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SIGNATURE SERIES

Resident Evil®

OFFICIAL STRATEGY GUIDE

by Dan Birlew

Walkthroughs for Jill *and* Chris
Highly Detailed Maps
Expert Boss Tactics

This guide
is based on
a Mature.
Rated game:



CAPCOM



NINTENDO
GAMECUBE™



RESIDENT EVIL®

OFFICIAL STRATEGY GUIDE

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INTRODUCTION

by Dan Birlew

Capcom Entertainment has brought back one of the best horror games ever made, with astonishing new graphics, more gameplay and more secrets to explore than ever before. This remake is not a rehash, it is better than the original game in every way imaginable. The game is truly a treat for everyone who loves the *Resident Evil* series—no fan should miss it. What was old is brand spanking new!

One of the features that places *Resident Evil* above all other horror games is that the player has the ability to truly affect the events of the game through his or her choices. Players can kill all the ugly monsters and save everyone, playing the big hero. Or they can act only to save themselves, and watch the startling consequences unfold. Not only does *Resident Evil* have complex puzzles, sinister villains, startling monsters, and a compelling story line, it also contains two completely different scenarios as perceived by two different protagonists.

The original version was well worth any hardcore or casual gamer's time. Rather than repeat the past, Shinji Mikami and team buried the juicy core of the game underground, where they nurtured it with sewer water and fed it with viral genetic soups for the past several years. Then for good measure, they poked it with a stick just to make it angry and more frightening than ever before. There can no longer be any doubt; *Resident Evil* is once again the scariest game in the marketplace. The game personifies evil like nothing you've ever experienced from a console. Creating a guide to break through this complex dual-scenario adventure hasn't been easy. The hardest part was having to play this creepy game over and over until I didn't feel safe enough to put out the garbage for fear of zombie dogs leaping from the bushes to attack. One of our priorities in creating this guide was that we didn't want to ruin the shocks and thrills of this experience for you. With that in mind, we teach you the necessary survival skills and the logic you'll employ to out-master the masters, while preserving the shock of surprise enemies. For veterans of the series who've already mastered previous versions of the game, we sought to leave some of the challenge in the experience for you by hinting at the locations of some items, rather than lead you around by the nose. We certainly hope you'll find this guidebook to be as helpful as we intend, and we hope you enjoy the game as thoroughly as we did.

TOP SECRET POLICE DOCUMENT-EYES ONLY

MISSION: TACTICAL INVESTIGATION AND TEAM RETRIEVAL
AGENCY: S.T.A.R.S. [Special Tactics and Rescue Service]
UNIT: ALPHA TEAM
LOCALE: RACCOON CITY FOREST, ARKLAY MOUNTAIN RANGE

