

PRIMA'S OFFICIAL STRATEGY GUIDE

RESIDENT EVIL 3

MEMESIS



CAPCOM®

by Mark Androvich



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RESIDENT EVIL 3

NEEMESIS

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Prima's Official Strategy Guide

RESIDENT EVIL 3

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NEMESIS

welcome to

RACCOON CITY

THE PAST:

Thanks to the charity of the town's biggest employer, Umbrella Inc., the town had become an ideal place to work and live. Parks were plentiful, business was booming, the crime rate was low, and the residents had an unshakable sense of civic pride. It seemed the perfect all-American city.

However, unknown to the majority of those who lived there, Umbrella Inc. was secretly experimenting with biological weapons. The corporation's research led to the development of the T-virus, which mutated plants and animals and turned the humans it infected into flesh-eating zombies.

After an unusual sighting of dog-like monsters on the outskirts of town, and the discovery of the mangled body of a woman hiker, the Raccoon Police Department's S.T.A.R.S. Bravo Team was sent in to investigate. Their chopper went down shortly after discovering a remote mansion and contact with the team was lost. The S.T.A.R.S. Alpha Team, of which Jill Valentine was a member, was sent to investigate and bring the situation under control.

Despite the evil machinations of Mission Leader Albert Wesker, who was conspiring with Umbrella Inc., Jill Valentine and her Alpha Team were able to uncover the T-virus experiments. Unfortunately, all evidence of Umbrella's involvement was lost when the mansion was destroyed. Thanks to the corrupt Chief of Police, Chris Redfield's report on the events was discredited and the truth remained buried.

THE PRESENT:

Unwilling to let Umbrella's experiments continue, Alpha Team member Chris Redfield has already set off for the corporation's main headquarters in Europe. Jill Valentine decided to resign from S.T.A.R.S. and plans to follow her former teammate...when all hell breaks loose!

Raccoon City is under siege! The police are no match for the infected humans and animals who have gone on a mindless rampage through the streets. The once beautiful town is littered with bodies and debris. Fires burn out of control. Zombies wander the alleys. There is no place to hide!

Meanwhile, hundreds of miles away, the President is about to make a final decision to stop the spread of the virus.

Can you survive and make your escape from Raccoon City?

RESIDENT EVIL 3

REINVESTS

GETTING STARTED

Even if you finished Resident Evil 1 and 2 with your eyes closed, which I doubt, you still ought to take a moment to familiarize yourself with the game before jumping in. A few new moves have been added which can save your life some day. Learn them, love them, live them.


CONTROLS

Resident Evil 3 takes place from a third-person perspective. That is, you get to view your on-screen character as she experiences the action. Some newcomers may be initially thrown by the fact that the game's controls are relative to your character's position. That is, if you press the right direction button, Jill will turn to her right. This does not always mean that she will move to the right on the screen, however. If, for example, she is facing the camera, pressing right on the control pad will send her to the left side of the screen. Just put yourself in your character's shoes, and soon the control will become second nature.





RUNNING

Jill will move at a normal speed unless you hold down the  button, which causes her to run.

QUICK TURN

If you wish to turn Jill so that she faces the opposite direction, you can always press and hold the left or right direction button until she turns around. However, there is a quicker way to do this. Press down on the directional pad (retreat) at the same time that you hit the  button (run). She will automatically do a 180 degree turn.

TARGETING AND FIRING

When you encounter an enemy, you must hold down the  button to bring your weapon to bear. Although you cannot run or make a quick turn while in the ready position, you can still move in all directions. Hitting  while holding down the  button will fire the weapon which has been equipped. In order to equip a new weapon, or change the ammo for the weapon you have already equipped, use the  button to bring up a menu. Select the weapon and Equip, or select more ammo and Combine with the current weapon. The game will automatically reload your weapon when necessary, but there will be a slight delay.



WEAPONS

The **R2** button is used to automatically lock onto the nearest enemy. It can also be used to target special red barrels and boxes which will explode when hit. Use them to wipe out a larger group of zombies at once.

INTERACTING

To pick up an item, talk to a character, or activate an object, press the **X** button on your controller. In some instances you will need to select an item before you are able to use it. To do so, use the **○** button to bring up the menu and select the item. The **△** button may be used to cancel interactions.

The designers have tried to help you out by making most "interactive" items stand out. However, keep in mind that you may not be able to always see an item on the screen. For example, if you think that there may be something hidden on a body, approach the subject and press **X**. If any item is present, you will pick it up.

MENU OPTIONS

Hitting the **○** button during the game brings up the menu screen. This screen shows you the condition of your character, the weapon currently equipped, and the items in your possession. As the game begins, you can only carry up to 8 items. Later, you will be allowed to carry up to 10 items. If you press the **X** button while the cursor is on an item in your inventory, you will see a menu with the options Use/Equip, Combine, and Check. Equip is used to select the weapon you wish to carry. Use is for all non-weapon items. Combine will allow you to put the selected item together with another item (if possible). For example, you can combine bullets with a gun, herbs with other herbs, and lighter fluid with a lighter (to fill it). Check will give you a more detailed description of the item, such as the shape of the crank you have selected.

Above your inventory are two menu options — File and Map. The File system keeps track of every relevant scrap of paper, book, photograph, or other information you come across. Select the document you want to review and press the **X** button. Use the right and left direction buttons to flip through the text. If you manage to find all 30 documents scattered throughout the game, the "Game Instructions A" will turn into Jill's diary. Check out the Secrets section for more information! The Map option shows your location in Raccoon City (the area in red), as well as surrounding rooms and doors. Use the "Select" button on your controller to bring up a list of all the Maps in your possession. The **X** button zooms in and out of the maps, and the direction buttons scroll it around the screen. Don't underestimate the utility of the maps — it is quite easy to get turned around.



RESIDENT EVIL 3

THE NESTS

GETTING STARTED

PHYSICAL CONDITION

Jill's health status can be determined by watching her movements. When injured, she will clutch her side and start to limp. The more damage she takes, the slower she will move. There is also an ECG on the menu screen. When it is in the green, you can go. Yellow means slow...or, at least it means you have slowed down because you've been injured. Red means stop. Is there any enemy nearby? If there is, one more hit is likely to kill you. You definitely don't want to be in the red, so replenish your health immediately.

DEATH

Like taxes, death is the one certainty in life, and in videogames. Resident Evil 3 is harder than most games in that you only have one life to live. So, live it well! Conserve health packs until it is absolutely necessary to use them, and consider fleeing from certain situations. Yeah, you'll be acting like a coward but, on the other hand, you'll live to fight another day.

QUICK DECISIONS

At several points during RE3, you will find yourself in a dangerous predicament. Heck, the entire game is a dangerous predicament! But these are special circumstances — you'll know what I'm talking about when the screen freezes and reverses the colors. Two options will be shown to you. Read them quickly! When control is returned to you, use the direction buttons up and down to select the option you wish to pursue and then press the \otimes button. If you don't decide quickly enough, the game will make the decision for you!



RANDOM OCCURRENCES

There are a few instances of "randomness" in Resident Evil 3. For example, the weapon you find in the S.T.A.R.S. office cabinet may be a Magnum or it may be a grenade launcher! I've made a note of these situations for you. In addition, the fact that the Nemesis is chasing you throughout most of the game makes for some "randomness." He appears out of nowhere and will follow you. Therefore, you may encounter him at a slightly different point than I did. I've tried to account for that in the guide, but the best advice I can give is to always be on your toes. But you knew that, didn't you?


CONFIGURATION

At any time during the game you can press the "select" button and bring up the Game Configuration menu. From here, you will be able to change the layout of keys, turn on or off the vibration, change the sound from stereo to mono, adjust the monitor, or reset the game. This guide uses the default key configuration (Type A). You may wish to reset the game in order to load a saved game and start over.

GENERAL ADVICE

Run whenever possible. Not only will this help in avoiding upcoming enemies, but you are graded at the end of the game based upon how quickly you completed it.

Conserve ammo. Use the exploding barrels and boxes whenever possible — one shot will help you take out an entire group of enemies. Don't fire blindly at small spiders and other non-lethal hazards. Remember that, the closer you are to a zombie, the more damage your Handgun or Shotgun will inflict. Shotguns and more powerful weapons can take out several opponents if they are lined up behind each other.


Reload weapons manually. Although the game will automatically reload your weapons for you, there is a slight delay when doing so during which you are vulnerable. Instead, press the  button to bring up the menu and pause the game. Combine the appropriate ammo with the weapon and return to the game without delay.

How will you know when a zombie is not getting back up again? Look for a large red patch of blood to spread out from under the body.

Conserve health power-ups. You don't need to use a First Aid Spray or a Green Herb after every minor encounter with an enemy. In fact, even when Jill first starts to clutch her side after an injury, she still can run and walk at her normal speed. Whenever possible, wait to replenish your health until you start to slow down, or before you are about to face a larger enemy or group of enemies.

Pick up all pieces of paper you find. While it is not necessary to do so in order to complete the game, many of them contain instructions or hints about upcoming puzzles.

Combine objects in your inventory as soon as possible to save space. Not only can herbs be combined, but things such as Grenade Rounds can be placed in the weapon itself rather than taking up a block of storage. Use the item chest to store tools which you won't be needing for awhile — we'll tell you when.

Start hitting the  button before you actually come to a door or ladder — especially if you are being pursued! Don't wait until your character runs into the door! You will be able to access it as soon as you are "in range."

THE HEROES

JILL VALENTINE

Age: 23
Height: 166 cm
Weight: 49 kg

An intelligent soldier who has rescued many S.T.A.R.S. members from danger in the past, Jill was reassigned to Raccoon City shortly before the sightings of dog creatures and the discovery of Umbrella's mansion in the forest. She is especially skilled with mechanical devices and highly trained in the use of lock-picks.

CARLOS OLIVEIRA

Age: 21
Height: 182 cm
Weight: 83 kg

A mercenary for hire, Carlos is currently a member of the Umbrella Bio Hazard Countermeasure Service. He was sent to Raccoon City by the corporation in order to rescue civilians from the destruction caused by the T-virus. As he witnesses the carnage firsthand, he starts to question the motives of his employer. He is highly skilled in the use of weapons.



THE VILLAINS

You'll encounter many different types of creatures in Resident Evil 3. Their appearances and movement vary, but all can be destroyed by your weapons. Obviously, the more powerful the weapon, the easier it will be to take out an enemy. Grenades are more powerful than shotgun blasts, which are, in turn, more powerful than handgun shots. If you are low on ammo or just in a hurry, the dodge button is useful in avoiding most of their attacks. You'll know when a creature is dead by the pool of blood which forms under it. If you don't see the pool of blood, keep firing because the monster will likely be getting back up!

ZOMBIE DOG

These zombie dogs attack in packs and won't hesitate to leap at your throat. The best way to eliminate them is with two blasts from your shotgun or around seven shots from your handgun. Use the **R2** button to dodge their leaping attacks. If you have to run through a group of them, weave just as they are about to attack. Never let them get on both sides of you! Back up to a door or wall as you shoot them.



ZOMBIES

The walking dead don't move very fast but, once they get you in their grip, they go straight for the jugular vein! You can shove them out of your way, and you can run around them easily. Zombies can be dispatched with any of your weapons, but your best bet is to take their heads off with a single shot from the magnum or shotgun. If you take them down with 5 or so handgun shots to the body, they will survive to attack once again — you'll need to take 2 or so additional shots to put them out for good. Don't let them surround you!

CROWS

These birds will peck you to death if you aren't careful. They are easy to pick off with a single shot of the handgun, but their strength lies in their numbers. You can outrun them if you are moving at full speed.



DRAIN DEIMOS

These six-legged creatures crawl up walls and onto the ceilings and are able to leap great distances. Two shots with a shotgun or a single grenade will take them out. You will usually encounter them in pairs, fortunately there is often an exploding red box nearby. Use the **R2** button to target the box — the resulting explosion will take out one or both of them.



HUNTER BETA

These nasty looking monsters have claws on both their toes and the ends of their very long arms. They will jump and swipe at you when attacking — stay far away from them or dodge quickly! Hunters are best taken out with the shotgun or grenade launcher.



HUNTER GAMMA

These amphibian creatures don't have the claws of their brethren but, with their large legs, they can jump a lot better. As with Hunter Betas, take them out with the shotgun or grenade launcher.



GRAVE DIGGER

These giant worm-like creatures have large mouths with four teeth that will cause a lot of damage. The best strategy for dealing with these nasties is to use your grenades to ward them off temporarily. If you are brave and strong, you can eventually kill them with enough grenades. The first time you encounter one, you will be able to escape from it. The second and final time you meet a Grave Digger, you will be able to electrocute it.



GIANT SPIDER

These giant spiders crawl on the ceiling and can spit poison. They also carry smaller spiders which cannot hurt or poison you, but will temporarily stun you. The big mothers can be eliminated with shotgun blasts and grenades. The little spiders can be picked off with a handgun, or burned with grenade flame rounds, but will disappear after you eliminate the mother host and leave the room.



SLIDING WORM

Watch out for these leech-like creatures! Although they crawl on the floor, they can leap onto you and attach themselves to your back. When that happens, press the "dodge" button repeatedly to shake them off, before they suck the blood from your body. They are generally found in underground waterways and come in groups. You can avoid them by running around them, and they can also be taken out easily with the handgun or any other weapon.



BRAIN SUCKER

Like the Drain Deimos, these crawling creatures can stand up to attack you with their nasty appendages. They usually come in pairs. If there is no exploding red box nearby, the best way to eliminate one is with a grenade or two shotgun blasts.

THE NEMESIS

Who, or what, is it? And what does it have against S.T.A.R.S. members? You may not live long enough to find out, if you aren't careful! Not only does he carry a rocket launcher, he runs fast and has a long reach. On the plus side, he likes to pick you up and throw you a few times before killing you — giving you a brief chance to replenish your health and/or to escape. Use the dodge button to struggle free from his grasp.

Generally speaking, the best thing to do when confronted by the Nemesis is R-U-N! Use **[RT]** or **[RE]** to dodge his attacks, and replenish your health when hit. Although he follows you from area to area, there are certain places he never enters — namely, save points! If you are near one, enter the room and wait it out. Although the game's clock will continue to run, the longer you wait the less likely the Nemesis is to be outside when you leave the room.



ENCOUNTER OUTSIDE THE R.P.D.:

The first time you see the Nemesis, he has just disposed of S.T.A.R.S. member Brad Vickers. You are given the choice to fight or run into the police station. At this point in the game, the only weapons in your possession are incapable of stopping him. If you choose to fight, run and try to dodge his attacks. You'll soon realize that you can't win and will run for cover, into the station.



ENCOUNTER IN THE NEWSPAPER OFFICE OR RESTAURANT:

In either of these situations, you are asked to make a quick decision. One of the decisions will allow you to temporarily incapacitate the Nemesis. At that point, you can take the Eagle Parts from his prone form, but don't delay too long — he'll be getting back up very soon.



ENCOUNTER ON THE CLOCK TOWER BALCONY:

You will have to make a quick decision here, which either incapacitates the Nemesis temporarily or sends him over the edge. In either event, you don't actually get to fight it out.



ENCOUNTER IN THE CLOCK TOWER COURTYARD:

Here's where you finally get to fight it out! This is your first big battle with the Nemesis. He may or may not be equipped with a rocket launcher, depending upon how you left the trolley. In either case, fire your Grenade Launcher at him from long range, then turn and run. When he is about to strike you, try to dodge. You can use the Mine Thrower to line the area with tiny explosives, which detonate when the Nemesis nears them. The key is to "hit and run" — fire a shot with your most powerful weapon, then run away. Don't be fooled when he collapses! Keep your distance and continue firing. Replenish your health, so that you can survive long enough to knock him into the flames.



