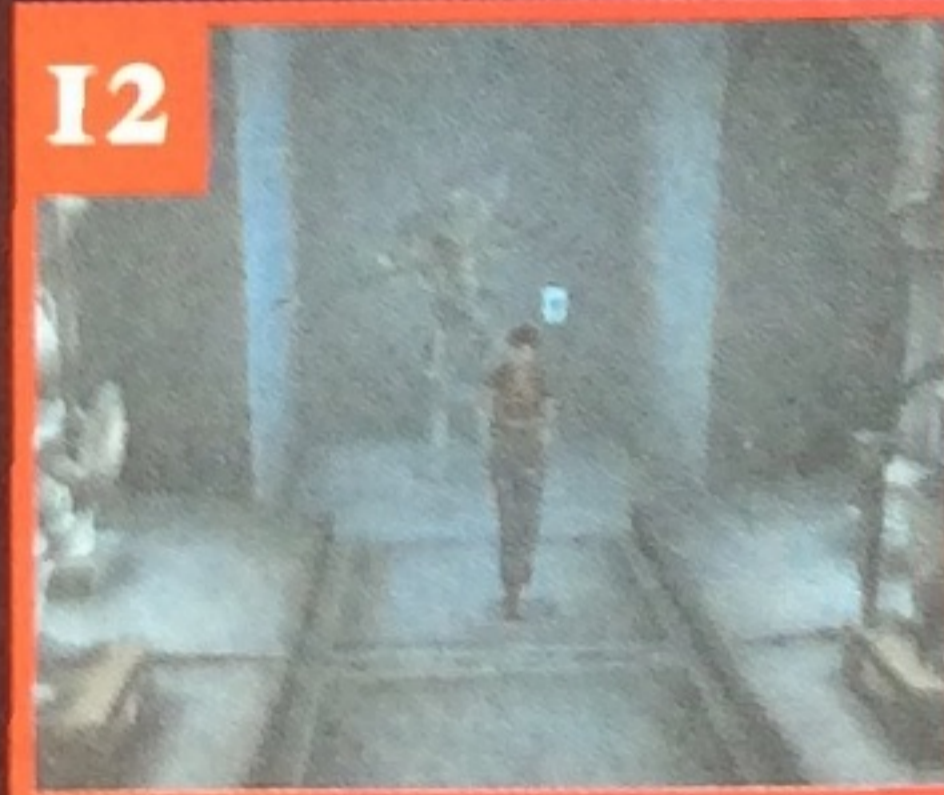
11



At the end of the hall, you see a figure bound to a chair, with a huge battle-axe pinning him to the west wall. It's Steve!

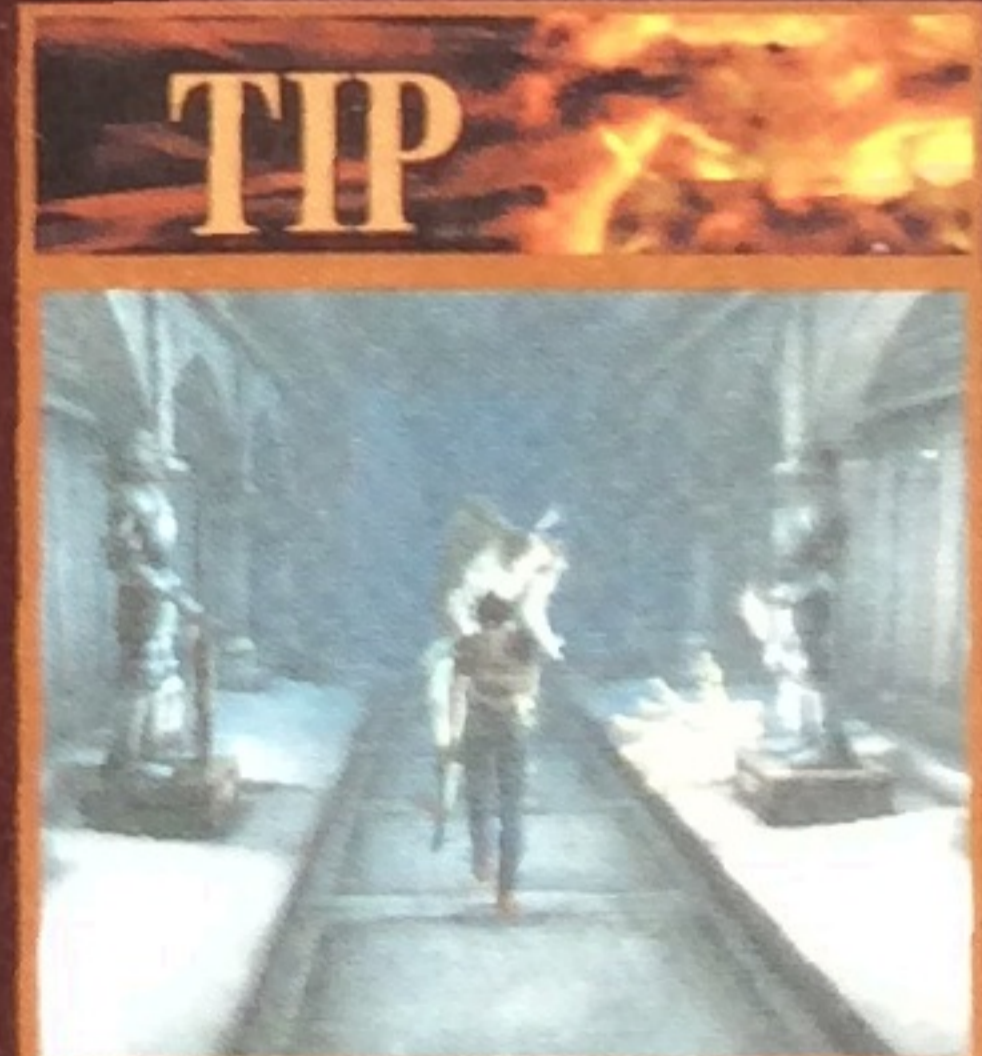
## BOSS BATTLE STEVE BURNSIDE

12



No amount of firepower can stop a T-Virus-infected Steve Burnside. Run! Turn around, and head down the hallway away from the Steve monster.

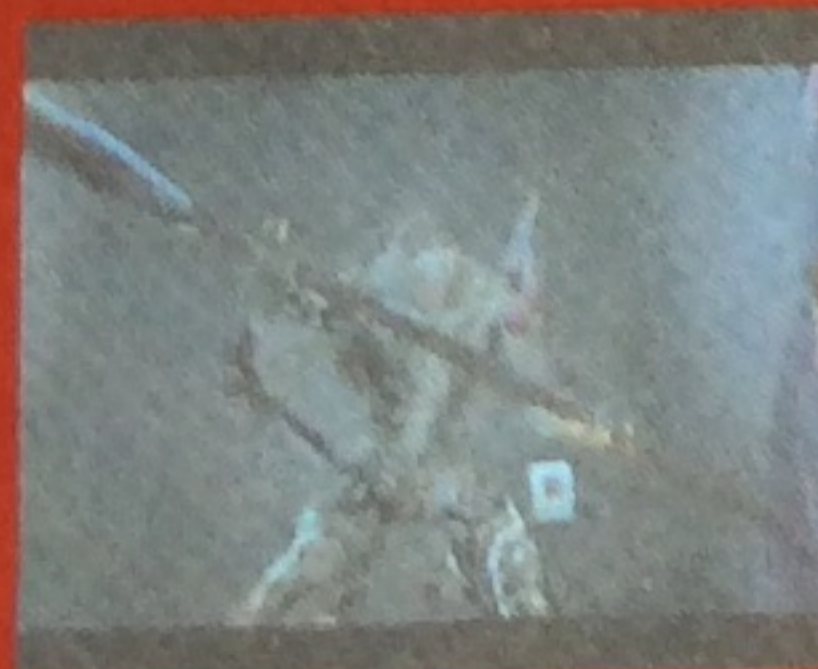
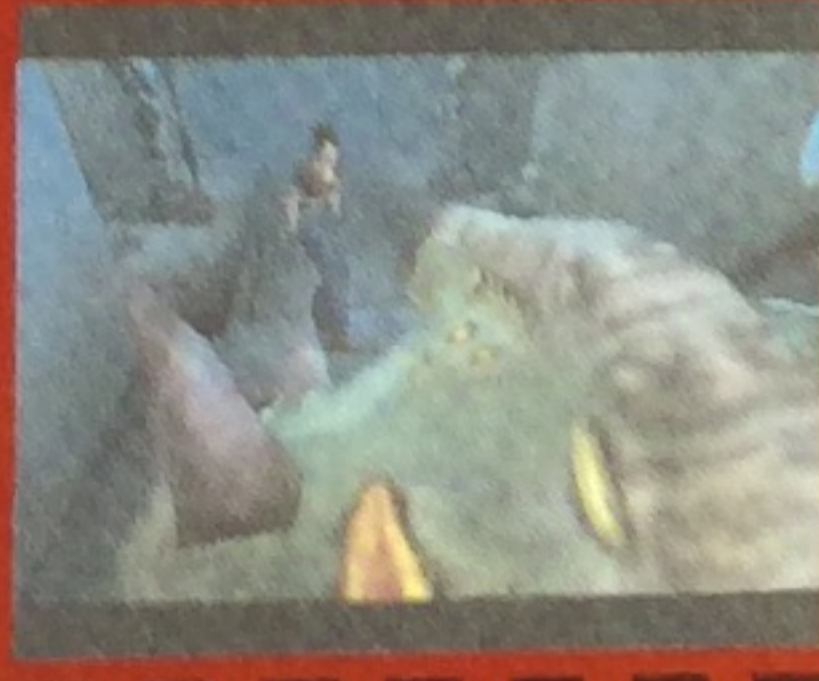
### TIP



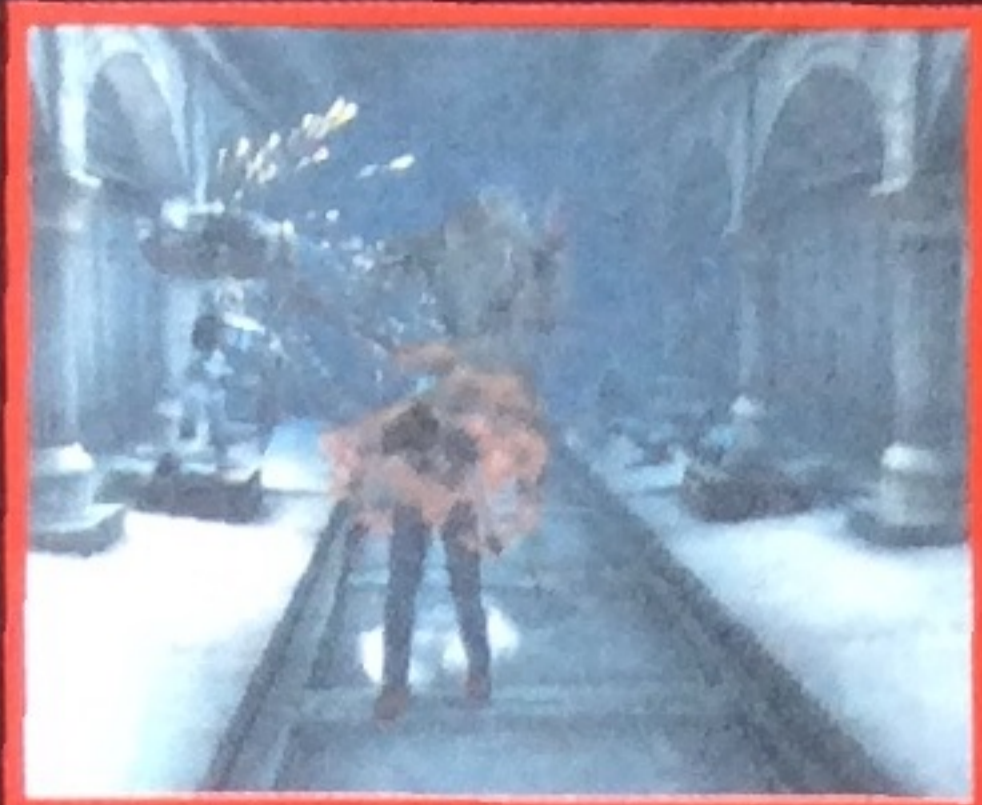
Having trouble turning and running? Practice this combo move: Execute a quick turn, then immediately start sprinting.



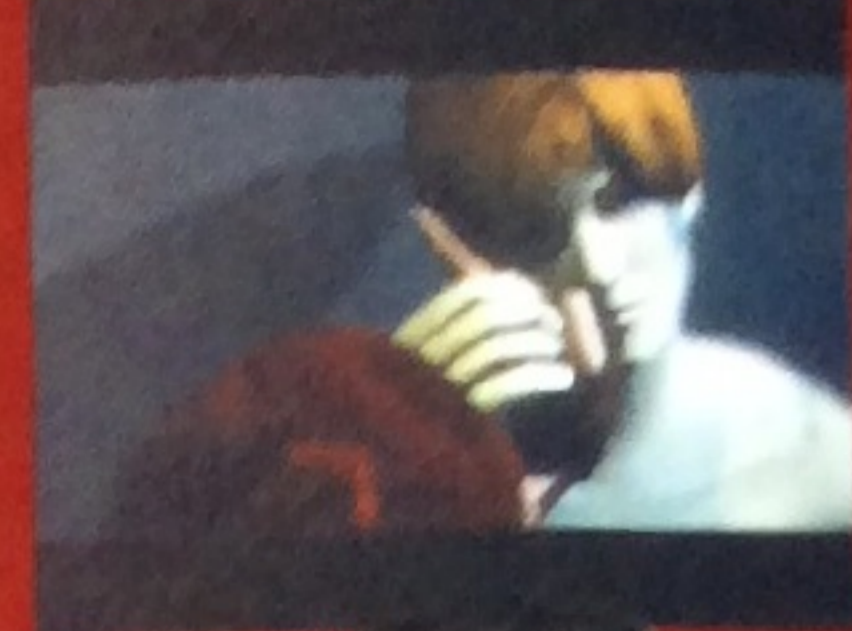
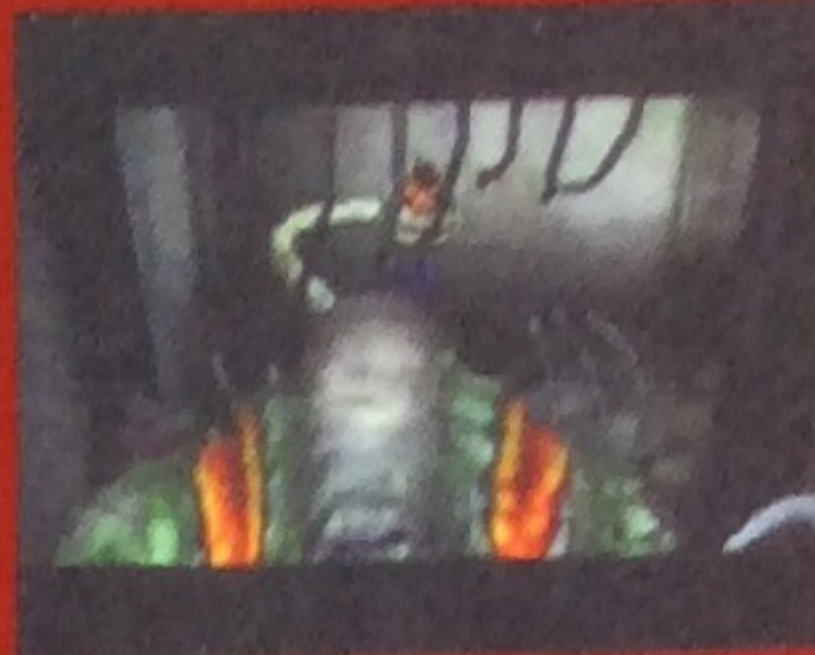
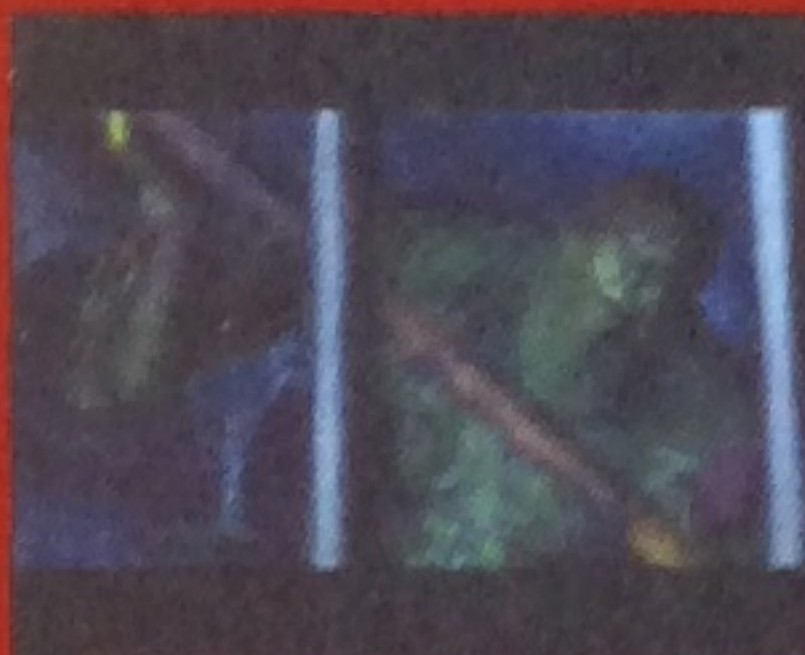
Claire pushes a wall switch and frees Steve. Steve says that Alexia threatened to experiment on him the way she did with her father, Alexander. Steve convulses and turns into a beast that rips the axe from the wall and charges screaming at Claire!





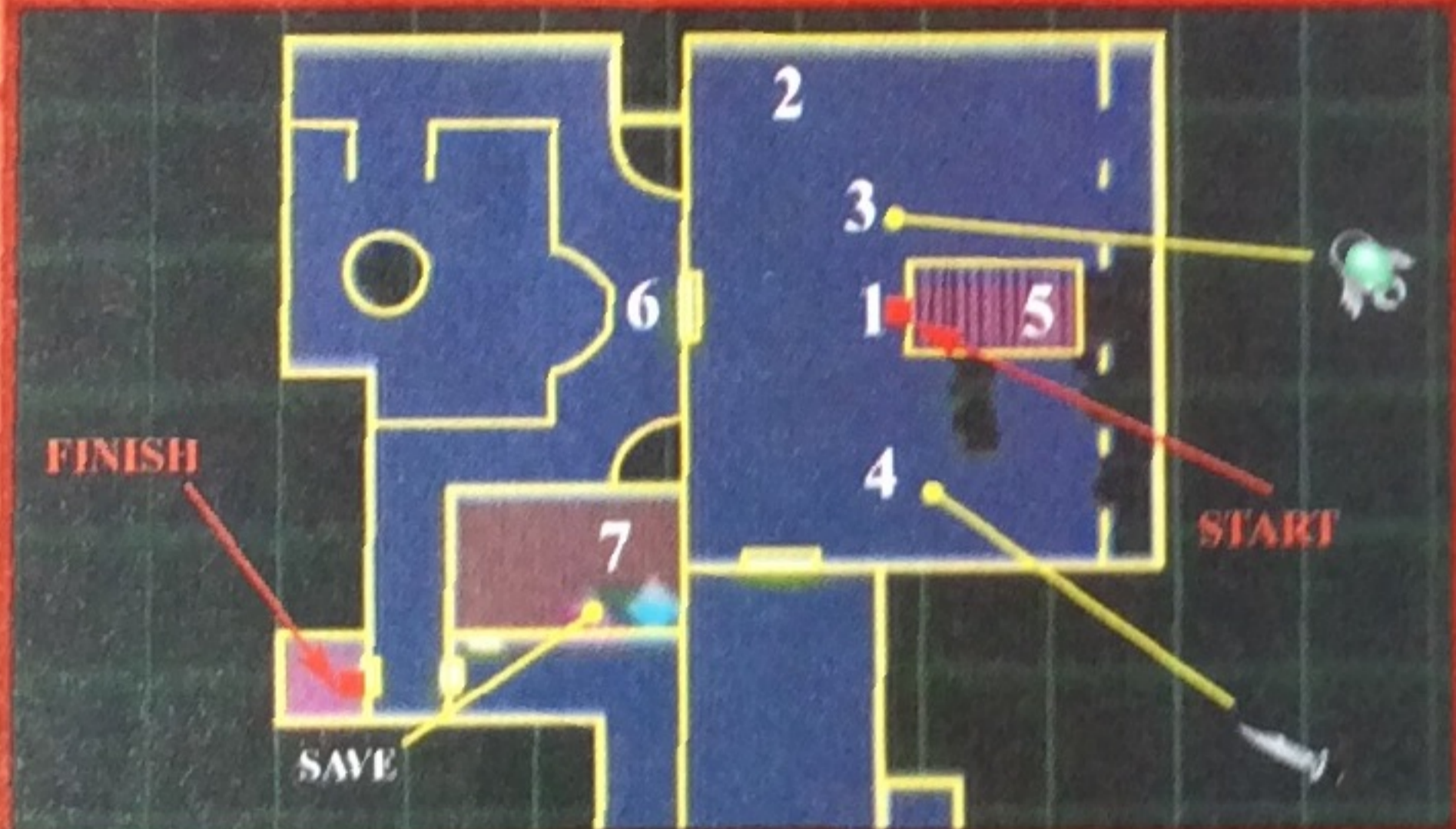


Steve hits you in the back with his giant axe. Check your Health (it's likely to be in the Danger range), and heal yourself with an Herb Mixture. Then return to the game, sprinting the whole way. If you're hit again, repeat the process, and don't stop sprinting!



Steve turns from a threat into a hero just in time! Steve is himself again, but that blow was fatal. Claire and Steve cuddle as he takes his final breath.

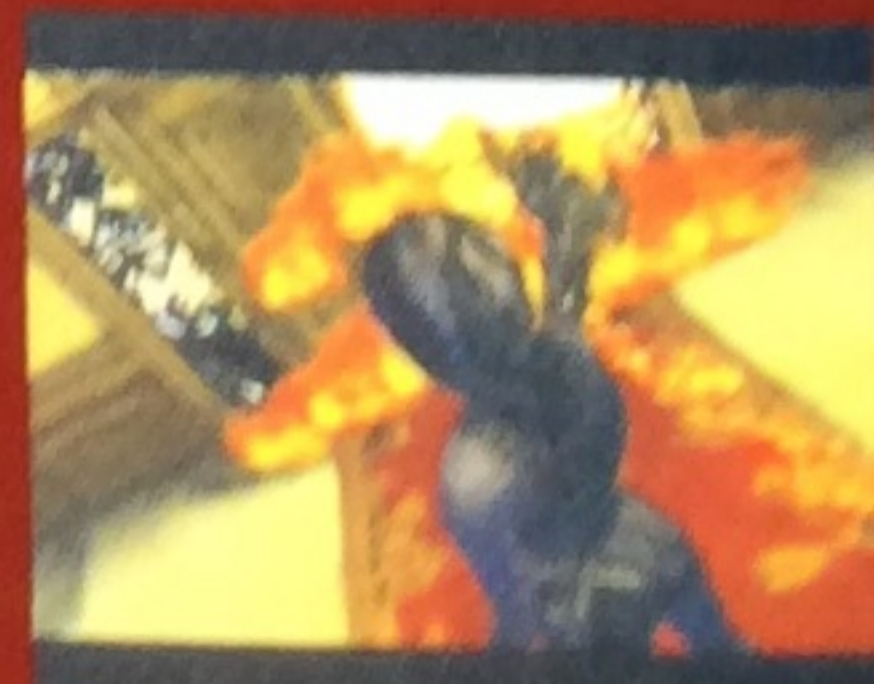
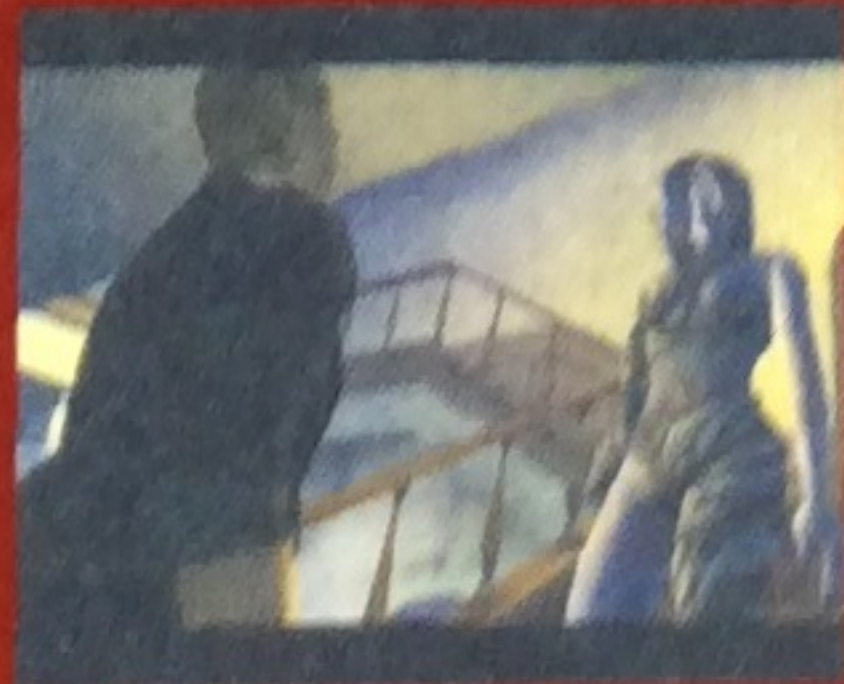
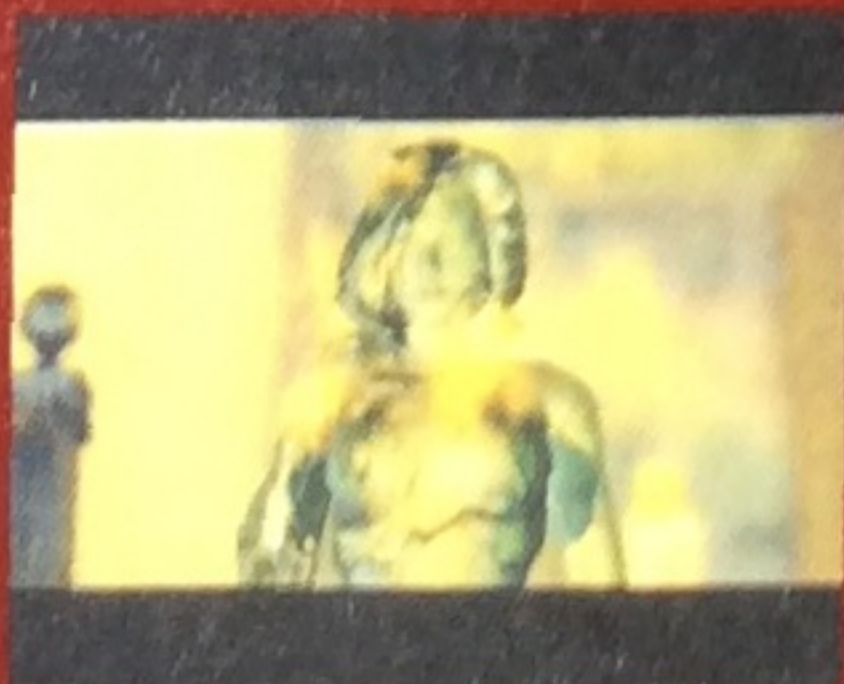
## ALEXIA TRANSFORMED



Antarctic Transport Terminal  
Basement Fifth Floor

### KEY

- Alexander's Choker
- Combat Knife



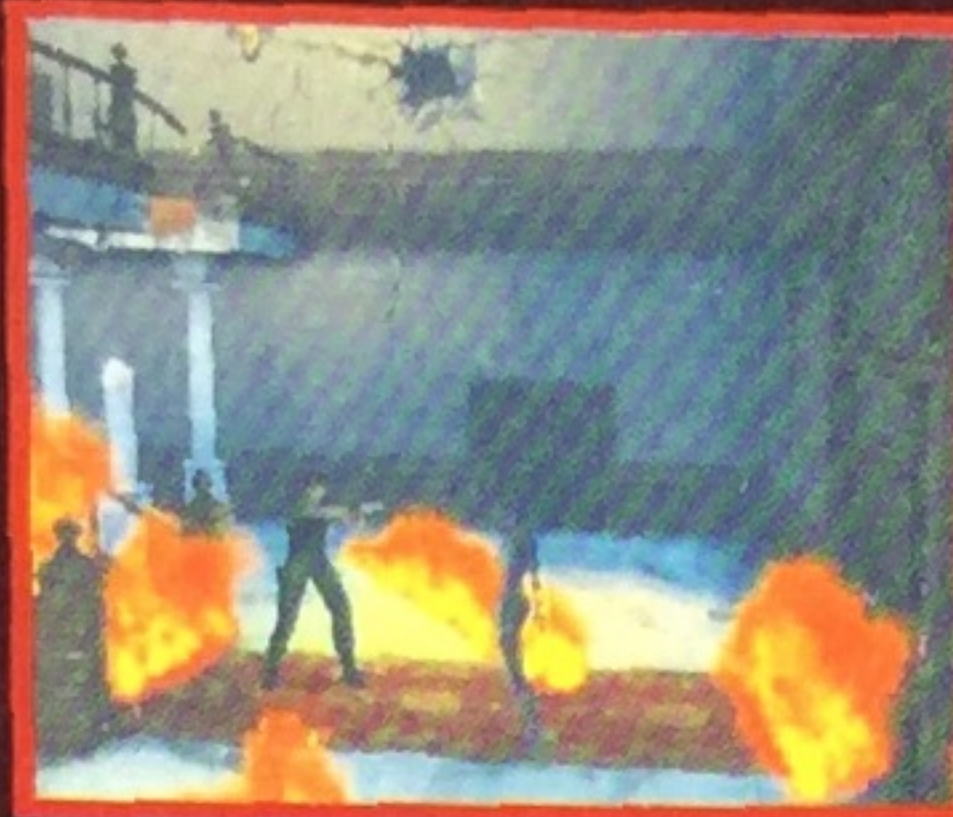
Meanwhile, Albert Wesker has arrived and is interested in Alexia's body - at least the T-Virus in her system. Alexia shows Wesker how powerful she has become, and Wesker retreats as Alexia spots Chris. She turns on him, blocking his exit with a wall of fire. Time to face the other Ashford!

## BOSS BATTLE ALEXIA – FIRST ENCOUNTER

**I**



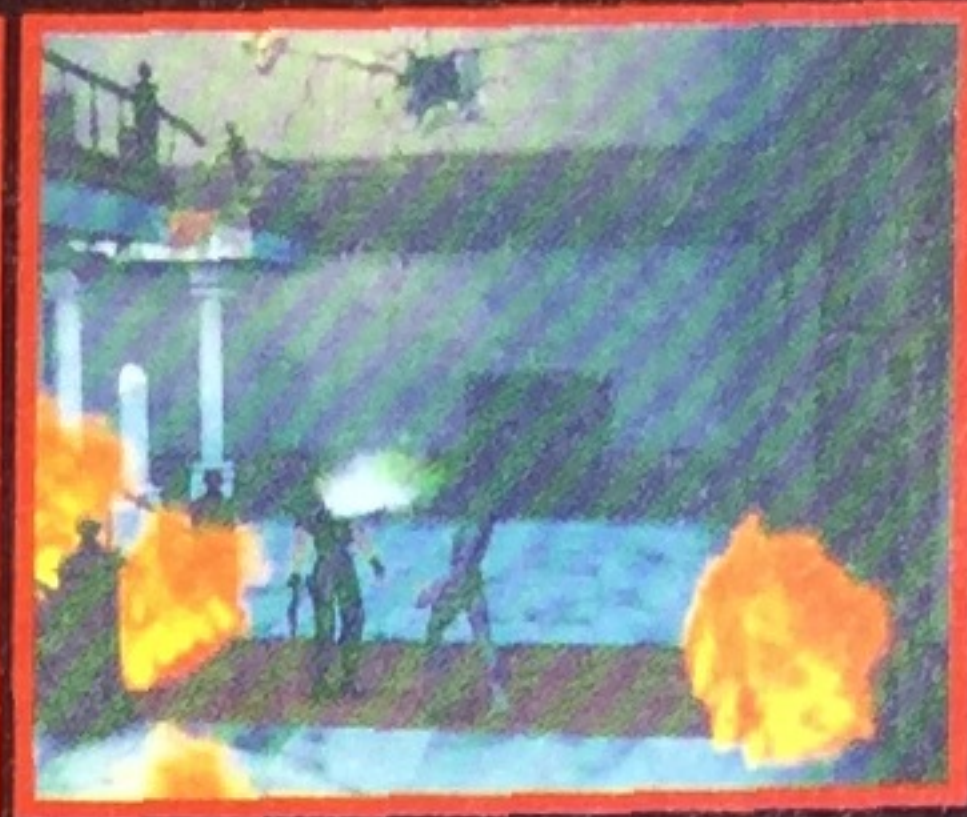
When Alexia sweeps her arm around, an arc of blood lands on the floor.