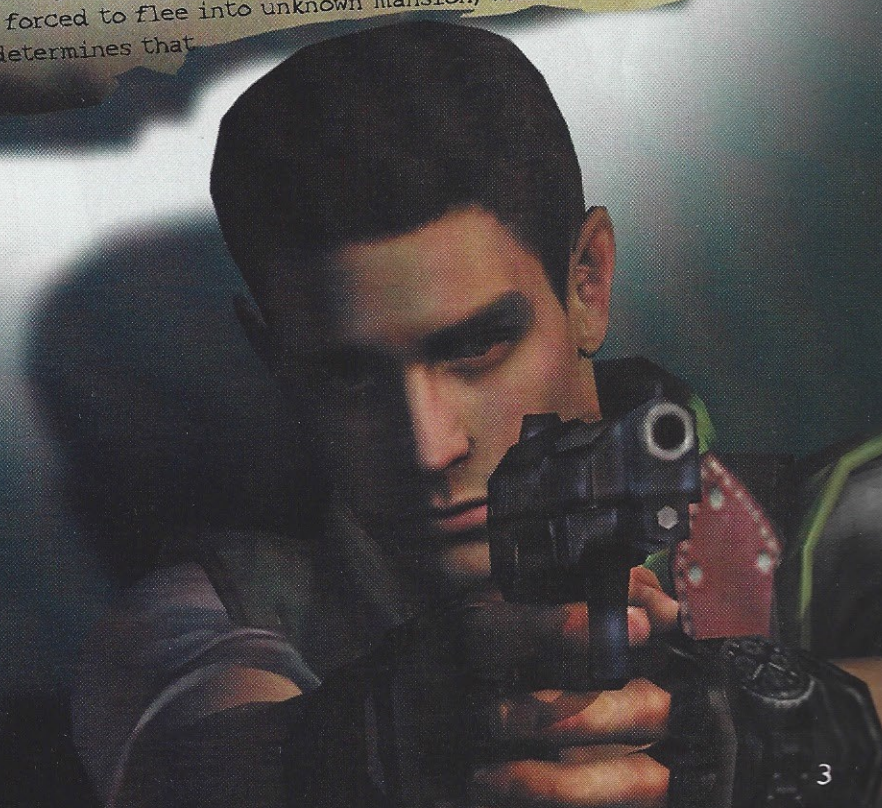
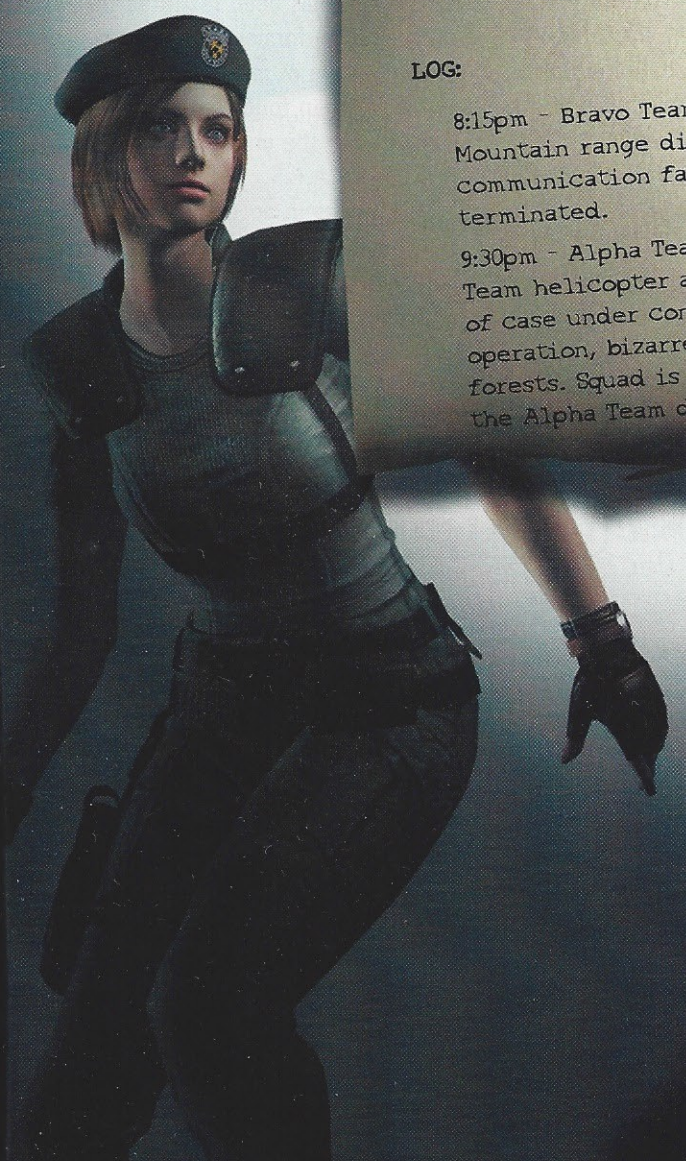
SITUATION:

Dispatch Alpha Team to sweep the northwestern Raccoon Forest area and rescue missing members of S.T.A.R.S. Bravo Team. The secondary unit was previously dispatched to investigate the source of strange homicides occurring in and around the Raccoon City District. Victims show signs of struggle and mastication (partially eaten). Strange reports from local witnesses describe a group of roughly ten suspected individuals emerging from and returning to the forest and mountains surrounding the town. Bravo Team dispatched to investigate possibility of a murderous cannibal cult dwelling in the northwest woodlands.