ENCOUNTER AT THE DEAD FACTORY:

There's nowhere to run as this encounter takes place in a locked room. The key is to utilize the valves on the pipes which line the walls of the room. If you can hit them with your weapon when the Nemesis is near, they will open and spew acid onto him. Try to stun him with a few Grenades first, and use Shotgun Rounds only if you are out of Grenades. Replenish your health as soon as you regain your footing, after being thrown around. You can try to run around the room and dodge his attack, but remember that you only have a limited amount of time to take him out. It's best to stand your ground in the area with several valves on the wall, running back and forth so as to keep the Nemesis near the pipes.



FINAL ENCOUNTER AT THE DEAD FACTORY:

Is this what the Nemesis has mutated into? A giant slug-like creature with tentacles? For your final battle, you have a little help from the rail gun. Try to keep the Nemesis in the gun's firing line at all times by running from the front of the creature to its rear and then back again. You'll hear a countdown when the rail gun is ready to fire. Don't bother wasting your own ammo on it, but do have health power-ups ready, in case you get hit with a tentacle or a spray of acid.

There are two classes of common objects which may be mixed in Resident Evil 3: Herbs and Gunpowder. It is important to know how to combine the herbs and ammo to create the specific item you need. The more you create the same Gunpowder mix, the "better skilled" at it you will become — i.e. you will end up with a larger amount of ammo.

HERBS



A single Green Herb will only partially restore your health (50 HP). However, if you mix it with a second Green Herb, you will increase the potency and be able to restore half your health (100 HP).



Mixing three Green Herbs together will provide you with the strongest potion. Like the Health Spray, a three Green Herb mix will fully restore your health (200 HP).



Red Herbs cannot be utilized on their own but must be combined with a Green Herb. The resulting mixture has enough potency to fully restore your health (200 HP).



Blue Herbs will cure you of poisoning from creatures such as the spiders, but they otherwise have no effect on your health. You cannot mix a Blue Herb with another Blue Herb, nor with a Red Herb. You can mix the Blue Herb with either a single Green Herb or a two Green Herb mixture to both cure you of poisoning and restore your health at the same time.



Finally, you can create a mixture from all three herbs. It cures poison and restores health fully, plus it's a cool golden color!



AMMO

You might have noticed the Reloading Tool in your inventory. As you play the game, you will eventually come across bottles labeled Gunpowder A and Gunpowder B. Gunpowder can be combined with other gunpowder to make different mixtures. When you have created the proper mixture, it can be combined with the Reloading Tool to create ammo as follows:



Gunpowder A (solo)
Handgun bullets



Gunpowder B (solo)
Shotgun shells



Gunpowder A+B= Gunpowder C (solo)
Grenade rounds



Gunpowder A+A
Handgun bullets (greater amount made)



Gunpowder B+B
Shotgun shells (greater amount made)



Gunpowder C+C
Freeze rounds



Gunpowder A+C
Flame rounds



Gunpowder B+C
Acid rounds



Gunpowder B+B+A
Handgun bullets



Gunpowder A+A+B
Shotgun shells



Gunpowder A+A+A
Handgun bullets



Gunpowder B+B+B
Shotgun shells



Gunpowder C+C+C
Magnum bullets

When you create a new Gunpowder mixture, use the "check" option in your menu. Some of the mixtures do not need to be combined with the Mixing Tool to create ammo but can be combined directly with Grenade Rounds.

RESIDENT EVIL 3

NEMESIS

ITEMS

As you wander through Raccoon City, you will come across various items that will help you fight enemies, solve puzzles, and make your way through the town. Pushing the "X" button when you are facing an item will add that item to your inventory—providing that you have space remaining. Initially, you will only be able to carry 8 items at once. Later, you will be able to carry up to 10 items. Any additional items may be stored in Item Boxes located throughout the game.

If the item is a photo, map, or other document, it will be added to your inventory and can be viewed under the File or Map options.

When you "Check" the items in your inventory, you will be given a more detailed description of them. Most of the items can be manipulated in some way: weapons can be loaded with ammo, gunpowder and herbs can be mixed, gears can be locked together, and so on. This can be done by choosing the first item, selecting "Combine" from the menu, and then choosing the second item. The two items will disappear, and the newly created item will appear in their place.

When you come to a point in the game where you wish to use an item, simply select "Use" from the menu. The game will inform you whether an item can or cannot be used. Some items, such as herbs and ammo, will be removed from your inventory when used. Other items will remain in your inventory to be used again. The game will inform you when an item is no longer needed, allowing you to discard it for good.



Acid Rounds

Location: Created by mixing Gunpowder B + Gunpowder C
Function: Ammo for Grenade Launcher



Blue Gem

Location: Police Station: Evidence Room: Inside unlocked drawer
Function: Used in clock outside City Hall to unlock gate



Amber Ball

Location: Clock Tower: Room with goddess paintings
Function: Used in receptacles (same room) to obtain Golden Gear



Blue Herb

Location: Various
Function: Counteracts poison; Can be mixed with one or two Green Herbs



Assault Rifle

Location: In Carlos' possession; In Jill's possession at start of Easy level game



Blue Instructions

Location: In inventory at start of game
Function: Gives instructions for actions/movement



Assault Rifle Ammo

Location: In Item Chest at start of Easy level game
Function: Ammo for Assault Rifle



Boutique Key

Location: Given to player upon completion of game
Function: Unlocks door to boutique in Uptown where alternate costumes are stored



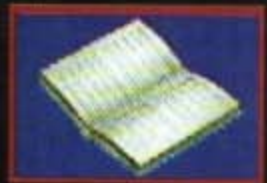
Battery

Location: City Hall: Inside statue of Mayor
Function: Powers up elevator in construction area, allowing access to Power Station



Brad's STARS I.D. Card

Location: Inside Card Case on Brad's Body (must choose to fight Nemesis outside RPD)
Function: Access computer in police station lobby to obtain evidence room drawer code



Bronze Book

Location: City Hall: In hands of Mayor statue
Function: Place in receptacle to obtain Bronze Compass



Bronze Compass

Location: Uptown: In waterway receptacle
Function: Place in hands of Mayor's statue to open compartment with battery inside



Card Case

Location: On Brad's Body (must choose to fight Nemesis outside RPD)
Function: Contains Brad's STARS ID Card



Card Key

Location: Dead Factory: Body of researcher inside room after Nemesis is defeated
Function: Allows access to elevator and opens shutter in factory



Chronos Chain

Location: Clock Tower: Given for solving music box puzzle
Function: Combine with Clock T Key (winder) to create Chronos Key



Chronos Gear

Location: Created by combining Gold Gear with Silver Gear
Function: Starts bell ringing in Clock Tower



Chronos Key

Location: Created by combining Chronos Chain and Clock T. Key (winder)
Function: Unlocks green door inside Clock Tower



Clock T. Key (Winder)

Location: Clock Tower: Behind painting (if jumped from trolley) or near Altar (if used brake)
Function: Unlocks doors in tower; Combine with Chronos Chain to create Chronos Key



Clock T. Key

Location: Clock Tower: Behind painting (if used brake) or near Altar (if jumped from trolley)
Function: Lowers ladder to allow access to top of Clock Tower



Crank (square)

Location: Uptown: Outside medical supply office
Function: Opens shutter door near bar



Crystal Ball

Location: Clock Tower: Room with goddess paintings
Function: Used in receptacles (same room) to obtain Golden Gear



Dagger Knife

Location: In inventory at start of the game



Eagle Handgun

Location: Created from Eagle A and Eagle B parts



Eagle Parts A

Location: Taken from unconscious Nemesis
Function: Combined with Eagle Parts B to make Eagle handgun



Eagle Parts B

Location: Taken from unconscious Nemesis
Function: Combined with Eagle Parts A to make Eagle handgun



Emblem Key

Location: Police Station: Inside locked drawer in evidence room
Function: Opens STAR office



Facility Key

Location: Dead Factory: Resting Room
Function: Unlocks doors inside Factory



Freeze Rounds

Location: Given to Jill in Clock Tower by Carlos; Can be created by mixing Gunpowder C + C
Function: Ammo for Grenade Launcher



Fire Hook

Location: Inside locked cabinet in restaurant
Function: Opens hatch cover to basement inside restaurant



Fuse

Location: Inside Power Station room
Function: Used to repair trolley



Fire Hose

Location: Uptown: Bolted to wall
Function: Puts out fire to allow access to medical storage building



Gold Gear

Location: Clock Tower: Obtained by solving goddess clock puzzle
Function: Combine with Silver Gear to create Chronos Gear



First Aid Box

Location: In Item Chest at starting of Easy Level game
Function: Holds up to 3 First Aid Sprays



Green Gem

Location: Downtown: Either under restaurant or on desk upstairs in Newspaper office
Function: Used in clock outside of City Hall to open gate.



First Aid Spray

Location: Various
Function: Fully restores health



Green Herb

Location: Various
Function: Restores partial health; Can be combined with all other Herbs



Flame Rounds

Location: Given to Jill on Trolley by Carlos; Can be created by mixing Gunpowder C + A
Function: Ammo for Grenade Launcher



Grenade Launcher

Location: In STARS Office locker or inside Power Station (random)



Grenade Rounds

Location: Various
Function: Ammo for Grenade Launcher



Ink Ribbon

Location: Various
Function: Used with typewriters to save game



Gunpowder A

Location: Various
Function: Combined with Mixing Tool and other gun powders to make ammo



Iron Pipe

Location: Park: Inside cabin near graveyard
Function: Used to break through the hole in the fireplace to enter secret room



Gunpowder B

Location: Various
Function: Combined with Mixing Tool and other gun powders to make ammo



Jill's STARS ID

Location: In RPD conference room
Function: Access RPD lobby computer to get code for evidence room drawer



Gunpowder C

Location: Created by mixing Gunpowder A and Gunpowder B
Function: Combined with Mixing Tool and other gun powders to make ammo



Lighter

Location: Inside bar where Jill meets up with Brad
Function: Combine with Lighter Oil; Used to burn rope off gate and start fire in cabin fireplace



Handgun

Location: In inventory at start of game



Lighter Oil

Location: Downstairs in room where Brad first bolts from zombies
Function: Fills lighter



Handgun Bullets

Location: Various
Function: Ammo for Handgun



Lockpick

Location: STARS Office
Function: As Jill, allows you to unlock certain doors and storage cabinets.



Medium Base

Location: Hospital: Room with synthesizer machine
Function: Used in synthesizer machine to create Vaccine Medium



Machine Oil

Location: Downtown: Obtained by solving puzzle inside Gas Station

Function: Mix with Oil Additive to create Mixed Oil



Obsidian Ball

Location: Clock Tower: Room with goddess paintings

Function: Used in receptacles (same room) to obtain Golden Gear



Magnum

Location: In STARS Office cabinet or inside Power Station room (random)



Park Key

Location: Store room off alley between hospital and park

Function: Opens the gate to Raccoon Park



Magnum Rounds

Location: Various; Created by mixing three Gunpowder C's



Park Key 2

Location: Park: Found on body (East path)

Function: Opens door to cabin near graveyard



Mine Thrower

Location: Clock Tower: On body in foyer



Park Key 3

Location: Park: Inside secret area of cabin near graveyard

Function: Opens gate leading out of the Park to the Dead Factory



Mine Thrower Rounds

Location: Various

Function: Ammo for Mine Thrower



Power Cable

Location: Downtown: Inside the parking garage, charging a car

Function: Used to repair the trolley



Mixed Oil

Location: Created by combining Machine Oil with Oil Additive

Function: Used to repair trolley



Red Herb

Location: Various

Function: Increases potency of Green Herbs



Red Instructions

Location: In inventory at start of game
Function: Explains mixing ammo process



Vaccine Base

Location: Hospital: Obtained by solving sickroom puzzle
Function: Combined with Vaccine Medium to create Vaccine



Reloading Tool

Location: In inventory at start of game
Function: Used with gun powders to create ammo



Vaccine Medium

Location: Hospital: Created by using Medium Base in synthesizer
Function: Combine with Vaccine Base to create Vaccine



Rusted Crank (hex)

Location: Inside save room in Shopping District
Function: Downtown: Used to open shutter in Gas Station (breaks)



Vaccine

Location: Created by combination of Vaccine Base and Vaccine Medium
Function: Cures Jill of the T-virus



Shotgun

Location: Uptown: On body of cop in downstairs room that Brad runs out of



Warehouse Key

Location: Upstairs in warehouse office.
Function: Unlock door leading outside from warehouse.



Silver Gear

Location: Clock Tower: Upstairs near bell
Function: Combine with Golden Gear to create Chronos Gear



Water Sample

Location: Dead Factory: In monitor room machine
Function: Used with water quality machine to unlock door



System Disk

Location: Dead Factory
Function: Opens disposal room where Nemesis awaits



Tape Recorder

Location: Hospital: inside doctor's office
Function: Used to access voice-activated elevator in doctor's office



Wrench

Location: Found on trolley
Function: Removes Fire Hose from wall; Used to open Gas Station shutter door after crank breaks

OPENING



1 As our story opens, we learn what happened to Jill Valentine after the events of the original Resident Evil. Disillusioned by the failure of Raccoon City's Police Department to act against Umbrella Corporation and its genetic experiments, she decides to quit the force.



2 Just as soon as she decides to take matters into her own hands, Raccoon City is overrun with zombies.



3 The police respond, but are soon overwhelmed. Without any defense against the walking dead, the city falls into chaos.



4 Suddenly, we find ourselves thrown into the street from a burning building. What a way to make an entrance!



5 There are zombies where we came from, and more behind us. Check your gun — we don't have that much ammo to shoot our way out. So let's get out of here! Head straight down the alley.



6 Watch out for the zombie ahead of us! The others will start to pursue us as well. It looks like the passage is blocked by a dumpster, but we can climb over. Hit the action button to climb up and once again to climb down the other side.

7



We will temporarily lose control of Jill as she finds herself surrounded by zombies. It looks like this could be the end!

8



Fortunately, she manages to escape at the last second, otherwise this would be the shortest videogame in history.

9



Jill finds herself in some sort of warehouse with an overly-emotional man. Realizing that help is definitely not on the way, you decide to head outside into the city. He decides to lock himself in the back of a trailer truck and refuses to come out.

10



Say goodbye and wish him luck, because we're not going to stick around to see what happens to him. You'll regain control of Jill and the game will now begin.

11



When we regain control of Jill, head away from the trailer and pass the small stairs on the left for now. Turn right under the raised office portion of the building. There is a First Aid Spray on the oil drums at the corner.

12



Around the corner, there are Handgun Bullets inside a lighted storage container at the end of the hallway. Take them, and then turn around and head back to where you started from.

13



The door on the left is locked (trust me!) instead, head to the right and take the stairs. Make another right and wind your way around the corner to the office door. Fortunately for us, this door is unlocked.



14 Upon entering the office, you will notice a gleam of light coming from a wall peg. This is a common occurrence in RE3 designed to attract your attention to items which may be too small to see. In this case, the gleam comes from a key. Take it!



15 Looking around the office, you will come to an open cabinet in the far corner. Inside are two Gunpowder A's for your convenience. We will use the Mixing Tool on the Gunpowder throughout the game to create ammo of various types.



16 In the corner of the office are two familiar items — a typewriter and an item box. The Typewriter allows you to save your progress by using an ink ribbon (which can be found on the counter here). The Item Box allows you to store excess equipment, since you can only carry 8-10 items with you at a time.



17 Whatever you place inside an Item Box will be accessible to you from any other Item Box throughout the game. You can trade items from your inventory with items in the box by highlighting both and pressing the X button. This initial box contains a Knife.