A second later, it sprouts into a raging inferno that lasts around five seconds. Do *not* stand on the blood trail or the fire – it damages you severely.



If Alexia's attacks strike you, back up or run forward, and then check your Health. Just be sure to not get trapped by the fire.



Alexia's other attack is even more unpleasant – she spits bile when you're six feet or less from her. Retreat and check your Health if you're hit.

### TIP

At extremely close range, Alexia will try to grab you. If this happens, say goodbye to Chris – he can't survive the savagery. It is imperative to keep away from Alexia as she advances.



Arm yourself with the Magnum, let off a shot, and fire another when it hits Alexia.

**2**



Now run to the north part of the hall and plug more Magnum shots into her. When Alexia stumbles, wait for her to rise, then fire more shots at her. It takes five or six hits to topple her.

### NOTE

If you don't have the Magnum, all is not lost! Although you'll be running around a lot more, a rapid-fire weapon, ten Shotgun blasts, or ten Grenades can cripple Alexia. Choose your weapon and attack!

**3**



When the fight is over, heal if you need to, and inspect the glistening object at the base of the stairs. It's Alexia's Choker. Pick it up.

### NOTE

**4**



You may spot another glistening object on the ground in the south area of the hall near the destroyed balcony and stairs. It's the Combat Knife – don't pick it up if your inventory is full. It only appears if you didn't pick it up when you freed Claire from the cocoon.



Examine the item in your inventory, and you'll see that just like Alfred's ring, the setting in Alexia's Choker can be removed, leaving you with Alexia's Jewel. Now head up the staircase.

**5**



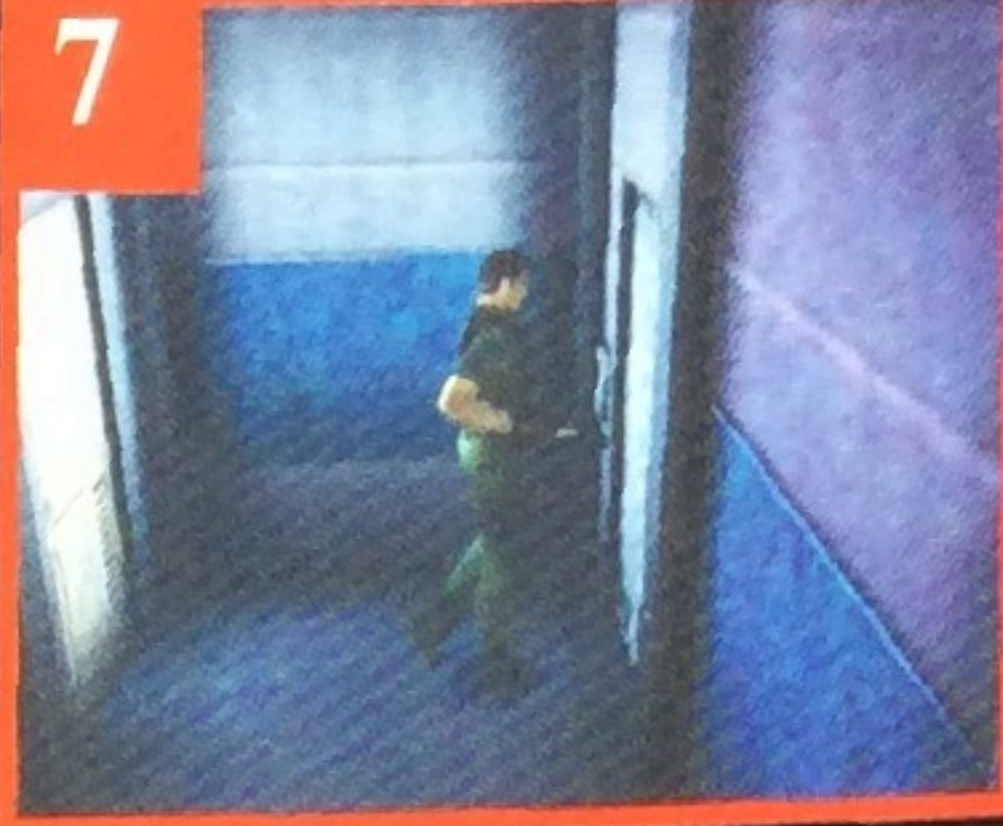
At the top of the first set of steps is a large painting of Alfred, Alexia, and Alexander Ashford. Place Alfred's and Alexia's Jewels on the painting. Alexander must also have a jewel. Didn't you read that Alexia experimented on her father?

6

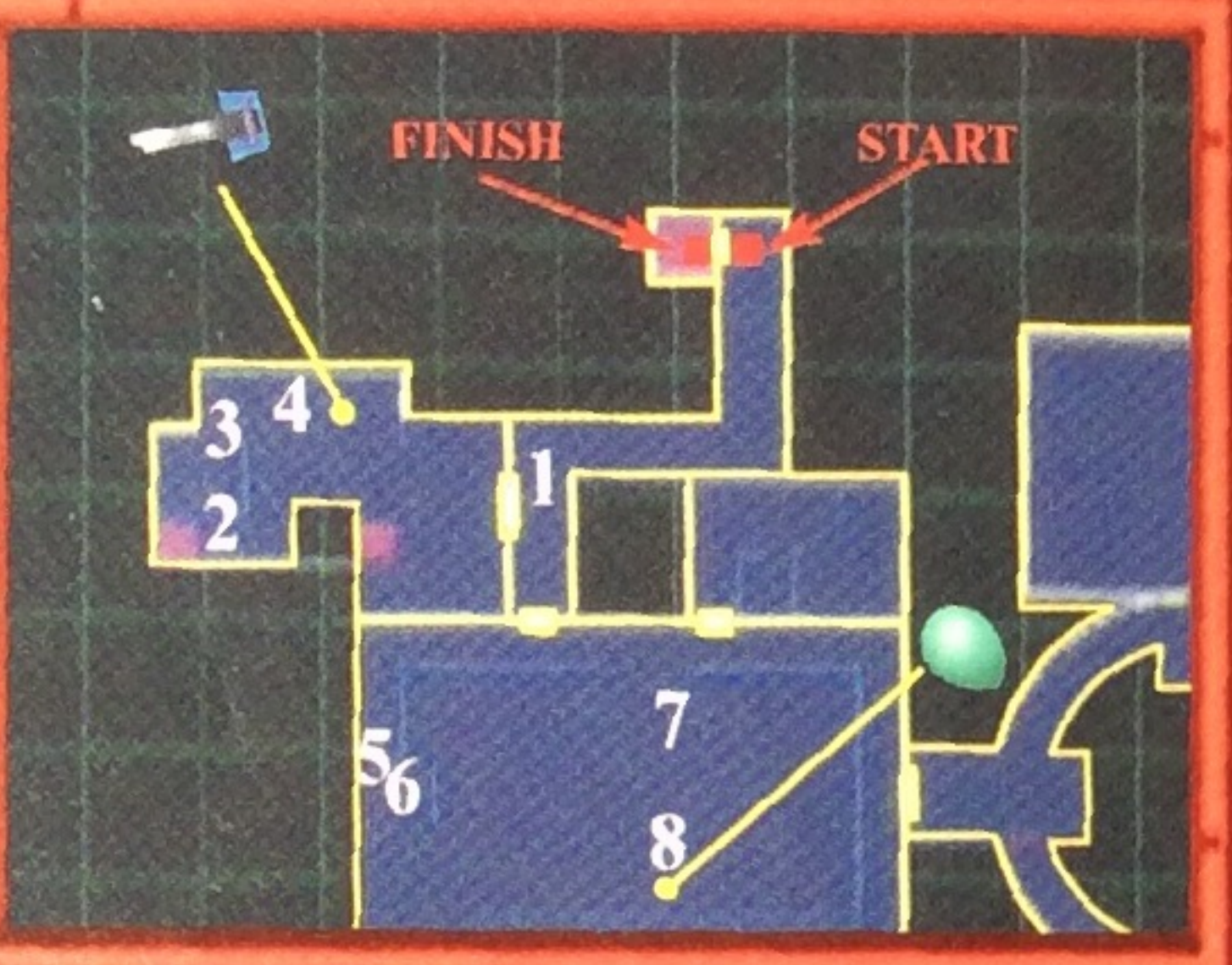


Leave the hall via the western double doors. It appears that Alexia isn't dead, and she rises up from the ground as you depart. She's gone if you try to return to the hall.

7



Now run across the ornamental garden, under the archways, and back into the Save Room near the frozen corridor. Enter the room, and procure the Octa Valve Handle and the Socket. Then head to the elevator to the west of the frozen corridor.



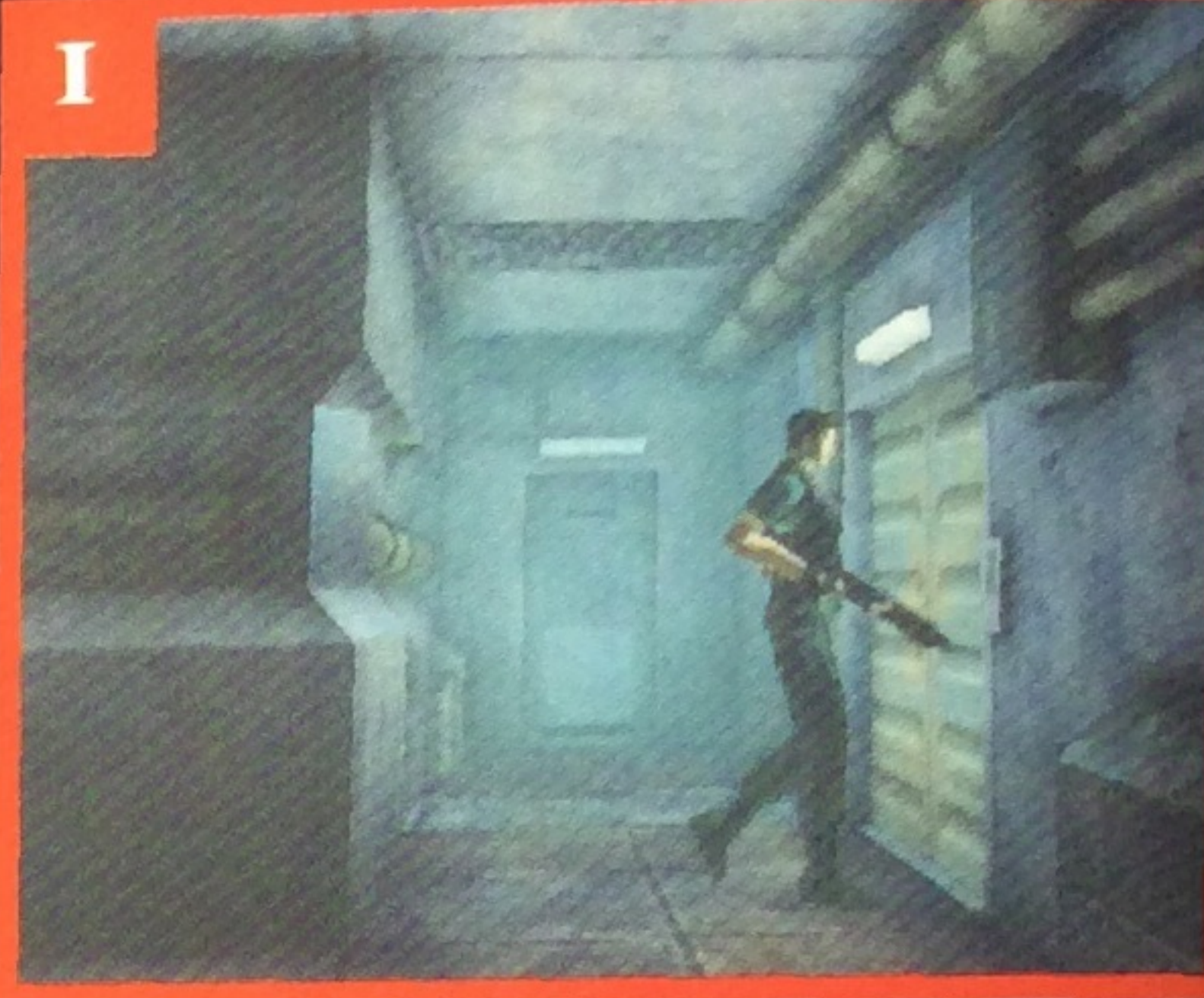
Antarctic Transport Terminal B1F

KEY

- Crane Key
- Alexander's Pierce

On the main floor of the terminal, turn and head south, then west, then south again down the corridor where the Spotters once roved. Then head through the double doors to the west.

I



2



You are in the monitoring and storage room with the barrel of Extinguisher mixture in it. Ignore the barrel and the elevator, and head to the lift on the far side of the room. Ride it to the top.

3



There's an object in the vat of water, but the water needs to be drained. Run over the pool of blood, past the monitor, and to the set of pipes next to the vat's ladder. Combine the Socket and the Octa Handle Valve to create the Square Valve Handle, and place it onto the pipe.



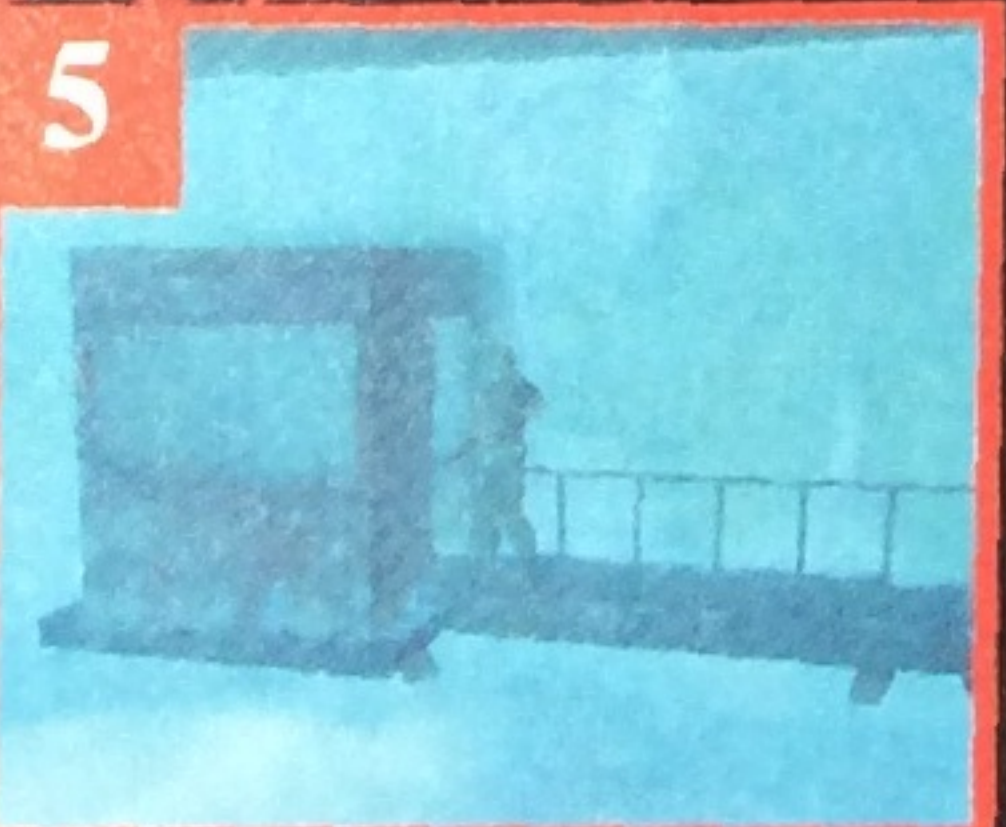
Chris turns the valve, draining the water from the vat. Once the vat is empty, arm yourself with the Shotgun, and clamber down the ladder into the vat, then turn around.

4



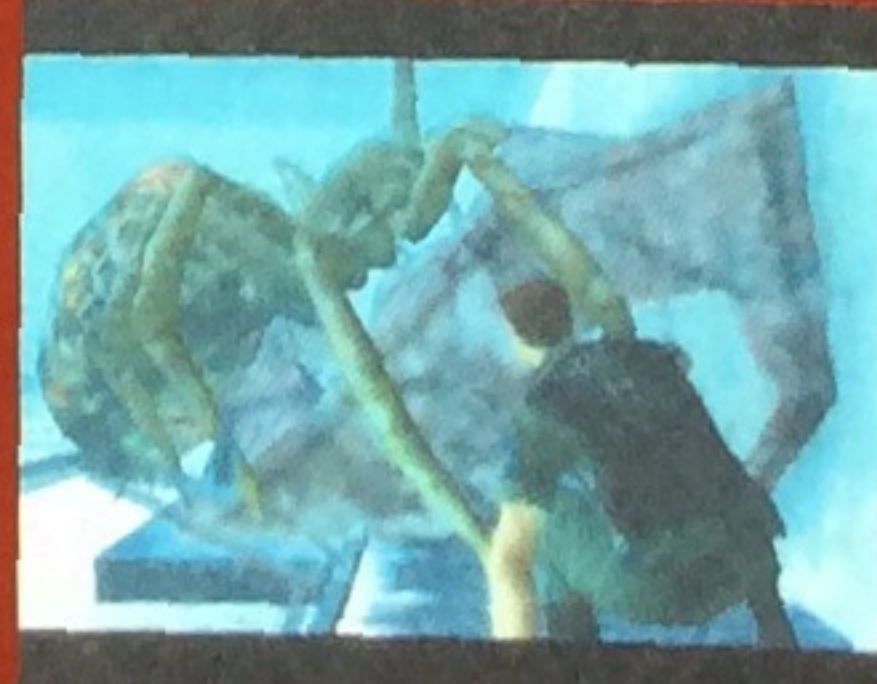
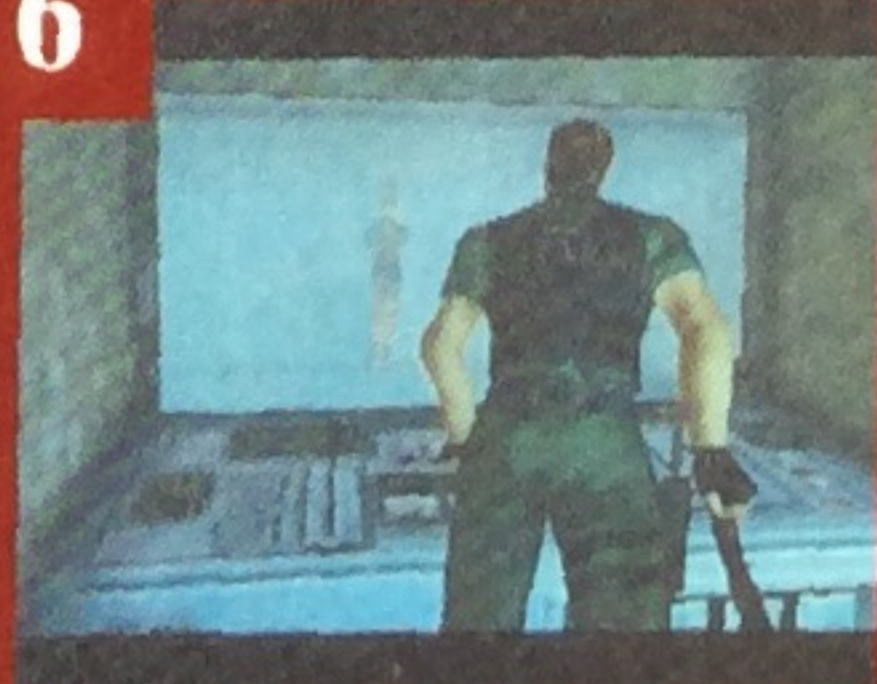
Walk slowly across the vat floor – you'll see an object twinkling on the floor. Move to the position indicated in this screen, face east, and pick up the Crane Key. The vat's glass shatters as a Seeker rips through. Unload three shotgun shells into it.

5



Now head into the central room with the broken catwalk where the Giant Black Widow was. Stay on this catwalk and run into the control booth.

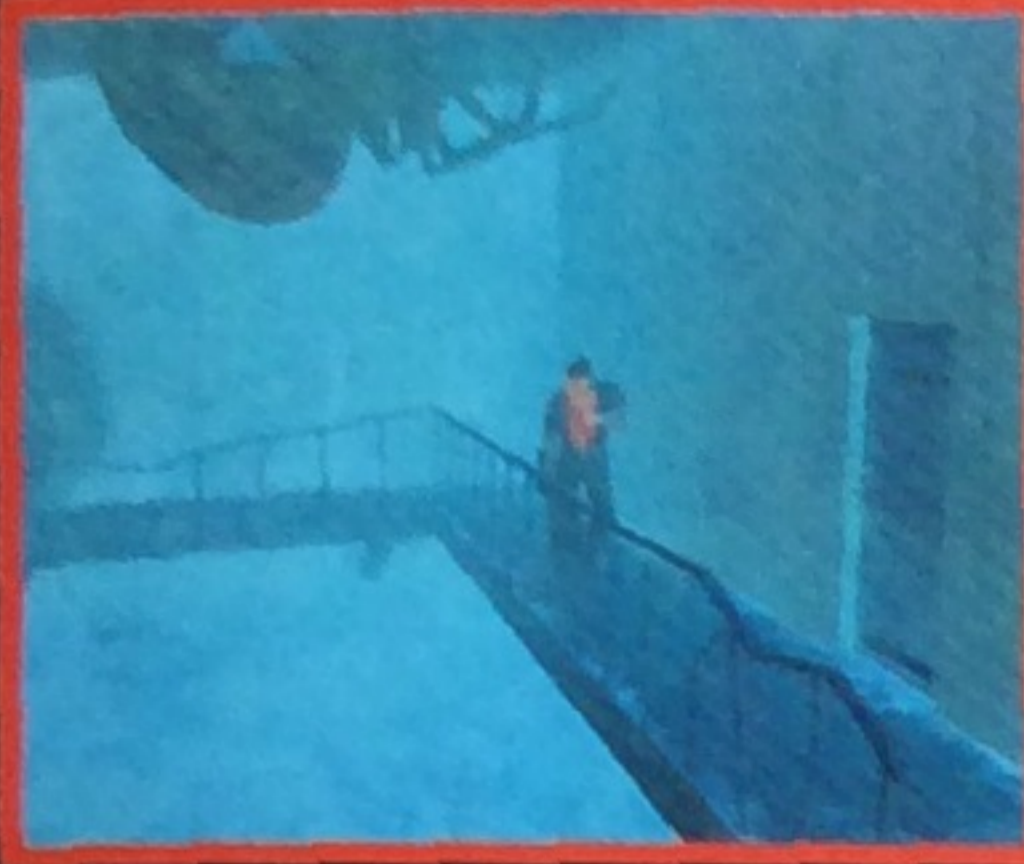
6



Check the controls, and you'll be prompted to insert the Crane Key. Once turned, the crane brings the body of the Nosferatu up out of the ice, leaving it hanging in the air. A sparkling green object falls from the corpse.

A second later, the Giant Black Widow emerges from the ice, smashing the booth and sending Chris flying for cover.

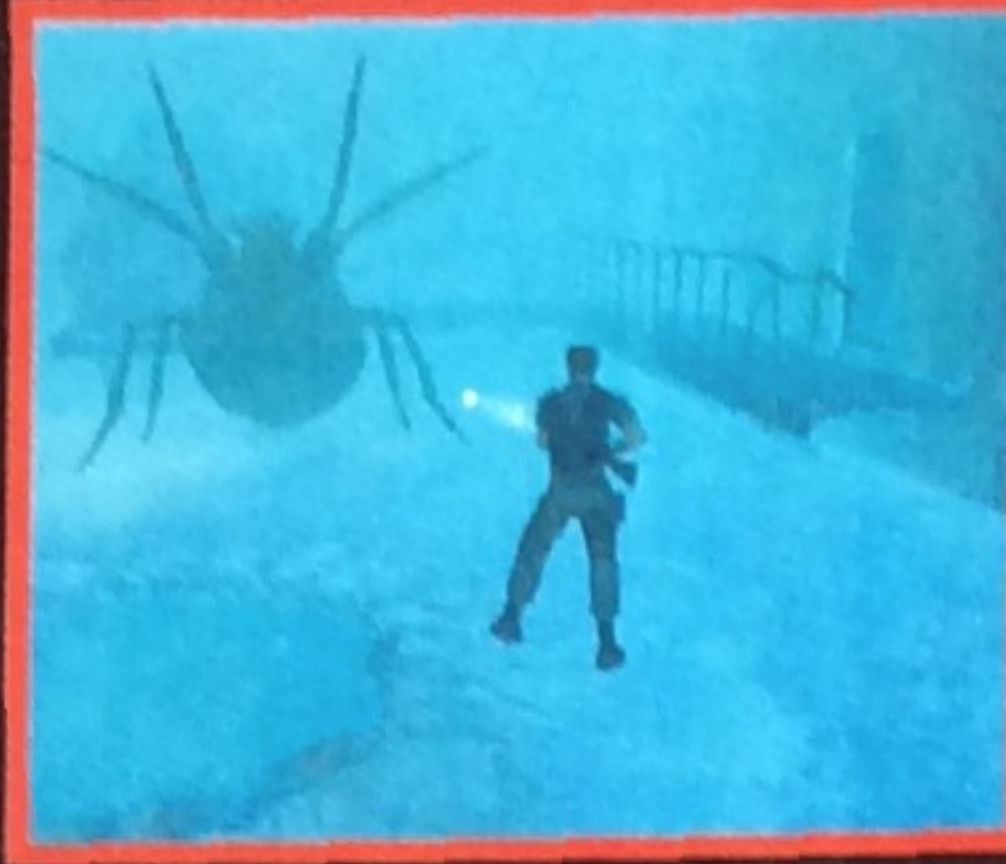
## BOSS BATTLE BLACK WIDOW



Dash underneath the spider's body, getting up from the floor when the beast flicks you with its feet. It only takes four of these leg pounds to kill you, so check your Health. Jump off the catwalk and onto the ice.



Run onto the ice, and take up the position indicated in this screenshot. Pump lead or Grenades into the beast. After one or two shots, the spider's egg sac bursts, sending dozens of tiny spiders swarming. They bite, but they don't inflict damage.

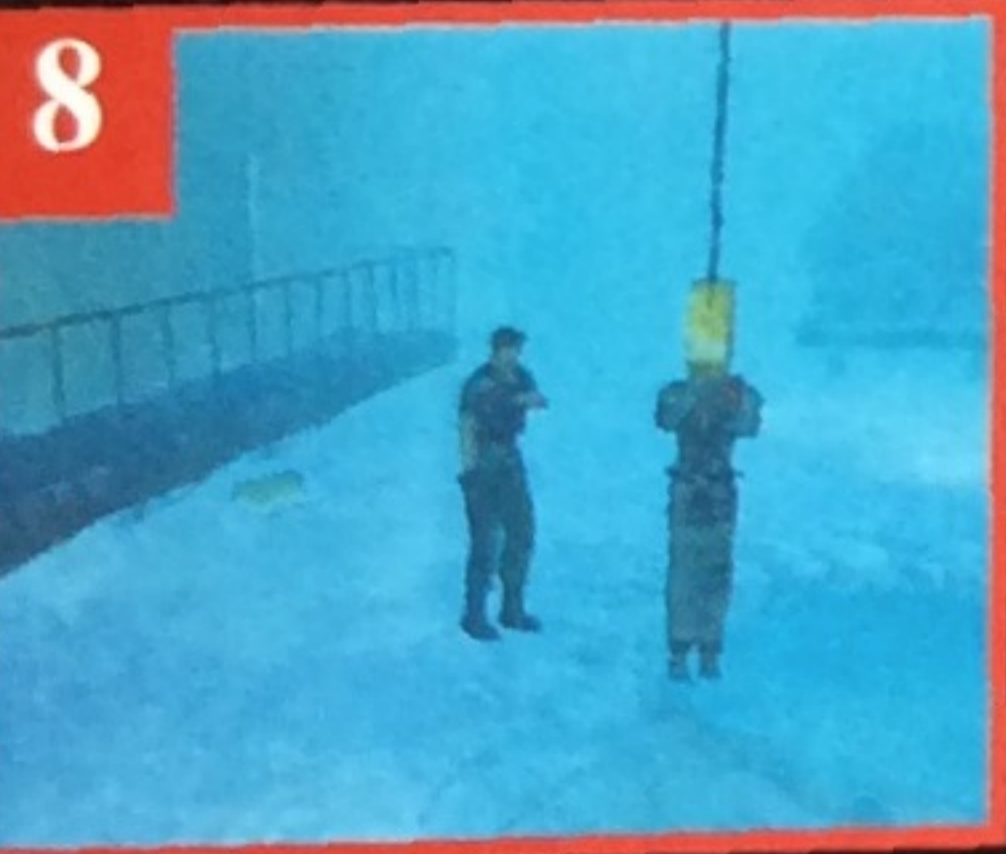


Hold this position unless the spider is almost on top of you, and keep firing away. You may take another hit or two from the spider rearing up to strike, but it crumples to the floor and oozes blood after six Flame Grenades, or a solid Assault Rifle attack.

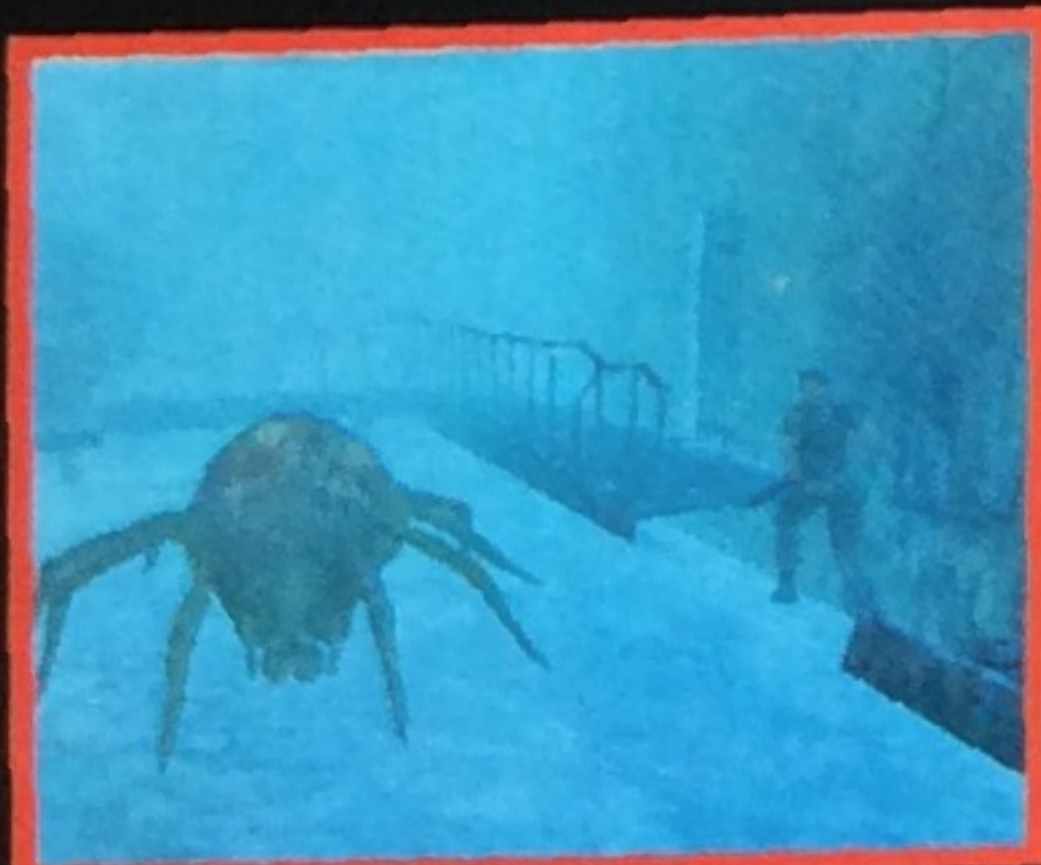
### TIP

If you don't want to fight the Black Widow, simply drop down, run to the Nosferatu corpse, take Alexander's Pierce, run back to the northwest catwalk, and open the door in the north wall.

## ASHFORD MANOR...AGAIN



Near Alexander Ashford's corpse, look for the green gem that fell out as you winched him up. It's Alexander's Pierce.



Pick it up, and examine it. The brooch piece falls away, leaving Alexander's Jewel. Pocket it, and exit the room the way you came. Head north up the corridor, and enter the elevator to the fifth floor.