LOG:

8:15pm - Bravo Team helicopter circling the Arklay Mountain range discovers an isolated mansion. Sudden communication failure. All contact with Bravo Team terminated.

9:30pm - Alpha Team dispatched to search for missing Bravo Team helicopter and crew. Second objective: Bring situation of case under control. During routine sweep and clear operation, bizarre dog-like creatures surround unit in the forests. Squad is forced to flee into unknown mansion, where the Alpha Team determines that



CHARACTERS

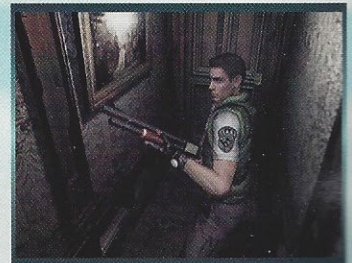
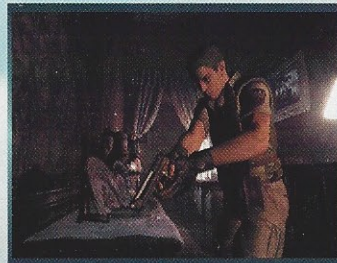
The heroic members of the elite S.T.A.R.S. unit of the Raccoon City Police Department are divided into two teams, Alpha and Bravo. The main objective of the Alpha Team is to search for and rescue the members of the Bravo Team inside of the mysterious mansion discovered in the forest.

CHRIS REDFIELD

Expelled from the Air Force for exceeding the authority vested in his rank, Chris Redfield has been recruited for the Raccoon City S.T.A.R.S. unit by former military comrade Barry Burton. Chris is the type of man who places human life at a greater priority than following orders, which is not always in synch with the military mindset. As a newly appointed member of S.T.A.R.S., Chris is looking forward to offering help to citizens in need. However, he barely has time to unpack his belongings and settle in to his new surroundings before he is dispatched to rescue the missing Bravo Team members.

BEGINNING INVENTORY

BOWIE 8-INCH HUNTING KNIFE



S.T.A.R.S. ALPHA TEAM



JILL VALENTINE

Jill is an experienced S.T.A.R.S. member from a unit in another city, recently reassigned to the newly-formed unit of the Raccoon Police Department. With years of tactical training and certification, Jill knows how to open 126 varieties of locks without a key and has trained with a wide variety of weapon types. Jill is an intelligent officer; she thinks on her feet, and her bravado has saved the lives of countless citizens and fellow S.T.A.R.S. members. Her strict sense of loyalty and duty make Jill a great asset to the team.

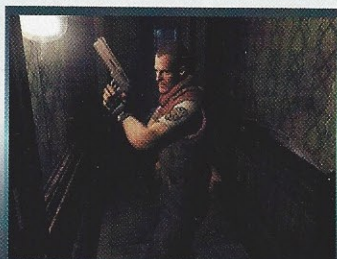
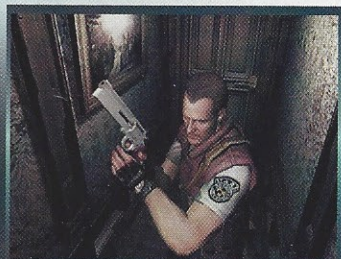
BEGINNING INVENTORY

S.T.A.R.S. CUSTOM BERETTA 9MM HANDGUN
 STANDARD LIGHTWEIGHT STAINLESS STEEL
 SURVIVAL KNIFE



BARRY BURTON

Barry is the first officer to join the new Raccoon S.T.A.R.S. unit under Wesker. He is responsible for recruiting a majority of the new members. As a former Air Force and S.W.A.T. member, he brings a wide range of experience to his position in the rescue unit. Barry maintains funding, supplies and firearms for the S.T.A.R.S., having just contracted with local weapons manufacturers to produce custom weapons suited to the unit's missions. Although guns are his love and his hobby, Burton has strong ties to his family and to his position in local law enforcement.