18 As you unlock the door to leave, you will be asked whether or not you wish to discard the key, since it is now worthless. Even though you might wish to keep things as souvenirs, it is always a good idea to discard used-up items in order to clear space in your inventory.



19 Upon leaving the warehouse, you find yourself in an alley with only one way to go. There are no items of value here, and more importantly, no zombies either! Continue on down the stairs, to the door at the far end of the alleyway.



20 Now where? There is a door straight ahead, but it is boarded up. It looks like you can head to the right or to the left, however. Let's see. aemie, mearnie, minnie, moe. How about to the right?



21
Uh-oh! Looks like these guys wake up on the wrong side of the trash bin. I think going left would have been a better choice. Quick turn around and head straight back up the street. When you reach the door, open it up and walk through.



22
Much better! I don't see any zombies around here. Still, let's not stay too long, shall we? Continue up the stairs and around the corner.



23
Still no zombies. Seems like a pretty tame game so far, if you ask me.



24
Oops! Spoke too soon!



25
I'm not sure who that guy was, or where he was going, but we've got to knock down a few zombies before we can find out. Start shooting and try to stay out of reach! More zombies appear from behind the door, so take care of them, too.



26
Once the zombies are no longer a threat, head through the door that just opened so suddenly. Get ready — at the bottom of the stairs is another zombie! Take him out! The gleam alerts you to a can of Lighter Oil.



27
After dispatching the zombie, grab the Lighter Oil. There is also a Shotgun — I don't think its former owner needs it as much as we do. Take it, and head back up the stairs outside. Let's figure out where that guy ran off to.



28
If you head straight out the door, you'll come across two Green Herbs. These Herbs will replenish your health, and they are few and far between, so always take each one you find. Once you've got them in your hands, keep on moving ahead until you come to a rusted door.



29
As you open the door and head to the left, you will hear a zombie approaching. Start firing as he comes into view. If your bullets are running low or, heaven forbid, you are completely out, use the shotgun. Continue down this street after the zombie has been taken care of.



30
Don't bother trying to enter the bar on the right here for shelter — the door is locked for the moment. Shoot or dodge the oncoming zombie and turn the corner. There will be a lot of zombies ahead, so get prepared.



31
Although you can certainly fight if you wish, at this stage of the game it is better to dodge the zombies here and live to fight another day. Continue running down this street until you come to the fire escape at the end.



32
Use the action button to climb up on the crate near the fire escape, then run up the ladder. On the fire escape landing you'll find two Green Herbs. Take them both, combining them if you need room in your inventory, and head back down and around the corner to your left.



33
Just like you and me, zombies hate to be interrupted in the middle of a meal. Looks like they want you to join them for dinner! Decline their invitation with a few well-placed shotgun blasts and continue on by.



34
Continue on through the door (open it first) and down the next alleyway. You'll hear sounds of a scuffle to your right. Take the small stairs down and get ready to rumble!



35
That guy you saw run by earlier is here taking on a zombie threesome. Looks like he manages to give them the slip. You'll need to fight them or avoid them in order to follow the man down the back alley. He must have gone through the door, so why don't we do the same?



36
Inside the bar, the man is wrestling with a zombie. Your first instinct will be to help out by opening fire. Don't! He can take care of himself, and we'll need the ammo for later.



37
When the zombie finally goes down, we discover that the man in trouble is fellow S.T.A.R.S. member Brad "Chickenheart" Vickers. He rants about some monster coming after us, then runs away. What is he talking about, anyway?



38
The gleam you see is coming from a lighter. Take it and combine it with the Lighter Oil in your inventory. Before you leave, grab the Clock Tower Postcard off the bar and check the cash register for a box of Handgun Bullets. Don't bother following Brad. Leave through the back door where you came in.



39
The zombies you saw earlier may not be here when you come through again. Notice the square hole near the shutter door. We'll be back here to open it. There is a Typewriter Ribbon in the pile of garbage if you want it. Head up the small stairs and take a right this time.



40
This "Y" shaped intersection can be confusing. If you head straight ahead, you'll either end up back at the room we first saw Brad bolt out of or near the dumpster zombies we avoided earlier. You'll want to turn to your left and head up that path instead.



41
Continue down this alleyway until you reach a door. Enter and you'll be forced to head to the left. I wonder where that banging noise is coming from?



4.2
Sorry I asked! Looks like there were a whole gaggle of zombies trapped behind that barrier — which has now come down. It doesn't look like you will be able to stop them with your handgun before they reach you!



4.3
Fortunately, we only have to make one shot count. Back up so that the red oil drum is visible and you are on the edge of the screen as far from it as possible. Use the R2 button to automatically target that can. Wait until the zombies are just about even with it...



4.4
...and then fire your gun! BOOM! This should take care of the majority of your enemies. If there are any zombies left standing, take them down with your gun.



4.5
The gate is bound with oil-soaked rope. This sounds like a job for a lighter! Use it to burn off the rope. Before leaving through the gate, you may wish to obtain two Red Herbs and a Photo A from the body at the end of the alley.



4.6
As you head around the corner, you might notice the flames which prevent you from heading to the left. The flames won't prevent a pair of zombie dogs from jumping through and attacking you, however. Talk about hot dogs! Keep running!



4.7
Just before the gate at the end of this area is a door to a room on your left. If you can reach it before the dogs attack, you'll find an Item Crate, Typewriter, and Gunpowder A & B inside. This might be a good place to save your game, if you haven't already.



4.8
Leave the storeroom and head quickly to the left and out the door before the dogs reach you. At the junction with the bookstore sign, take a left. We're going to visit the Raccoon Police Department.

49



Keep bearing left, passing the broken fire hydrant, until you finally reach the main gates of the R.P.D. We're about to be shown a cut-scene (no pun intended), but don't put down the controller just yet!

50



As Jill approaches the station, the gate behind her opens. Look what the cat dragged in! It Brad Vickers, and he looks pretty beat up. I wonder what did that to him?

51



Before we can come to his aid, the Nemesis appears. Whoa! I guess Brad wasn't lying about something coming after him.

DECISION POINT #1

52



Unfortunately, Brad is now beyond our help. We will be too if we don't act quickly. This brings us to our first decision point.

53



The screen will freeze momentarily, then two options will appear — Fight the monster or Enter the police station. Well? We're waiting! Believe it or not, it will be easier for us if we choose to fight. If you want to enter the police station instead (I don't blame you), I'll catch up to you in Chapter 2.

54



What are you, nuts?!? You saw what that thing did to Brad! Our weapons are useless against this guy, as you may soon find out. Use the R1 button to dodge the Nemesis' attack and run away from him! Don't waste your ammo — our single goal here is to reach Brad's body.

55



Why? Because our poor deceased comrade is carrying something we need — a Card Case. Since we recently quit S.T.A.R.S., we'll need Brad's card *once* inside the station. Grab the case and head for the police station door before Ol' Ugly grabs us.



No matter whether we chose to fight or run, we are now inside the police station. The Nemesis is temporarily at bay behind the double doors, but we don't have much time before he finds his way in here. Let's get moving!



On the left side of the door (as you are facing it) is a group of three Green Herbs. Take them. If you were injured in the "fight" with Nemesis, you might want to replenish your health before we go on. Turn around, head down the stairs into the main lobby area, and up the ramp, heading for the desk.



There is a box of Handgun Ammo on the corner of the desk here. I'm sure we'll need it. Inside the desk area is a typewriter to save your progress (don't bother) and a computer terminal which we can only access if we have a S.T.A.R.S. ID Card in our possession.



If you got Brad's Card Case, "Check" it to reveal his S.T.A.R.S. ID. Use it to activate the computer and you'll be given a password for the evidence room (either 4011 or 0131). If you don't have Brad's ID card, don't worry! Stay with us anyway and I'll tell you where to find Jill's.



There is only one interior door you can enter from the lobby. Get your gun ready, because the next room is crawling with zombies — literally! Ignore the small office for now (it contains only a report), and make your way straight through the room, to the door on the other side.



Welcome to the evidence room. There is a Blue Gem in the first drawer with the red light. On the other side of the lockers is the Emblem Key to the S.T.A.R.S. office — if you know the combination. Take what you can and then exit through the far door with your gun ready.



I'm pretty sure that blouse violates the station's dress code. Show her what we do to people who can't follow the rules! There is another zombie in the hall behind her, and a pair around the corner to your right, so keep firing as you move forward.

8



Beyond the zombies to the right, underneath the stairs, is a small room. Inside, you'll find a handy Item Chest, Gun Powder A, and Ink Ribbons for the typewriter. This is a good place to save your game and to store items such as the Blue Gem and lighter.

9



If you already have Brad's ID Card, you can sit this next section out. Meet us at SHOT: 2-12. Those of you without a card, follow me! We're going to enter the door at the end of the hallway before the foot of the stairs.

11



Inside the conference room is Jill's ID Card (follow the gleam). In the back room is a box of Shotgun Shells. Take them and head back to the main lobby. Use the ID Card on the computer to obtain the password, get the key from the evidence room, and meet us back at the stairs.

12



Okay, we should be all together now and we should have the Emblem Key. Head up the stairs, avoiding the fat zombie cop at the top. Run past him down the hall. There will be a couple more zombies in your path. Run around them or shoot your way through them and leave out the door beyond the statue.

10



Turn to the right, then left, and head down the corridor. Eventually, you'll come to an area with zombies up ahead and a door on your left. If there was any doubt in your mind, take the door, of course!

13



In the middle of the upstairs hallway is the S.T.A.R.S. office. The Emblem Key will open it, and can then be discarded. Don't bother investigating the end of the hallway unless you are really in need of two Red Herbs. You'll want to save inventory space for the goodies inside here — let's go in.

14



Your former office is deserted, but many items have been left behind. The gleam alerts you to a lockpick. Take it — after all, you are the master of unlocking! Handgun Ammo can be found to your left on Wesker's desk. There is also a fax in the machine near the door.



15 On the opposite side of the room, you'll find a First Aid Spray at the back of the desk area, and a cabinet which contains a weapon selected for you at random — either a Magnum or a Grenade Gun. Gee, I wonder which one you would prefer? As you are about to leave the room, the radio crackles to life.



16 Apparently, you are not the only survivor. Someone named Carlos is out there and it sounds like he needs some help. Think you'll run into him? You can bet your sweet bippy you will! Let's go back downstairs.



17 Did that scare you? Be honest! Personally, I just wet my shorts. There's no time to worry about that, though. We've got to get out of here! Leave the station the way we came in. Use the Shotgun to blast zombies out of our way as the Nemesis pursues us.



18 Make sure you have the lockpick in your inventory before you leave the station. Head out the front doors and past the bookstore. This time, run straight ahead until fire blocks your path and veer to the left. At the end of the alley will be a door which you can now unlock and enter.



19 Continue forwards down the alley until you come to a dead body. No, that wasn't your imagination. No, you don't want to know what just crawled up the wall behind you. Take the Handgun Ammo and the Mercenary Diary and keep moving through the next door.



20 To the right is a Fire Hose — remember that for later. Head to the left instead. At the end of the alley you'll find a group of Blue Herbs. Take them if you so desire before leaving through the gate. Unless you want to become a chew toy, get your weapon ready.



21 In this next area, you'll encounter a pack of zombie dogs. You can outrun them for the most part. Head to the right around the bus stop (!) and look for a doorway on the right which leads to the parking garage. Directly across from this door you can find Gunpowder B on a body, if you have the time.

TROLLEY PUZZLE

2
2



There are a couple of dogs in here as well, but you'll have ample room to shoot them as they approach. After you do an Old Yeller on them, investigate the sparks coming from the car and take the Power Cable you'll find. Continue moving through the garage until you come to two Blue Herbs by the office door.

2
3



Inside the office, you'll find Handgun Bullets and an Item Crate. Take time to re-load your weapons and/or make new ammo. Replenish your health if necessary, clear your inventory of unused items (STAR5 Card), and save your game. Hint: Take the Lockpick with you. Okay, champ, your rest time is over!

2
4



Damn! I knew we shouldn't have bought that "Eau De Dog Biscuit" perfume. Some more crazed canines will be nipping at our heels, but we can zig-zag around them and continue on until we reach the door to safety.

2
5



As you enter this construction area, you'll find a map of the Downtown Area on the wall to your left. Take it and keep going. You'll also want to make sure you've got a Shotgun equipped for this next area, although a Handgun will do as a last resort.

2
6



As you approach the body here, something will drop down on you from above. Start firing the minute you regain control of Jill. Two shotgun blasts will put this thing out of its misery, but watch out because it sure knows how to jump!

2
7



Looks like these things come in pairs. Another one will head your way, but it can also be dispatched with two shotgun blasts. When the threat has passed, check the body to find Gunpowder A. Leave by using the small set of stairs past the rusted white sign.

2
8



Oh, and just in case you were wondering, you can shoot up at the crate and drop it on one of the creatures. However, it takes perfect aim and good timing. A neat trick, but probably not worth dying for...

RESIDENT EVIL 3

NEEMESIS

Police Station to City Hall

CHAPTER 2

NOTE: Although there is no "quick restore" point here, the location of vital objects will differ depending upon where you go from here. You can either head to the restaurant or to the newspaper office.



Do you hear some commotion in the distance? You can either turn to the right and find out what it is, or head to the left and ignore it. If you choose to go left, skip w-a-y ahead to SHOT 2-58.



Take a right in this area and you'll see someone plugging a zombie up ahead. It's obviously not Brad (rest his soul), so who is it? Carlos? Let's go see what's going on!



As we reach the corner, the man has disappeared. There is a plaque here overlooking the water, and two receptacles behind it. Unless you desperately need two Green Herbs now, we'll investigate this area later. Turn the corner to the left and keep moving until you enter the restaurant.



There's not a lot going on inside the restaurant. Straight ahead and to the left you'll find a Raccoon City Visitor's Guide. Let's look in the back of the kitchen, shall we?



Aside from the lack of customers and staff, this restaurant has another problem — leaking gas. Pass the tanks for now, until you come to a locked storage container. Use the lockpick to get the Fire Hook (i.e. — crowbar) inside.



Return to the hatch you passed. The Fire Hook will fit the hole, allowing you to pry the hatch open. As you do so, you hear a noise from behind. The Nemesis? Thankfully, no. It is Carlos, a member of Umbrella's special forces.



As you discuss your predicament, the Nemesis bursts in. Doesn't that guy ever knock? It looks like it is time to make another split-second decision...



4
3



Outside the front of the restaurant, Jill and Carlos have a little talk. He claims that he was sent to help the public deal with the zombies. Jill still doesn't trust him, since he is associated with Umbrella. He asks her to join him and then runs off. Follow him down the street, turn right at the end and enter the far door.

4
4



If you left the restaurant through the rear exit, the conversation will take place in that location. The subject matter will be the same, however. You don't trust him, and he wants you to believe he is here to help. After Carlos takes off, head after him to the intersection.

4
5



If you used the ventilation shaft to escape, the same conversation will take place in still another location. Unfortunately, there are zombies here that you'll have to deal with as soon as Carlos leaves. Head straight down the alley when you've finished taking care of them.

4
6



Now that we are all in the shopping district alley, let's get on with it! The Nemesis will be following you, so keep on running!

4
7



Just before the stairs in this alley is a door on the right side. Seek shelter inside before you get clobbered!

4
8



In this room you have access to the Item Box and a typewriter. There is also a Rusted Crank and Shotgun Shells. Save your position if you wish, and replenish your health. Make sure you put the Blue Gem back in your inventory before you leave.