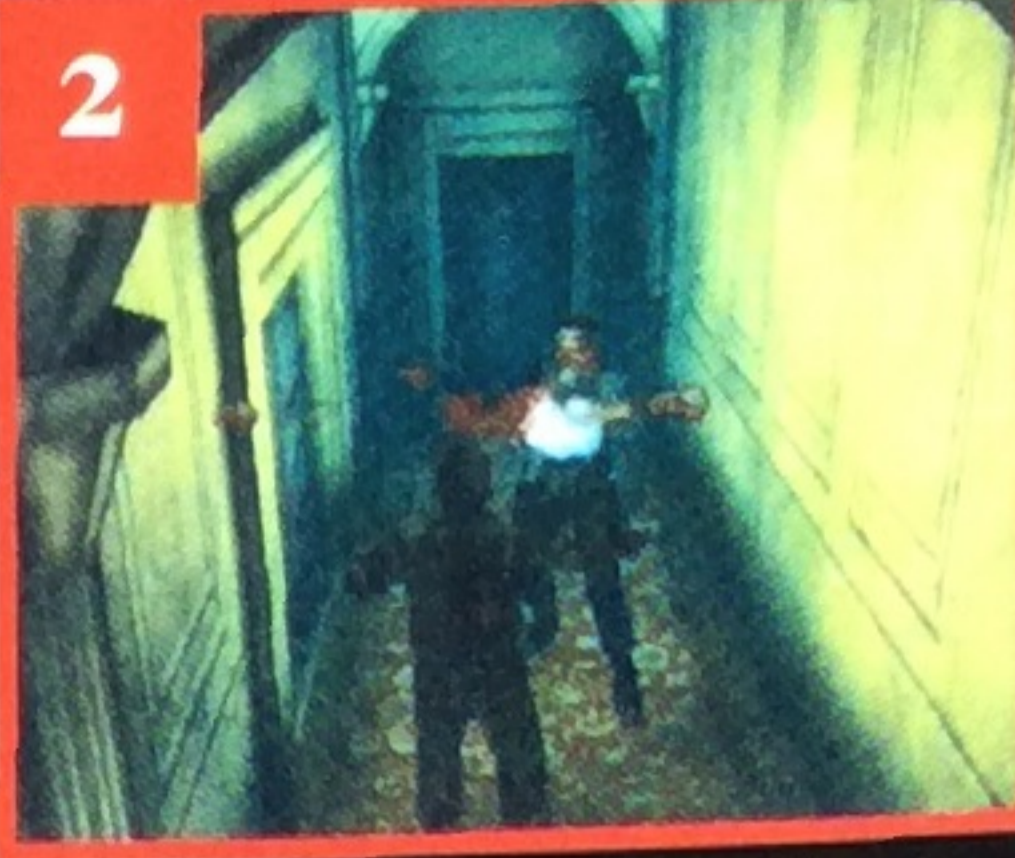
### KEY

- Ink Ribbons (3)
- Shotgun Shells (7)
- First Aid Spray
- Sterile Room Key
- Green Herb
- Music Box Plate
- Wing Object
- Handgun Bullets (15)
- Security Card
- Security File

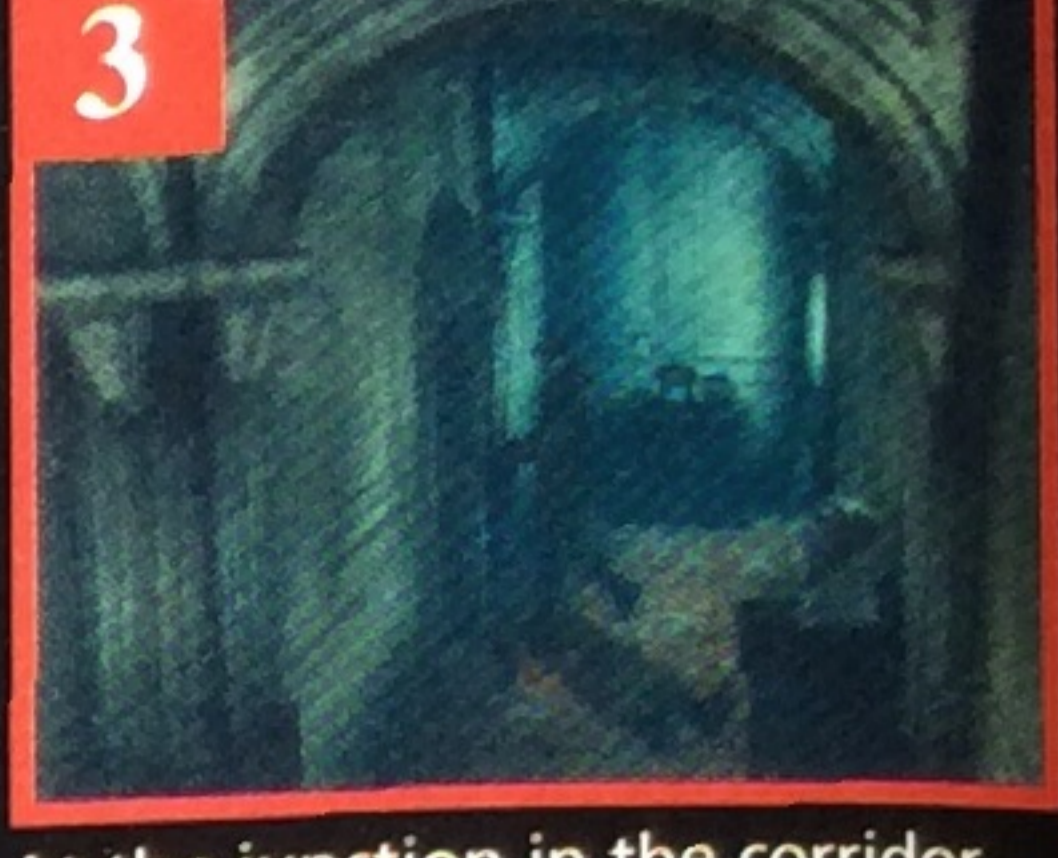




I



2



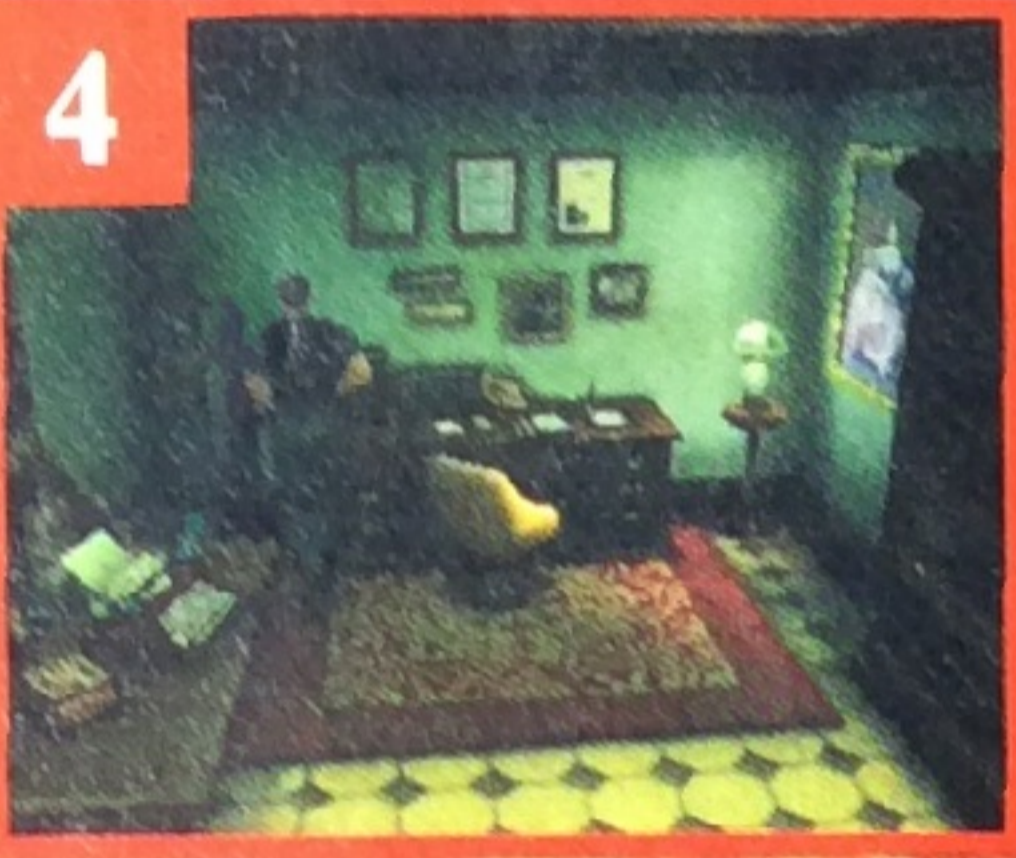
3

Step out of the elevator and advance through the ornamental garden to the double doors. Once inside, head up the steps to the painting of the Ashfords.

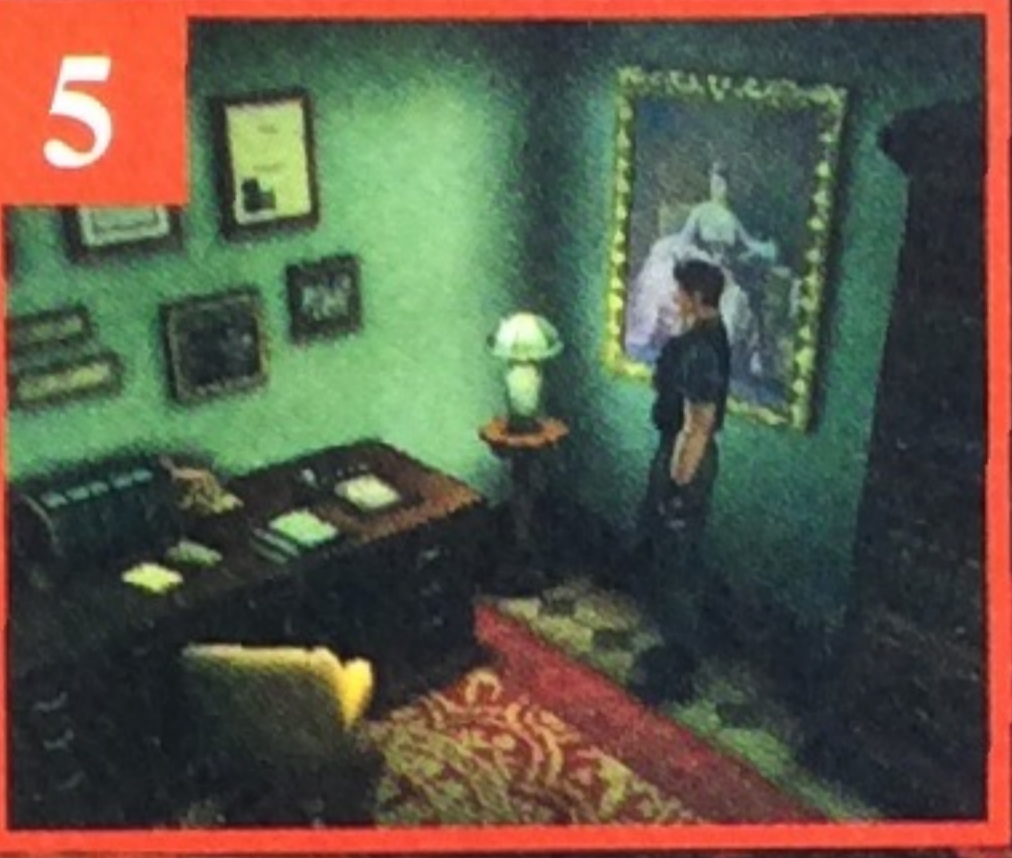
Select Alexander's Jewel from your inventory, and place it on the picture. The entire facade slides into the ground, revealing a door. Open it.

For the moment, ignore the door to Chris' right, and head down the corridor, slaughtering the four zombies.

At the junction in the corridor, head north (Chris's left), until you spot a door on the west (or left) side. Open it.



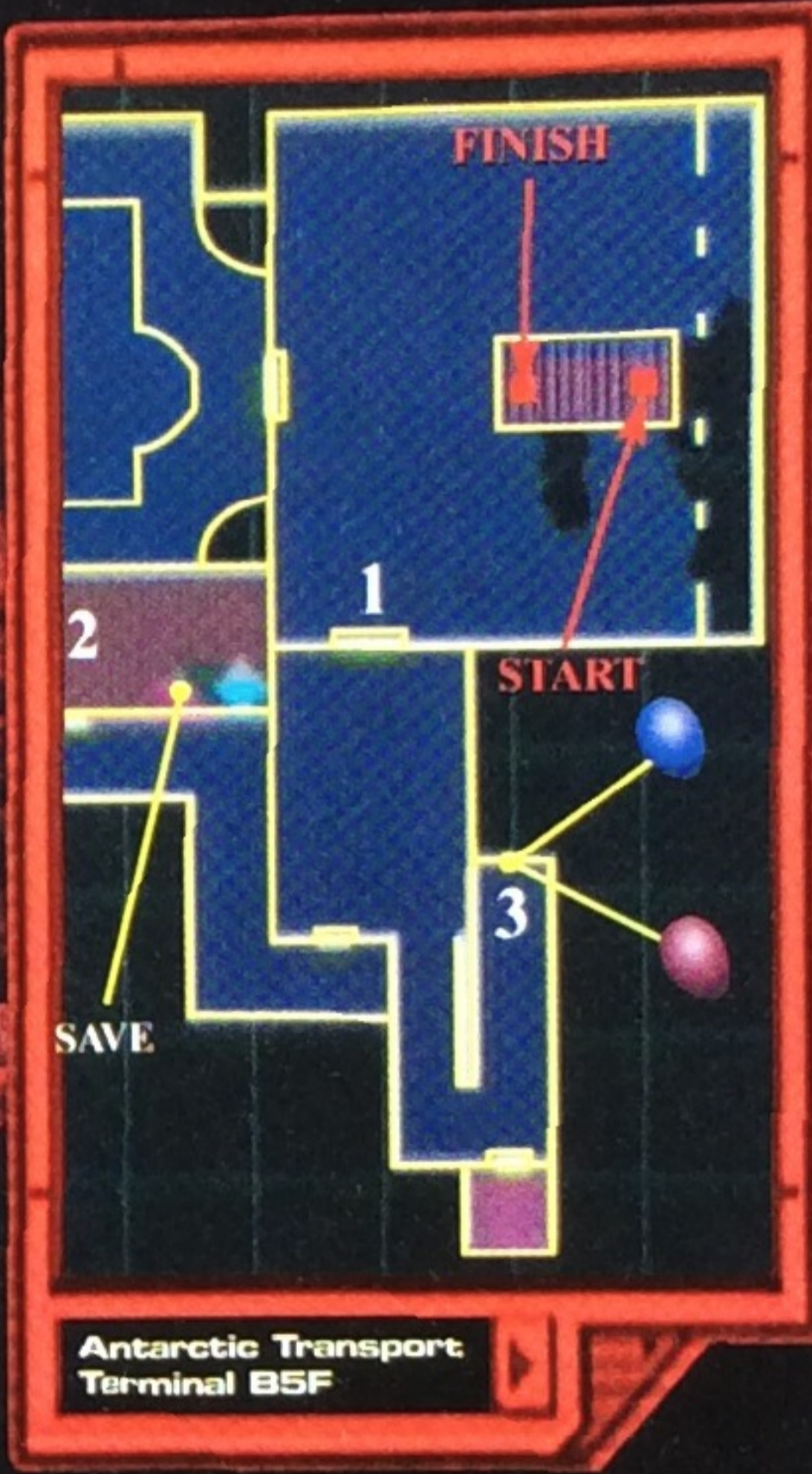
4



5

You are now in a Save Room, a former study and library. Before you save, find the Ink Ribbons, the Shotgun Shells, and a First Aid Spray near the coat rack.

Walk to the desk, and open the drawers next to the lamp to find the Sterile Room Key. Keep it.



**KEY**

- Blue Jewel
- Red Jewel

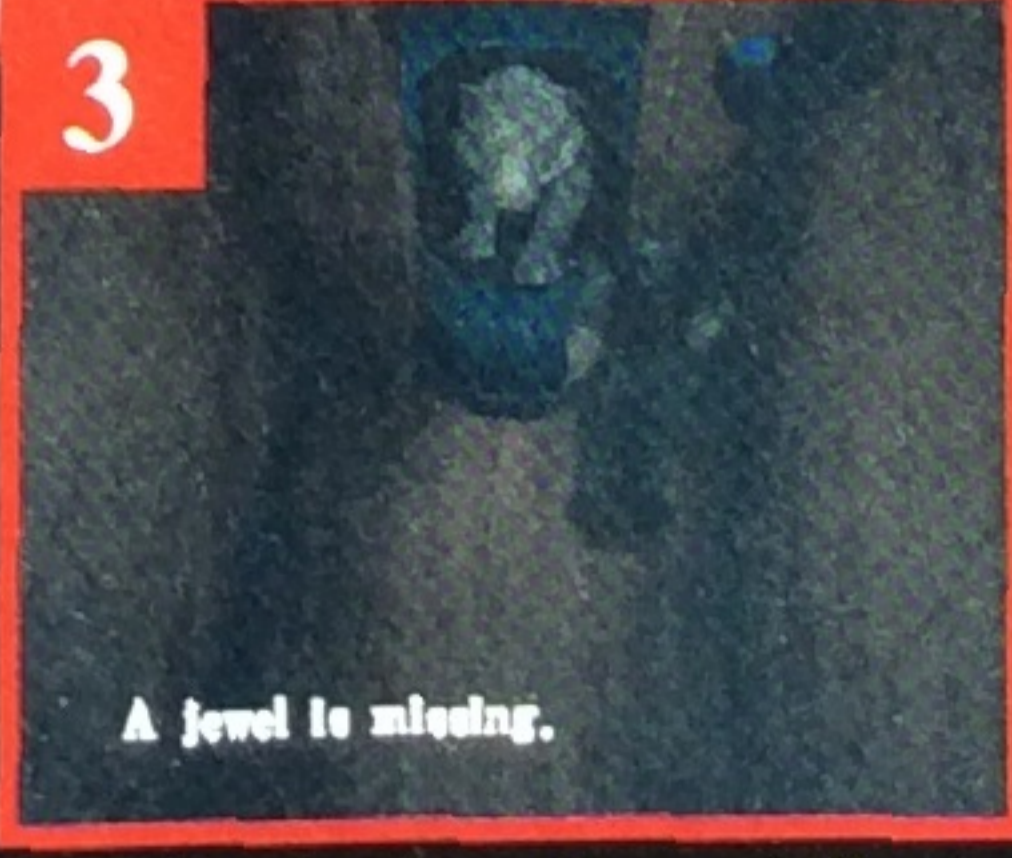


I

Journey back to the fifth floor (the hall at the foot of the stairs). Now head south to the double doors on the ground floor, and use the Sterile Room Key to open the doors. Discard the key.



2



3

Don't head into the room yet! Instead, go out the double doors to the west, through the garden, and back to the Save Room. Make sure you've at least two spaces in your inventory, and then switch the power off.

Now jog back to the red tile corridor with the tiger statue at the end and take both the Blue and Red Jewels out of the eyes, then head back up the red-carpeted stairs.

**NOTE**

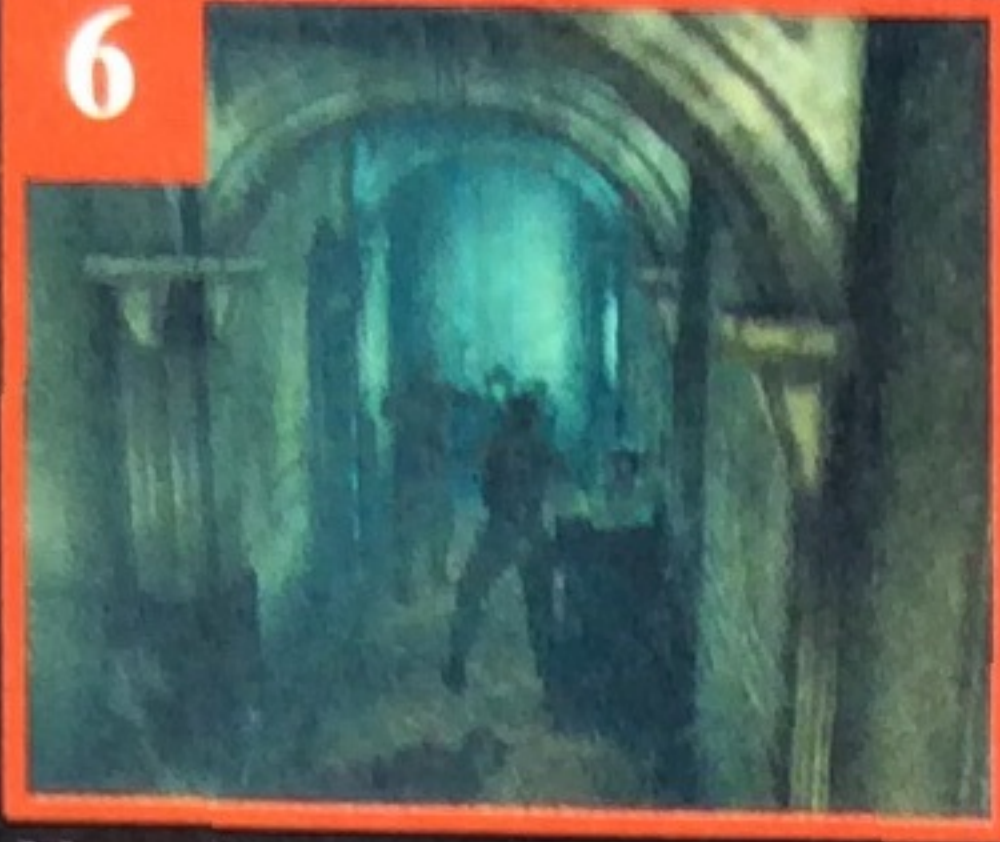
Take the Jewel

You did turn the power off, didn't you? If you didn't, when you take one of the tiger statue's eyes, the bust rotates and doesn't allow you to remove the other one. With the power off, the tiger remains stationary. Remember to place the gem back in the tiger statue before you turn the power off; otherwise it remains rotated.

## NOTE

The following numbers refer to points on the Antarctic Transport Terminal B4F map on page 123.

6

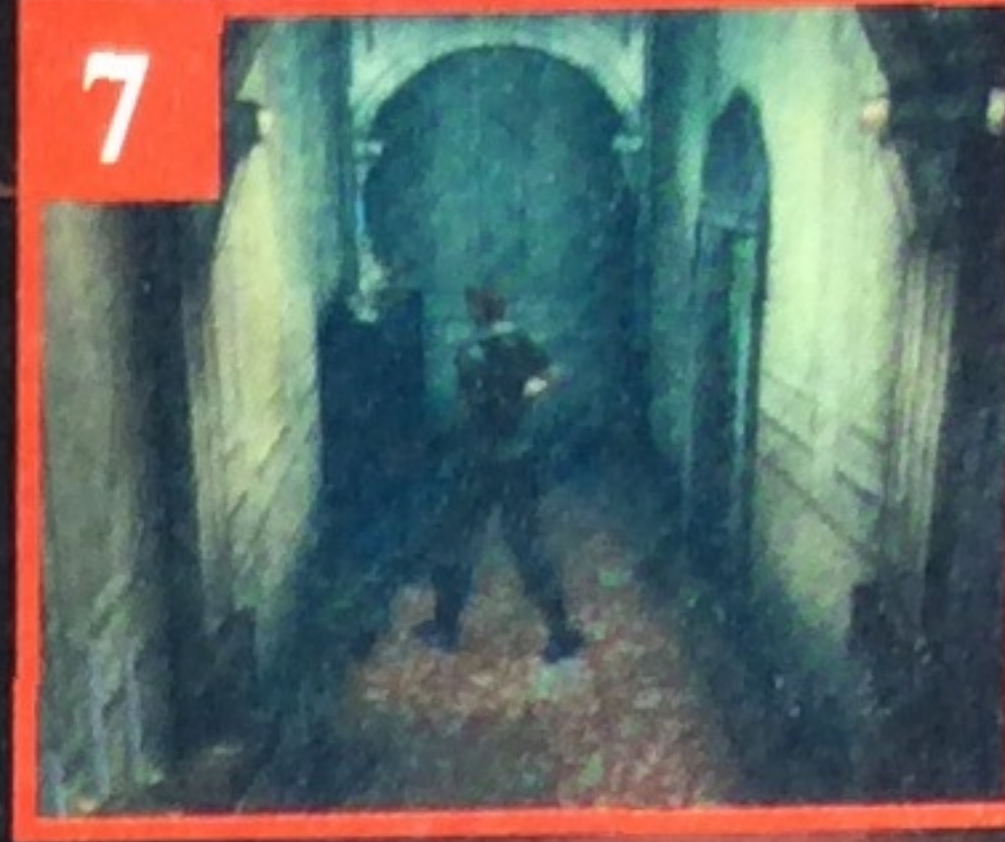


More Zombies impede your progress – four more are in the same spots as before. Take them down, and then head left at the first junction.

## TIP

The Save Room you're running past is the last opportunity to save your progress before the final battle. You can sort items later, but this is the last Typewriter you'll see – so use it!

7



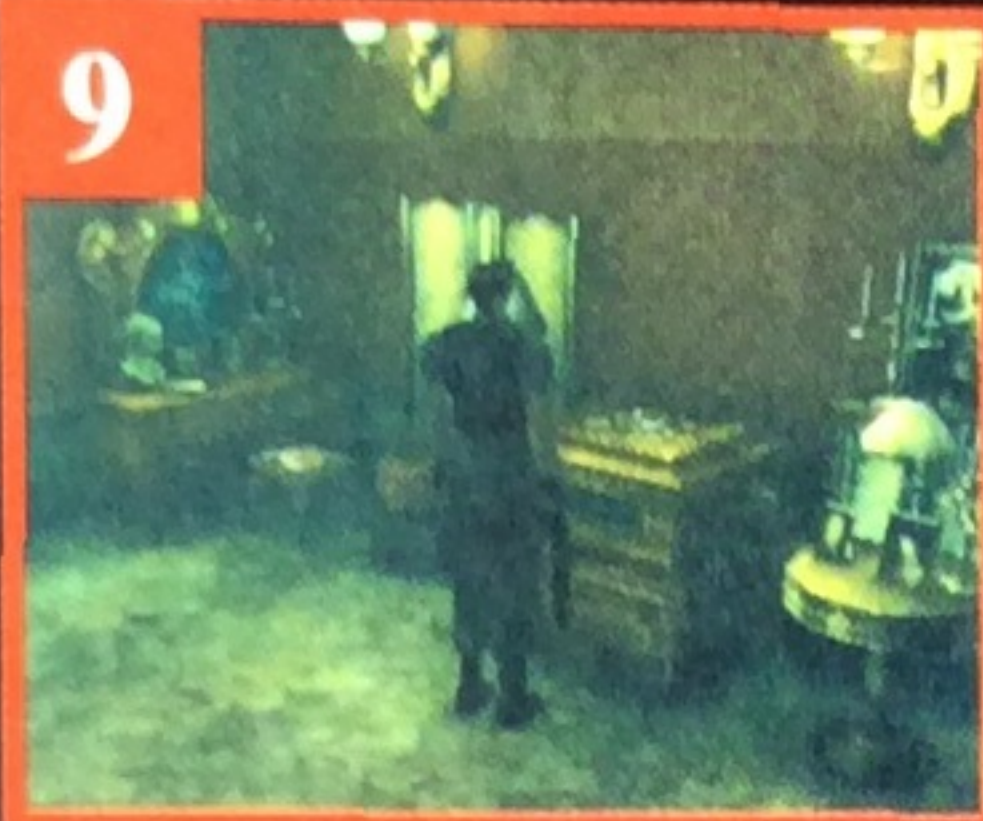
Turn the corner and head east to the door in the south wall. Before you enter it, take the two Green Herbs near the cabinet. Now enter the door.

8



How bizarre – a direct copy of the Private Residence's second floor bedroom. Move into the room, pass the blue-gem-encrusted music box, and head to the statue of the woman next to the bed. This is a secret door, and is quicker than using the normal door to the south bedroom. Push through the door.

9



You emerge in the south bedroom with the red-gem-encrusted music box. Close the lid on the box. Now inspect the lid. The Queen Ant Object is incomplete. Slot the Red Gem into it.

10



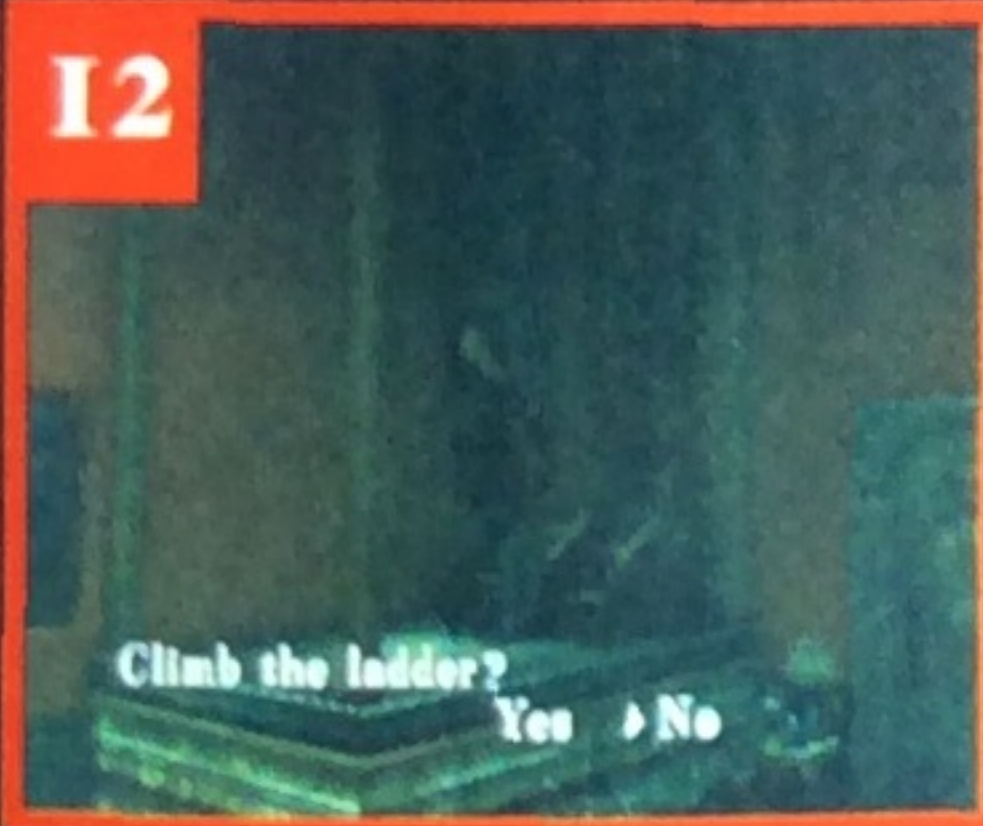
The music box opens, and the Music Box Plate releases. Take it and return to the north bedroom through the secret door, and go to the music box there.

11

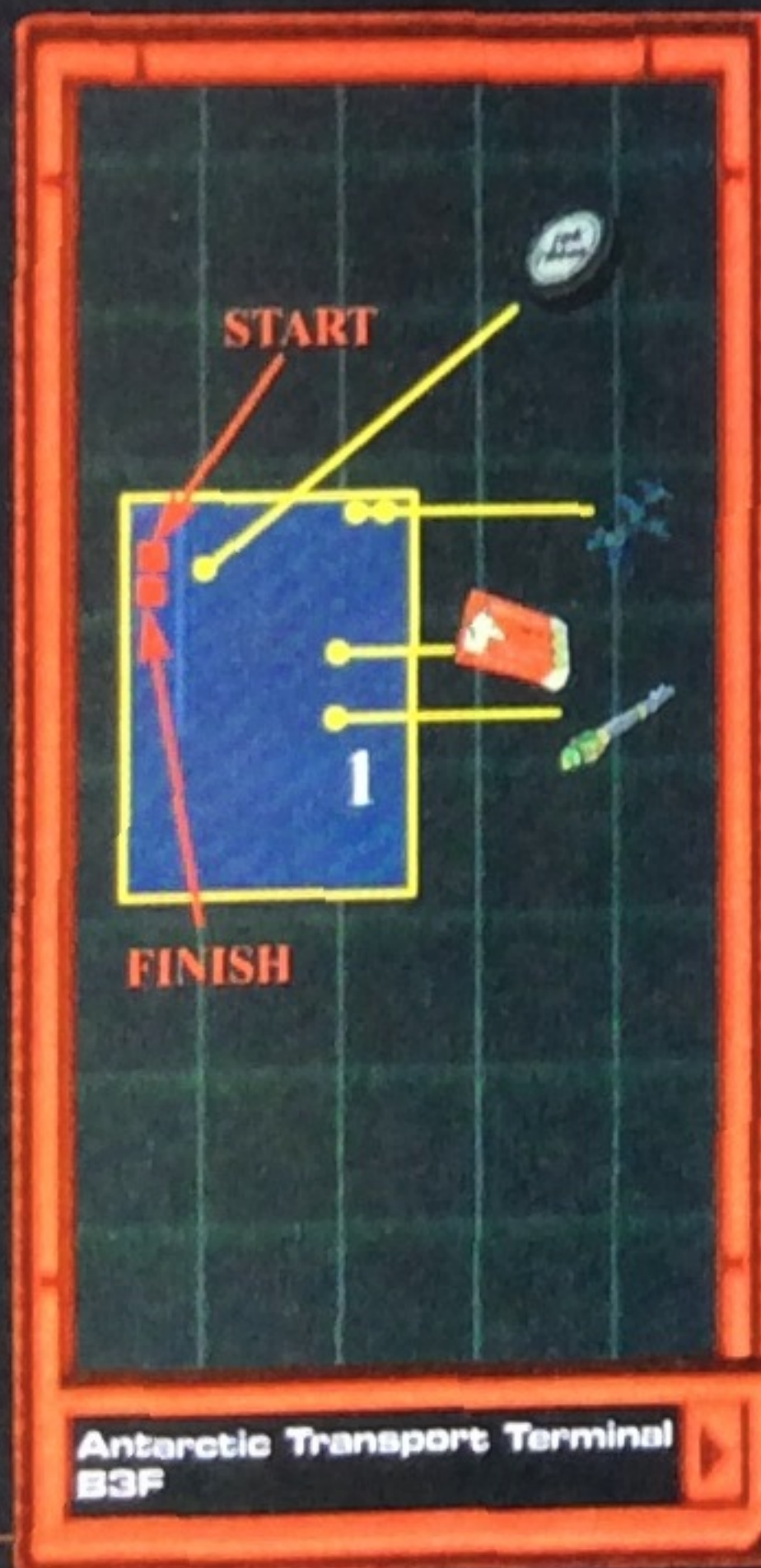


Insert the Blue Gem into the back of the King Ant Object on the lid, and the box opens. Now place the Music Box Plate in the box. The tune plays.