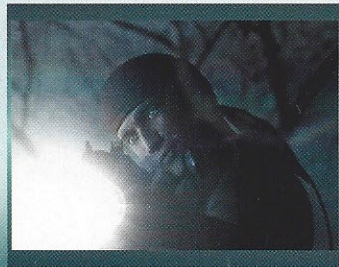


BRAD VICKERS

Well-trained helicopter pilots are difficult for local law enforcement to locate and recruit. So the S.T.A.R.S. team is lucky to have Brad Vickers despite his youth lack of experience. Hardly the optimist, Brad is not likely to rush into dangerous situations. However, after months of simulated and practical training, he is skilled enough to land a chopper on a dime.

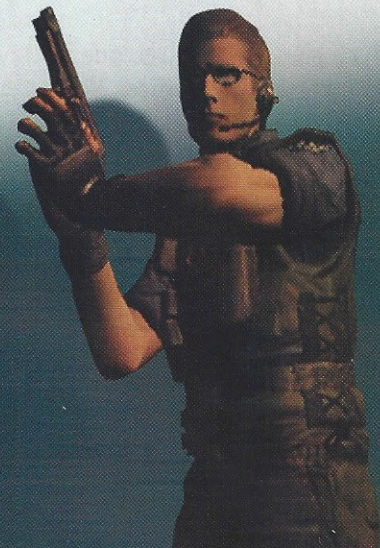
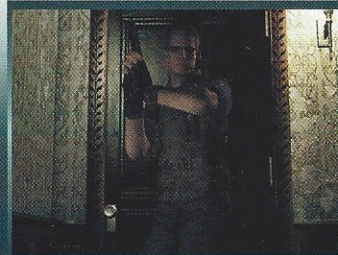
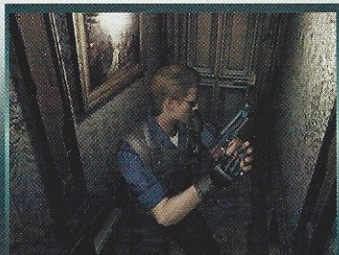
JOSEPH FROST

"Frosty" is a seasoned former commando trained in the Navy S.E.A.L.S. and experienced in Gulf War operation Desert Storm. Recently promoted from the Bravo Team, he acts as the vehicle specialist of the unit. "Frosty" prides himself in assuming the dangerous point position during field operations, and his tactical swiftness and brilliance make him the perfect officer on the frontlines.



ALBERT WESKER

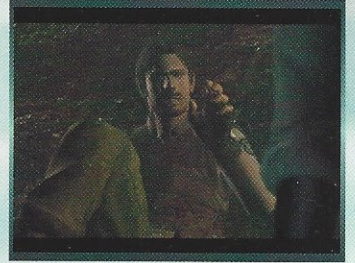
Captain Wesker hasn't served for long in the S.T.A.R.S. organization, but he has already proven himself a tactical protégé and a born leader. Founding the S.T.A.R.S. unit in the Raccoon Police Department, Wesker relied mostly upon Barry Burton's experience and recommendations to form the best possible rescue squad. His perpetual sunglasses and chilly demeanor have earned him a reputation as an "ice man," but the S.T.A.R.S. members respect his intelligence and superior leadership abilities.





ENRICO MARINI

Marini is the commander of the Bravo Team, and second in command of the Raccoon City S.T.A.R.S. unit. Despite his years of military and police service, he feels somewhat insecure about leading the secondary team and fears that Chris Redfield or Barry Burton may replace him as second in charge. Regardless of his suspicions concerning the constant influx of new recruits, Enrico is a confident leader in the field.



REBECCA CHAMBERS

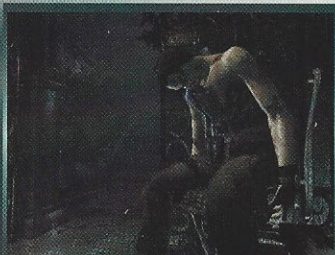
The youngest member of the S.T.A.R.S. team is also the newest recruit. Joining the unit just moments before Bravo Team lifted off in the helicopter to search the forest area, Rebecca has not yet had a chance to meet all the members. Her nervousness around new people notwithstanding, she has a flare for medicine and chemistry, and she will be a valuable asset as a field medic.