49
As you exit the shopping district, you'll find yourself at another intersection. Straight ahead and to the left is City Hall, but the gate is locked. Take **Handgun Bullets** from the body and put your **Blue Gem** in the clock. Looks like we are missing one more gem. Head back to the intersection and take a left.



50
Turn right at the fire truck and you'll eventually find yourself in front of **The Raccoon Press** building. Ah, the press! We can always trust them, right? The **Nentesis** may or may not be pursuing you as you enter, so move quickly (as if I had to tell you that).



51
Once inside the lobby, you'll find a shutter door blocking your progress. The power is out to the door, but I can see the switch high above on the wall. Fortunately, someone left us a stepstool. Push it over there by walking into it (don't use the action button or you will climb it).



52
In case I forgot to tell you, there is a **Photo B** of a zombie on the pay phone. More importantly, there is a **First Aid Spray** on the reception counter and **3 Ink Ribbons** in a nearby box. Take whichever of these you find important before opening the shutter, but leave at least one space in your inventory.



53
A little fire never hurt anyone. Just run quickly up the stairs. When you reach the landing, turn left and continue upstairs. Did you jump when the window blew out? How about when the door came crashing down? Be honest now!



54
Enter the door at the top of the stairs, head down the hallway and into the office on the right. The gleam is coming from a **Green Gem**. Get your gun out, because there is a zombie journalist coming for you (he must have been up late working on the layout one time too often).

GEM PUZZLE



After you put him out of his misery, you might find 2 Gunpowder A's on his desk (at random). There also may be one more zombie on the other side of the desks in here. In any case, there is a Reporter's Memo and Photo B. As long as you get what we came for — the Green Gem — you can leave.



Depending upon where you last saw him, the Nemesis is likely to appear in this hallway on your way out. Unless you have a Grenade Gun, you aren't likely to take him down. Your best bet is to dodge as he is about to strike and try to run past him.

GEM PUZZLE



Make your way outside the newspaper building and back to the clock outside the City Hall gates. Put the Green Gem in the clock, and these gates shall be opened unto you. You can move on to the next chapter now, while I deal with those people who want to the newspaper office first...



You've decided to ignore the commotion near the restaurant. Instead, you head to the left and out the door to your right.



Take a left turn at the intersection up ahead and head down that alley. Zombies are all over the place, so clear a path through them. There is a room on your right with an item chest if you need to stock up. Otherwise, keep on moving straight ahead.



Once through the door, take a right turn. Looks like that driver must have been in a hurry! Hey, buddy, where's the fire? Take a right at the stop light and make your way to the Raccoon Press newspaper office. Lucky for us, the door is unlocked.

61



Inside the office to your right you will find a First Aid Spray on the counter, as well as 3 Ink Ribbons in the boxes. On the opposite side of the lobby is a Photo B, on the pay phone. Take what you feel is necessary, of course.

62



Push the step stool all the way over to the left side of the lobby. Climb up on it and turn on the power switch to the shutter door.

63



Make your way through the small flames and on up the stairs. Did you jump when the window blew out? No? Okay, how about when the door blew out? Really? You must be fearless (or lying)! Continue through the door at the top of the stairs and down the hall. Enter the office on the left side.

64



Someone's lying on the office floor. It's Carlos! As you introduce yourself to each other, your social life is once again interrupted. The Nemesis has tracked you down!

QUICK DECISION #3

65



Jump out of the window.
Hide in the back.

Looks like we've got two options — we can either jump out the window, or we can hide in the office. As I have an aversion to diving through glass, I prefer to hide. If you want to jump out the window instead, skip ahead to SHOT 2-70.

66



Maybe if we duck under this window, he won't see us...



That was interesting! With a mighty crash, the Nemesis explodes through the window. He appears to have knocked himself out! Hurry over to his body, because you only have a few seconds before he regains consciousness.



Even if he happens to get up, you'll have a split second to grab the Eagle A Parts he left behind. As soon as you do, run down the hall and get out of the building. After Carlos exchanges a few words (and bullets) with the Nemesis, he will follow you outside.



Carlos explains that he is on a humanitarian mission, but Jill doesn't quite believe him. After asking you to trust him, he runs off. The Nemesis will be after us soon, so let's get going ourselves! Skip ahead to SHOT 2-72.



Jill and Carlos take a flying leap through the window, just as a grenade explodes behind them! Luckily, the trash in the alley below breaks their fall. It won't take Nemesis very long to figure out what happened to us, so exit the alley door.



Once outside, Carlos explains to Jill that he is here to help. Jill, still mindful of her past experience with Umbrella, isn't quite sure. He asks her to trust him, then runs off. We should get going too!



Pass the newspaper office and continue left around the corner. The Nemesis may follow you. Turn left again to enter the door to the shopping district. You might want to stop at the save point on your way. Make sure that you have the Lockpick in your inventory before continuing.



Head straight down the alley and make a left turn at the end. Kill any zombies that might be in your way. They should know better than to stand between a woman and a restaurant! Enter the back door of the restaurant up the stairs.

GEM PUZZLE



Use the Fire Hook on the latch cover to open it up and descend the ladder. More zombies come at you from around the corner, so shoot first and ask questions later! The body in the corner is holding on to the Green Gem for us (look for the gleam).

GEM PUZZLE



Make your way down the alley towards the City Hall gate. Stop to pick up the Blue Gem from your inventory. With both gems in hand, you can put them in the clock. Voila! The gates will now open.



Use the Lockpick on the storage unit immediately inside and you'll find a Fire Hook. Take it and head towards the kitchen area. There are zombies here, so fire at will (actually, I don't know which one is named Will, so just fire at all of them!)

GEM PUZZLE



After taking the gem, climb back up the ladder. Watch out for any more zombies in the main dining area! They're still waiting for the check. Leave the restaurant out either the front or back door (the back is quicker), but remember that the Nemesis is probably outside!





1 You finally made it to City Hall! Your Mom would be proud. You see a statue on the right, but the door is currently locked from the other side. Continue straight down the walkway until you come to the "Y" intersection.



2 For your information, the right path leads to a gas station. We don't need to go that way just yet, so head to the left and through the door at the far end. This area is eerily quiet, don't you think?



3 Looks like nap time at the local pre-school! If you run straight through this area, you can make it to the far door before the zombies get on their feet. Just remember, though, that they will be here when you get back.



4 There are two Green Herbs just sitting here. Seems like a trap, doesn't it? Only one way to find out—grab them in a hurry. Hmms. No trap after all. I'm relieved! Continue on through the door at the end.



5 Don't move! As you enter this area, either dogs or zombies appear in your path. There are probably too many to fight off...unless you can kill them with a single shot. See that red barrel? Target it with **R2** and fire. Boom!!! Take Shotgun Shells from the body with the "beyond fatal" (?) injuries near the door.



6 Climb over the barrier and continue moving forward to the right. We've made it to the Trolley Station. The first door you come to will be locked, so continue to the back of the trolley.

TROLLEY PUZZLE



7 That sound could mean only one thing...zombies! (Or, I guess it could mean that you are hungry and your stomach is growling. Go eat and come back). Fortunately, there is another exploding item we can target with the **[E]** button. Back up if necessary, then shoot it out.

8



8 Inside the trolley you'll see a broken control panel. Check it out and you'll learn what our next goal is going to be—we need an Oil/Fuel Mixture, a new Fuse, and a Power Cable. Take the Mechanic's Memo if you wish, and move to the front of the car.

9



9 Looks like you and Carlos were not the only survivors. Sergeant Nicholai is here (wasn't he in Dino Crisis?) along with an injured Lt. Mikhail. Nicholai doesn't seem to be that concerned with his men, nor does he seem to like you. Perhaps you just got off on the wrong foot.

10



10 After offering comfort to Mikhail, enter the front car where Carlos is talking with Nicholai. The Serge doesn't trust you, but hey — the feeling's mutual! Carlos softens him somewhat. In case you haven't already guessed, the plan is to use the trolley to reach the helicopter extraction point.

11



11 Before you head your separate ways, Carlos gives you a present—a utility belt. You are now able to hold 10 items, where previously you were limited to 8. How nice! And it isn't even our birthday! Take the wrench on your way out the front of the trolley (watch for the gleam).

12



12 Re-trace your steps back towards the City Hall gate. As you enter the area where the zombies were sleeping, you'll notice that they are now awake and rather cranky. Let them come to you, and put them back to sleep permanently. Look for one to bust out of the car here (a Gunpowder B is inside).

BATTERY PUZZLE



Turn right at the "Y" intersection. Remember that door which was locked from the inside? It's about to open from the inside... thanks to the zombies behind it. Take them out as they emerge before going inside.



It's holding something in its hand.

Inside the courtyard area you may find Green Herbs. There is also a bust of Mayor Michael Warren—pretty pretentious guy, isn't he? Pushing the button on the pedestal will allow us access to a Bronze Book. This has something to do with the receptacles near the restaurant, so let's go there.



We've got a lot of puzzles to solve, so on your way back you ought to stop at the save point in the shopping district. Save your game, replenish your ammo (creating some if necessary) and make sure you have Green Herbs or a First Aid Spray in your inventory. Keep the Wrench and Bronze Book, too.



Zombies appear out of nowhere, so stay on your toes! Turn right at the end of the alley and head out the door at the far end. On the other side, turn left and head straight, as far as you can until you come to the water area.

BATTERY PUZZLE



We want to get the Bronze Compass from the left receptacle here. If you try to remove it, however, water will pour out and prevent you from leaving. That's the coolest anti-theft protection device I've ever seen...

BATTERY PUZZLE



The right receptacle looks like it will hold the Bronze Book, so place it in there. Now, head to the left and grab the Bronze Compass. No water this time! You'll be free to leave with it. Don't forget to take the Green Herb(s) on the way out if you didn't do so already.

BATTERY PUZZLE

19



Once the Bronze Compass is ours, we've got to take it back to the Mayor's statue at City Hall. Yeah, I know it's a long way, but hang in there! You might notice a few new things on the way back...such as crows or dogs breaking through a window. Surely THAT scared you! Outrun them...

BATTERY PUZZLE

20



Back at the Mayor's bust you'll want to put the Bronze Compass in his zipper's hands. The statue will turn around and reveal a secret compartment. Inside is a Battery. Looks like Mayor Warren really planned for Y2K in advance!

21



We're going back to the construction area where that nasty crawling thing jumped down at you. On the way, you might wish to save your progress or re-stock your ammo and/or health items in the small room in the shopping district. We'll need the Battery, so keep it with you.

22



The good news is that you made it back here. The bad news is that there are more of those spidery things in here! Use the shotgun to make quick work of them, then continue straight ahead and take the tall stairs up to the elevator.

23



The elevator requires a battery to run. How about that? We've got one right here! (You did remember to bring it, didn't you?) Use it to descend and prepare for some gun-shootin' action.

24



A flock of zombies approaches, and you can't see any exploding targets to help knock them down. There is one in the next area, but that won't help you with the front line. Take them out one at a time with your gun or shotgun. The guy on the ground behind you has Handgun Bullets he is willing to share.



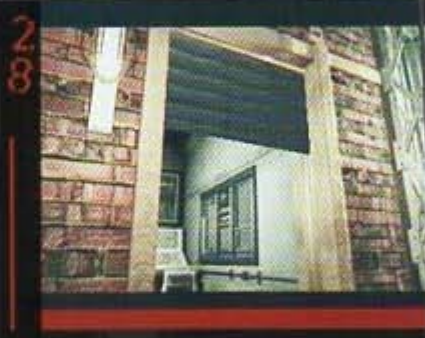
25 Continue forwards to the Power Station. The first door you come to is locked, so use the gate. Inside, you may find two Red Herbs. Continue on into the station and locate the consoles—specifically the one with the red light.



26 In order to operate the transformer, you'll want to set the transmitter to manual. Just approach it and answer the question in the affirmative. How easy was that? You might want to take any Gunpowder which might be down the hall before you move to the transformer and push the switch.



27 In order to open the two shutter doors, we've got to get the voltage to a certain level: 115v-125v for one, and 15v-25v for the other. By trial and error, you'll notice that pushing a red switch increases voltage and pushing a blue switch decreases it by a specified amount.

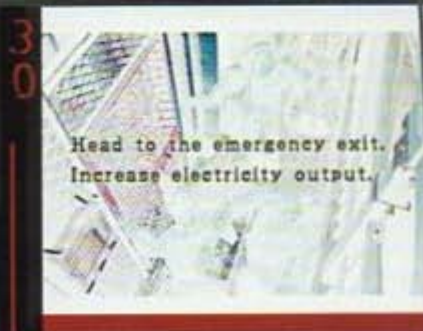


28 You could stop for awhile and figure it out. Or, you could buy a strategy guide such as this one and let us help you. Good choice! Press Red, Red, Red, and Blue, in that order. The voltage will be increased to 120, which causes one of the doors to open. Let's see what's inside, shall we?



29 We are after a weapon in the cabinet—it is given to us at random. I got a rock, what did you get? A Grenade Launcher (or a Magnum)? You lucky dog! Your happiness is short-lived, however, as you hear zombies congregating outside. Now that we're armed for bear, let's show them who's boss!

QUICK DECISION #4



30 Those zombies look like they're about to break through the gate. What are you going to do about it? Head to the emergency exit, or increase the electrical output? I'm opting to increase the output. If you agree, jump ahead to SHOT 3-36.

3
1

Do you not trust me or something? You've decided to head to the emergency exit, only to find that it is locked. I'll refrain from saying "I told you so!" No, I guess I can't resist. I told you so! Now, what are we going to do???

3
2

With brute force, and a possible dislocated shoulder, Jill breaks through the door. Outside, she may encounter more zombies. If so, just as it looks like we are done for, someone blasts them with a Grenade. Hooray! We're saved!

3
3

Um...maybe not. Turns out it was the Nemesis who hit the zombies, and he was aiming for you! Don't let him get you in his sights again! Run back into the power station, through the other door. There are zombies inside, so get ready to do some shootin'!

TROLLEY PUZZLE

3
4

You might not have had to deal with the Nemesis here at all. If not, lucky for you! In any event, we still need to go back to the transformer to open the remaining door. The sequence this time is Red, Blue, Blue, Blue. Inside the room we'll find a Fuse we need for the trolley. Take it and leave the power station.

3
5

The Nemesis will jump down from the roof to pursue you (or maybe not), so don't stop moving! We're going through the construction area back to Uptown. Skip ahead to SHOT 3-39.

3
6

Zap!!! That static electricity will kill you! Although we've managed to fry the zombies, we've also changed the transformer settings in the process. No big deal—we'll figure it out. Return to the transformer so that we can get the other door open.

TROLLEY PUZZLE



The puzzle is the same as before, except that the voltage has changed. Press Red, Red, Blue, and Blue to get the voltage to 25 and open the second door. Let's go see what's behind door #2, shall we?

TROLLEY PUZZLE



The gleam alerts us to a Fuse on the shelf. Hmm. Don't we need a Fuse for the trolley? Take it, and get any Gunpowder which might be near the emergency exit before leaving the power station. We're heading back through the construction area to Uptown.



Once again, you'll find that some things have changed. This area used to be a hangout for stray dogs. Now it is filled with stray zombies, including one that breaks out of the police car (Grenade Rounds are inside). Fortunately, you can maneuver around them if you don't care to stop and fight.



Your inventory ought to be pretty full, so unload some things in the Item Chest in the office near the parking lot. Put the Wrench in your inventory and store the Fuse. Mix ammo, refill guns, stock up on Green Herbs, save your gäme if you want, and then let's hit the road again.



If you were wondering where the dogs went, perhaps they were scared off by the crows that just broke through the bus' windows. Come on! Surely that scared you (Be honest, or I'll keep calling you Shirley)! Pass the bus and open the gate beyond.