12



The bed behind you shakes and the canopy drops, revealing a ladder leading up. Climb onto the bed and up the ladder.



I



Run to the conference table, locate the large jar, and take the Dragonfly Object. Now rummage around for any other items you need. Take only the ones you really want.

## KEY

- Dragonfly Object
- Ink Ribbons (3)
- Green Herb
- Handgun Bullets (15)

## TIP

Combine the Wing Objects and the Dragonfly Object to make a three-winged Dragonfly Object. This frees up an inventory space. Now to find the final wing.

# NOTE

The following numbers refer to points on the Antarctic Transport Terminal B4F map on page 123.



13

Climb back down the ladder, and retrace your steps back through the Y-shaped corridor to your initial start point. Instead of heading back into the hall, take the double doors to the south.



14

Slip by the chairs and inspect the CODE Veronica Report – the information inside is unspeakable! Collect the Green Herbs on the south of the balcony, and ride the southwest lift down.



15

In the room below is another set of monitors and controls. You shouldn't need the Handgun Bullets any more, so leave them and inspect the monitor with the flashing blue light. Push the button under it and pick up the final Wing Object. Combine this with the others to form the completed Gold Dragonfly. Then ascend in the elevator.



16

Move around the control room to the short flight of steps in the southeast corner. Head up them, and unlock the door (you'll do this automatically). Step through into the corridor where Claire battled the Tentacles.

# TIP

17 Turn and head west to the Save Room where Claire began her hunt for Steve. Here you'll access an Item Box for the last time. Take your Sub Machine Guns, the Magnum and Magnum Bullets Claire gave you, and some Herbs or First Aid Sprays. You may also want your Grenade Launcher (and Flame Rounds if you have them). Make sure you have one free inventory space.



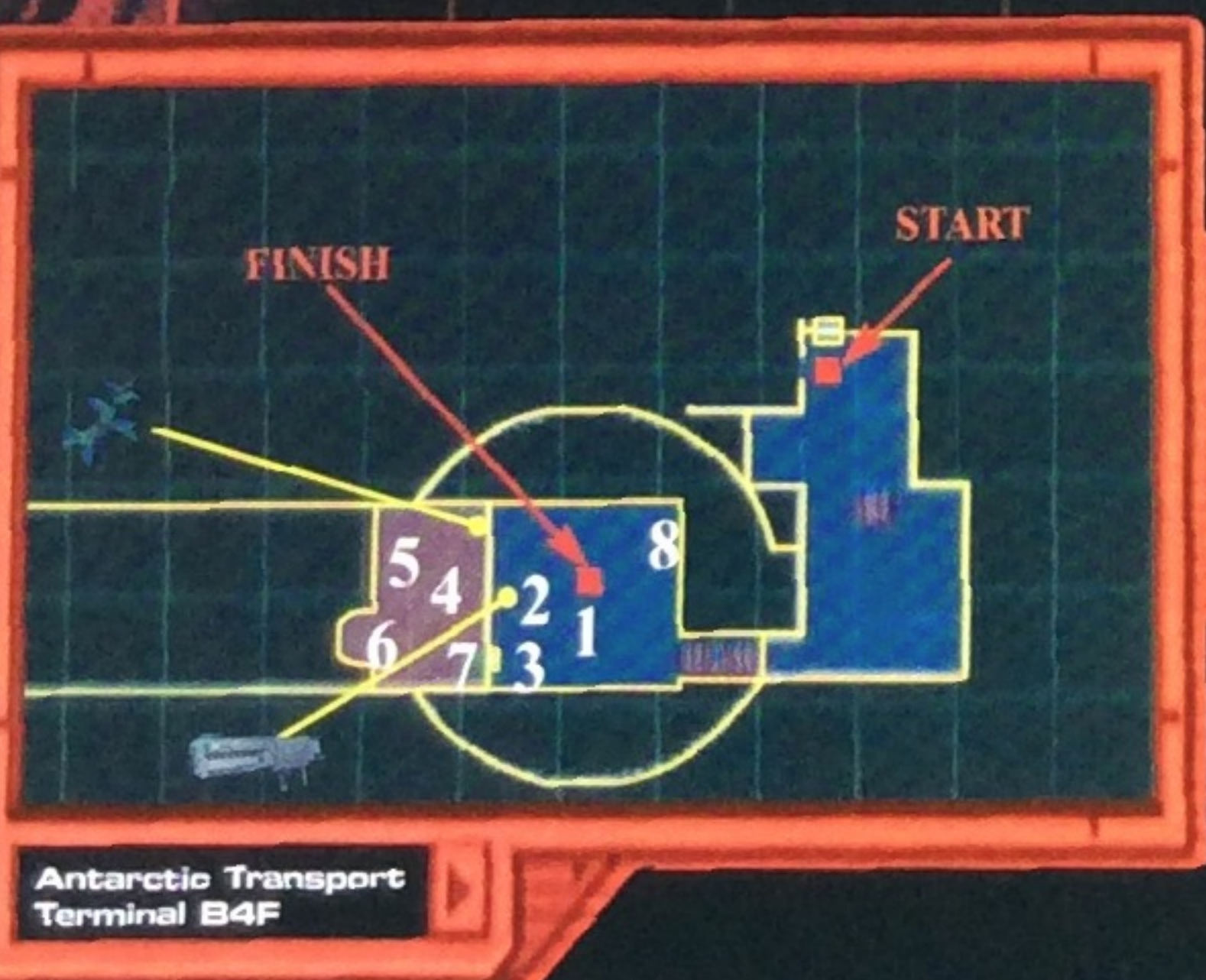
18

Head south down the corridor, and open the door. Chris can hear Claire sobbing. He attempts to break down the door, but it is too strong. If the self-destruct system is activated, all the doors will unlock. Claire slides you the Security File.



This Security File isn't for reading – there's a vital Security Card inside. Examine the item in your inventory, and spin it around until you see the papers inside. Open the file, and take the Security Card.

# ALEXIA'S FINAL STAND



### KEY

- Green Herb
- Linear Launcher



I

Run down the stone hall with the holding cells, and turn west at the end. Climb up the metal steps, and you'll be on a mesh platform above what looks to be a giant anthill. Move to the four doorways.

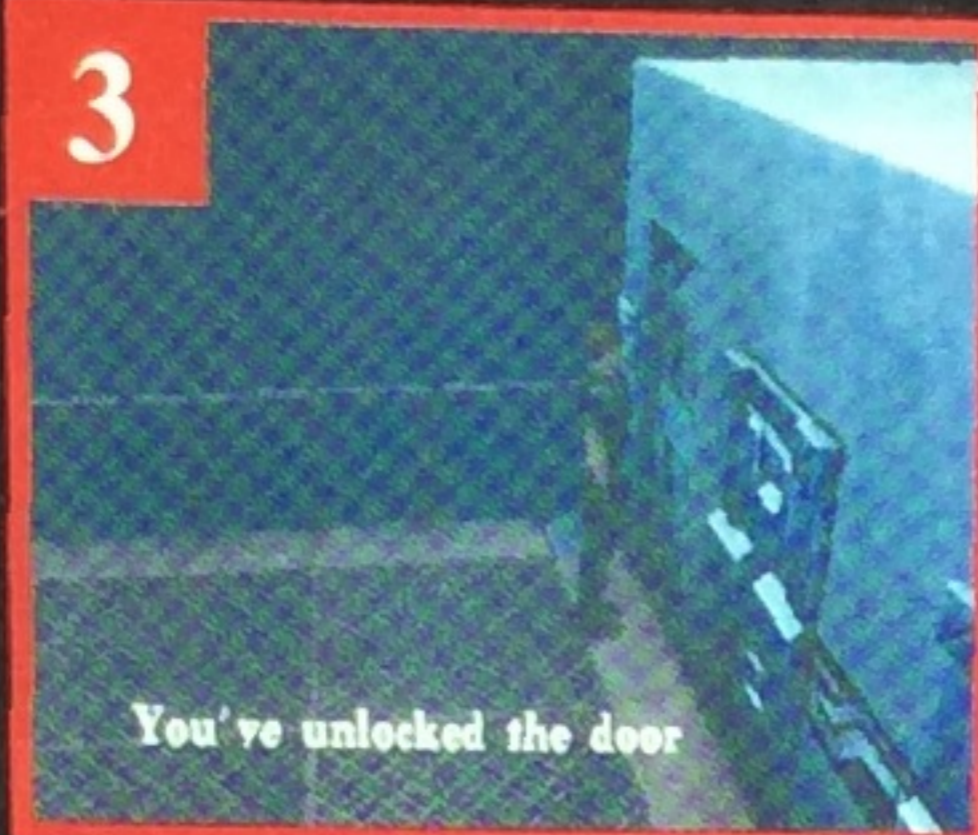
# THE WALKTHROUGH

2



Two are of particular interest. The glass-paneled door has a devastating weapon behind it – a Linear Launcher. However, to release the Launcher, two people must be present to turn two keys simultaneously.

3



You've unlocked the door

Face the southernmost door. It seems to be a locked entry to the warehouse with the self-destruct charges. It requires an ornate key in the shape of a dragonfly. Press the Gold Dragonfly into the indentation.

## TIP

*This is the very last time you can run back to the Item Box, or backtrack to save your game. Make sure you're armed to the teeth and carrying plenty of Mixed Herbs.*

4



Arm yourself with the Sub Machine Guns, and take down both the zombies as you enter the narrow corridor. There's a third zombie near the five giant charges, but he's out of range. He'll die soon enough, anyway.

5



At the end of the gated walkway is a Green Herb. Take it. Now climb the short ladder to the raised platform, and continue along it until you reach a terminal.

6



Use the Security Card?  
Yes No

There is another Green Herb here. Use the Security Card on the terminal, and a message is displayed on the monitor.

## PUZZLE

*The computer asks for a code to release the locks and start the self-destruct countdown. So what is the code? You'll find the answer in Alexander's Memo. Think of a girl's name beginning with V....*

7

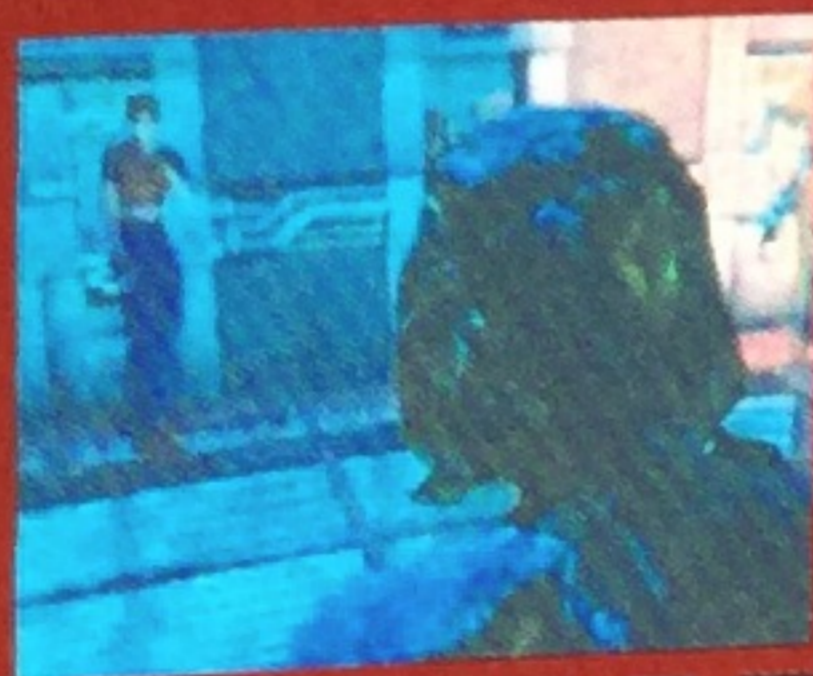


Once you've entered the code, the computer releases all of the electrical door locks in the base, freeing Claire. The charges descend – you have five minutes before the base is a mile-wide explosion. Run!

8



Head along the walkway, drop down the small ladder, and sprint back down the narrow corridor and through the door. Keep your Sub Machine Guns primed; you're about to face the Ashfords' ultimate creation.



*Claire greets Chris as he enters the platform, and they attempt to escape. A huge Tentacle that is about to spawn Alexia blocks their path. Dashing to the Linear Launcher, Claire and Chris turn the keys. The Launcher needs time to charge. Chris tells Claire to escape – he'll stay to fight Alexia.*

## BOSS BATTLE ALEXIA FORM I



Alexia forms a wall of fire from blood, blocking Claire. Fire at Alexia before she swipes at Claire. If you're too slow, Claire is sent flying over the rail to her death.



It only takes one shot to halt Alexia and let Claire escape. During the cutscene, hold both the aim and fire buttons. When you regain control, Chris instantly fires one Sub Machine Gun shot into Alexia, and she falls to her knees. Chris watches as Alexia then mutates into a hideous beast atop a massive pus-filled sac!



## BOSS BATTLE ALEXIA FORM II



Immediately attack the mound of pulsating matter. As soon as you are able, check your inventory, heal yourself fully if you can, and choose the Magnum. Use it to blast into the fleshy sac at the base of Alexia. If you've been careful with your ammunition, you should be able to fire off 12 shots. Now switch to the Sub Machine Guns, aim at that mass of blubber, and blast continuously.



Alexia has a number of attacks that you must either withstand or avoid. First, she will send Parasites to swarm you. These either leap and bite you, or stop and thrust a fleshy spear up through you. Both attacks interrupt your firing.



8

Ignore the Parasites until three or more are swarming you. Coupled with Alexia's other attacks, these can kill you in seconds. If you're swarmed, heal at the earliest opportunity, run to a corner, aim low, and kill them. Then concentrate the fire back at Alexia. Alexia can spit damaging bile that is difficult to avoid. You should be standing and firing, and healing periodically no matter what she throws at you.



Then there's the Tentacle. It flattens you to the floor when it hits. Stand at the edge of the platform to avoid this, and check your Health after every hit. Do not approach Alexia - she will claw at you and push you backwards. Stand and fire, pausing only to check your Health and fight off Parasite swarms.



Alexia will succumb to your gunfire after you hit her with 50 to 55 percent of your Sub Machine Gun Ammo. If you used all 12 Magnum shots, you can finish off using your Sub Machine Gun.



*Chris receives help from an unexpected source - swarms of flying creatures hatch and launch, and confusion reigns. Alexia splits away from her morass of flesh, and takes to the skies on newly formed wings. Meanwhile, the Linear Launcher has finished charging.*

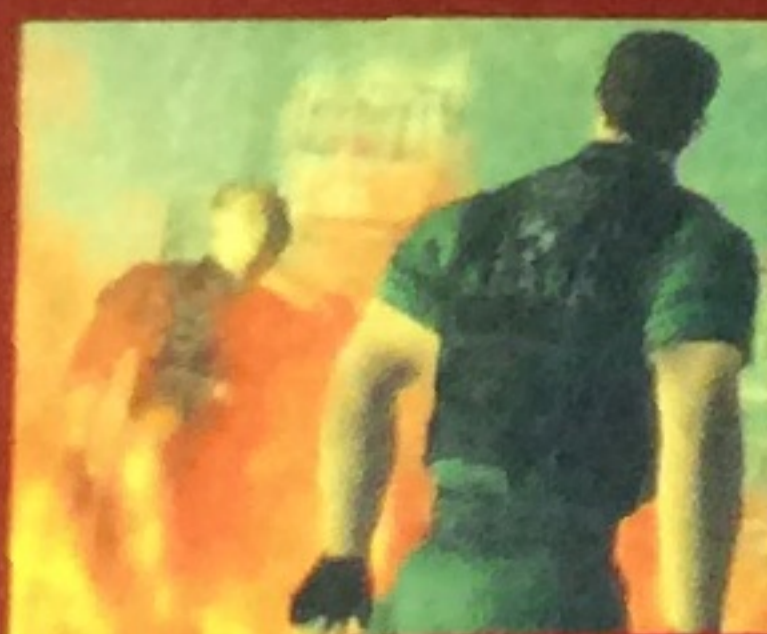
## BOSS BATTLE ALEXIA FORM III



Alexia flies about the platform, pausing every five seconds or so to spit bolts of fire. Avoid them by running in a circle. A fully healed Chris can be hit about six times with this fire before collapsing, so bear this in mind if you're having problems aiming.

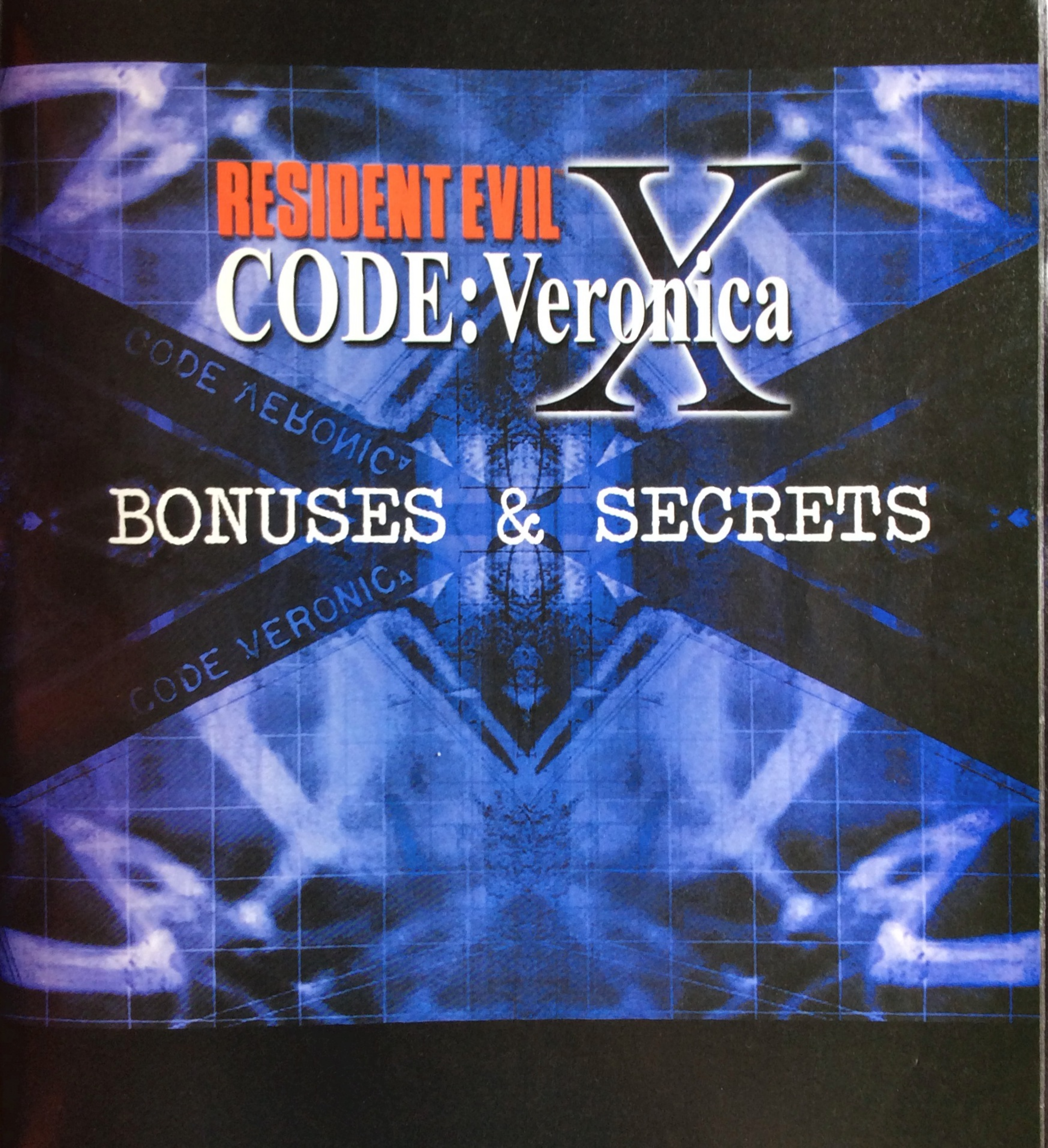


Immediately after regaining control of Chris, grab the Linear Launcher from its stand, and equip it in your inventory. Now wait for Alexia to stop spitting fire. Aim in the same way you used the Sniper Rifle against the Nosferatu. It only takes one hit to destroy her. If you miss, run around to avoid the fire, then aim again.



*Alexia explodes while Chris and Claire run for the exit. The base is about to blow! Wesker strides into view, prepared to change the pair's plans of escape.*

*Chris and Claire blast out of the base just in time. But was Wesker destroyed in the blast...?*



**RESIDENT EVIL**  
**CODE: Veronica**

**BONUSES & SECRETS**

CODE VERONICA

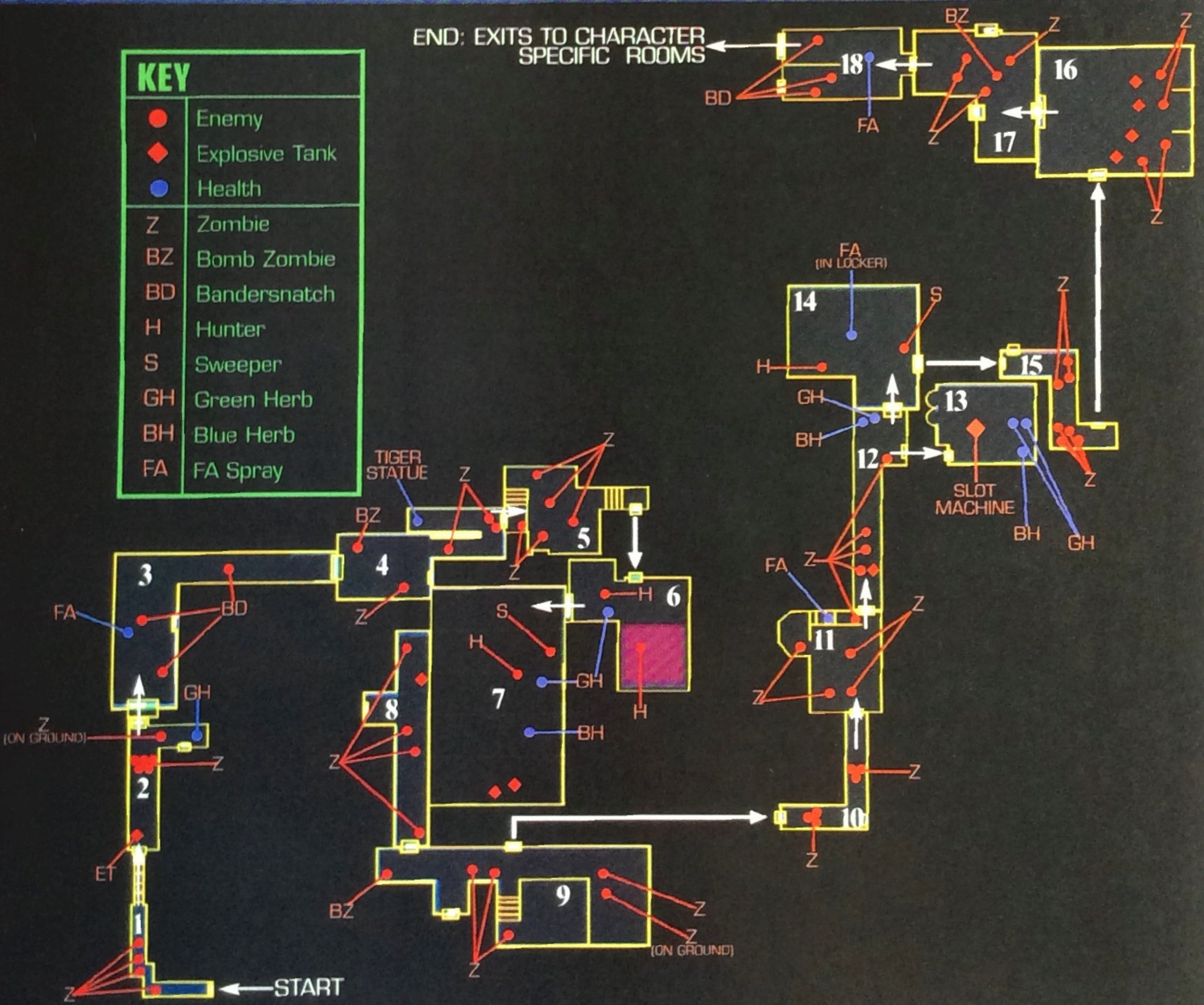
# BONUSES AND SECRETS

## BATTLE GAME

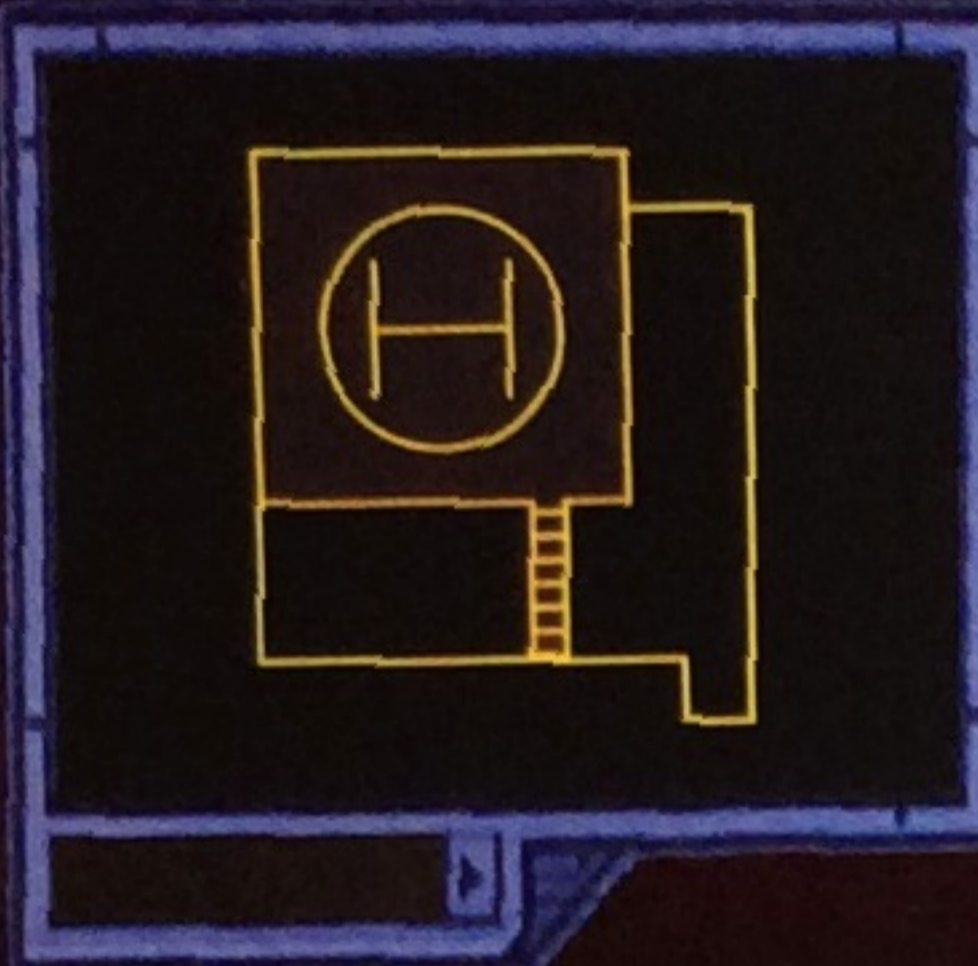
Battle Game opens after you complete the game, the end credits roll, and your ranking is displayed. You can access it from the main menu. Choose from Claire and Chris Redfield initially, then unlock the others.