BEGINNING INVENTORY
S.T.A.R.S. CUSTOM BERETTA 9MM HANDGUN
FIRST AID SPRAY



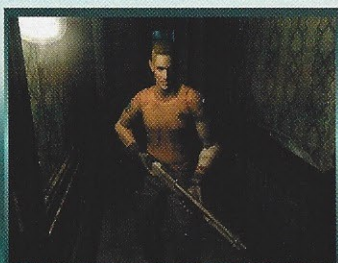
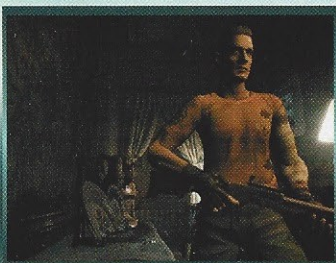
FOREST SPEYER

Speyer is a military-certified explosives expert and sniper, but serves mostly as a vehicle specialist and mechanic in the S.T.A.R.S. unit. He was hired directly by Wesker, one of only two recruits added to the team by the commanding officer. His background remains largely a mystery, but he has quickly developed solidarity with the other members through his unmistakable cockiness and charm.



RICHARD AIKEN

Richard is the radio expert and one of the more important members of S.T.A.R.S. He is usually the only communication link from the field to the home base. Sometimes he must pull double duty for both Bravo and Alpha teams because there is no one else yet in the unit with his technical knowledge.



KEVIN DOOLEY

Helicopter pilot for the Bravo Team, Kevin is a mechanical wizard and an accomplished stunt pilot. Despite his past in the entertainment industry, Kevin takes his role in the S.T.A.R.S. unit seriously. He has been instrumental in rescuing many citizens from dangerous situations in the dense Raccoon Forest area and in the rocky Arklay Mountains.

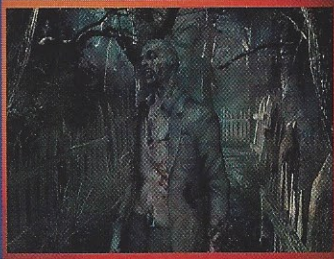
KENNETH J. SULLIVAN

The other member of the S.T.A.R.S. unit hired by Wesker, Kenneth is usually very quiet but extremely talented in field scouting and investigation. His background is largely in the chemistry field, and he sometimes wonders why Wesker recruited him for a rescue team. Still, he's been enjoying the quiet "Midwestern lifestyle" in Raccoon City and he has a great time with the other team members.



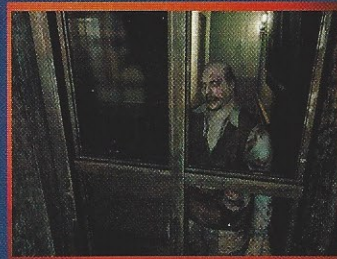
MONSTERS

Hideous evil lurks in the forests surrounding Raccoon City. Animals stricken with a horrid disease. Mutated test animals and plant life. And the dead are returning to life. What is the source of these ferocious and bizarre creatures, and what means can be used to eliminate them?



ZOMBIES

The most common enemy in *Resident Evil* are the rotten and decaying forms of the recently deceased, brought back to life by unnatural means. Emanating from an isolated mansion deep in the Raccoon Forest, these unfortunate souls spread into the wilderness, searching to feast upon all living flesh. As they quickly multiply in numbers, you must learn and master the means to suppress them.



Common Zombie Encounter

Zombies appear in various forms. There is the slow staggering and moaning variety, which you'll encounter most often. They stagger after their victims until the person has nowhere left to run. Zombies will seize their victims and begin to eat them immediately. It's best to counter walking types by firing at them with the Handgun until they fall to the floor. Once down,

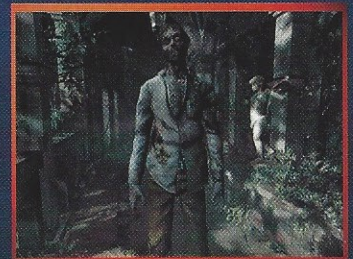
Zombies will soon rise again and attack. To combat this, position the character directly over a fallen zombie, aim down, and continue firing bullets into its prone form. A zombie will not rise again after it has lost enough blood. A crimson pool that spreads around the creature signifies this.