Okay, Uptown Girl... remember the Fire Hose you saw earlier? It is straight at the end of this alley. Now that we've got a Wrench, we are going to liberate it. Now let's put out a fire! Where? I guess you're right there are fires all over the place. We want the one the dogs jumped over, remember?

43



If you don't remember, take a left after getting the hose. In the next alley with the mercenary's body, you'll encounter some new creepy crawlies. Hopefully you didn't shoot the red box earlier, because you can do so now to take out at least one of the baddies. Outrun the second one coming from behind you.

44



After going through the door, you'll want to take a left at the bookstore sign. Take care of the zombies or dogs in your way first, then leave through the door and head straight down the next alley.

45



There will be a red fire hydrant on the left wall. Gee, I wonder what we should use here? How about the Fire Hose? Sit back and watch as Jill puts out the flames and opens up the passageway ahead. Let's go ahead and see where it leads us.

46



There are 2 Blue Herbs in this alley, as well as a zombie from behind an upstairs window. Fortunately, he appears to be out of reach. Get a Shotgun or Grenade Launcher at the ready as you enter the far door.

47



The gleam alerts you to a Crank on the ground. We want it, of course, but we also want to stay alive. After taking it, get ready for some more creepy crawlies to attack. Blast the first one, and get ready for another one as you turn the corner. After they're down for the count, enter the building.

48



Inside you'll hear a gunshot, only to find that Sgt. Nicholai has euthanized one of his men. Is this guy heartless, or what? Take the Business Fax and the First Aid Spray near him and move to the computers on the desk. You can't access the system without the password.

TROLLEY PUZZLE



The Manager's Report on the desk hints that the password is related to the current company product. Use the Remote Control on the desk to view a video. Type the name of the product you just saw into the computer. Bingo! (That's just an expression, not the password...) Now you can enter the storage area.

TROLLEY PUZZLE



As you pass the hot and cold pipes, think about how they might be used to incapacitate zombies. It doesn't hurt to anticipate, does it? Before you get excited and fill your inventory with the Gunpowder A and B you might find, first find our objective — the Oil Additive on the left shelves in the back of the room.



What was that? It's either the start of another Michael Jackson "Thriller" video, or else the zombies have arrived! I knew those Venetian blinds wouldn't hold them for very long! After the cinema ends, get ready to use the **[R]** button to target those pipes I mentioned earlier.



The **[R]** button will target the nearest pipe. If you aren't close enough to the first pipe, retreat to the back of the storage area and target the second one. Fire just as the zombies come even with it, and keep firing as they stumble towards you.



When you've cleared a path, run back into the office. There are some zombies blocking your way out the front door, so teach them some manners! A shotgun will get their attention. Nicholai is nowhere to be seen; only his laptop remains in a pool of blood.



On your way out, you might encounter the Nemesis again. Doesn't he ever give up? You can try to knock him down with the Grenade Launcher or avoid him. In the alley near the fire hydrant is a door to a safe spot. Enter the room for a brief respite. Save the game and manage your inventory accordingly.

55



Now that you have the crank, there is a side trip which you might want to make. Back where you saw Brad fighting zombies, there was a shutter. You can use the crank there to get the Grenade Ammo inside, but you'll have to ward off crows and more zombies to get there and back. It's your call.

56



If you decide to go all the way back there, you might also want to find out whatever became of that man who locked himself in the truck. Looks like they got him! Inside the truck you'll find Dario's Memo and Gun Powder A and B. Now you know...

TROLLEY PUZZLE

57



We are missing just one more piece of the trolley puzzle — the Machine Oil. We want to make our way to the "Y" intersection inside City Hall's gate. Watch out for more crawling creatures near the mercenary's body. As we reach the parking garage, the ground suddenly opens beneath our feet!

58



It's that time again! Those boxes are about to slide out of the van right into us. Do we climb up, or jump off? Since I have no idea what's below us, I'll opt to climb up. If you agree, skip ahead to **SHOT 3-62**.

59



Boy, you sure don't follow my advice very often, do you? So you've decided to jump down. So far, so good. Those boxes barely miss us and it looks like we have room to walk. Maybe this wasn't such a bad decision after all.

60



Okay, so I spoke too soon! I'm not sure what that thing is lying in the water, but those leeches are hard to shoot before they latch on to us. Shake them off and keep firing until they drop. When the smoke clears, make your way through the tunnel.



61 Looks like this ladder is our only way out! Climb it, and you'll find yourself outside the parking garage. That's a detour I don't think we should try again...



62 Having climbed up, you are able to dodge the boxes just in time. Gee, I hope they were insured!



63 Continue through the parking garage into the office. You may wish to replenish ammo and health here. Although you can bring all the items to the trolley after you've obtained the Machine Oil, I recommend that we take the Fuse and the Power Cable there first. I'll explain why in a minute.



64 For now, we're going all the way back to City Hall. Man, my feet are killing me! Make sure you put the Power Cable and Fuse in your inventory before you get there. Once inside the City Hall promenade, you'll find more zombies. Shoot them or run past and take a left at the "Y" intersection.



65 As you approach the trolley, you'll see Mikhail is mixing it up with a group of zombies. We would have missed this sequence if we took all items to the trolley at once. Although he manages to take them out, he is in bad shape. When it is all over, Jill will help him back on the trolley.



66 Make your way to the control panel inside the trolley and insert the Fuse and the Power Cable. Two down, one to go! Get the Rusted Crank and Wrench, and a bunch of Herbs or First Aid Sprays, from the save point in the shopping district. Then return to the City Hall "Y" intersection and take a right.

NOTE: The Oil puzzle here is always the same, but there is a slight variation as to who appears in the station with you depending on where you got the Green Gem.



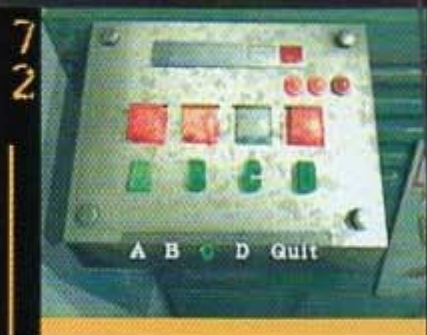
If you jumped out of the window at the Newspaper Office and found the Green Gem in the restaurant basement, Nikolai will enter the gas station and start poking around.

Otherwise, Carlos will drop in for a visit. He'll then help you by keeping an eye out for the approaching zombies.

Take your way to the gas station. Must be a self-serve place — there's nobody here! Use the Rusted Crank on the door. It will break, I know, but you can use the Wrench to finish the job. With the shutter open, you can now enter. If there are any red herbs outside here, decide if you want to take them or not.

TROLLEY PUZZLE

TROLLEY PUZZLE



There may be Gun Powder A on the table (or maybe not), but there is definitely a First Aid Spray (look for the gleam). Take what you need and access the electronic lock behind the counter.

Look for whichever of the letters is bright green — the red light above it is the one you are trying to turn on. To do so, you must select one of the buttons — A, B, C, or D. Pushing it will affect the light above the letter and any adjacent lights. If a light is off, it will turn on. If it is already on, it will turn off.

Since the order of the lights and the initial pattern appears at random, it is impossible to give a specific solution. However, you should be able to eventually get it right by accident. After solving the puzzle three times, you'll be given the Machine Oil. Combine it with the Oil Additive to save inventory space.



Not even Nikolai... if he was in there! He must have been fried to a crisp...

If Carlos appeared, he is here outside — hurt, but still alive. There are better places to talk than in front of a burning gas station, so hightail it out of there! The station explodes in a massive fireball right behind you. That was too close! Let's get to that trolley now.

As you leave, a spark suddenly ignites a fire in the back room. Since you know your safety rules, you decide to leave the building immediately... and you don't go back for anything!



Uh-oh! Looks like our favorite "resident evil," the Nemesis, is blocking our way to the trolley. Do we retreat? Not this time!



Run directly at him (to his left side). You heard me! Our bold move must have surprised him, because we can make it past him and through the door behind.



Keep heading for the trolley. For some reason, the Big "N" doesn't pursue us. Perhaps he knows something we don't... like the fact that the ground is going to open up beneath us!



Looks like there's something alive down here! Maybe it has mistaken us for Kevin Bacon? This is probably one of the hardest puzzles in the game because it is difficult to see where you are going. Put away your weapons — you will not need them.



Check the map screen. You've got to activate two power panels before you can lower the ladder. Each panel is located in an alcove near a hole where the worm creature jumps out at us. The key is to run straight to the panel, activate it even as the creature attacks, and then run away as fast as you can!



This creature causes a lot of damage with its attack, so be prepared to recover your health by using Herbs or First Aid Sprays the first time you get hit. So long as you press the action button \square even before you reach the panels, you should be able to beat the creature to them.

82



If you got to the ladder control quickly enough, you should have time to climb the ladder before the creature arrives. If the creature is already there when you turn on the ladder control, you'll need to "bait" it by running near one of the other holes, away from the ladder.

TROLLEY PUZZLE

84



We manage to climb out of the sewer right near the trolley. Enter the back door and use the Mixed Oil. Carlos arrives just in time to make the trip. He gives you Flame Rounds. You tell him that Nikolai won't be joining you, assuming that the zombies got him.

TROLLEY PUZZLE

85



All aboard! With the trolley repaired, and Carlos at the helm, you are finally free to take this train outta here! Au revoir Raccoon City!

83



Always press the action button, even before you reach the panels or ladder. The game will pause to ask you for input. So long as you get to the ladder ahead of the creature, you will be able to climb out even in the midst of its attack. Whew! That was a close one!





Sorry to interrupt your peaceful journey, but something just made a loud noise in the car behind us. Carlos doesn't seem in a hurry to investigate, so why don't we check it out for ourselves?



Yep, that's what I was afraid of! The Nemesis has boarded the trolley as well, and he doesn't seem too happy that we tried to leave him behind.



Since Carlos just gave you the Flame Rounds, you might think this would be a good place to use them. You would be wrong! There is just not enough room to maneuver here, and you probably don't have enough health power-ups after your encounter with the worm creature. Maybe we should retreat...



As you turn tail, the valiant Mikhail redeems himself by coming to your rescue. With his mortal injuries, he doesn't seem to stand a chance against the Nemesis.



With every last ounce of strength, he manages to detonate an explosive which sends the Nemesis flying from the trolley. That's the good news. The bad news is that the explosion has also sent the trolley out of control!

QUICK DECISION #6



Do you jump out the window, or do you use the emergency brake? If you choose the window, keep reading. If you pull the brake, the better choice, skip ahead to SHOT 4-20.

7



When you come to your senses after jumping out the window, you'll find yourself next to the trolley's flaming wreckage. Check the map — we seemed to have reached the clock tower after all! Start moving forward into the next room, through the handy new entrance you've created.

8



As you enter the room, zombies will suddenly appear from the flames behind you. Equip a weapon and mow them down! If you can't see them coming, use **L3** to target them and keep firing until the music settles back down to normal.

9



In this first room, you should find 2 Gun Powder A's and 2 Gun Powder B's. Behind the painting is a Clock T. Key which you'll definitely need later. Take everything you can, combining the Gun Powders if necessary to free up inventory space, and leave the room through the far door.

10



Welcome to the living room. Look — just what we need! Not the checkerboard, but the item chest and a typewriter to save our progress. Stock up on the ammo and health power-ups you may need before unlocking the door and leaving.

11



Inside the next room you'll be reunited with Carlos, who hands you Freeze Rounds before taking off in typical fashion. You might also find Grenade Rounds in the room, and there is an Art Picture Postcard and Ink Ribbon on a table. The green door is locked, so let's head out the other door instead.

12



In the main foyer, there are music boxes on either side of the stairs. The one on the right side plays a lovely melody, while the one on the left appears to be broken. Listen carefully to the melody — there will be a quiz later.



There are Blue Herbs in the room which can be used, but not taken. The body is holding Operation Instructions and, more importantly, a Mine Thrower. You'll find the Clock Tower map on the desk, and there may also be a First Aid Spray here.



From the Operation Instructions, you'll learn that our objective is to ring the bell — I'd guess it can be found upstairs. Before we go there, however, let's check out the other wing of the building through the double doors. You may also wish to unlock the front door in case you need to use it later.



Inside the dining room, you'll find some crawling creatures. Don't let them have you for dinner! You might find some Grenade Rounds on the mantle here. After finishing the monsters off, exit through the door on your left.



Those opaque windows looks like a great place for zombies to break through, right? Don't get ahead of me! You'll be able to make it through this time. Head straight ahead. We're *going to the chapel and we're...going to get mar... * Nevermind!



Inside the chapel, you'll find a handy item box, as well as a typewriter to save your progress. Near the altar, you'll find another Clock T. Key (look for the gleam). Take it, save your place if you wish, and stock up on ammo before we head upstairs. As we leave the room, get ready for some action!



The "action" I was referring to has nothing to do with the piano keys, but the zombies crashing through the windows! Run to one side of the room, turn around and start firing! Use **R2** to target if you can't see them coming. Keep shooting until the music settles down. You can unlock the door to the outside here.



19 You don't have to go outside to the courtyard but, if you do, you'll find yourself attacked by dogs or crows. You may also find Green Herbs and Blue Herbs, as well as the smoldering wreck of your trolley. Take what you need and re-enter the tower. We're ready to go upstairs, so join me at **SHOT 4-31**.



20 After pulling the emergency brake, the trolley comes crashing to a halt right outside the clock tower. That's where we were going anyway! Lucky us!



21 Take the 3 Green Herbs in the courtyard while avoiding the crows. The front door is locked, so head for the door to the left of the main entrance.



22 Take a left inside the music room. Nice windows, huh? Just perfect for breaking. For now, we're going to the chapel, but we're not going to get married...



23 Head to the altar inside the chapel. The gleam will point you to a Clock T. Key. There should be 2 each of the Gun Powder A and B. A handy item chest and typewriter can be found here, so save your place, improve your health, and stock up on ammo before leaving the room.



24 Zombies suddenly break through the glass windows, but we knew that was going to happen, didn't we? If you want to fight, back up to the edge of the room and start blasting until the music stops. If you prefer to flee, run straight ahead to the other door and unlock it.



25
You'll be reunited with Carlos in the dining room. Unfortunately, the guy seems to have lost it. You try to slap some sense back into him, but to no avail. He runs off, leaving you alone again. Get the Grenade Rounds from the mantle, if they are there, and leave through the double doors.



26
In the foyer, you will come across Blue Herbs and a dead body. He's holding Operation Instructions and, more importantly, a Mine Thrower. There are also a map of the Clock Tower and a First Aid Spray on the desk, and two music boxes on either side of the stairs — one working, one not.



27
Cross the main hall and enter the east wing of the tower. Inside, you'll encounter some lost zombies. Use your weapons and tell them where to go!



28
There is an Art Picture Postcard and Ink Ribbon on a small table, but not much else in this room. The green door is locked for now, so head around the bookshelves and past the pictures and leave out the small door.



29
There is another item box and typewriter inside this room. Don't save your game unless you haven't done so in a long time. Continue through the door into the bedroom.



30
A picture falls loose as you enter. If that isn't enough of a clue, there is also a gleam coming from behind it. Let's check it out. Take the second Clock T. Key and head back to the foyer.



Regardless of whether we used the brake or jumped from the train, we should have met up with Carlos and explored the downstairs portion of the clock tower. You should have the two keys in your possession. It is now time to head upstairs.



That shadow on the floor should clue you in — there are spiders on the ceiling. Not your garden variety arachnids, either, but ones the size of WW's. Aim your weapon upwards and blast away!