KEY	
●	Enemy
◆	Explosive Tank
●	Health
Z	Zombie
BZ	Bomb Zombie
BD	Bandersnatch
H	Hunter
S	Sweeper
GH	Green Herb
BH	Blue Herb
FA	FA Spray

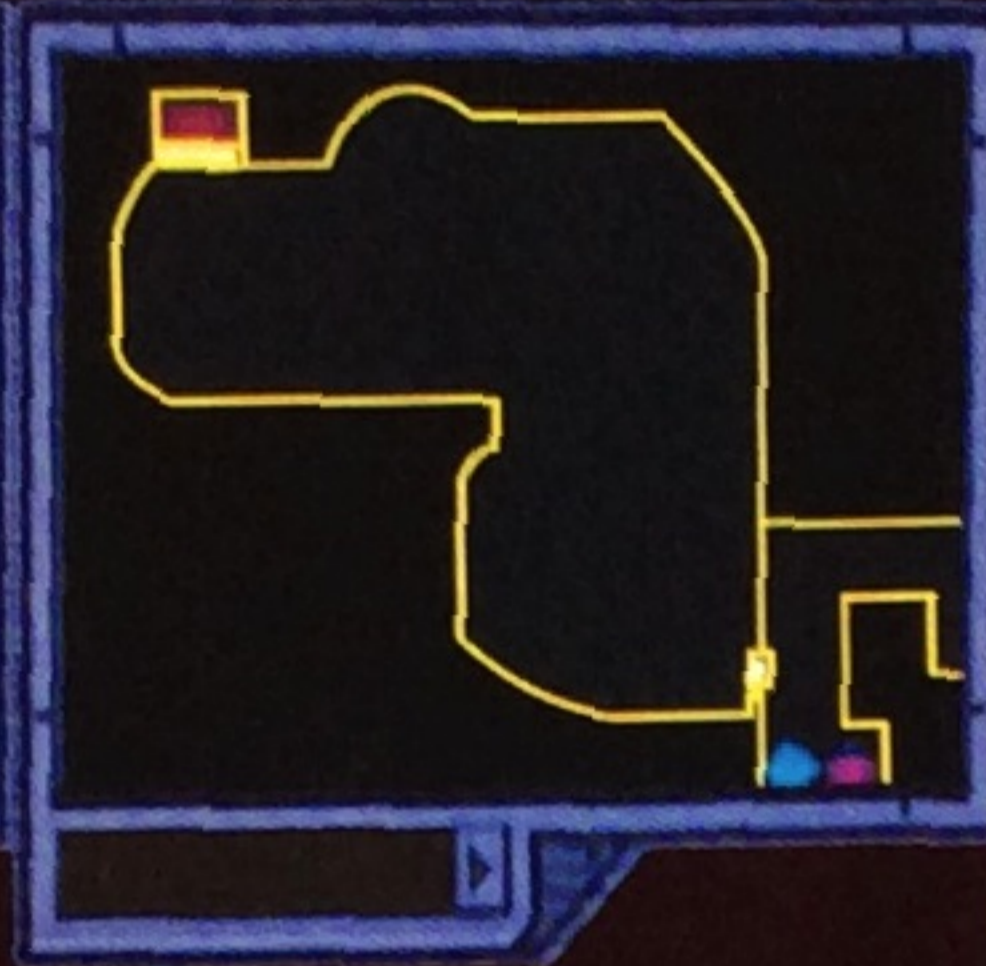
END: EXITS TO CHARACTER SPECIFIC ROOMS



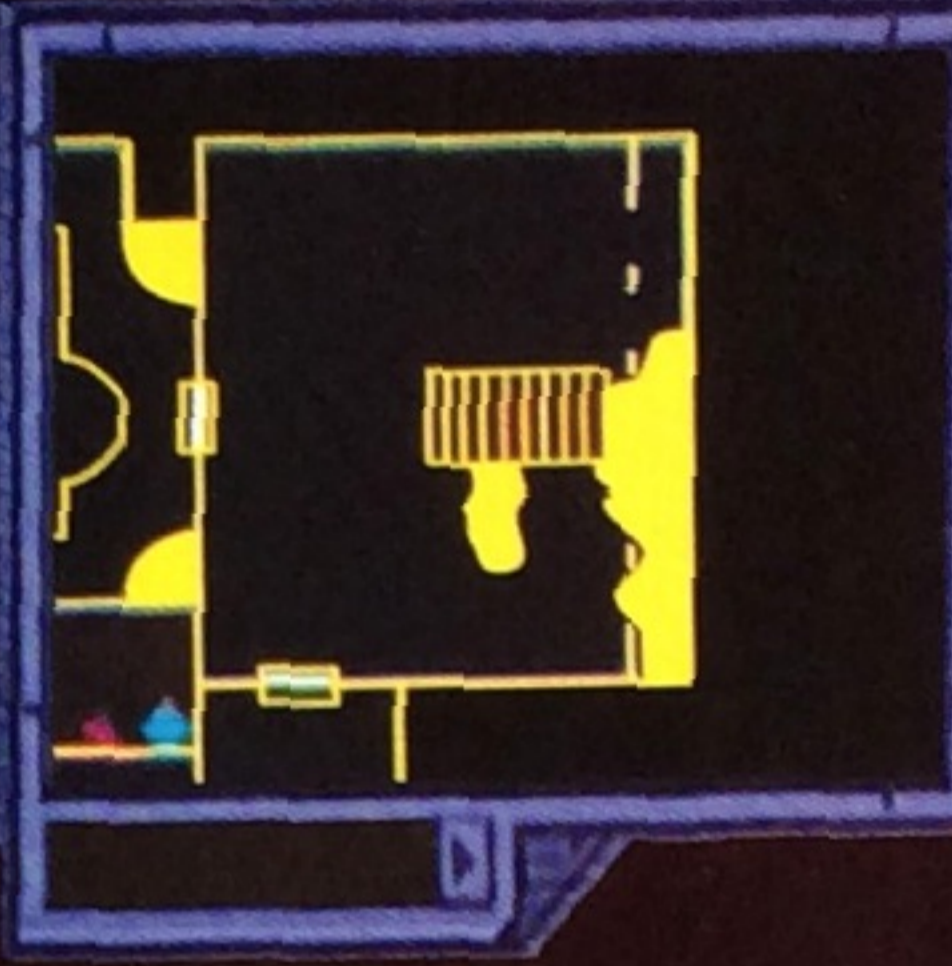
CHARACTER END ROOMS



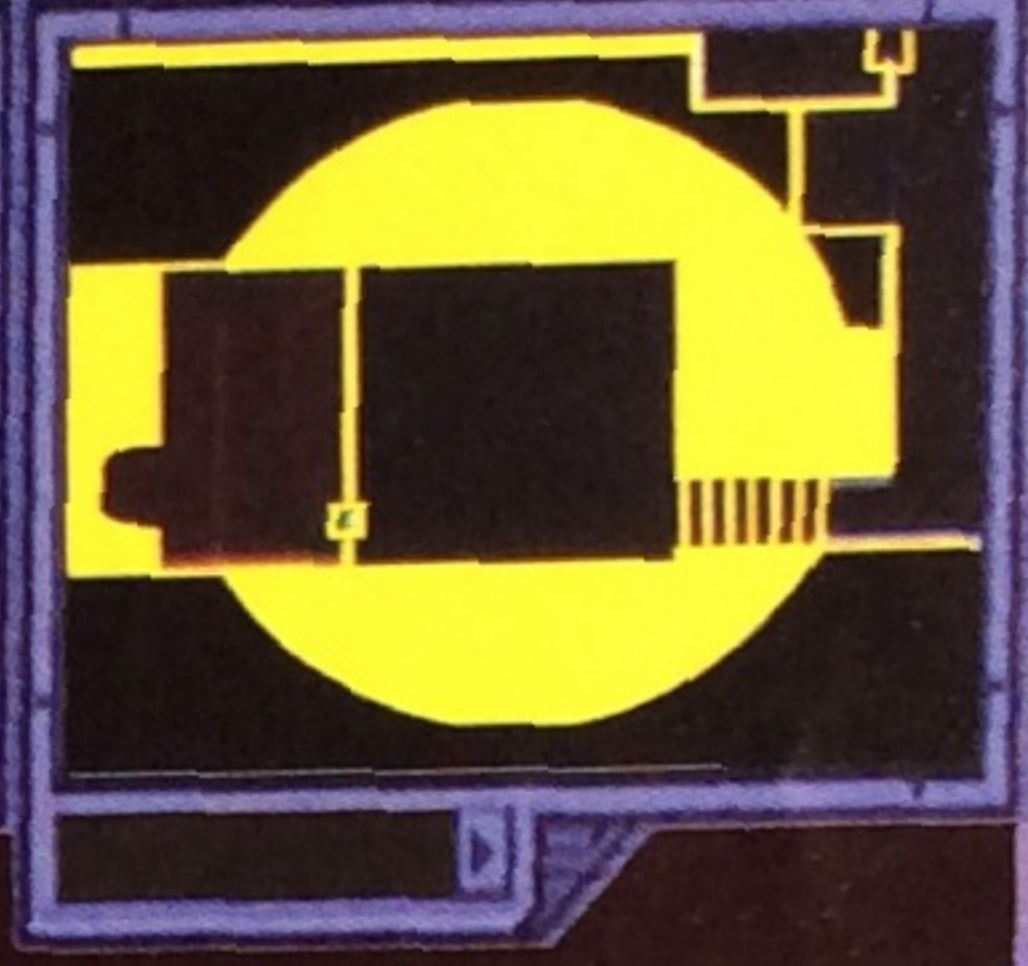
CLAIRE'S  
END ROOM



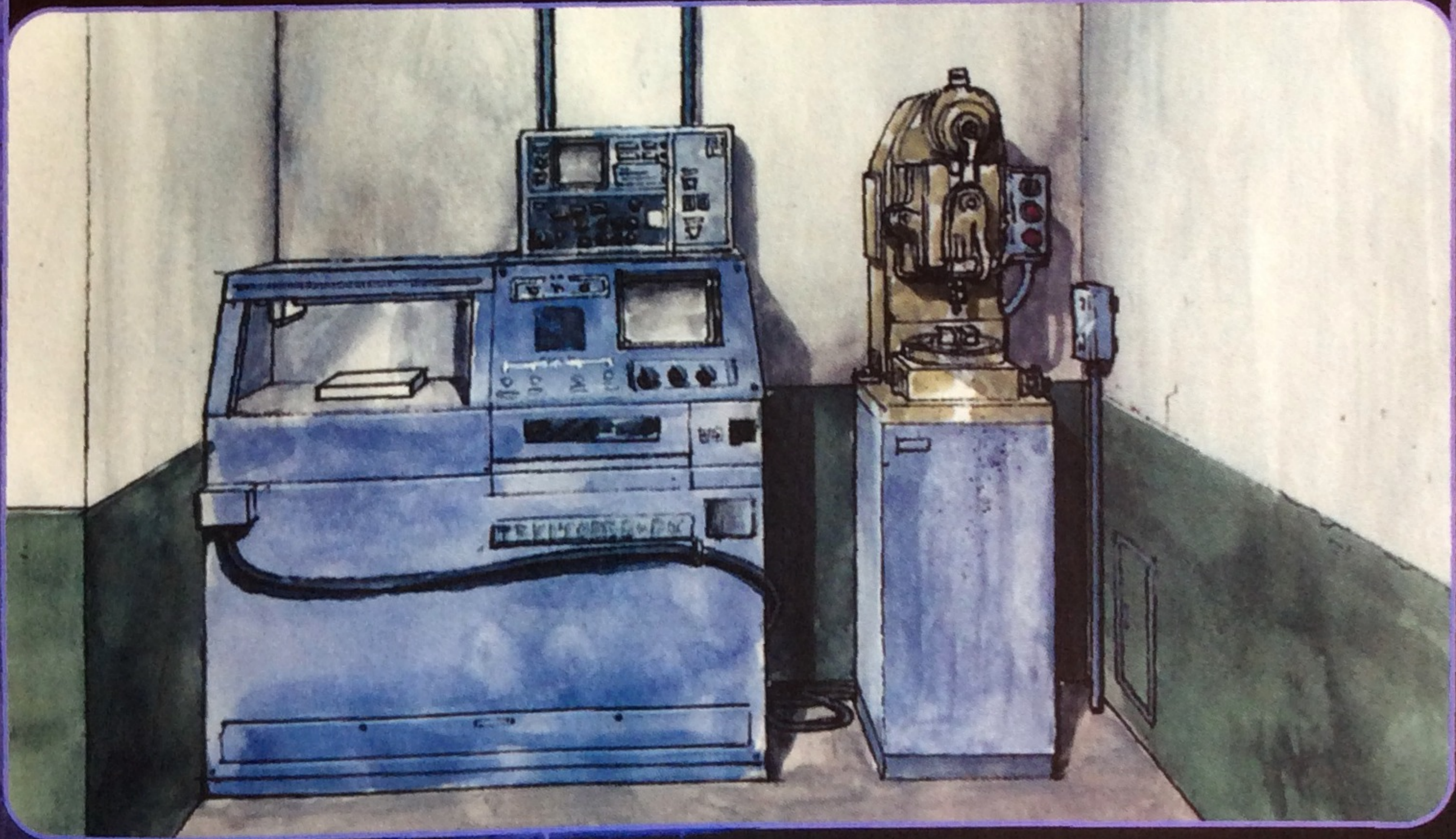
STEVE'S  
END ROOM



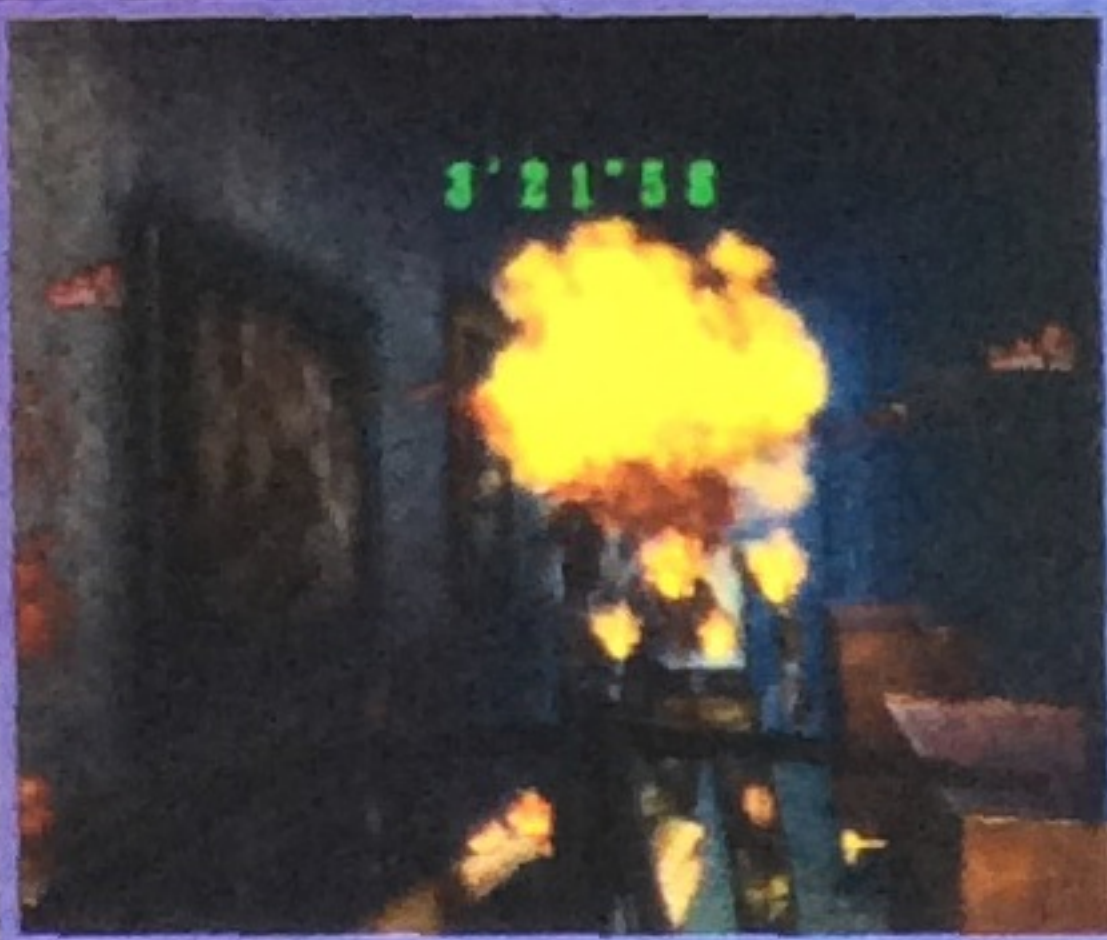
WESKER'S  
END ROOM



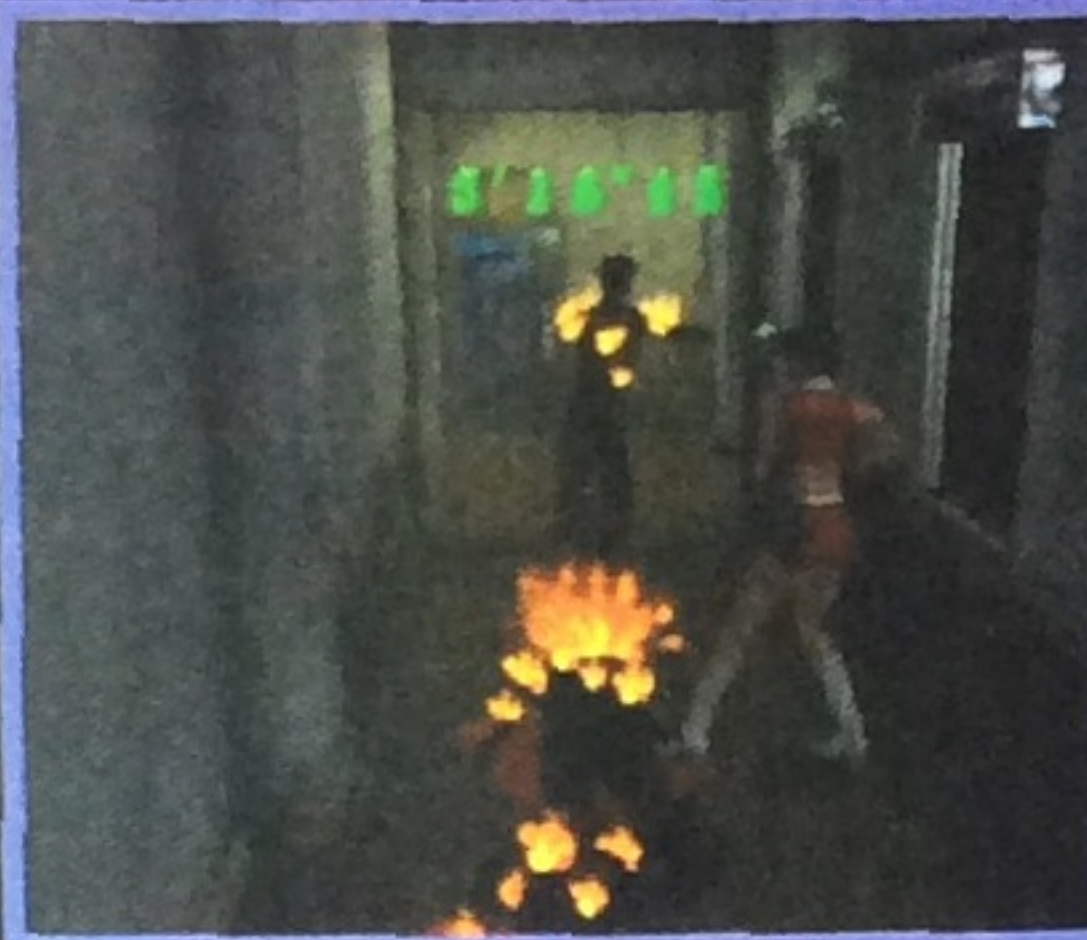
CHRIS'  
END ROOM



## BASIC TRAINING



You can choose from five characters to run the gauntlet through 18 linked rooms before a final fight with a boss. Each character has an assortment of weapons (some vastly more powerful than others). The following pages will help you obtain an S ranking with all characters.



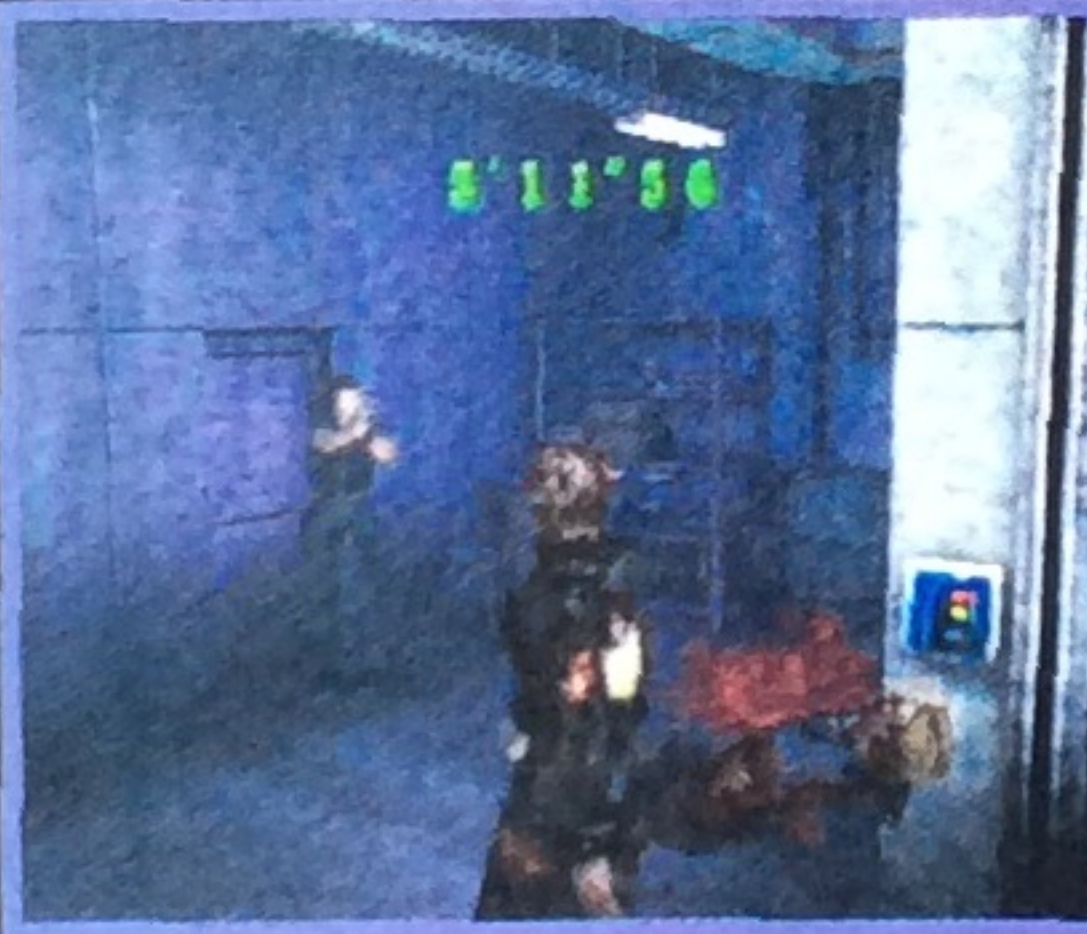
Use the map here to check the location of the rooms, and where the exit is in each room. Each chamber (with the exception of room 12) only has one exit.



Clear the entire room of monsters before you leave. Once you exit a room, you cannot return.



Shave seconds off your time by hugging the steps nearest the doors, and opening the doors as early as possible – you may be a step before the door but still be able to open it.



Quicken your kills by holding **[R1]** and the fire button as you pass through the door. You'll immediately aim and fire at the first enemy when you enter the next room.



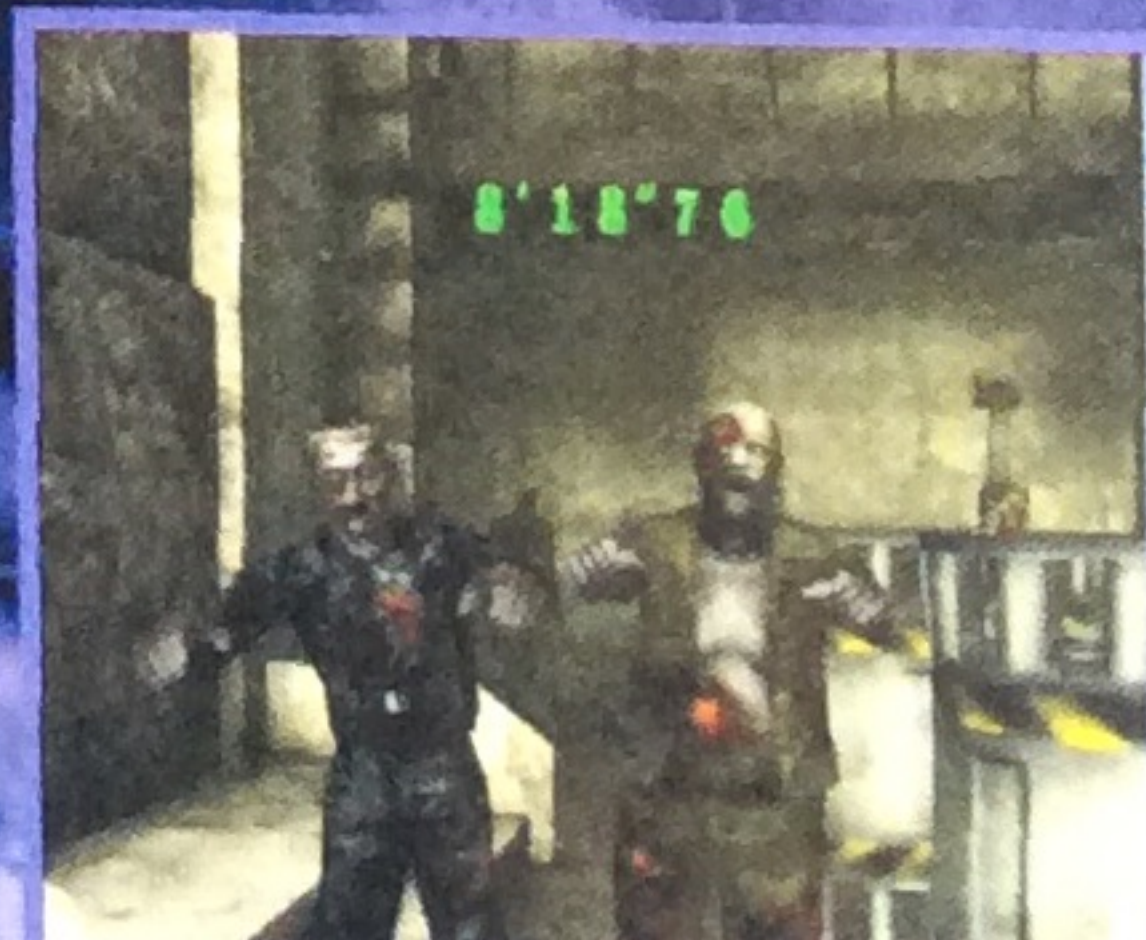
Auto-aim by holding **[R1]**, then pressing **[L1]** and firing. This enables you to stand and turn on the spot, shooting different targets, and is faster than moving, then aiming and firing.



Do not manually turn using the **[ANALOG]** stick when you are attacking monsters. Instead, press **[R1]** to instantly turn and aim. Then fire.



Check the blood pool of the enemy you're attacking. If a monster has a pool of blood seeping out in a circle underneath it, it is dead. If not, shoot it!

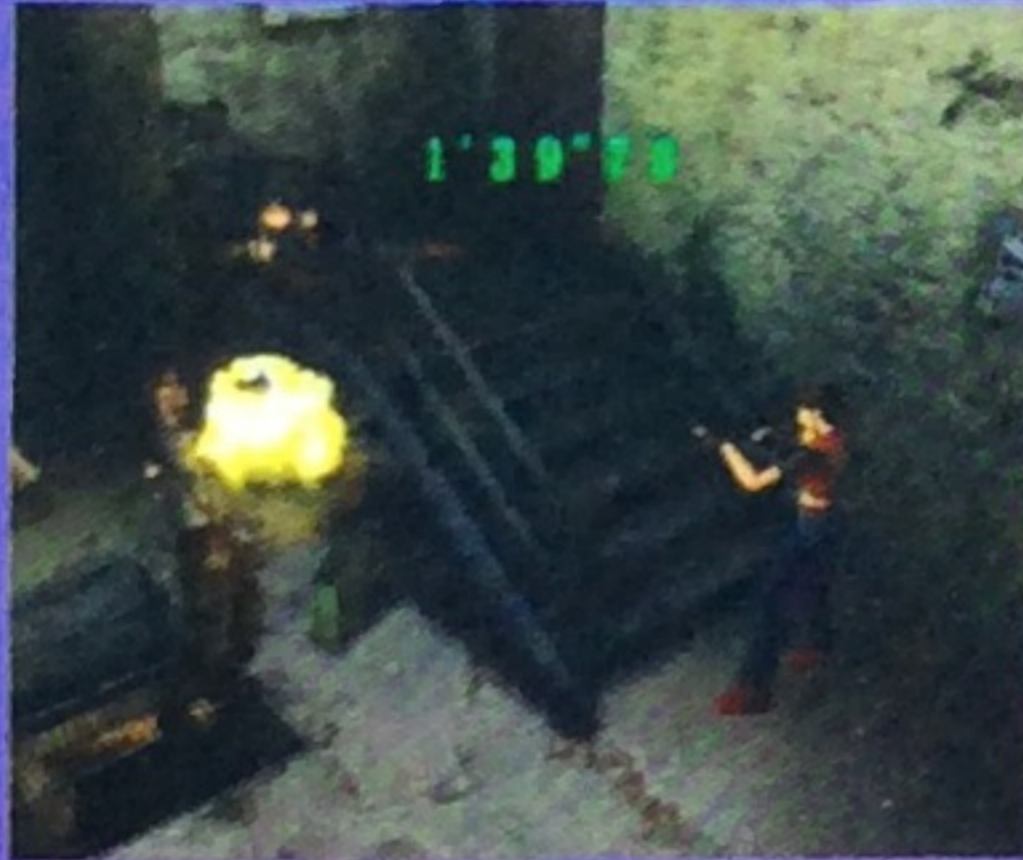


Finally, learn the First Person view; it's easier to complete Chris' game in this mode. Keep running, and check your Health once in a while since you can't see how wounded you are.



## CLAIRE REDFIELD

3D Number	WKD4496
Name	Claire Redfield
Age	29
Sex	Female
Blood Type	Type O
Height	5'545 J
Weight	115.5 B
Handgun	Mixed Herb
Handgun Bolts	Mixed Herb



Initial Inventory

Mission Difficulty: Easy

### THE WEAPON

The Bow Gun is the best weapon for the job. It topples zombies with one shot, but Bandersnatches, Hunters, and Seekers can take up to four shots. Consider the slow, arching nature of the Arrows – distant enemies may be out of range, and be hit later than from bullet-based weapons, so fire and run at an enemy before the Arrow hits.

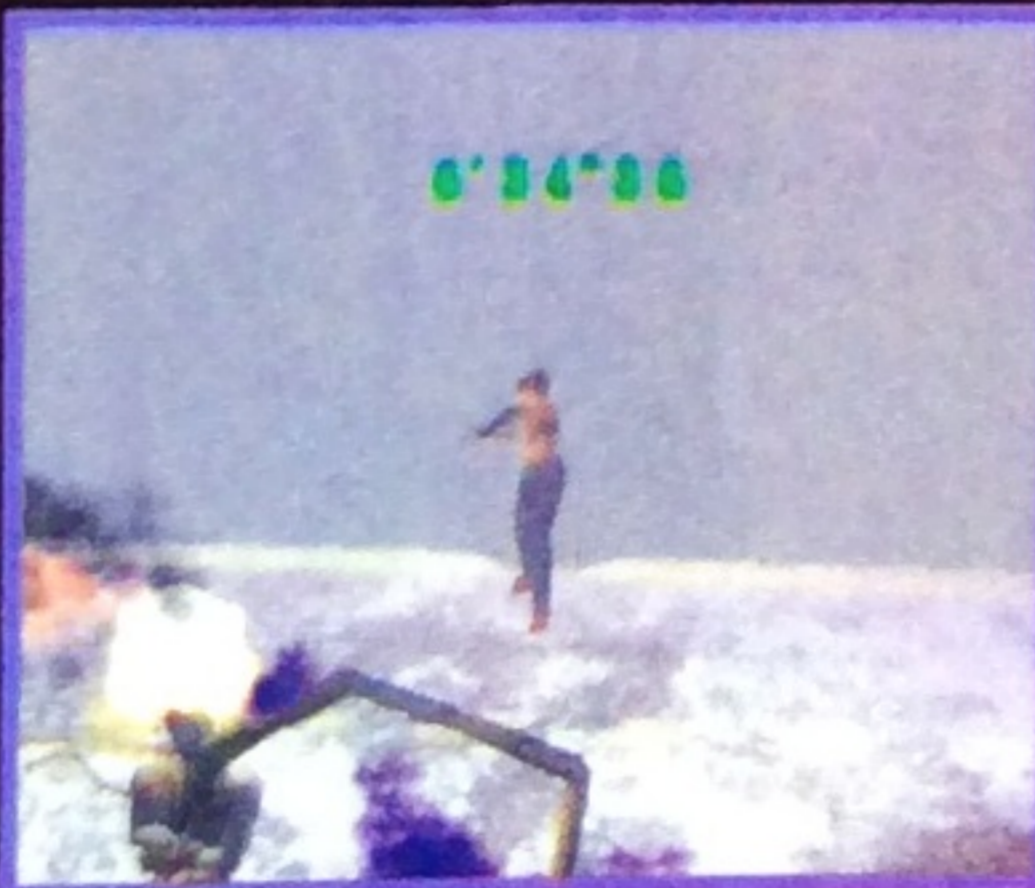
### THE VIEWPOINT

Either Third Person or First Person mode works well with the Bow Gun. Positioning for the boss battle is easier in Third Person, but aiming at distant enemies is better in First Person.



### FEELING LUCKY?

Room 13: Do not enter this room if you are attempting to set a record time. Once inside, head to the King Maker slot machine and pull the handle. If you get the Sub Machine Guns, forget them – the Bow Gun is better.



### THE FINAL BATTLE

This is a quick and simple boss battle. Stay where you are and aim at Nosferatu, peppering him with Arrows as quickly as you can. Keep the pressure on with a continuous stream of Arrows, and he'll fall just as he appears onscreen. If you are struck by his gas clouds, keep plugging away. The ladder behind you prevents you from being knocked back and off the helipad, but you should have downed Nosferatu long before he gets into slapping range.

### RANKING TIMES

Ranking	Time
S	6.09:99 and under
A	6.10.00 - 6.19:99
B	6.20:00 - 6.29:99
C	6.30:00 - 6.39:99
D	6.40:00 and over

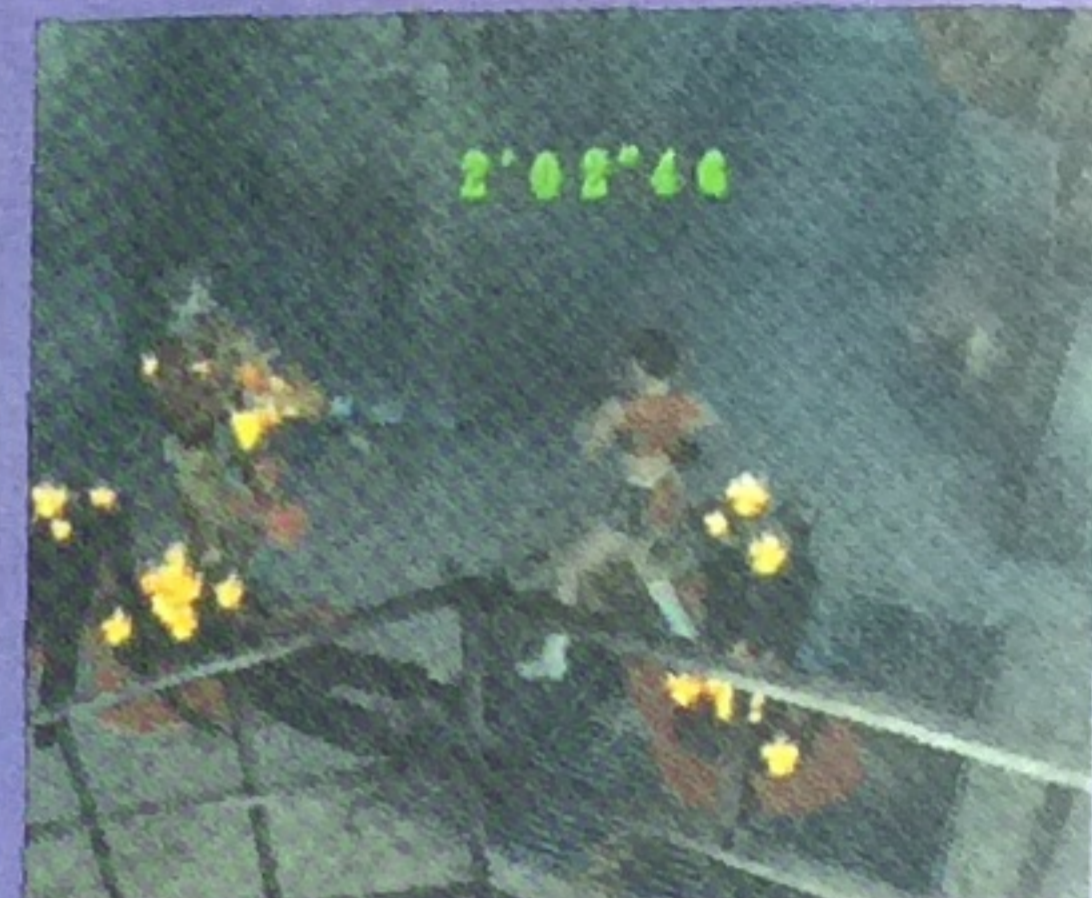


After Battle Game, Claire squeezes into crimson leather and mounts her custom bike.