Crawling Zombies

Some zombies are so weak that they can only crawl across the floor. You must adjust your aim downward to fire upon the approaching crawler. Another way to dispatch zombies is to allow them to seize the character's leg. Wiggle the control buttons rapidly, and the player will crush or kick off the zombie's head.

Mutating Zombies

Unfortunately, a zombie does not completely die even when it has lost a severe amount of blood. The body remains on the floor where it fell, and it will mutate over a period of thirty minutes. Eventually, the close proximity of life forms causes the zombie to rise again. The hands of mutated zombies transform into razor sharp claws. Mutant zombies will chase after their prey at incredible speeds and will attack the target with sharp blows and bites. The best way to avoid damage from a mutant zombie is to escape the area where it resides as quickly as possible. If you're unable to flee, only the most powerful firearms will finally eliminate a mutated zombie.



Zombie Disposal

The best strategy for dealing with zombies is to shoot them until they fall to the ground for the first time, then flee the area before they rise again. This way, the zombie is ren-



dered harmless, at least for the moment. Without massive blood loss, it will not enter the "hibernation" stage where it mutates into a more fearsome opponent. If you shoot a zombie too many times and it enters hibernation stage, the only effective countermeasure is to douse the body with gasoline and set it ablaze. To accomplish this, you must carry the Lighter and the Flask filled with fuel. Whenever you come across a body on the floor, there is a chance that the corpse will come to life in mutated form, so you must cremate even harmless-looking bodies as soon as possible. You can fill the Flask wherever a large gas can is located. But you can use each location only a certain amount of times. For this reason, it is important to "bait and dodge" zombies as much as possible. The "bait and dodge" tactic is explained more thoroughly in the *Basics and Strategic Combat Tactics* section of this guide.



Random Decapitations

There is a low chance that the character will blow off a zombie's whole head with the Handgun. The chance is greater when a Shotgun is used at close range and aimed specifically at the skull. The Magnum Revolver has the highest chance of decapitating a zombie, but ammunition for this weapon is hard to find. A headless zombie cannot mutate, so the remains do not have to be cremated.

ZOMBIE DOGS

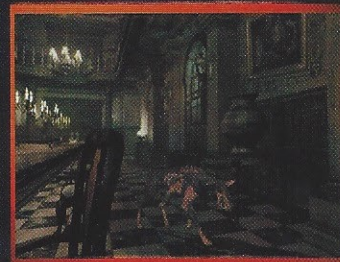
What was once man's best friend has become man's worst nightmare. These dead animals have returned to bite the hand that feeds them—by chewing it off.

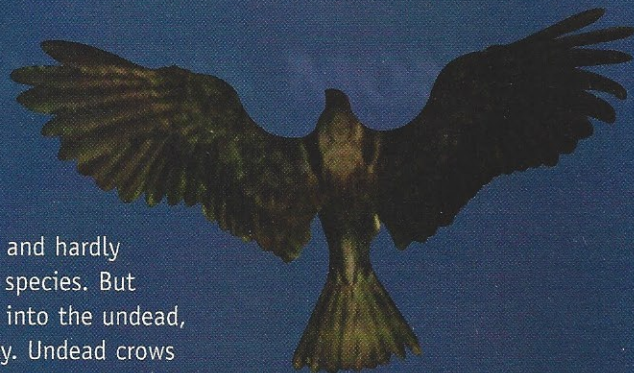
Common Encounters

Dogs mostly patrol outdoor areas, scavenging for live prey. Occasionally they can become desperate enough to leap through windows or over medium walls to attack their quarry. Since they are normally occupied searching the ground for small grubs and earthworms to chew on, it is possible to slip through their area unnoticed. However, as soon as a zombie dog picks up the human scent, it becomes a swift and agile killer.

Dog Control

Fast and durable attackers, zombie dogs can absorb several handgun bullets before they even seem to feel it. The mongrels can be blown out of the air if you manage to fire at the exact moment that the monster leaps to attack. But taking on more than one zombie dog with the Handgun is a bit uncertain. To tame packs of zombie dogs, equip the Shotgun and try to blast more than one at a time.