Watch out for the baby spiders! They're smaller, and faster, and it is therefore harder to target them. Thankfully, they don't cause you damage. Run through them and concentrate on the big spiders first.



There are more spiders as you head around the corner. But what's that on the wall? Looks like a red "boom box." And yes, you can hit it from this far away.



Use the **A** button to target the exploding red box. Don't get too close to it or you'll get injured by the blast. If the spiders poisoned you, head back downstairs and use the Blue Herbs in the foyer to bring yourself back to health before we press onwards.



Outside on the ledge, you'll find a green button which activates two spotlights. There are Red Herbs at the far end, and an ornamental copper plate with a keyhole. Use the Clock T. Key to drop a ladder down to you. Climb up.

CHRONOS GEAR PUZZLE



The gleam alerts you to a Silver Gear on the shelf near the typewriter. Take it, then turn around and head to the opposite wall where there is an elaborate music box.

CHRONOS CHAIN/KEY PUZZLE



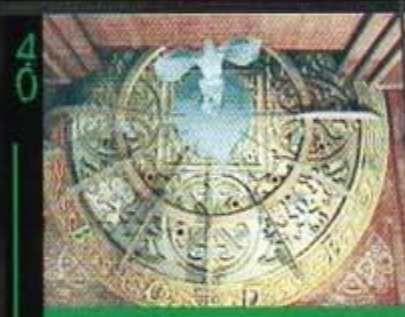
As you examine the music box, you'll note that there are switches marked A-F. Go ahead and activate it, and you'll hear the familiar tune you heard on the music box downstairs.

CHRONOS CHAIN/KEY PUZZLE



This puzzle involves pushing the switches so that the correct melody is played. Unless you are absolutely tone deaf, you should be able to distinguish the proper melody from the discordant one. Move each switch up and down until you hear the correct notes, then move on to the next switch.

CHRONOS CHAIN/KEY PUZZLE



The proper order of the switches is set at random, so I cannot give you a universal solution. When all switches are in their proper position and you are on switch "F", choose to "play" the tune.

CHRONOS CHAIN/KEY PUZZLE



A compartment will slide open, revealing the Chronos Chain. Take it and check it out, then examine the remaining Clock T. (Winding) Key in your possession. Looks like they might fit together, huh? Combine them both to create the Chronos Key.



Head around to the back of the room. There may be Mine Thrower (M.T.) Rounds on the shelf. There is definitely an item box and a place to put the Silver Gear — except that it doesn't seem to work. Clear three spaces in your inventory, and go back down the ladder.



QUICK DECISION #7

4
3



This Nemesis guy is like gum on a shoe — you just can't seem to get rid of him! You've got two choices here — use the light, or use the cord. If you decide to use the light, skip ahead to **SHOT 4-46**.

4
4



If you chose to use the cord, the Nemesis is in for a big shock!

4
5



Looks like he is out cold. Check his body and you'll find the Eagle B Parts. These can be combined with the Eagle A Parts to create an STI Eagle 6.0 handgun — but not right now! Leave through the door and head downstairs. Skip ahead to **SHOT 4-47**.

4
6



The spotlight temporarily blinds the Nemesis, giving you an opportunity to knock him over the railing. Hopefully, he won't be getting up for awhile. Let's head downstairs.

4
7



If you knocked Nemesis off the railing, he won't be here to terrorize you. If you shocked him instead, guess what? He'll come after you as you head down the stairs.

4
8



At the foot of the stairs, take a left into the East Wing of the lower. Remember that green door that was locked before? Since that is the only place we haven't visited, and we now have the Chronos Key, we're going to try to open it.



49
At last we learn what's behind the green door! It wasn't what I expected — an extremely large spider web. I wonder what made that? How about an extremely large spider! Take it out with your Shotgun or Grenade Launcher.



50
The body in the cocoon is holding Grenade Rounds. Don't stop too long to gawk, as there are two more hairy arachnids around the corner. Blast them too, or run down the hall and avoid their poisonous spit. Thank goodness the far door is unlocked.

CHRONOS GEAR PUZZLE



51
Looks like it is too late to help these poor folks in the corner. The man left behind a Mercenary's Pocketbook. The clocks on the wall seem familiar. Didn't we find a postcard with their pictures on it? They are labeled past, present, and future, and each has a receptacle beneath it.

CHRONOS GEAR PUZZLE



53
In the present receptacle, the Crystal Ball is worth +1, the Obsidian Ball is worth +2, and the Amber Ball is worth +3. In the past, make these values negative (-1, -2, -3). In the future, multiply them by two (+2, +4, +6). This tells you how the center clock will be affected depending on where you place the balls.

CHRONOS GEAR PUZZLE



52
On the other side of the room are three statues holding precious stones — an Amber Ball, an Obsidian Ball, and a Crystal Ball. Take all three of them and return to the clocks. By placing them in the receptacles, you can change the time on the center clock. We want it to reach 12:00.

CHRONOS GEAR PUZZLE



54
Unfortunately, this puzzle is also randomized. But don't worry! Simply figure out how many hours are between the current time on the center clock and midnight. Then, figure out how to get that sum by adding up the values of the various balls in the receptacles.

CHRONOS GEAR PUZZLE



For example, if the clock reads 5:00, you'll need to advance it 7 hours. Place Amber in the future (+6), Obsidian in the present (+2), and Crystal in the past (-1). $6+2-1=7$, and $5+7=12$! When the center clock hits midnight, it will open to reveal a Gold Gear. And to think I wasn't even a math major!



In the next room, you can find M. T. Rounds on the table. Someone left a replacement clock tower bell in front of the door to keep zombies out. Unfortunately, it is now keeping you in. It's a dead end.

CHRONOS GEAR PUZZLE



According to the Operation Instructions, we're supposed to ring the bell when we need to be picked up via helicopter. So let's take our gears back up to the belfry, shall we?

CHRONOS GEAR PUZZLE



The Gold Gear doesn't work either! Looking at them both, it appears that their teeth are complimentary. I wonder if we can combine them? Let's try it! Sure enough, now we have the Chronos Gear which fits just fine. The bells! The bells!



Let's go meet our rescue helicopter in the courtyard. Before we go, arm yourself to the teeth and grab some health power-ups from the item chest. You may also want to save your place, just in case. But what could possibly go wrong?



A nice computer graphics sequence shows the rescue helicopter arriving at last. Hooray! We're saved!

61



Oops! Spoke too soon...

62



Like, game over man!!! I can't believe it! Why can't anything go right for us?

63



Let me guess...the Nemesis! (I hate it when I'm right!) Without a way back into the clock tower, it looks like there's gonna be a showdown. Bring it on! It ends here!

64



Before you can even get in the first shot, he hits you with some kind of tentacle. I'm no doctor, but I think we've just been infected. Can't worry about it now, though...

65



If you pulled the emergency brake on the trolley, you may remember that you slapped Carlos when you met up with him in the dining room. Apparently, your slap worked! He suddenly jumps out and comes to your rescue!

66



Well, not entirely to your rescue, but he does manage to destroy the Nemesis' Grenade Launcher before being taken out of commission himself.



69 Although the Nemesis emerges from the flames, he appears weaker and no longer carries a weapon. Don't think that he isn't a threat, however. He can still run fast and grab you even faster.



68 Your strategy for fighting the Nemesis is simple — run, hit him from a distance, run, avoid getting hit yourself, run, and replenish your health if he happens to hit you. Repeat several times over.



69 Did I mention run? Use the hedges to put some distance between you and the Nemesis, but remember that he can still hit you from afar with a launched grenade (if he still has the launcher). You, too, can launch weapons from a distance by using the **R2** button to target the Nemesis off-screen.



70 The Mine Thrower is great to use here because you can line the path with mines that explode only when the Nemesis walks over them.



71 Reloading the Mine Thrower will "cancel" any unexploded mines, however. So, if Nemesis hasn't triggered them yet, switch to a Grenade Launcher and hit him with that instead.



72 Eventually the Nemesis will collapse, but don't fall for that old trick! Continue hitting him with grenades and mines until he stumbles off into the flames. You did it! You fought him off single-handedly! But, at what cost?



1 In typical fashion, Carlos arrives after the Nemesis is defeated. Those two never seem to be in the same room at the same time, just like Clark Kent and Superman. Hmm. Do you think, maybe...? Nah, they don't have the same build.



2 Carlos carries the infected Jill back to the chapel and vows to get her the help she needs. With Jill temporarily incapacitated, that means we now get to play the game as Carlos.



3 Okay, so he isn't as nice to look at as Jill, but he is sporting an M4 A1 Assault Rifle! Unfortunately, he doesn't have access through the item chest to all the other goodies we have collected so far — such as Herbs and Ammo — so we'll need to find new supplies. Let's exit the chapel.



4 More zombies appear, but you can outrun them to the door to the dining room. I kept waiting for a zombie to trash the piano so that I could insert a Peter Sellers reference ("That was a priceless Steinway! Not anymore!"), but none ever did.



5 The zombies in the dining room are harder to avoid. Looks like we're going to have to mix it up with them! You might wish to set the Machine Gun to "Manual", in order to conserve ammo when fighting weaker enemies. Head through the double doors when you've disposed of them.



6 Head straight through the foyer. Looks like the stairs are permanently out of commission. Lucky for us, we didn't want to use them anyway. We're heading for the green door in the room straight ahead.



7 Spiders likely inhabit this corridor just as they did before, but you might also encounter some of those crawling monsters here. Carlos can take either out with the Machine Gun. As for the ories on the ceiling, you could choose to run and dodge their poison on your way to the door at the far end.

8



Pass the body of your colleague and head straight to the back area. Remember that bell that Jill couldn't move? Carlos can move it out of the way. See? Men are good for something...moving heavy items.

9



The door opens into an alleyway. Heading out, we find ourselves facing a door...and zombies! The door can't be opened by Carlos, but we can take care of the zombies by using the red barrel. Head to the right and use the **R2** to target it when the zombies walk by it.

10



Forget the stairs for now. Instead, head in the directions that the zombies came from until you come to the hospital entrance. Seems like a good place to find a vaccine, don't you think?

11



Uh-oh! The doctors and patients have been slaughtered. Looks like someone else got there a "head" of you (Get it?). Is that zombie out of his "mind"? Where was he "headed" anyway? Sorry...I couldn't resist.

12



The clawed mutant responsible for the carnage jumps out from behind the corner and attacks. It goes without saying that you should use the Machine Gun on him, as well as on the second creature which appears behind it. There are two Red Herbs where they came from.

13



Entering the door brings you to a room containing an item chest and a typewriter to save your progress. There is also a First Aid Spray on the shelf. Replenish your health if you need to, but remember that items are scarce. Let's check out what's in the next room, with the shutters on the window.



14 In this office, you'll find a Director's Diary on the body, a Blue Herb near the door, Handgun bullets in the locker, and a tape recorder on the desk (look for the gleam). The elevator door has a voice-activated lock on it, so use the voice on the tape recorder to open it. Thank goodness for dictation!



15 Select floor 4F from the elevator. Exit into a hallway where you'll be faced with a choice — left to the sick rooms or straight to the data room. We don't have the necessary key yet, so let's go straight.



16 As we enter, we hear some yelling and then gunshot. You'll lose control of Carlos temporarily as he goes to investigate and find Nikolai gunning down a fellow mercenary. Boy, is he a tough guy to work for!



17 You get the feeling you shouldn't have interrupted. The dying mercenary buys you time by pulling out an incendiary device. Although Nikolai didn't get the chance to kill you as well, the bad news is that he escapes.

VACCINE PUZZLE



18 When control returns, investigate the back area of the room. You'll find a Sick Room Key and Photo D. Get back outside to the hallway and take a right to the sick rooms.



19 Inside the first sick room, you'll find a dead doctor with a piece of paper in his hands. The numbers on it are important, so write them down! They are the random combination to a nearby safe. Oh, and by the way, there are either zombies or leeches here so don't stay until visiting hours are over!

VACCINE PUZZLE



20 Your key unlocks the second sick room. At first glance, it appears that there isn't anything in here. So, why would they lock the door? Notice the four corners of the room? You'll have to push the storage cart over to one of them to solve this puzzle.

VACCINE PUZZLE



The correct corner is chosen at random. If you move the cart to the wrong corner, you'll get a shock. Exit the room and return so that the cart position will be reset. When you get the cart into the right corner, a picture falls to reveal a safe. Take the Vaccine Base inside and head for the elevator.



Head to the B3 level. You can only go one direction, so take a left and head right around the corner. RE2 players should recognize this next type of door. Didn't it always lead to a room with nasty creatures in it?

VACCINE PUZZLE



Whoa! What do you know? A nasty creature! Target and destroy it, then move forward into the room or wait for the second creature to come around the shelves. Blow that one away too! There are 2 Green Herbs where it came from, and Handgun Bullets in the locker.



Take the door into the next room. A gleam alerts you to a medium base on the shelf. There is also a Medical Instruction Manual on a desk. Take them and continue around the room until you come to the control console. Activate the power to the right of it first.

VACCINE PUZZLE



Use the Medium Base with the machine, and you'll be asked if you want to use the synthesizer. Note the starting position of the two gauges on the left side. The five levers I, II, III, A, and B will affect their position. Your goal is to get both of them in the center position.

VACCINE PUZZLE



Pulling each lever down will move the first gauge up and the second gauge down in the following increments: Lever I = +1 / -4; Lever II = +2 / -5; Lever III = +3 / -2; Lever A = +4 / -3; Lever B = +3 / -1. The change will be indicated by a dot (negative) and a glow (positive).

VACCINE PUZZLE



The key thing to remember is that you'll have to go back and move a lever up once you've moved on to another lever. When moving a lever up, the change will be the exact opposite from before — for example, moving Lever 1 up will result in a -1/+4 change.

VACCINE PUZZLE



When both gauges stop in the middle position, you'll have created the Vaccine Medium. Combine this with the Vaccine Base to create the Vaccine. Success! Now, if we can just get this back to Jill in time! The frog creatures have awakened, so run out of the room as fast as you can.



On your way out of the hospital, two of those nasty creatures attack in the basement hallway! You can target the red "boom" box on the wall to destroy the second one, but the first one is likely to reach you first. Keep firing away until it drops!



Take the elevator up to the main floor (1F). As the door opens, you are suddenly met by a zombie farewell committee! Blast your way through them. If you are running out of ammo, you can give them a shoulder charge by using the **R1** button. Excuse me! Coming through!



Keep on moving out of this office and through the adjacent room. Stop at the item chest, if you need to pick up any health power-ups. You can save your game here if you wish, as we are about to hightail it back to the dock tower.



As you enter the main lobby, you'll notice a little something stuck to the post... a time bomb! You have 7 seconds to make it out the front door, so run like the wind!



Whew! We made it out just in time!

3
4

Once again, we manage to beat the odds and escape a fiery death! As if the Nemesis isn't bad enough, now it looks as if Nikolai is also trying to kill us. Can't worry about that now. Our first priority is to save Jill.

3
5

As you re-enter the clock tower, you'll encounter different enemies. There might be leeches, for example, or you could encounter an all-girl group of zombies. Sort of like the Spice Girls...except dead! Fortunately, you can outrun them to the door.

3
6

The spiders may or may not be in the next area, depending on if we killed them on our way out. We could fight it out, but our ammo is low and time's a wastin'! Better to run straight on through them. Even if you get poisoned, you can always get a Blue Herb in the main foyer. That's where we're heading.

3
7

As you cross the foyer, something drops in on us! Looks like the Nemesis again, but this time he's mutated into something different. Don't stop to introduce yourself! Do a quick turn (down on controller plus square button) and reach the double doors.