## EVIL CLAIRE REDFIELD

	ID Number	WKD4496
	Name	Claire Redfield
	Age	19
	Sex	female
	Blood Type	Type O
	Height	5'45 ft
	Weight	115.5 lb
	Combat Knife	Grenade Rounds
	Grenade Launcher	Flame Rounds
	Assault Rifle	Acid Rounds
		Mixed Herb



Initial Inventory

Mission Difficulty: Medium

### HOW TO UNLOCK HER

To unlock Evil Claire Redfield, complete Battle Game using Claire Redfield. Your end ranking doesn't matter. When you return to the character select screen, Evil Claire Redfield is available.

### THE WEAPON

The Grenade Launcher gives you a big advantage (try taking a Hunter down with the Assault Rifle). Use the Flame Rounds with it; they cut up to two zombies with a single shot, and halt bigger creatures with two or three blasts. Although Acid Rounds are better against Hunters, the constant switching of ammunition eats up your time, and it may take two Acid Rounds to down a zombie. Note the limited range of the grenades – mid- to close-range combat is recommended.

### THE VIEWPOINT

Play in Third Person view. The end battle is much easier when you can see the edges of the level to judge how much room you have.

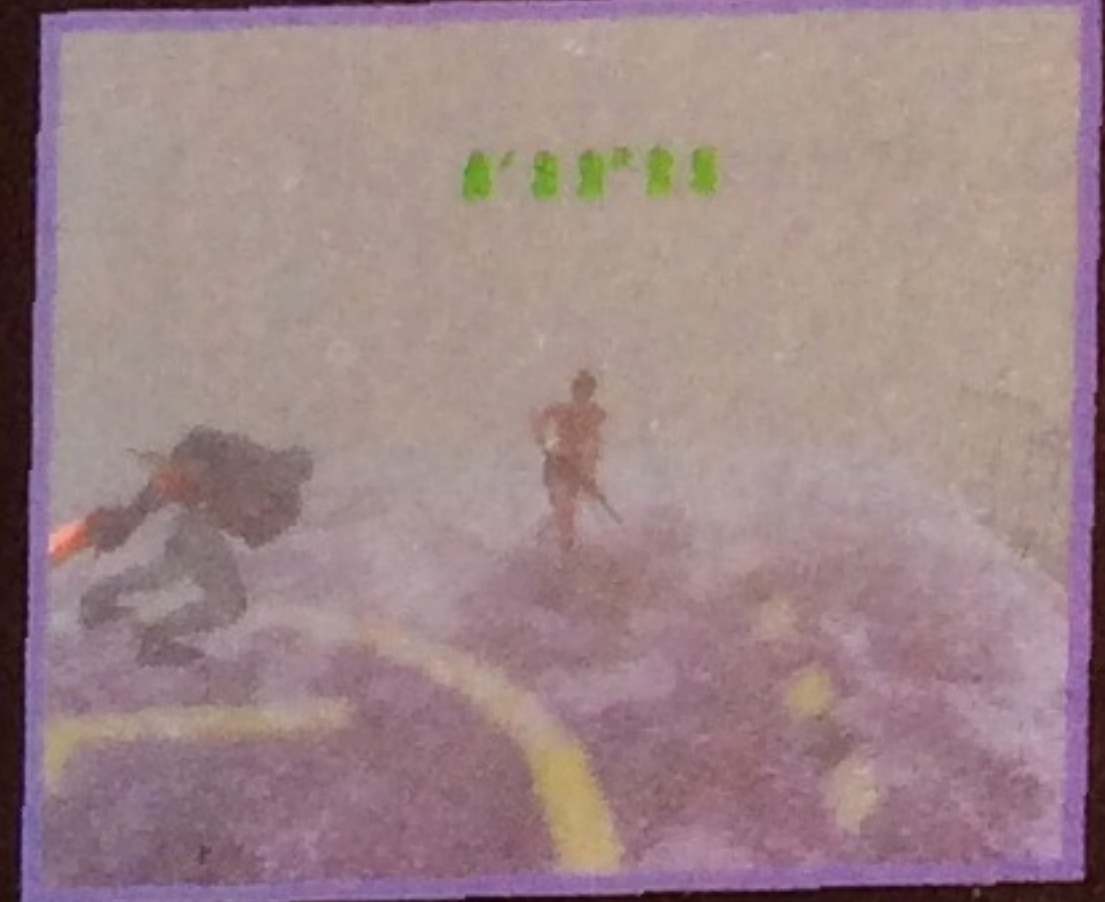


## FEELING LUCKY?

Room 13: Do not enter this room if you are attempting to set a record time. If you take Claire into this room, prepare for either a notebook, a First Aid Spray, or BOW Grenade Rounds. Claire waits patiently by the machine for the prize. If you receive the grenades, don't use them – they are almost useless on Hunters!

## THE FINAL BATTLE

This is a difficult boss battle until you can move around the Tyrant and pepper him at range. First, change weapons – this is vitally important, because it takes minutes to take down a Tyrant with grenades. Instead, switch to the Assault Rifle (ideally in the room prior to this one) and fire for three seconds as the battle starts. Then retreat, run around the Tyrant, and move to a far corner of the helipad. Target and fire constantly, re-aiming every second or so. When you see the Tyrant striding in, wait until he's about 10 feet away, then run again and repeat the process before he attacks. If you're too close, you'll be beaten to death after two swipes, or knocked off the helipad. Play in Third Person mode to ensure that you can see the edges of the arena.

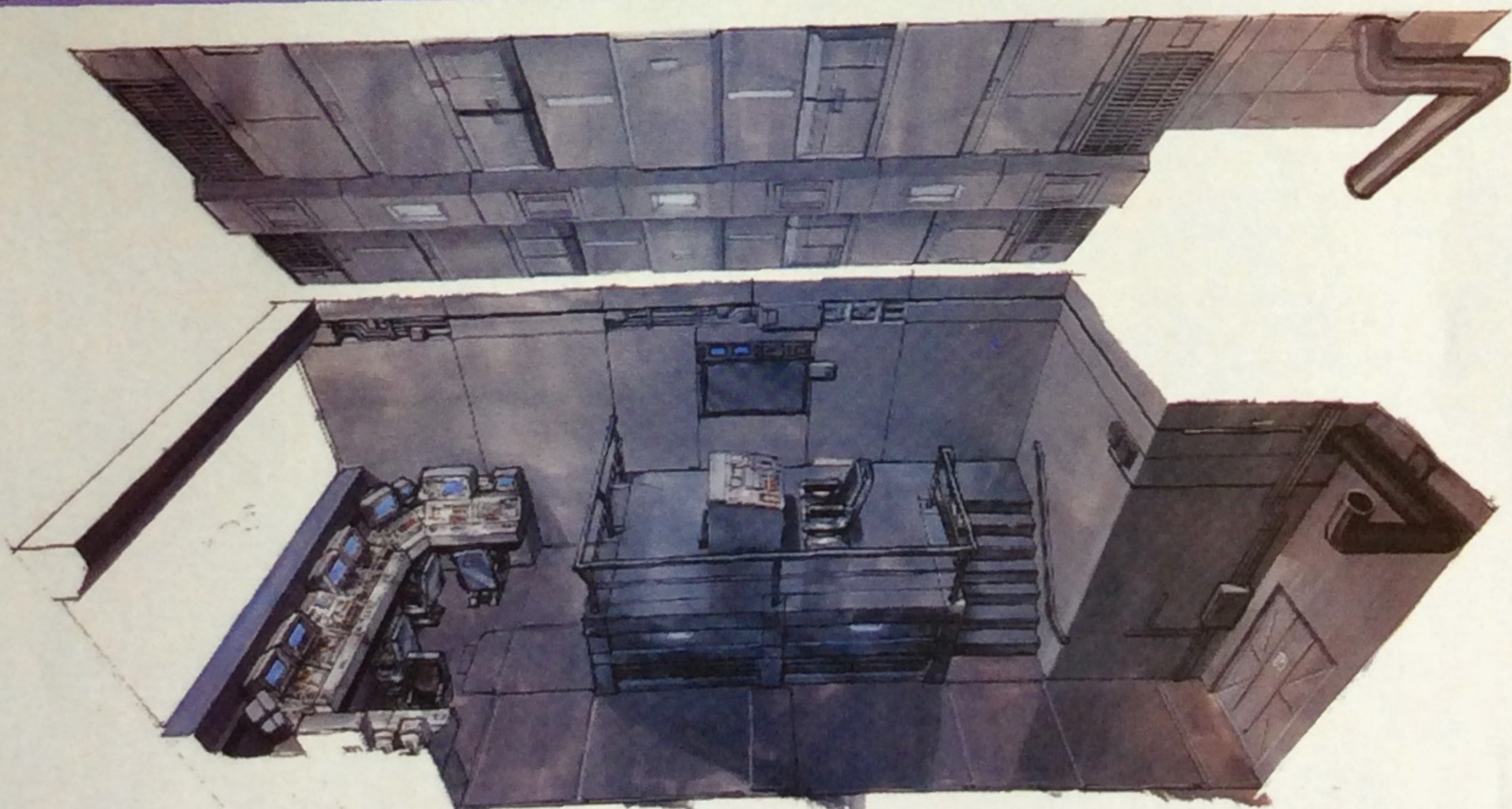


## RANKING TIMES

Ranking	Time
S	7.59:99 and under
A	8.00.00-8.59:99
B	9.00:00-9.59.99
C	10.00:00-10.59.99
D	11.00:00 and over



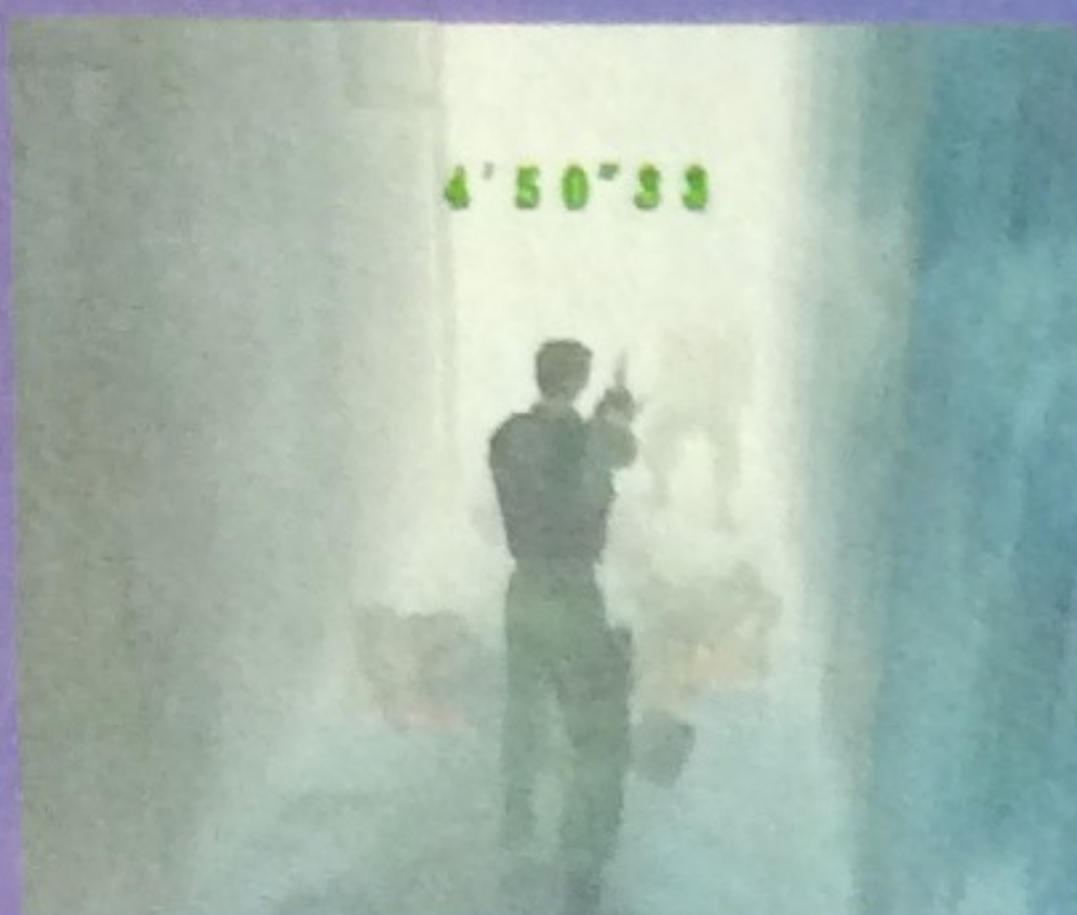
So why is she evil? Well, did you notice the company name on her hot pants? Shocking!





# CHRIS REDFIELD

	ID Number: MR06251
	Name: Chris Redfield
	Age: 25
	Sex: male
	Blood Type: Type B
	Height: 5'10"
	Weight: 175.5 lb
	
Combat Knife	Mixed Herb
Shotgun	Mixed Herb
Shotgun Shell	



Initial Inventory

Mission Difficulty: Hard

## FEELING LUCKY?



Room 13: Do not enter this room if you are attempting to set a record time. In here, Chris loses his cool exterior. When he plays the King Maker slot, he pulls the lever off the side of the machine! This seems to do the trick – but whatever the

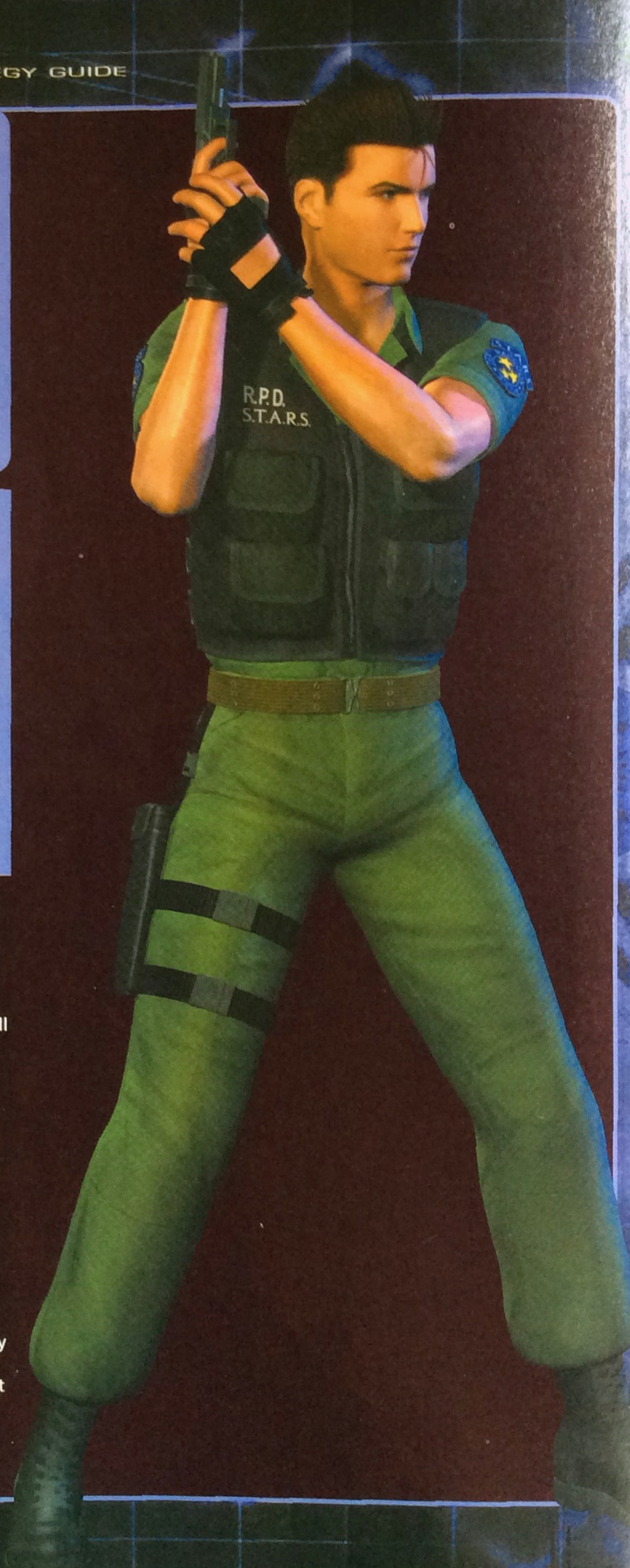
prize, there's no weapon more devastating than the Magnum, so leave any gun you may win.

## THE WEAPON

When it comes to obtaining the S ranking, the power and extreme speed of the Magnum are the orders of the day. The Shotgun doesn't even play a part. The Magnum is quick, it kills everything it hits, it can floor up to four zombies at a time (if they're in a line), the kill is instant, and the range is infinite. With this weapon equipped, you can take Chris through Battle Game in the fastest time of all – it is possible to clear all the rooms and step into the boss arena in around 4.50:00! That's the good news – the bad news is that this boss battle is the hardest of anything else in Battle Game, and you'll need precise killing techniques and a dollop of luck to obtain that S ranking.

## THE VIEWPOINT

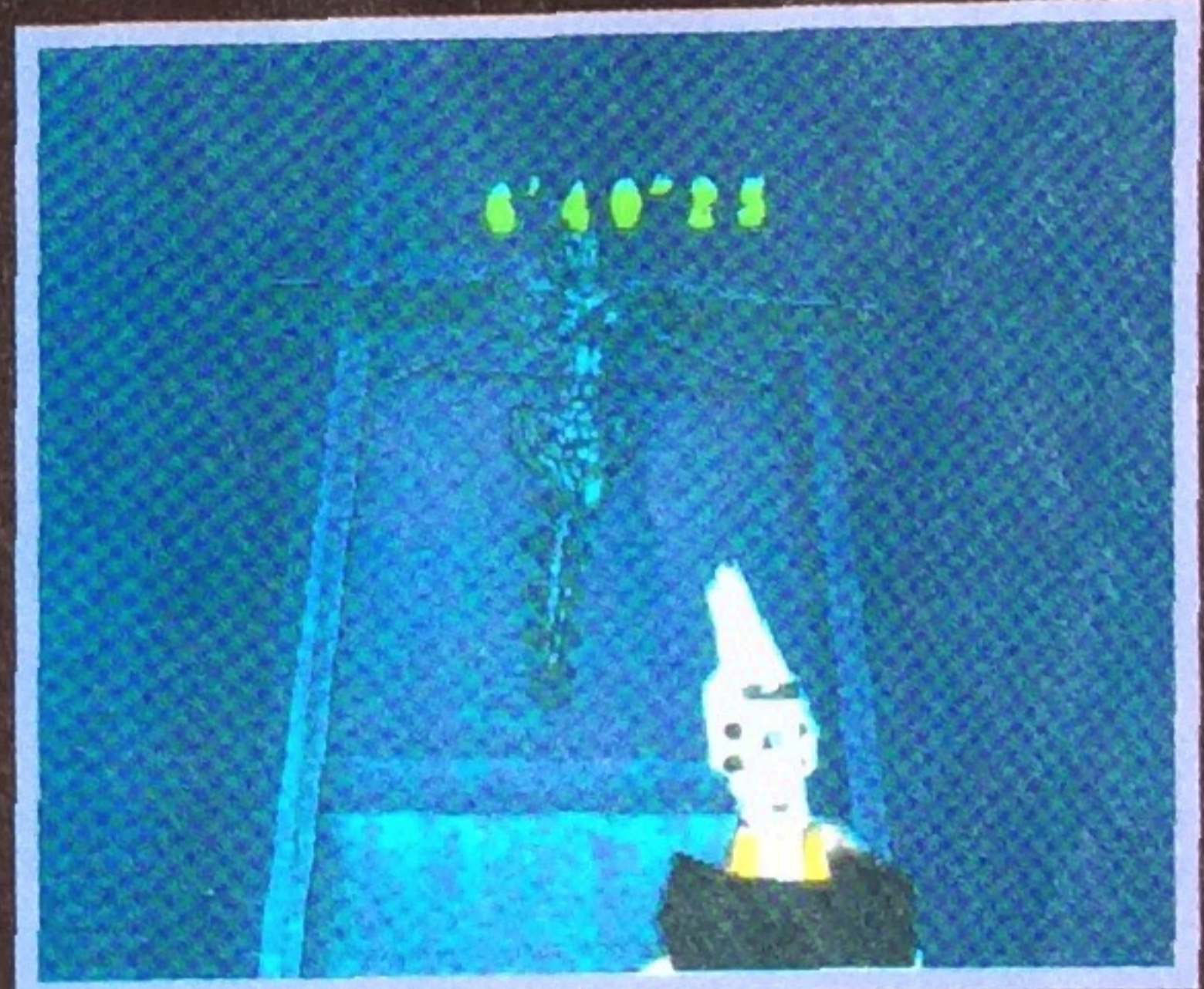
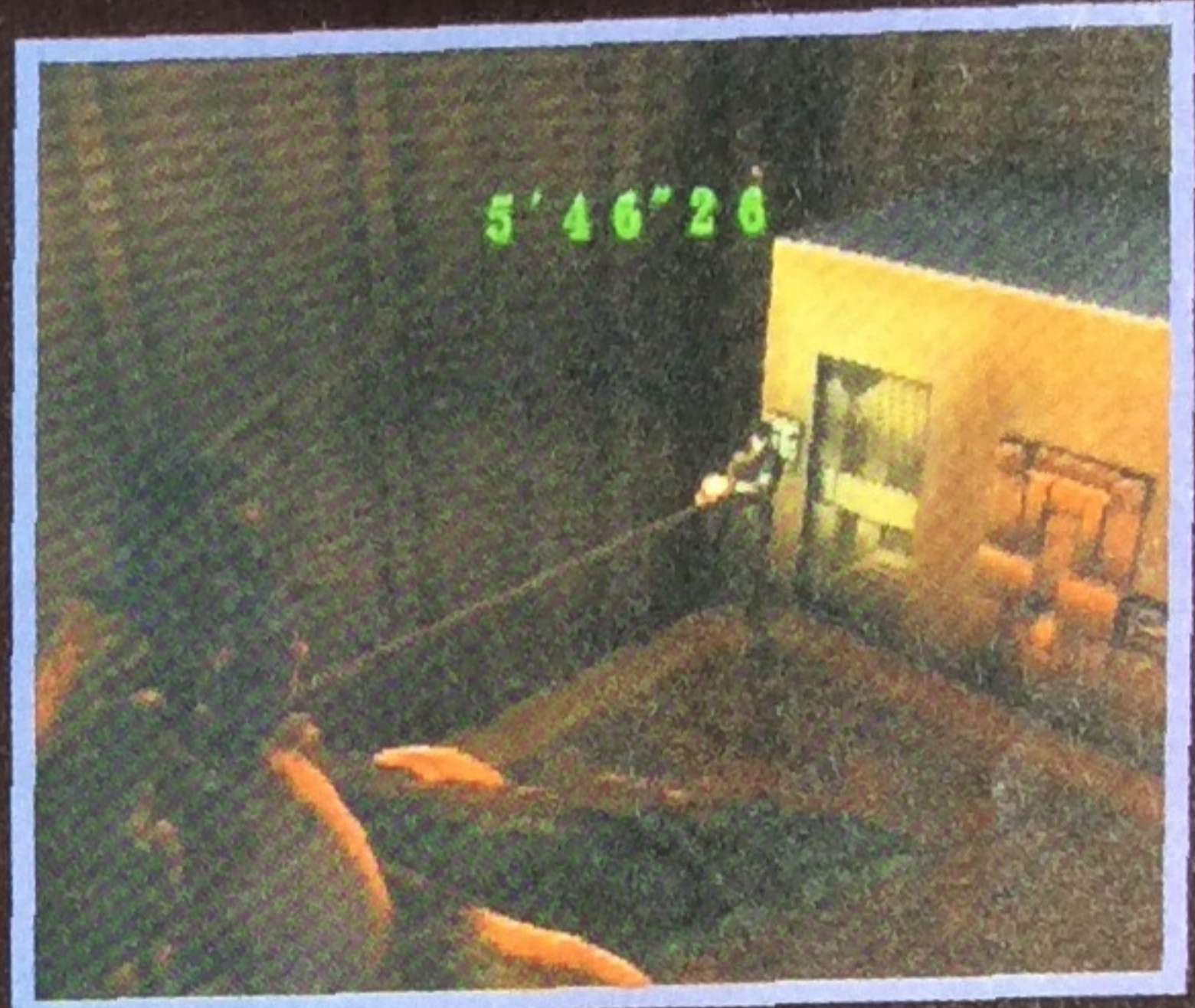
It's best to run through in Third Person view first, then returning to complete the game in First Person to earn the S ranking. The reasons are simple – you can instantly see when zombies are lined up for multiple shots, and the hideously difficult final battle is a little easier in First Person.



## THE FINAL BATTLE

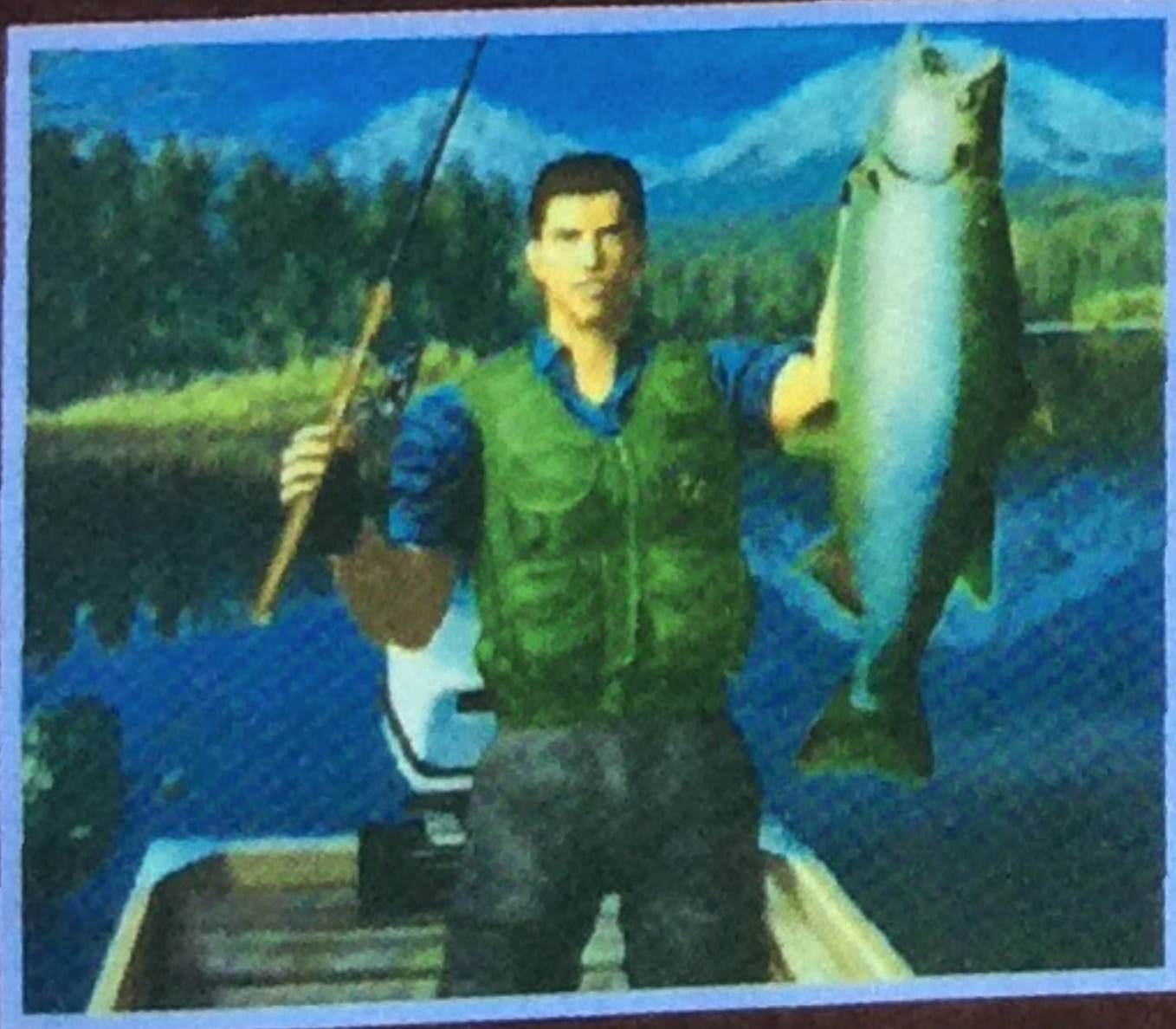
Alexia's second and third forms are hellish to defeat within the time limit. To stand a chance, enter this arena in full Health and with no more than around 5.10:00 on the clock. Unlike in the main game, it's best to ignore all of Alexia II's attacks (the Tentacles, Parasites, and green spit), and simply plug away with the Magnum. If too many pods are on you, run to the opposite corner and continue firing. Try to sink nine shots before you're hit. Check your Health at around 12-15 shots, heal, then continue firing. Alexia separates after around 30 shots.

With around 5.30:00 (at best) on the clock, Alexia separates and starts flying and spitting four blasts of fire. Hit her head around six times with the Magnum before she dies. This is extremely difficult, but in First Person mode, you can see Alexia III better. Stand still, aim with **[R1]**, then re-aim with **[L1]**. A millisecond later, press **↑** on the D-Pad, and a millisecond after that, fire. Fire too early or late and you'll miss. Keep pounding **[L1]** to swivel and aim, and try to get into the rhythm of aiming up and firing up at a 45-degree angle. Finally, watch your Health.



## RANKING TIMES

Ranking	Time
S	6.29:99 and under
A	6.30.00-8.29:99
B	8.30:00-9.29.99
C	9.30:00-10.29.99
D	10.30:00 and over



After the almost crippling injuries from T-Virus mutations and a battering at the hands of a less-than-human Albert Wesker, Chris heads out for some "me time."

# STEVE BURNSIDE



Initial Inventory



Mission Difficulty: Medium

## HOW TO UNLOCK HIM

To unlock Steve Burnside in Battle Game, obtain and store a single Gold Luger in the main game. When playing as Chris Redfield, enter the Military Training Facility, and locate the Save Room on the Basement First Floor near the door to the VTOL Hangar. There is a four-drawer cabinet in this room. Open the fourth (gold) drawer in the cabinet, take the Gold Luger, and Steve appears as a selectable character in Battle Game.

## THE WEAPON

Steve returns to Battle Game with his two favorite weapons from the main game – a pair of untested Gold Lugers, and the Sub Machine Guns. The Sub Machine Guns are best for Battle Game. Bandersnatches (especially in groups) are exceptionally tough to take down with the Lugers, so stick with rapid-fire weapons.



## FEELING LUCKY?

Room 13: Do not enter this room if you are attempting to set a record time. Steve thrusts his knee into the slot machine, forcing it to open and reveal an item.

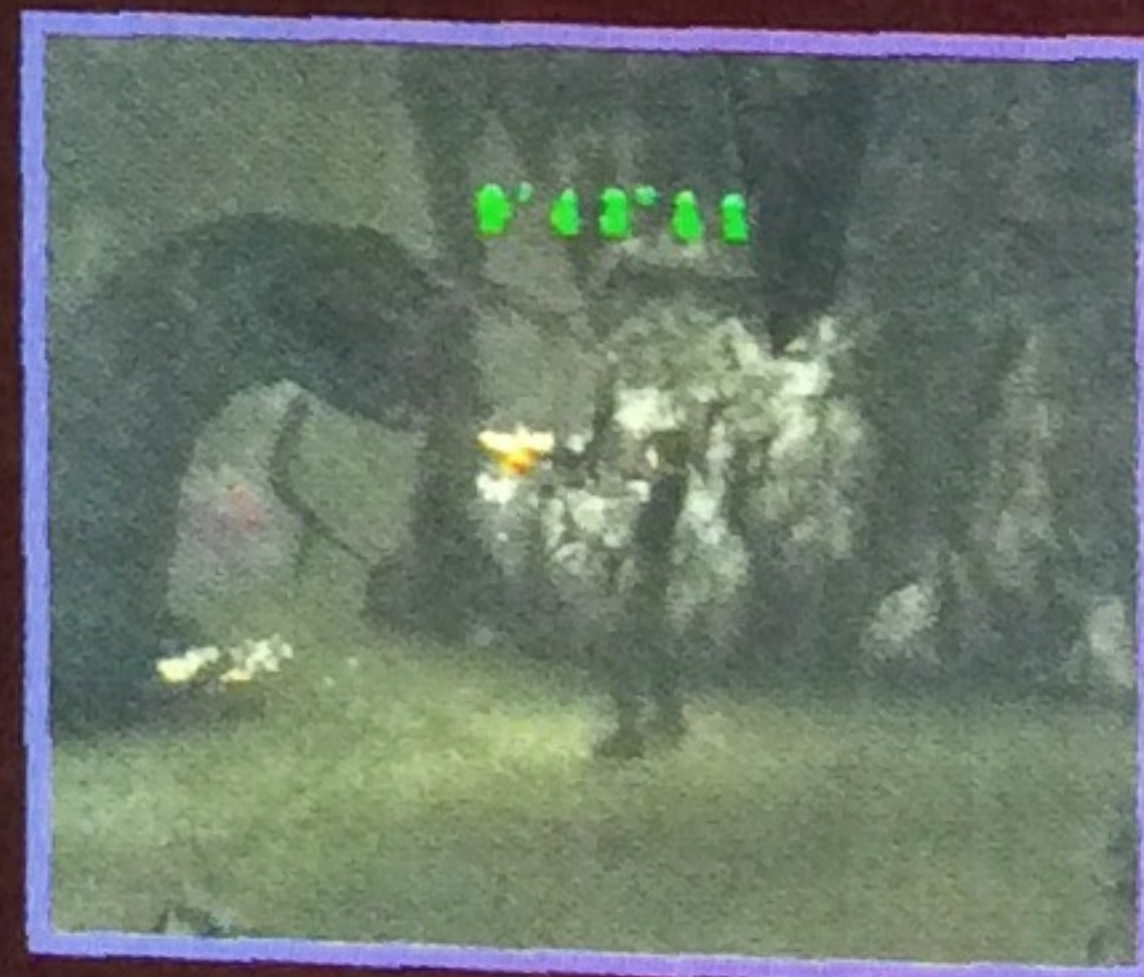
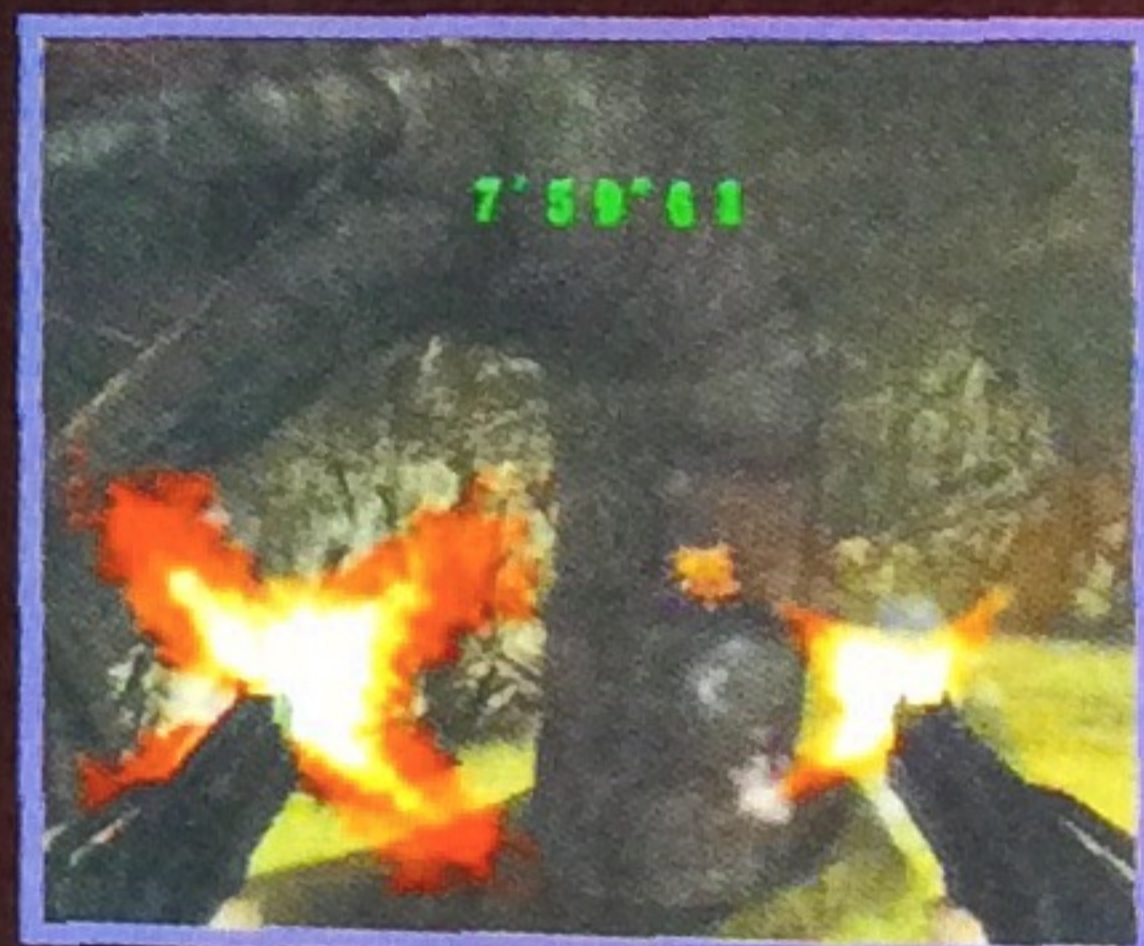
## THE VIEWPOINT

Either mode works, although First Person mode allows you to strafe your zombie targets with a little more precision. Facing the Gulp Worm is the same in either perspective. Try both views.

## THE FINAL BATTLE

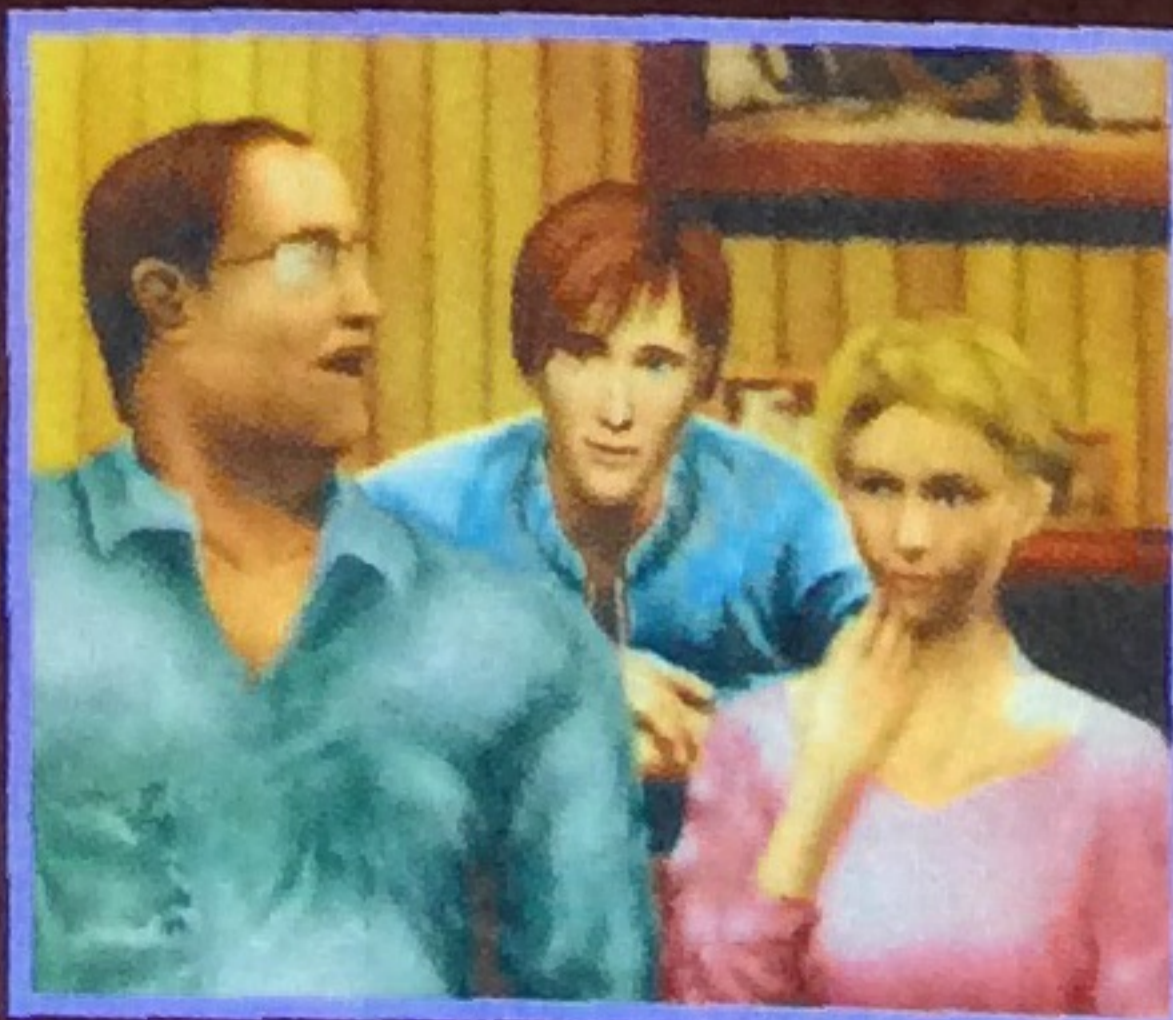
The Gulp Worm attacks in a constant pattern: it emerges from the ground to let out a guttural roar and thrash about, then dives back underground. The auto aim function is useful in this battle.

When the ground begins to shake as the Gulp Worm starts to surface, run in a large circular pattern to lessen your chances of the Worm surfacing under your feet, knocking you down. When the Worm pops out of the soil, pull out your guns and unload on it. You're better off waiting for the Worm to fully expose itself before firing. Stay clear when its trying to surface just enough to mow you down. The Worm will lie mercifully at your feet when it has had enough.



## RANKING TIMES

Ranking	Time
S	9.59:99 and under
A	10.00.00 -12.29:99
B	12.30:00-13.29.99
C	13.30:00-14.29.99
D	14.30:00 and over



This is an enlargement of the family portrait that Steve carries throughout the game, from a happier time when his family was together and zombie-free.

## ALBERT WESKER



Initial Inventory



Mission Difficulty: Hard

### HOW TO UNLOCK HIM

To activate Albert Wesker and his Combat Knife in Battle Game, complete Battle Game using Chris Redfield. Your end ranking doesn't matter. Albert Wesker is available when you return to Battle Game.

### THE WEAPON

Albert hasn't stocked up on the latest weapons, preferring instead to take on the hordes with a Combat Knife. This means your weapon of choice is an easy pick! However, Wesker is a master at the cut and thrust, and is slightly quicker than Claire or Chris. He moves forward each time he slices, which can be an advantage, and it only takes one good slice to take down a zombie, after which two or three more swipes finish the beast on the ground. Pivot on the spot when you're attacking to gauge a perfect lock on, and always look down when you slice!



### FEELING LUCKY?

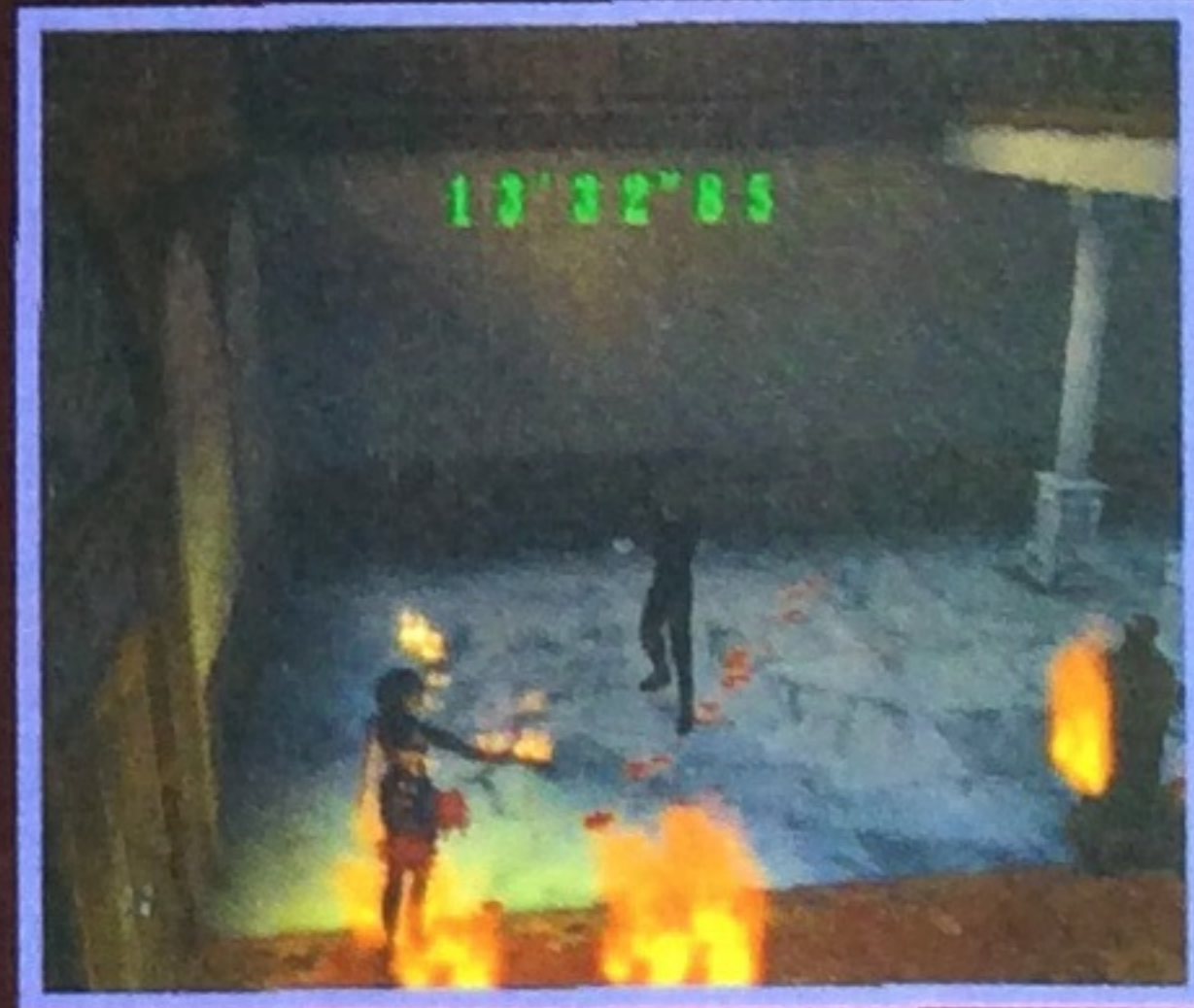
Room 13: You **must** enter this room to complete the Battle Game with Wesker! Make a beeline for the King Maker slot machine, and pull the lever. Wesker grows impatient for his prize and knees the machine. He wins a Magnum with six bullets in the chamber. Pocket this, but **don't** use it (there's a limited amount of ammo), and continue.

### THE VIEWPOINT

Third Person is the easiest viewpoint. The First Person perspective is tough for beginners – you need to see all around you in case the zombie you carved up isn't quite dead.

### THE FINAL BATTLE

After an altercation on the stairs, Wesker realizes Chris isn't here to handle Alexia, and must fight her himself. Before you walk up the steps, produce the Magnum that you won in the game room and fire immediately. Then connect with four more bullets, avoiding the sprays of fire and keeping your distance. Alexia falls after five direct hits. Forgot your Magnum? You can strike Alexia with two quick slices to make her stumble, but you must repeat the process five more times, and usually she'll grab you. This equals instant death. Remember the Magnum next time!

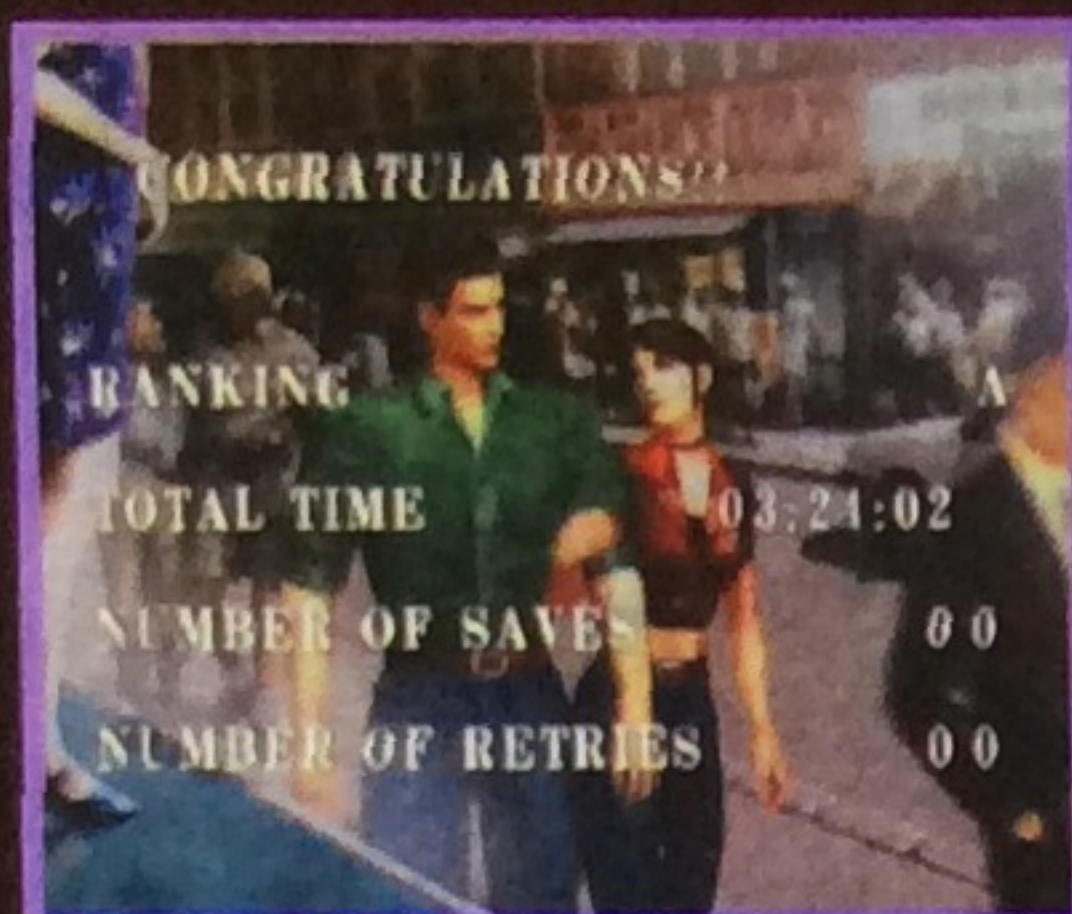


### RANKING TIMES

Ranking	Time
S	59.59:99 and under

Wesker takes one long, smug look at the collapsing Antarctic base, and climbs aboard his submarine to check on the T-Virus strains from Steve's mutated corpse.

# SECRETS AND FUN STUFF



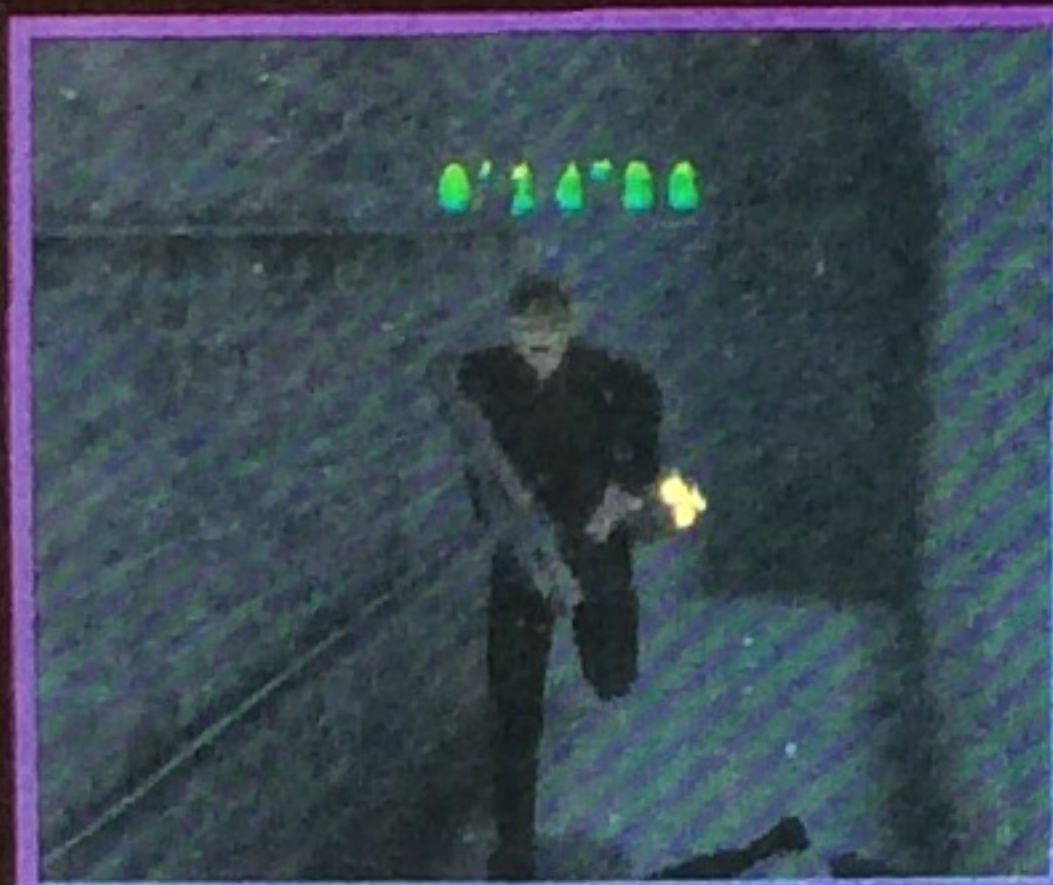
## OTHER TIPS ON GAINING AN A RANKING

- \* Rescue Steve Burnside from the Gold Luger trap in the media room as soon as possible.
- \* Collect enough Grenades to halt the Tyrant the first time you meet him.
- \* Collect all three Bow Gun Powder boxes, immediately fire 30 Arrows at the second Tyrant fight, then launch the catapult.
- \* Don't forget the Extinguisher! Give this to Chris to ensure he has the Magnum when fighting Alexia.
- \* Unlock the Duralumin Case Chris finds when you're playing as Claire (just before Claire meets Monster Steve).
- \* Exercise extreme patience, and never pause your game - the clock continues counting!

## ROCKET LAUNCHER

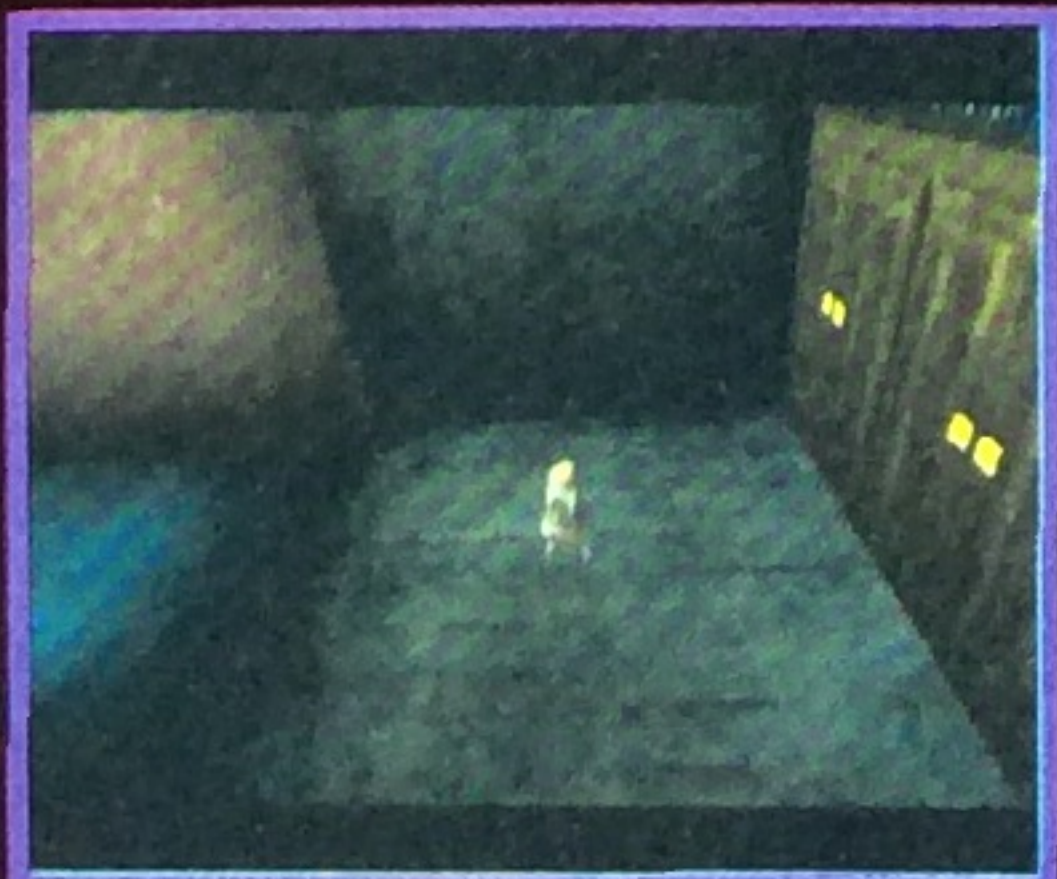
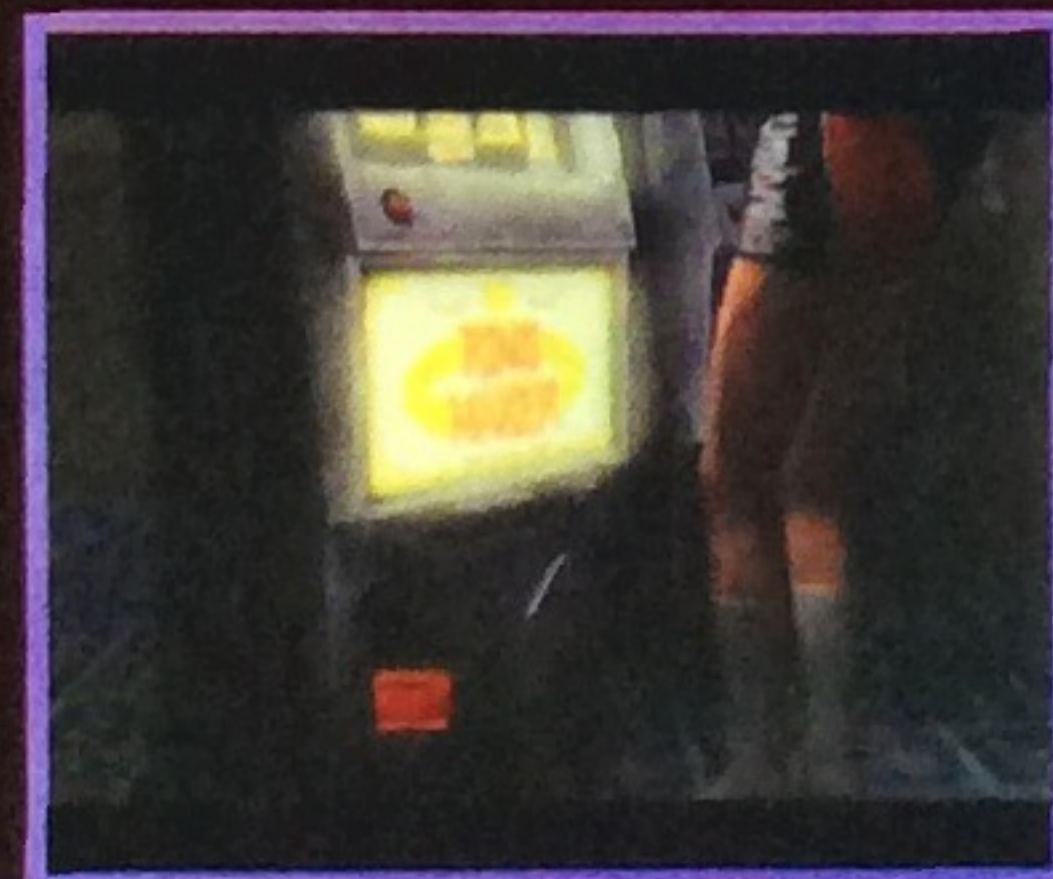
This game's most difficult secret to obtain is the awesome Rocket Launcher (with unlimited ammunition). To obtain it, complete the entire game and receive an A ranking. To obtain an A ranking, achieve the following goals:

- Goal 1:** Complete the entire game in 4.29.59:99 or less. The credits and cutscenes are included in this time, so press **SELECT** to skip them. Get familiar with all the level layouts, and play without becoming lost. If you do this, expect a time of around 3.45.00:00.
- Goal 2:** You cannot save or retry. This means storing and leaving Ink Ribbons, never touching a Typewriter, and not dying *once*. You can save the game once - just after the second Tyrant fight (before Claire explores the Antarctic Base and the first part of the game ends). If you fail later on, you can restart or reload from this point.
- Goal 3:** Only heal using Herbs. Ignore the First Aid Sprays - if you even use one of them, your ranking will fall below A level.
- Goal 4:** Return to Rodrigo with the Hemostatic Medicine, and give him your Lighter, receiving the Lockpicks in return.



## LINEAR LAUNCHER IN BATTLE GAME

The powerful Linear Launcher becomes available once you complete Battle Game with all five characters, and score an S ranking with each of them. The Linear Launcher is a single-shot projectile weapon with infinite ammunition and a telescopic sight (like the Sniper Rifle). It kills anything it hits in one shot (including all Bosses!). The Linear Launcher appears in each character's inventory, but if you use it, your ranking time is not saved.



## D.I.J.'S JOURNAL IN BATTLE GAME

One of the rooms in the Battle Game is the game room, and inside is a slot machine named King Maker. Each time a character visits this machine and activates it, a prize is awarded (usually Health or a weapon). However, on the second or third visit to the machine, a journal drops out. This is written by the mouse that jumped out of the locker at Claire during her mission, and it seems the rodent has been watching Claire throughout the adventure!