3
8

Don't think that the Nemesis won't pursue you! You're not safe until you reach the chapel, so don't stop!

3
9

At last, we've reached our goal! Combine the Vaccine Medium with the Vaccine Base if you haven't already, and give the resulting Vaccine to Jill.

4
0

Like all good men and mercenaries, Carlos takes off just as soon as his work is done. Will he call us? Will we ever see him again? Stay tuned! For now, we will return to action as Jill.



1 The good news is that we've been cured of the T-Virus infection. The bad news is that the ugly dude who infected us is right outside! Before leaving the chapel, access the item box and put the lockpick in your inventory.



2 We're going to re-trace Carlos' path to the park. Yeah, I know, the Nemesis is still after you. Now is not the time to stop and fight. You'll get your chance later, believe me! When he breaks down the door to the dining room, don't stop! Run straight past him and on through the foyer.



3 The good news is that there are no spiders in here, so long as the Nemesis is chasing you. The bad news is that he is chasing you. Don't stop running!



4 Your path through the door is clear, thanks to that herman Carlos pushing the ball out of the way for us. There may be M.T. Rounds on the table here. Once outside, head straight down the alley, until you come to the locked door (which you can open, as you are the master of unlocking).



5 Inside this store room, you'll find the Park Key (look for the gleam). There are also an item chest, an ink ribbon for the typewriter, and a Photo C on the table. You should find some ammo too — either M.T. Rounds or Grenade Rounds.



6 Take a left when you get outside. You'll have to take care of a few zombies before you can go up the stairs and open the gate to the park.



7 Nice reflecting pool! What's that reflection? Leeches! (or, if you're extremely unlucky, a large clawed creature) Fight or run around the right side of the pool until you see the green sign and head down the stairs.

8



As you cross the wooden platform, watch out for zombies (or frog creatures, depending upon what the game wants to throw at you)! Take them down anyway you can, and keep pushing your way onward to the exit gate.

9



In this area of the park, you'll see a lot of nice trees and plants. Oh yeah, and a pack of zombie dogs or more frog creatures (random). You know what to do with them. Do it quickly, and then keep moving down the path.

10



I don't know what this red exploding barrel is for either. In all the times I tried the game, the enemies had been cleared by the time I got here. Maybe you'll have worse luck. The body nearby has a Park Key (2) and a Written Order. Take them both and move on.

11



When you reach the end of the path, take the Magnum Bullets from the poor dead guy. Why did I lead you here if the gate is locked? Because we needed the Park Key (2) before we went in the other direction. Now, it's time to backtrack all the way to the fountain. I'll race you there!

12



I won! Well, let's call it a tie. You might want to take the upper path here to avoid the leeches. How do they jump like that without any legs anyway? Make your way across to the other gate, near the green sign with the fountain on it, and enter.

13



Take a right and check out the chart on the wall. It shows you how to re-arrange the gears to create different fountain patterns. Nice, but that isn't what we want. Climb down into the fountain. A little water never hurt anyone! Trust me!



FOUNTAIN PUZZLE

1
4



Walk around to the rear of the fountain. This is what we are looking for — the gear pattern to drain the fountain entirely. Armed with this knowledge, head back to the gear controls and activate them.

FOUNTAIN PUZZLE

1
5



You'll be given 6 moves to get the gears re-aligned, as per the pattern we just saw. Use the control pad to select the gear you wish to move. Pressing the button will move the selected gear to the empty peg.

FOUNTAIN PUZZLE

1
6



Here is the correct sequence: Left white gear. Right white gear. Right black gear. Okay — almost done!

FOUNTAIN PUZZLE

1
7



Continuing: Right white gear. Left black gear. Left white gear. The cursor will automatically move to the red start button. Activate it and the fountain will drain. Climb back into it and head to the open hatch, using the ladder to climb down.

1
8



Yuck! We're hip deep in disgusting water again. Could be worse, I guess. Don't stop to find out if there is anything else down here with us. Run straight ahead, climb out of the water, and exit up the ladder. Watch for falling leeches!

1
9



The ladder leads us up to a graveyard. Don't complain. I've heard that people are dying to see the Raccoon City cemetery. Let's take a self-guided tour.



To the left are two Red Herbs in a dead end if you need them. We'll want to head right. As you might have noticed, zombies are breaking through the dirt to attack. They shouldn't have bothered — send them back down six feet under!



Use the Park Key to open the door at the end of the graveyard path. Inside, you'll find an Iron Pipe in the cupboard (look for the gleam) and most likely Gun Powder A and B on the table. Looks like we need to light a fire. What? You didn't bring the lighter? Now we're stuck!



Just kidding! In the adjacent room you'll find an item chest (to get that lighter), as well as a typewriter to save your progress. There should also be a First Aid Spray here just in case you need it.



Head back to the main room. Who would have deserted those poor alcohol bottles anyway? Use the lighter to burn the debris in the fireplace. When the smoke clears, you'll see light coming from a hole. Use the Iron Pipe to break open the bricks, and climb through.



Inside this secret room, you'll find Park Key 3 (look for the gleam) as well as Grenade Rounds, ink ribbon, a FAX from HQ, and a Supervisor's Report. As you leave, the machine relays a message ordering all Umbrella supervisors to evacuate. Something big is about to go down!



So that's where Nicholas went! I think we can take him, what do you think? Before we can find out, the earth shakes something serious. The coward runs off! Good riddance! Let's go outside and find out what caused that tremor, shall we?

26



Don't forget to take the Park Key with you! You might also want to stock up on health power-ups and ammo first because, once we get outside, the graveyard collapses — thanks to one of those worm things! Here we go again!

27



"Hit and run" is the name of the game here, because initially there will be no way out. When you see the ground start to open up, back off and get ready to open fire!

28



This portion of the game is difficult because you can't always see yourself behind the creature. Nevertheless, keep firing grenades and, after a few hits, the creature will retreat. Make sure that you replenish your health after you've been hit.

29



After what seems like a long time of running and shooting, you'll see the lampposts begin to fall and spark. That's our cue!

30



When the creature approaches the area with the water on the ground, target the lamppost so that it falls into the puddle.

31



Bingo! Fried worm! His death throes cause a gate to come crashing down behind you. Use it as a ladder to climb out of the hole.



You'll find yourself in an underground tunnel along with some giant spiders. So long as they stay on the ceiling, outrun them down below. Continue through the water and climb the ladder on the other side.



Make your way out of the fountain. There are some Blue and Green Herbs to the right before you exit the gate. We're going to cross the park to reach that exit gate which was locked before. On the way there, will be a lot of zombies in our path. Convince them that your guns give you the right-of-way.



I still couldn't figure out what to do with the red barrel... so I shot it! Continue through the park until you reach the padlocked gate and use the Park Key 3 to unlock it.



As you walk across the wooden bridge, you are once again confronted by the Nemesis (who else?). You've got to admire his persistence.

QUICK DECISION #8



Believe it or not, this decision has a greater effect on the game's outcome than any other. Are you going to try and push him off, or will you jump off yourself? If it's the former, skip ahead and re-join me at SHOT 6-59. Meanwhile, all you leapers — follow me!



That wasn't so bad! Looks like we landed in water, and can climb out and up into this spillway. Once inside, climb the ladder over the fence at the far end.



Climb out of the water and enter the passageway on your right. You'll find yourself in the monitor room, along with a First Aid Spray and Security Manual. An item chest and typewriter are here. Take advantage of them! Grab the Water Sample from the machine before leaving through the opposite door.



Head down the long flight of stairs. Cross the lab below and, on the left, you'll find a machine for manually testing water quality. Use the Water Sample on the machine and you'll be shown a chart.

SECURITY DOOR PUZZLE



Our goal is to line up the A, B, and C wave ranges so that the combined pattern appears the same as that in the sample at the top.

SECURITY DOOR PUZZLE



Move on to wave B and C, moving them left or right in the same fashion. Remember that none of the red, yellow, or blue markings should line up with the open space in the sample and the tallest part of the sample needs to have a red, yellow, and blue marking lined up underneath it.

SECURITY DOOR PUZZLE



Study the sample pattern and note where both the open spaces and the tallest measurements are. Starting with A, move the wave pattern left or right so that none of the red markings line up with the open spaces in the sample. In addition, a red marking has to line up with each of the tallest marks in the sample.

SECURITY DOOR PUZZLE



When the colored patterns look like they would match the sample if overlapped, select "check." If the markings successfully line up, you'll be told that the water quality has passed the safety level. Maybe so, but I wouldn't drink it! You've now completed Step 1 for opening the door.

4
4

Take the First Aid Spray before leaving this room. Head back up the stairs and outside to where you entered the facility. You'll suddenly find yourself surrounded by zombies rising from the water! Looks like it is the end of the line for us!

4
5

Then, suddenly, the zombies get blown to smithereens by none other than Carlos! Before leaving, he warns you to beware of the traitor Nikolai. Harsh words for his boss, don't you think? Head down the tunnel and out the door at the other end.

4
6

There's an exploding red barrel here, but the zombies haven't come down the stairs yet. Either wait for them, or run up and shot them as they emerge from the waste pool. There is Shotgun Ammo here to take before you leave.

4
7

Take the elevator up and you'll find yourself in a room with Green Herbs, a System Disk on the table, and lots of zombies! You don't need the disk just yet, but you might want to grab it as you head to the right, unlock the door, and leave the room.

4
8

As you turn the corner to the left, someone takes a shot at you! (Guess who?)

4
9

You catch a glimpse of Nikolai as he heads out of the facility and locks the shutter door behind him. Looks like he made a getaway!



Whatever you do, don't head that direction and leave out the main door — if you do, two nasty creatures will be waiting for us when we return. We can always use the exploding red box to help take them out, but it's easier to avoid them in the first place. Instead, take a right and exit the door at the end of the hall.

SECURITY DOOR PUZZLE



Inside the resting room are several Gunpowders, a Facility Key, the Manager's Diary, and an item chest to manage your resources. Don't forget to save your place at the typewriter, if you so desire! After you've finished resting, head through the door under the red light.

SECURITY DOOR PUZZLE



Here you'll find Blue Herbs to the left...and a lot of steam vents everywhere else! The elevator is not yet accessible. We're going to head to the right, turning off the valves as we go until we can go no further. Follow me!

SECURITY DOOR PUZZLE



Push the first switch, then head around the corner. Push the first switch in order to turn off the steam in the background on the other side of the room. Push the far switch. We still can't reach the control panel, so turn around and head back around the corner.

SECURITY DOOR PUZZLE



Push the sole switch on this side to turn off the steam in front of us. Head towards the door, then turn right at the elevator where the steam had been blocking your passage.

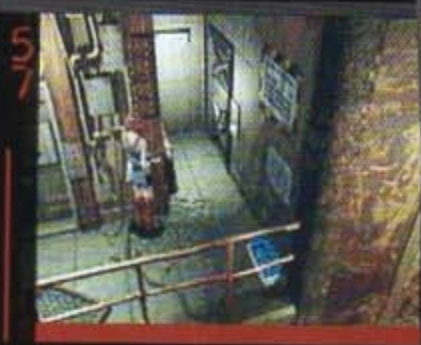


On the other side, push the far switch. Then, push the switch to the right of it in order to turn off the steam blocking your passage out. Run around to the other side and push the sole switch, which will allow you to turn the corner.

SECURITY DOOR PUZZLE



56
Push the far switch this time. Now, you can access the control panel. Pushing that switch will supply power to the safety system. You'll need to push the far left steam switch and then the one around the corner in order to make it out to the door.



57
Head through the waiting room into the hall. A crawling creature may attack, so be alert! Go through the door on the left. If you didn't take the System Disk here earlier, do so now. Walk past the elevator and you'll find that the far door can now be opened. What are you waiting for? Open it!



58
Down this hall, you'll find a console with a red light. Use the System Disk here to open the door. There's going to be a showdown! You're ready for Chapter 7, you lucky dog!



59
Okay, so you knocked the creep off the bridge. Happy landings! You'll now enter the dead factory (I think this name refers to the fact that the factory is no longer working — not that they are manufacturing the dead). When control returns to you, head straight and follow the passage to the left.



60
Continue through the hall and past the shutter and past the door with the green light above it (it is locked). Enter the door on the left at the far end.



61
You'll find Carlos inside the room. He looks pretty grim, and for good reason. He's discovered that the President has decided to stop the spread of the virus by launching a nuclear missile at Raccoon City! After breaking the news, he disappears yet again.

SECURITY DOOR PUZZLE



Before you leave, search the room for a Manager's Diary, First Aid Spray, and the Facility Key. Use the item chest to manage your resources, and save the game on the typewriter with the Ink Ribbon provided if you so desire. Exit through the door with the red light above it.



Steam prevents you from going straight ahead in this room, and the elevator is not yet accessible. Two Blue Herbs are near the locker, if you need them. We're going to head to the right, turning off the valves as we go until we can go no further. Follow me!

SECURITY DOOR PUZZLE



Push the first switch, then head around the corner. Push the first switch in order to turn off the steam in the background on the other side of the room. Push the far switch. We still can't reach the control panel, so turn around and head back around the corner.

SECURITY DOOR PUZZLE



Push the sole switch on this side to turn off the steam in front of us. Head towards the door, then turn right at the elevator where the steam had been blocking your passage.

SECURITY DOOR PUZZLE



On the other side, push the far switch. Then push the switch to the right of it in order to turn off the steam blocking your passage out. Run around to the other side and push the sole switch which will allow you to turn the corner.

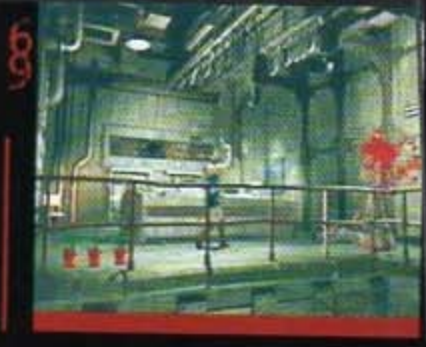
SECURITY DOOR PUZZLE



Push the far switch this time. Now, you can access the control panel. Pushing that switch will supply power to the safety system. You'll need to push the far left steam switch and then the one around the corner in order to make it out to the door.



68 Equip a Grenade Launcher or Shotgun on your way through the resting room. Why? Because there is a creepy crawly in the hallway outside (and another one around the corner)! Finish them both off and then use the Facility Key to open the door below the green light.



69 A gleam alerts you to the System Disk on the counter. After picking it up, head around the table to the right until you come to the Green Herbs. Zombies are on the move in front of you, so pick them off as they stumble around the corner. Let's see where they were coming from.



70 Ah-ha! An elevator! You can't select any floors here, but there is a button you can push to take it where it leads us.



71 This disposal tank looks pretty disgusting. Not to mention the fact that zombies are starting to emerge. Make them eat lead! If you have room in your inventory, you can take the Shotgun Shells near the control panel, which is giving you an "error" message.



72 Head down the stairs, noting the exploding red barrel for future reference. Go through the lighted door and head down the long flight of stairs to the leech-filled waterway below. Keep running forward until you come to a place to climb out. Enter the door at the end of the alcove.



73 Here we are in the monitor room, where there is a Security Manual, an item box and typewriter to save your progress. Free up about four spaces in your inventory and take the Water Sample from the machine before heading through the opposite door.



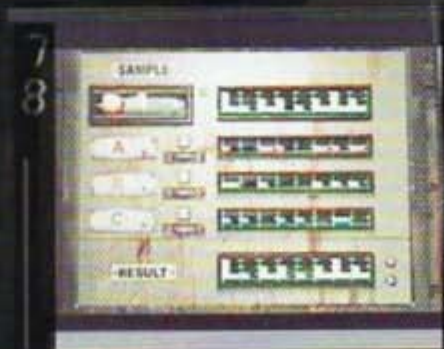
At the bottom of the very long set of stairs you'll find yourself in a laboratory. Ignore the Gunpowder on the table for now, and head to the machinery on the far wall. The machine on the right tells you that there is a pollution alert, and that a manual check needs to be made.