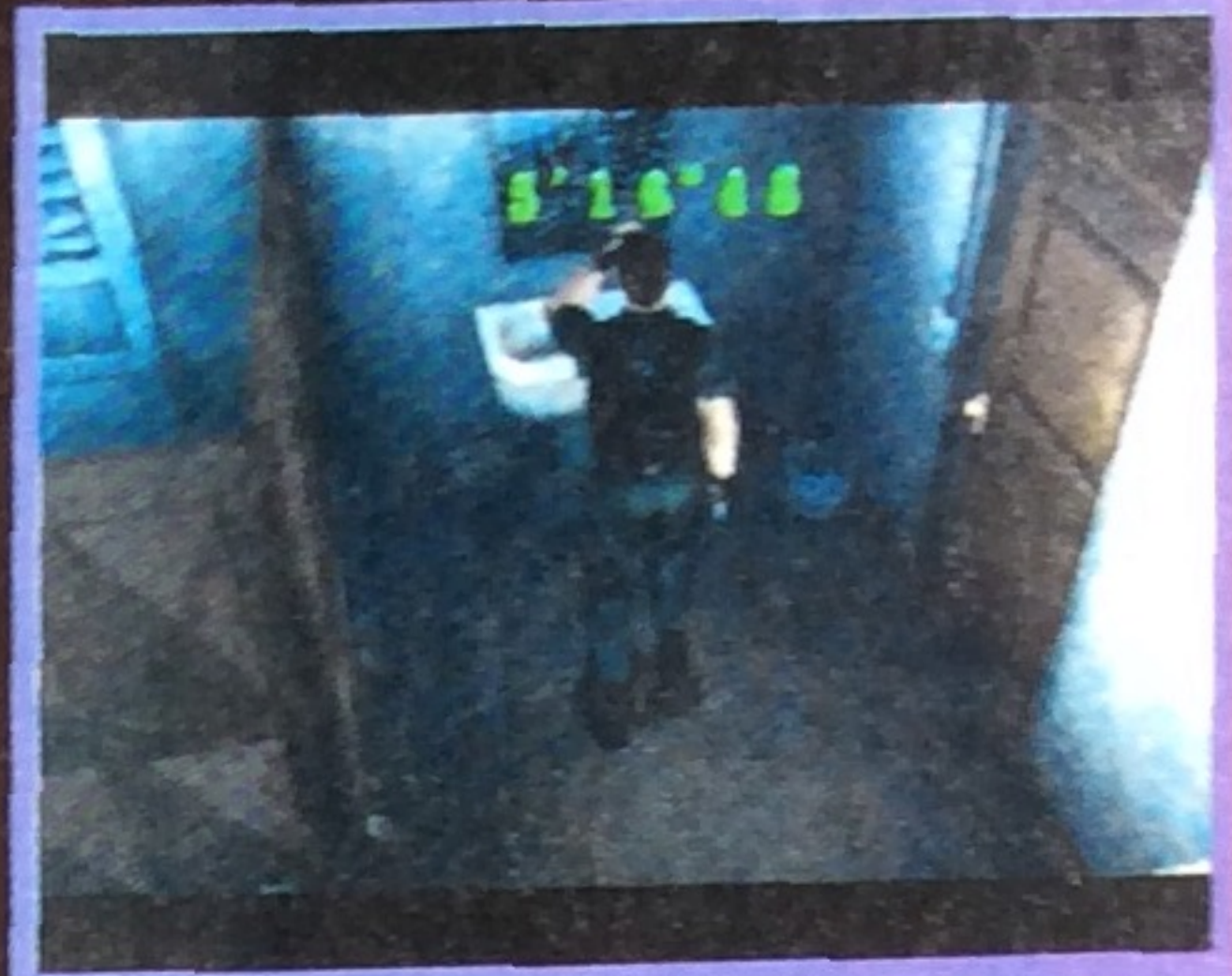
## EXTRA ANIMATIONS IN BATTLE GAME



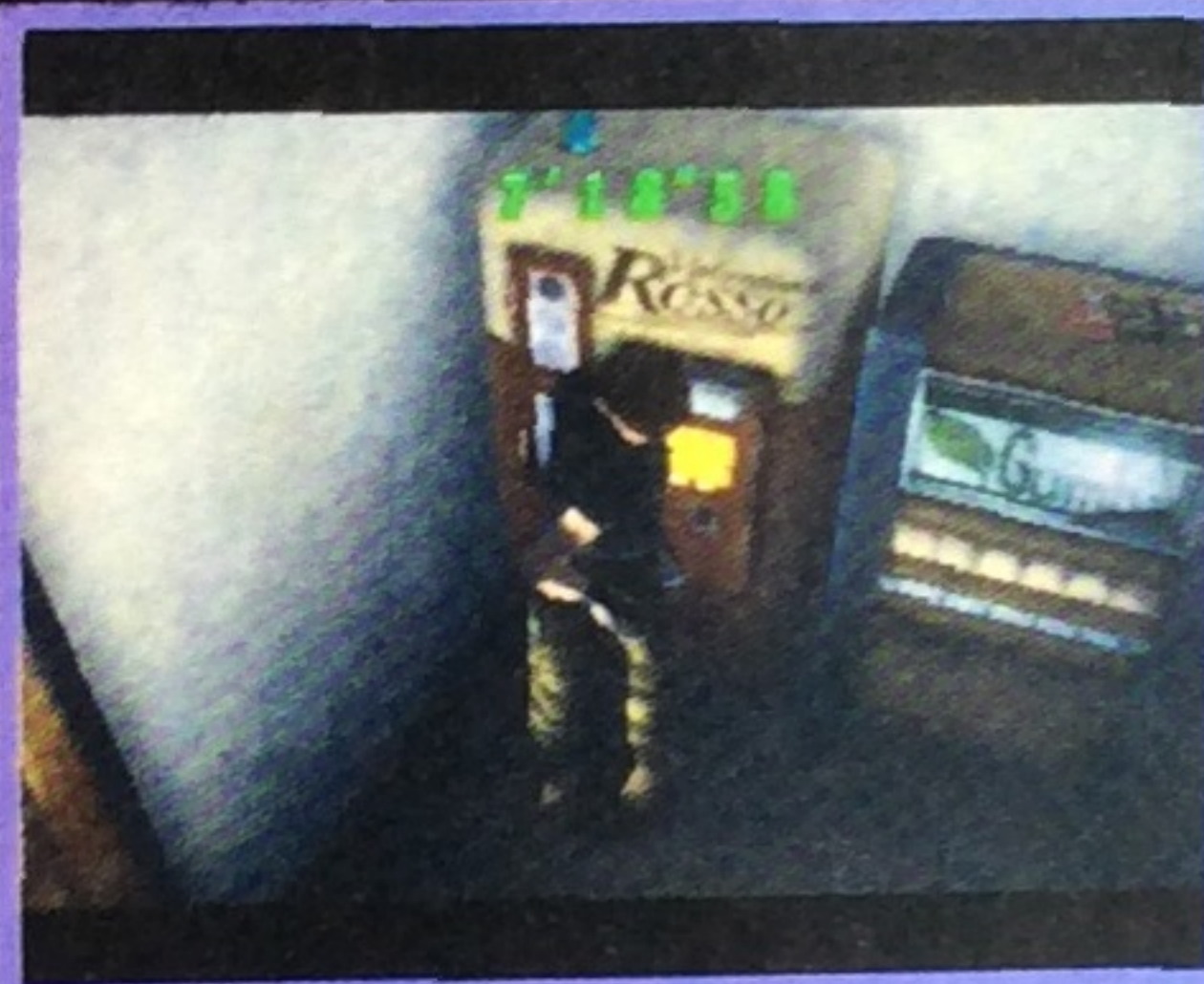
Room 15: When playing as Claire, walk (don't run) in the corridor between the entrance and the first corner, and you'll see Miss Redfield shivering.



Room 4: When playing as Chris, wander and check out the tiger statue, and you'll see one curious S.T.A.R.S. team member.



Room 14: Chris stops to groom himself at this sink after the scaly terrors in this locker room are gone. Looking fresh, Mr. Redfield.



Room 14: Looks like young Mr. Burnside spent his last dollar on Gold Luger bullets. He doesn't have any quarters for this vending machine, and makes his distress more than apparent.

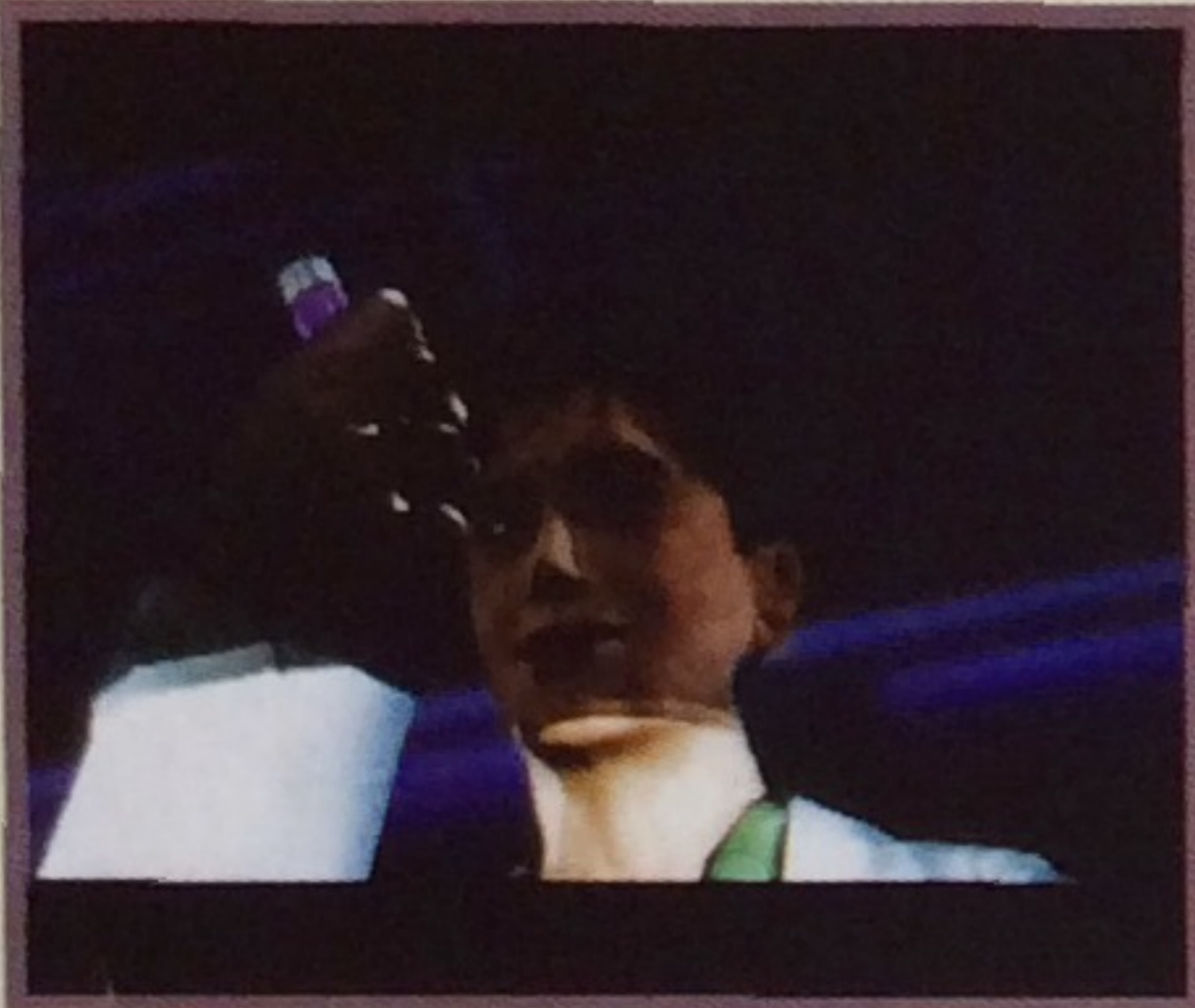


Room 11: Albert Wesker takes time out from plunging knives into the pus-filled undead to peer at the model in the medical room.

## The Wesker Report: Debriefing

**TOP SECRET:**

The following report is Classified. Restricted viewing for Wesker confidantes only.



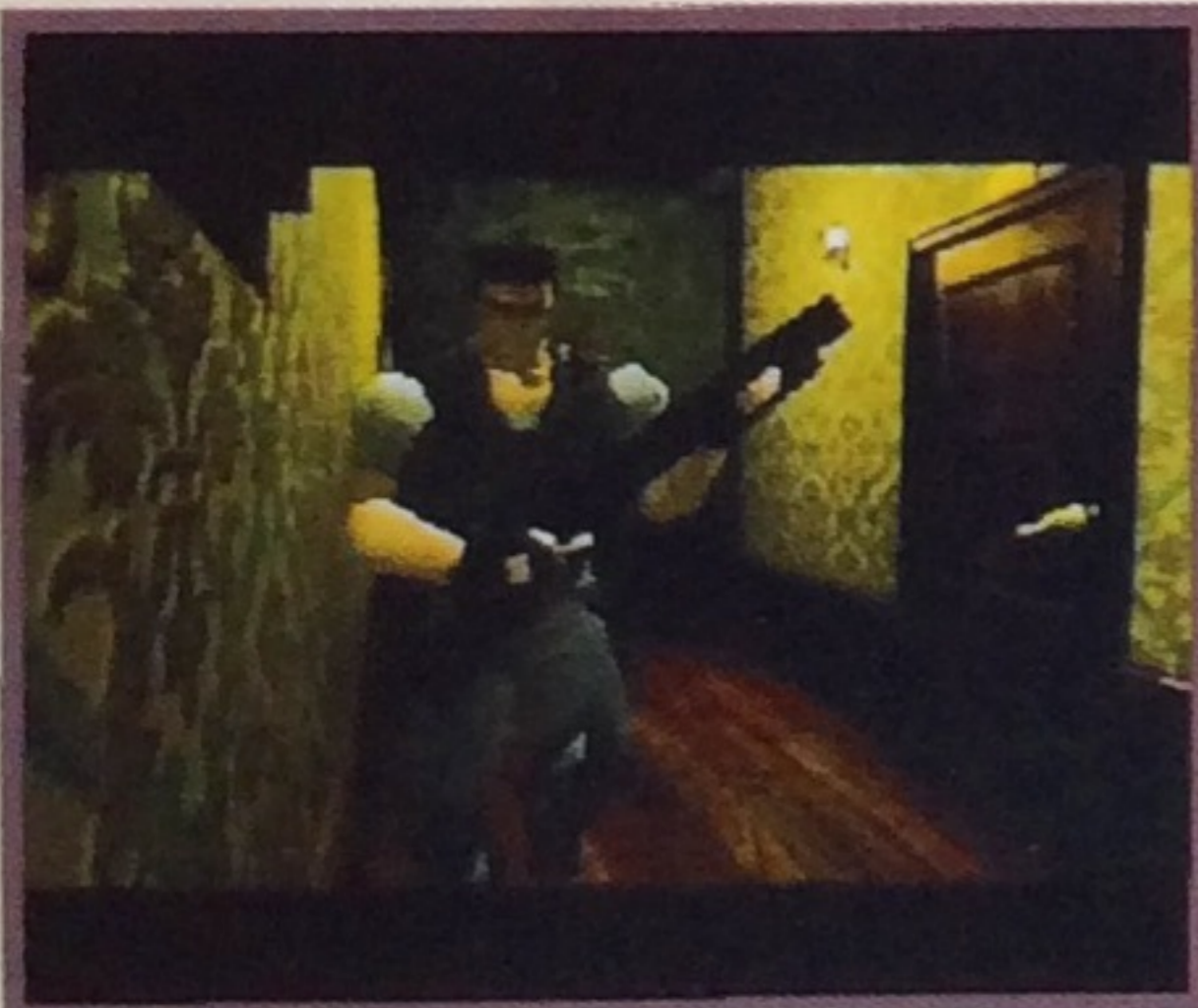
Originally a researcher for Umbrella Inc. (who covertly conducted bio-organic weapon experimentation and development (or "BOW"), Wesker's path changed after a meeting with a talented scientist - William Birkin.



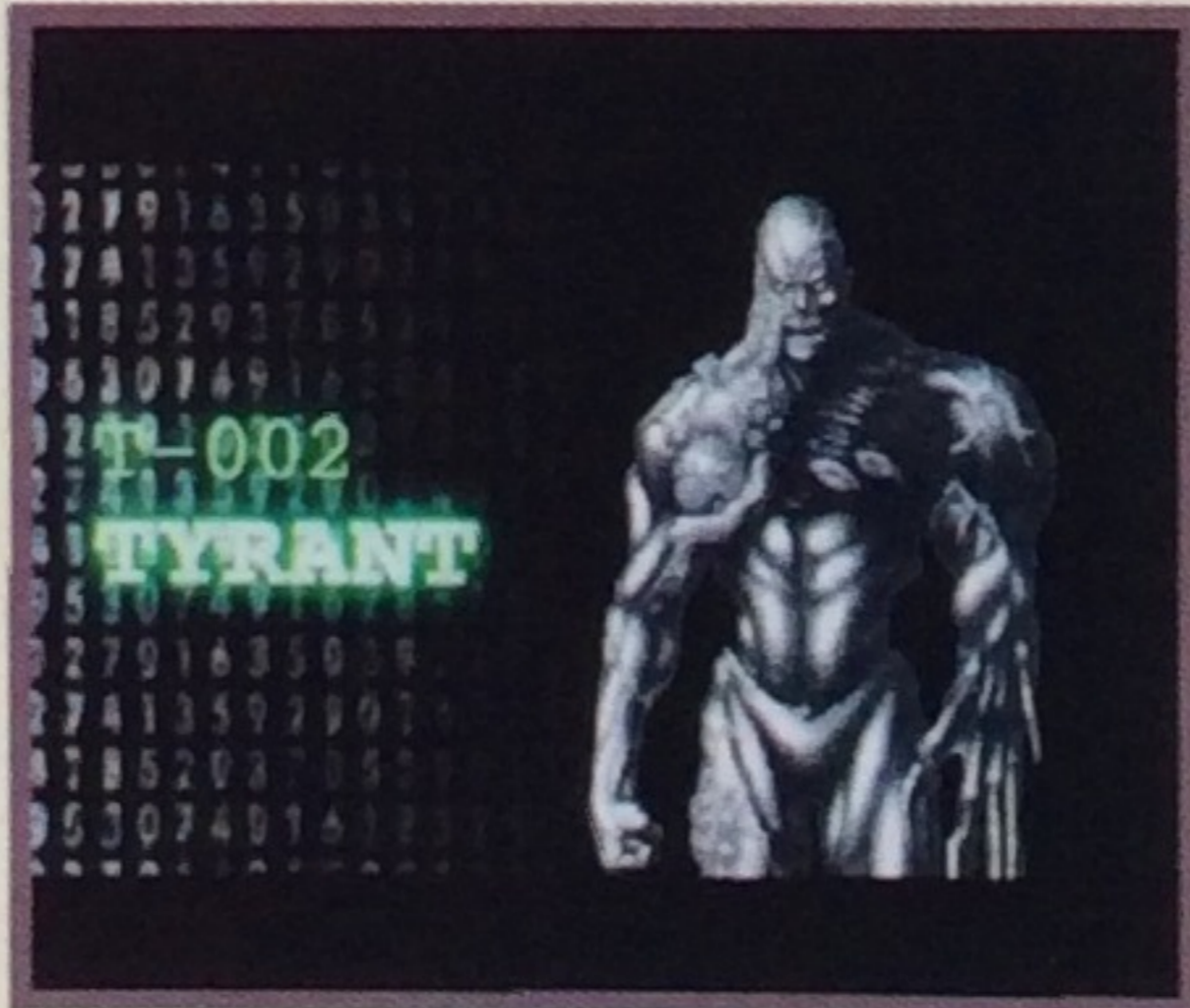
Wesker got a position with S.T.A.R.S., the Special Forces Department of Raccoon Police Department to help Umbrella keep its operations secret. Wesker became leader of S.T.A.R.S., and at the same time devised his own secret plans.



7.24.1998. A freak murder near a mansion in the Raccoon City forest started it all. The mansion was a secret BOW lab, and the T-Virus was the cause of death. Umbrella instructed S.T.A.R.S. to remain out of the case. But because of public pressure, they moved in.



Umbrella planned to lead S.T.A.R.S. into combat with BOW experiments, gather combat data for analysis, and dispose of the team. The first squad was Bravo team. Next was Alpha team - sent in to search and rescue. Only five survived from the initial 11: Bravo Team's Rebecca Chambers and Enrico Moraine, and Alpha team's Chris Redfield, Jill Valentine, and Barry Burton.



Now Wesker initiated his plan - to join a rival corporation and hand over Umbrella secrets. But he needed Tyrant combat data. He forced Barry Burton to draw the others to the Tyrant. Enrico found out about the plan, and was eliminated. Barry brought Jill along to fight the Tyrant.



Wesker injected Birkin's virus into himself in order to appear dead and to show his loyalty to the new corporation. After a period of stasis, the virus would bring Wesker back to life with super-human powers. Wesker then unleashed a Tyrant and let it attack him so that he could pretend it killed him. Success seemed inevitable. However, S.T.A.R.S. defeated the Tyrant, and the data was lost. Wesker's new form and vendetta against S.T.A.R.S. were born.



9.28.1998. Two months later, Wesker joined with Ada Wong, an agent sent to spy on Umbrella. The G-Virus was discovered, and Wesker knew Birkin was responsible. This independent research angered Umbrella, so Umbrella attempted to assassinate Birkin.



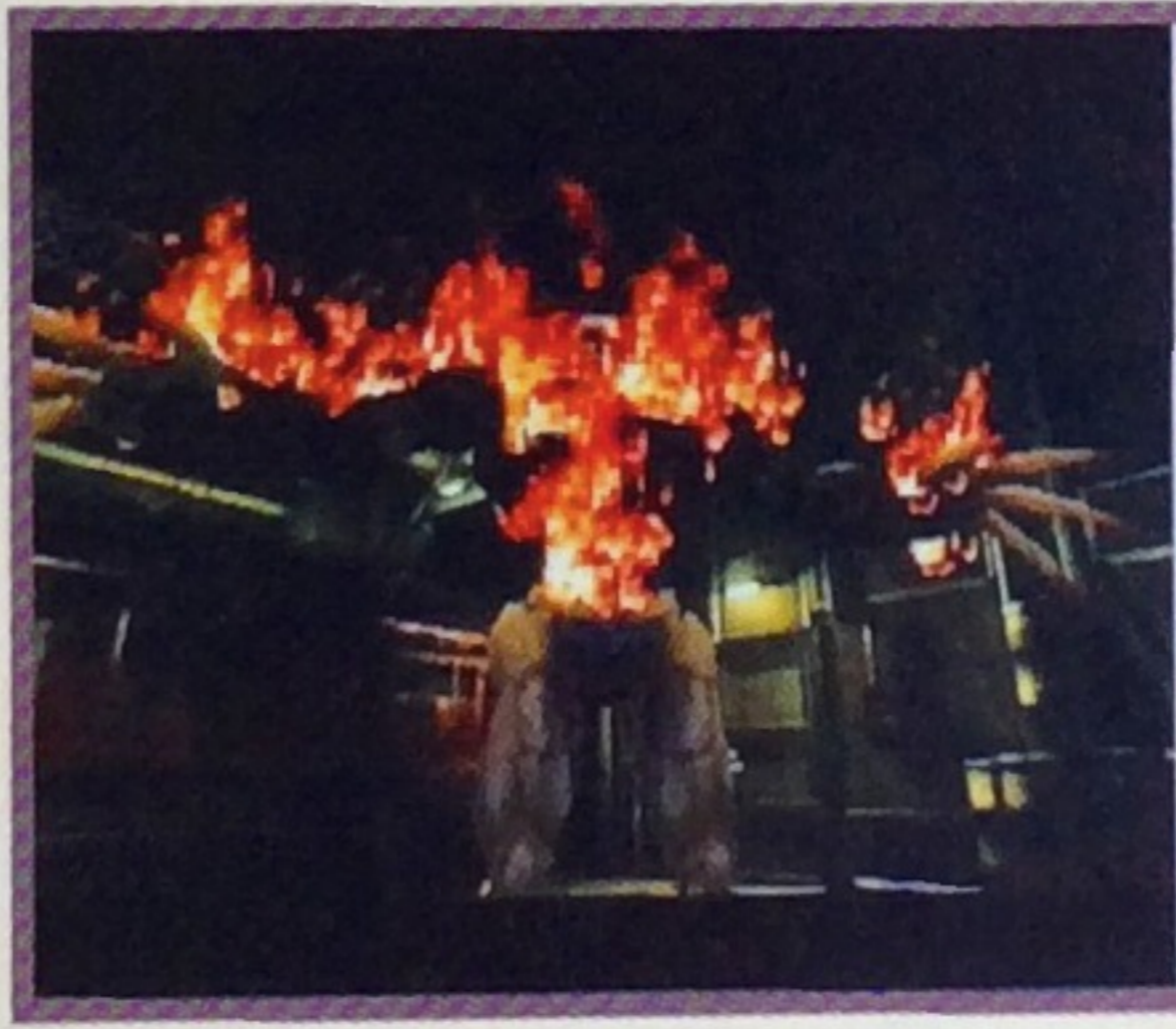
The salvage team (commanded by Hunk) got to the G-Virus before Wesker, but not before Birkin injected himself with it, turned into a monster, and tore Hunk's team apart. Soon after, another virus (the T-Virus) infected Raccoon City.



9.29.1998. Umbrella Europe dropped in a new BOW - the Nemesis - for combat testing to hunt down and kill Jill, the remaining S.T.A.R.S. member. Wesker's organization needed the Nemesis data. To cover up the whole affair, a Tyrant was dropped into Raccoon City to track and destroy Leon Kennedy and Claire Redfield, who knew more than they should.



Birkin's daughter Sherry, had her father's research hidden inside a pendant. Ada and Leon Kennedy were dispatched to locate Sherry, while Wesker (still thought to be dead), worked in the shadows. Kennedy retrieved the T-Virus notes from Sherry with the help of Ada. Meanwhile, the corporation hurried to salvage the G-Virus from Birkin's body, but Hunk was again ahead of them.




9.30.1998. The corporation's only option was to bring Birkin's monstrous form back to finish off Leon and Claire. Then the corporation could obtain combat data. After the fight between Leon, Claire, and the Birkin monster, somebody (possibly Wesker's corporation) came in to collect pieces of Birkin's body. Those pieces provided that company with the sought-after G-Virus data.



10.01.1998. The next morning, the government bombed Raccoon City to halt further viral outbreaks. Later, Claire left for Europe to locate Chris, and Leon joined an underground anti-Umbrella organization. Sherry is now held by Wesker's employer. However, there's something very odd about her....



The cover art features a central, symmetrical, blue-tinted image of a forest scene, possibly a snowy or misty landscape, viewed through a grid pattern. The scene is mirrored vertically. The title 'RESIDENT EVIL' is in orange, 'CODE: Veronica' is in white, and the large 'X' is white with a blue glow. Two diagonal banners with the text 'CODE VERONICA' are also present.

**RESIDENT EVIL**  
**CODE: Veronica**

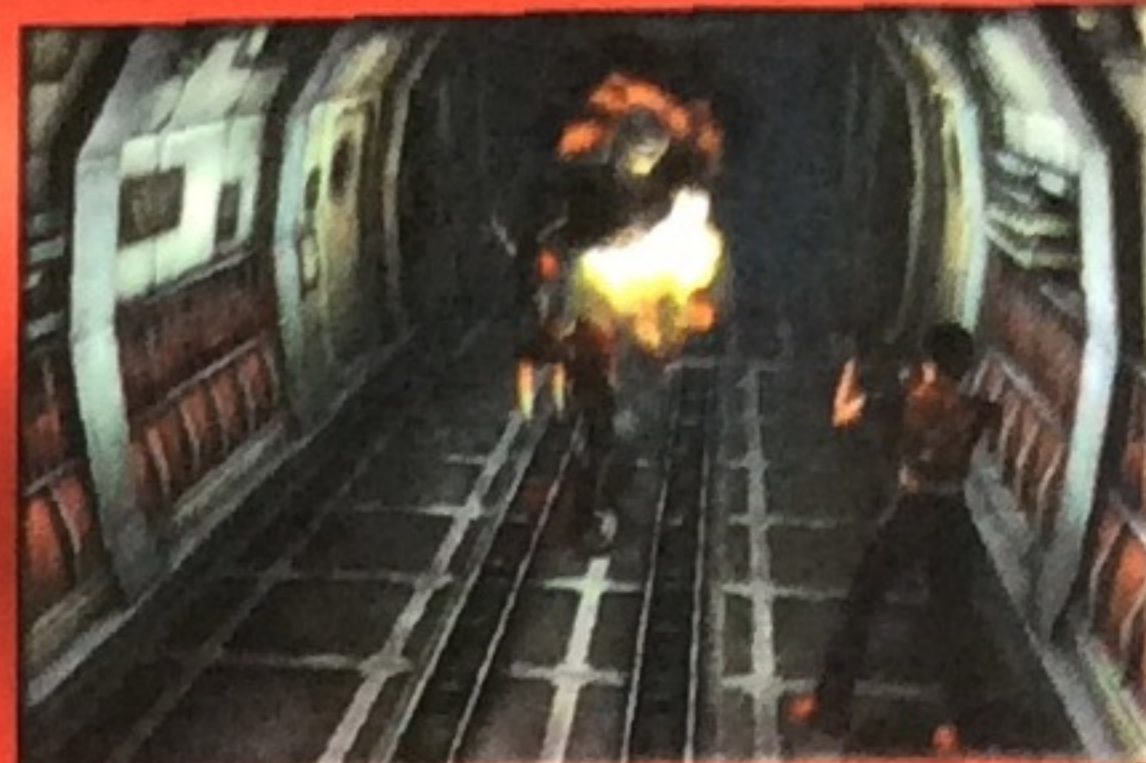
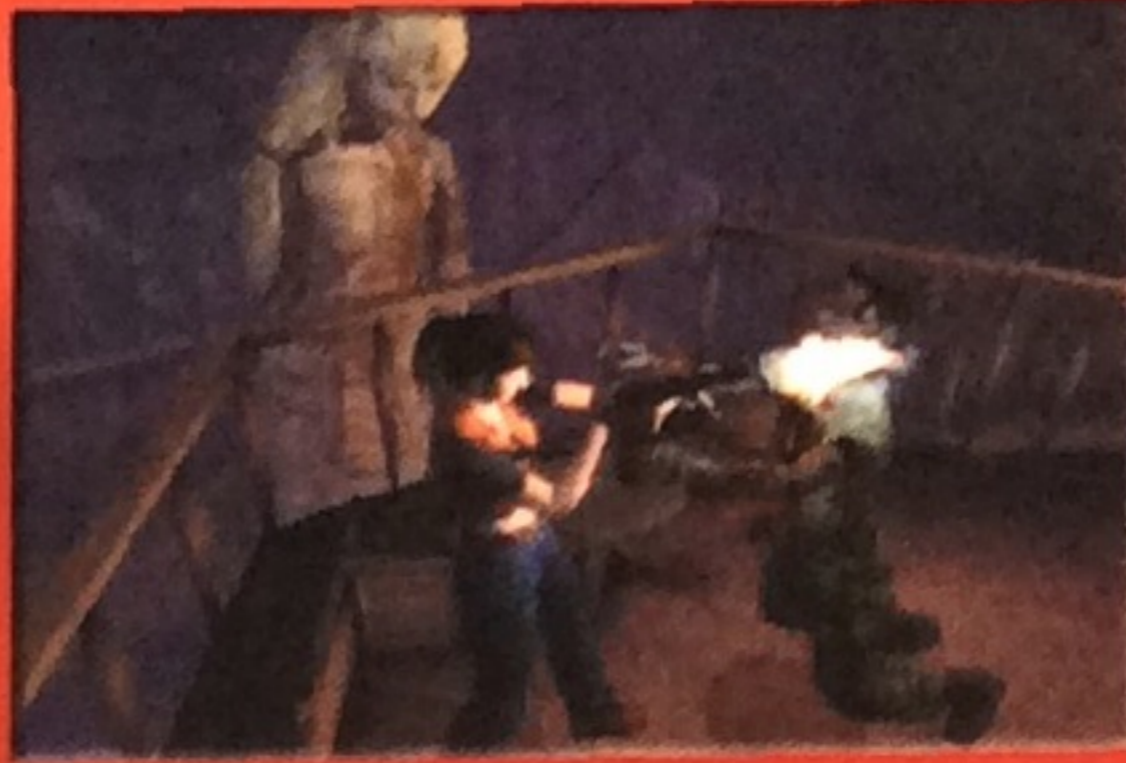
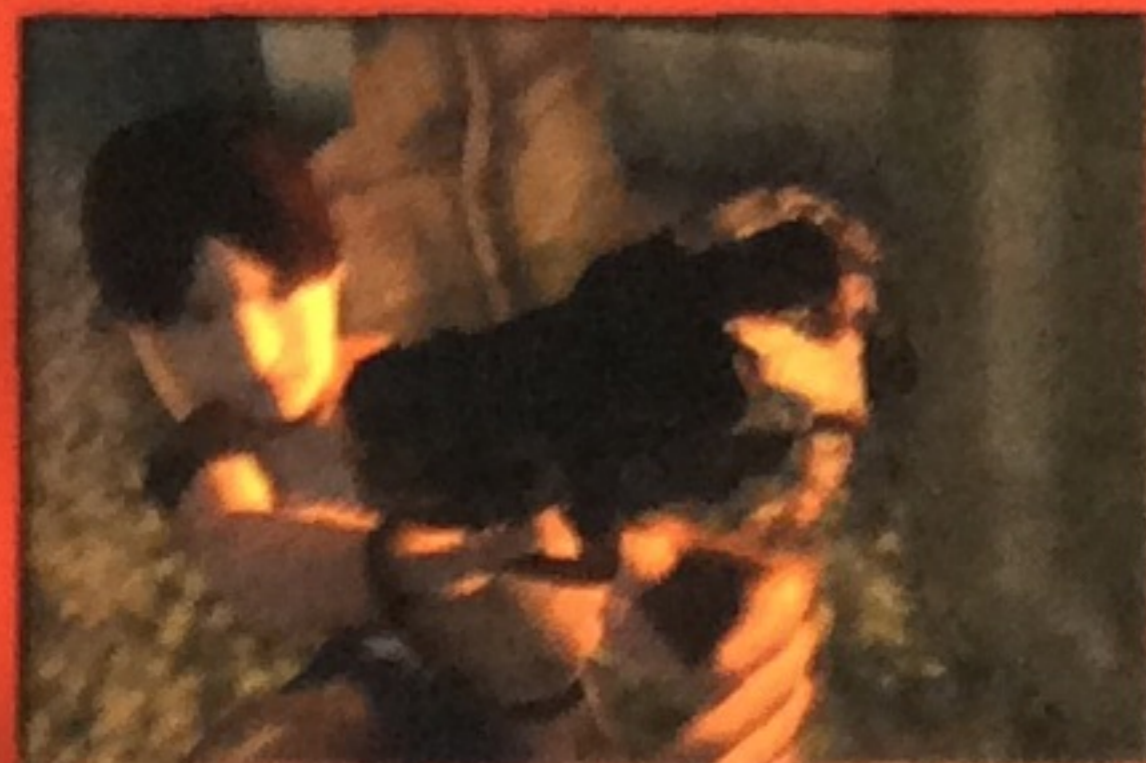
CODE VERONICA

CODE VERONICA

U.S. \$14.99 Can. \$19.95 U.K. £9.99

Games/Action  
Platform: PlayStation®2 computer  
entertainment system

# THE EVIL HAS LANDED



X Fully detailed maps showing items, weapons, save points, and more!

X Battle Game, Wesker's Report, and other secrets revealed

X Complete walkthroughs for Claire and Chris

X Zombie-killer survival skills

X How to mix herbs like a pro

X Boss battle strategies

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This game has received the following rating from the ESRB



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