SECURITY DOOR PUZZLE



Study the sample pattern and note where both the open spaces and the tallest measurements are. Starting with A, move the wave pattern left and right so that none of the red markings line up with the open spaces in the sample. In addition, a red marking has to line up with each of the tallest marks in the sample.

SECURITY DOOR PUZZLE



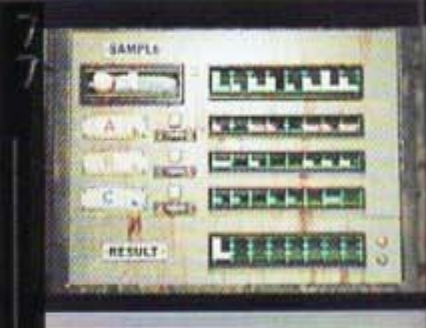
When the colored patterns look like they would match the sample if overlapped, select "check." If the markings successfully line up, you'll be told that the water quality has passed the safety level. Maybe so, but you wouldn't catch me drinking it.

SECURITY DOOR PUZZLE



The machine on the left is where we want to use the Water Sample. When you activate it, you will be shown a screen that looks like this. Our goal is to line up the A, B, and C wave ranges so that the combined pattern appears the same as that in the sample.

SECURITY DOOR PUZZLE



Move on to wave B and C, moving them left or right in the same fashion. Remember that none of the red, yellow, or blue markings should line up with the open space in the sample and the tallest part of the sample needs to have a red, yellow, and blue marking lined underneath it.



You'll then be shown the map screen with one room flashing in red. Do you think they're trying to tell us something? Like, maybe, that the door is now open? Only one way to find out...let's go there! Don't forget the First Aid Spray and the Gunpowder on your way out.



80
When you reach the monitor room, stop at the item box and pick up the System Disk if it isn't already in your inventory. You might also want to stock up on ammo and health power-ups. And while you're at it, see if there's any milk. I'm fresh out!



81
You can outrun the leeches down the waterway. Climb up at the other end and head out the door. Target the red barrel to kill any zombies coming down the stairs towards you, then head for the elevator. Going up!



82
Take a left out of the elevator and head for the security door. With both the systems power on and the water check verified, it is now open to you. As you start walking through the next room, you are suddenly fired upon! You'll lose control for a few moments as Jill ducks for cover.



83
Well, well, well... it's our old friend Nicholai. I don't think he likes us anymore! Looks like one of us isn't going to make it out of here alive.



84
See? I was right! With a sickening crunching sound, something grabs Nicholai from above.



85
We discover that Nicholai is quite dead, which is a mixed blessing. On the one hand, I'm glad he's no longer shooting at us. On the other hand, whatever killed him is still around. Use the System Disk on the control panel to open the door.



1 As we enter the room, we lose control of Jill for the time being. The door locks behind us and a 4 minute countdown begins. Looks like we need to find a way out of here soon! Sure is dark, though. I hope the lights come back on...



2 On second thought, perhaps it was better with the lights off! The Nemesis is trapped in this room with us. Although he no longer has his trusty bazooka, those whip-like tentacles aren't much better.



3 What happens next is an extremely helpful clue. Jill dodges the Nemesis' attack right in front of a valve which, when hit, opens up and sprays some kind of acidic chemical onto the monster. This is not to say that we will be able to dodge like that, but we can open the valves in another manner.



4 Control is returned to us as we are in close proximity to the Nemesis. There's really nowhere to hide in the room. Although this area we are in is a dead end, there are three valves here, so it is the easiest place to cause some damage to the Nemesis. And, yes, the chemical hurts us too, so be careful!



5 By using the **L3** button, we can target the valves with our weapons. They are too tight to turn on our own, but a well-placed shot will cause them to open. The only problem is that, with the Nemesis in close proximity, our auto-target will often lock on him instead.



6



He's also smarter than we gave him credit for, and won't walk forward into the chemical spray.

7



However, if we damage him first with a few grenade rounds, he may fall to his knees right under the valve.

8



Even after you douse him with chemicals, you've got to run back and forth to avoid his attacks. If he gets a hold of you, you'll need to replenish your health after being tossed around a few times.

9



We've got to douse him with chemicals and/or hit him with weatports several times, so that his body starts to smolder.

10



After about three chemical baths and a handful of shots, he'll have fallen... and he can't get up!

11



A Card Key falls out of the pocket of a researcher's body nearby. Take it quickly and use it on the main door to escape before the counter runs out.

RESIDENT EVIL 3

THE NEMESIS

The Final Battle

CHAPTER 7

1
2



We made it just in time! Behind us, the contents of the room — including the body of our friend the Nemesis — are dumped into the chemical tank.

1
3



Run straight out the door, and turn to your left, around the corner near the elevator. More zombies attack us here, so put them out of their misery! Continue through the far door, take a right in the hall, and enter the door to the resting room.

1
4



Use the item chest here to replenish your ammo and health power-ups. Check the map. There are two other places we haven't been to yet (which show up as red flashing doors). One of them is the elevator near the steam vents. It's beyond the door, under the red light.

1
5



Sure enough, with the Card Key we can now access the elevator. Take it down to a storage room where you will find Grenade Rounds.

1
6



There is also a storage locker at the far end of the room. My new buddy at Capcom says that the Facility Key should open the locker to reveal a Rocket Launcher, but this didn't work for me. Maybe you'll have more luck! You can finish the game without it, in any event. Head back up in the elevator.





Remember that shutter door near where we first entered this factory? Get there by heading out through the resting room, around the corner in the hallway, and straight ahead. The Card Key opens this door as well.



Look out! A bunch of zombies are behind this door! (What did you expect? A brand new car?) Mow them down with your weapons and head up the flight of stairs. Take the Green Herbs at the top, if you need them.



NOTE: What happens next depends upon the choice you made when you first crossed the bridge into the facility. If you jumped off the bridge, and Nicholai escaped, read on. Otherwise, skip ahead to **SHOT 7-29**.



Inside this room, you'll find a First Aid Spray on a table and Magnum Bullets in the locker by the door. There is also a strange looking device on the console. It is a portable radar receiver.

QUICK DECISION #9



After you take the radar receiver, you'll suddenly hear a familiar voice. It's Nicholai! And he's taken our helicopter!



Should we attempt to negotiate with Nicholai or exchange fire with the chopper? Basically, is your style more like Picard or like Kirk? If you want to fight, read on. Negotiators should skip ahead to **SHOT 7-25**. (Wimps!)



23
So, you want to shoot it out, do you? Remember to aim your Grenade Launcher or other weapon upwards as the chopper passes by the window.



24
You're likely to get hit a few times, so make sure to replenish your health. After a few good hits, the chopper will burst into flames. I guess we should be happy we're alive, but we're now chopper-less. Skip to SHOT 7-27.



25
Yeah, right! Do you really think you can talk your way out of this one? It's not like it's a speeding ticket or something...the guy is trying to kill us!



26
Well, what do you know? We talked ourselves out of that one! Of course, we still don't have a chopper! But don't you feel better that you didn't let your finger get the best of you? Me neither...



27
Carlos will come in and discuss our desperate situation. If we leave the room and come back, we'll hear the radio come to life briefly. Did someone mention our name?



28
Too bad we couldn't send a message! In any event, Carlos will take off as we decide to check out the ladder. The facility locks itself down as we descend. Skip ahead to SHOT 7-31.



If you saw Nicholai die earlier, we will suddenly be contacted by Carlos inside the next room. He explains that Raccoon City is about to become "ground zero." We'll take the portable radar receiver automatically — it shows us how close the nuclear missile is to our location.



If you need more ammo or health power-ups, take the First Aid Spray and Magnum Bullets which can be found in the locker before heading to the ladder. The facility locks itself down as you descend.



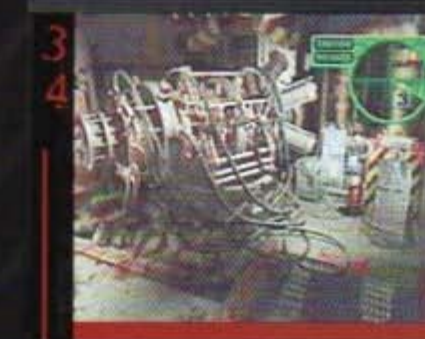
Last chance at an item chest! Do you need help, or are you just browsing?



Are these zombies dead or just sleeping? Two are of the latter — one on the floor and one standing up. Send them back to their eternal slumber. At the far end of the room, you will find ammo on the shelf. Take it and pass through the double doors.



What is this? An auto wrecking yard? We're not stopping to investigate, in any event. Run through this area, taking the Classified Photo File from the path, and enter the far door.



The door collapses behind us. Looks like we're not getting out that way! Move on into the room and you'll encounter the #1 power distribution unit. Take a right and head around the corner and straight ahead. There is a control panel next to unit #3, which we can activate.



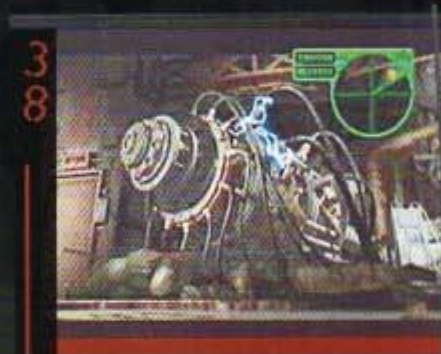
When you activate the control panel, we're told that the unit needs power. The lights on all of the power units will turn on. Head back to unit #1 and walk straight into it, so that you push it back inside its container.



Before you can celebrate, however, some creature falls into the room and transforms into a giant monster right before our eyes. Could that be the Nemesis? Ick!



Ignore it (if that's possible)! Run around the corner and take a left to power unit #2. Push that unit into the container. Two down, one to go...



Head for power unit #3. When all three batteries have been activated, you hear a voice say something about firing a cannon. Firing a cannon?!? Inside a building?!?



We've got to avoid the monster temporarily, while the cannon powers up. Use health power-ups if you've been sprayed or hit by it more than once. As we try to decide which way to go, the cannon suddenly comes to life and takes out an entire section of the room. Now, we've got a way to escape the creature!



Our goal is to get the creature into the path of the cannon. To do that, run through the newly-created path so that it follows you in.

4
1

Run all the way around the room so that you end up behind it. When it turns towards you, run around the room again to the other side.

4
2

By running back and forth, we will keep the creature in the cannon's path. You'll hear a short countdown each time before the cannon is about to fire.

4
3

After the monster has been hit 3 or 4 times, it finally gives up the ghost! Pushes up the daisies! Shuffles off this mortal coil! You know what I mean! The cannon, overheated, powers down. At last, it's over!

4
4

Head to the exit door. As you start to leave, you realize that there is some part of the creature which has survived. That brings us to our final decision-making point.

QUICK DECISION #10

4
5

Exterminate the monster, ignore it and evacuate.

Do we stay and exterminate the monster, or do we ignore it and evacuate the facility? This depends upon your mood, I guess, as well as the proximity of the nuclear missile. If it is too close, you had better evacuate.

4
6

Like me, you don't want to leave until the job is finished. We'll lose control of Jill, but we can watch as she grabs a nearby weapon and empties it into the remains of the Nemesis. At long last, it's finally over! No, really! I mean it this time! Activate the elevator control panel and leave the facility.

THE END!

Congratulations! You've made it out alive! The endings you see will differ only slightly depending upon one decision you made earlier — did you jump off the bridge or push the Nemesis off? Gee, if you had realized your choice was going to be that important, perhaps you would have done things differently!

RESIDENT EVIL 3 SECRETS

NEMESIS

THE GAMECLOCK

After the credits roll, you will be given a grade based upon the total time it took you to complete Resident Evil 3, as well as the number of times you saved your game. In case you didn't realize, the game clock still continues ticking even when you pause the game! A is the best rank, followed by B, C, D, E and, finally, F. Depending upon the ending you got to see, the ranking screen graphics will differ. Even with the lowest rating, completing the game entitles you to a few goodies:

THE MERCENARIES: OPERATION MAD JACKAL



This mini-game puts you in the role of Mikhail, Carlos, or Nicholai. Each has a different assortment of weapons and health power-ups in his possession.



Depending upon your performance, you will be able to purchase weapons with the money awarded. An Assault Rifle with infinite

ammo is yours for \$2,000. A Gatling Gun with infinite ammo is a paltry \$3,000. Want a Rocket Launcher with infinite ammo? Fork over \$4,000. Last, but not least, is every weapon with infinite ammo — for \$9,999. Once purchased, these weapons can be used in the regular RE3 game!



The goal of the mini-game is to reach the destination shown on the map before the time runs out. You will be awarded extra time for killing, shoving, and otherwise interacting with zombies along the way. And yes, the Nemesis does make an appearance — if you can take him out, you'll receive even more time. Finally, there are civilians who must be rescued.



LIST OF NEEDED ITEMS

If you find all 30 documents, Game Instruction A will turn into Jill's diary. However, you must find and read the files in the following order.

- 1 Game Instructions A (Blue)
- 2 Game Instructions B (Red)
- 3 Clock Tower Postcard
- 4 Photo A
- 5 Marvin's Report
- 6 David's Memo
- 7 Fax From Kendo Gun Shop
- 8 Mercenary's Diary
- 9 City Guide
- 10 Photo B
- 11 Photo C
- 12 Reporter's Memo
- 13 Mechanic's Memo
- 14 Manager's Report
- 15 Business Fax
- 16 Dario's Memo
- 17 Operation Instruction
- 18 Art Picture Postcard
- 19 Mercenary's Pocketbook
- 20 Director's Diary
- 21 Photo D
- 22 Medical Instruction Manual
- 23 Photo E
- 24 Written Order to the Supervisors
- 25 Supervisor's Report
- 26 FAX From The H.Q.
- 27 Manager's Diary
- 28 Security Manual
- 29 Incinerator Manual
- 30 Classified Photo File



Then, Game Instructions A (Blue) turns into Jill's Diary. But no, we won't tell you what Jill wrote! It's a surprise.

COSTUMES

YOU'VE GOT THE BOUTIQUE KEY AND THE COSTUME.



You've used the Boutique Key.



Depending upon your final ranking, you will be given a number of extra costumes (up to 5 total) as well as a Boutique Key. So, how do you change outfits? You've got to find the boutique and unlock the door.

The boutique is located in the Uptown part of Raccoon City, right next door to the bar where you watched Brad tango with a zombie. When you use the key to open the door, you'll find a clothing shop with several changing stalls in the back.

There is an outfit that should fit you.



Go into any stalls marked "open," and you can choose to change into the costume found therein. You can get Jill's blue STARS uniform from the original Resident Evil, as well as Regina's outfit from Dino Crisis (complete with red wig)! There is also a biker outfit, a white disco suit and a female police officer's uniform.

EPILOGUES

Epilogues explaining the story of what happened to the main characters following the events of Resident Evil 3; You'll have to complete the game 8 times to see them all!

MEMORY CARD SAVES

Which data will you load?

CONTINUE
RESTART
THE MERCENARIES
EPILOGUE
Do not load the game.



You will be prompted to save the data on a memory card so that you can play through the game again. When you load the new saved data, you can select CONTINUE, RESTART, MERCENARIES, or EPILOGUE.

Now that you know what to expect, it will be a piece of cake, right? Right? Well don't just sit there, let's see how fast we can do it again!



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