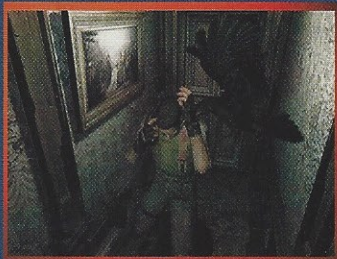
CROWS

Normally, crows rarely fly in flocks and hardly ever congregate with others of its species. But when these large black birds cross into the undead, they develop a hive-mind mentality. Undead crows will swarm upon living prey. The more live flesh they consume, the more they want. This is why crows now seek out larger victims such as humans, because people supply more food for the flock.



Common Encounters

Crows will take over an area, perching upon every object available. The flock is attuned to sound, so gunshots or the sound of running footsteps will alert them to the presence of an intruder. A careful person walking through the territory claimed by the flock has a very high chance of crossing the area undetected. Even if the flock is roused and takes flight around the character, it is possible to prevent an attack by staying in motion. Crows are poor predators and can attack only stationary targets.



Bird Hunting

You have the advantage against the flock because they will not take flight or attack until you fire the first shot. So you may be able to take out one or two before the flock even has a chance to retaliate. Once the crows take to the air, it's a different story. Move to a location where the camera angle includes the air above. Equip a weapon, aim upward, and wait until the birds are nearly overhead before firing. When shooting at crows, you'll be amazed to see that you can take out two or even three with a single Handgun shot just by lining them up in the air. This is why a Shotgun is devastating to a flock!

GIANT SPIDERS

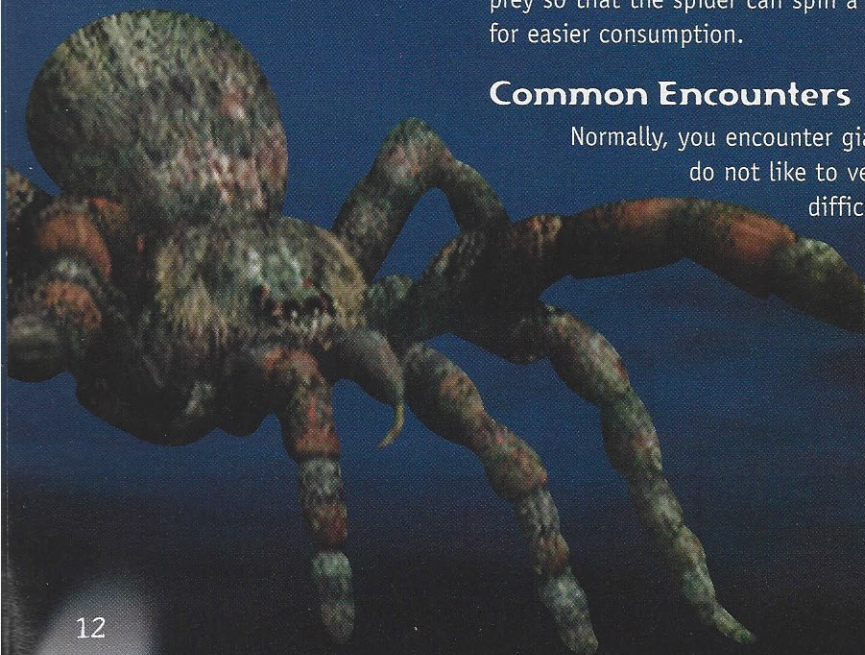
The massive offspring of one of Umbrella's first test subjects ever, the overgrown arachnids have haunted the mansion's inhabitants for years. Silent and conniving, giant spiders love to sneak up on prey from behind. Their poisonous bite and acid spit attacks are intended to cripple live prey so that the spider can spin a web cocoon around the victim and slowly dissolve the tissue for easier consumption.

Common Encounters

Normally, you encounter giant spiders in subterranean caves and tunnels. They typically do not like to venture outdoors or above ground. Their wide girth makes them difficult to run past in narrow areas. However, spiders also have a hard time moving their massive bodies around, and they turn slowly. A capable bug killer can easily run behind a spider and attack it from a side that it cannot defend. You can easily knock down spiders crawling on walls and ceilings with a single Handgun shot or slash from a knife.

Extermination Tips

The most dangerous way to take on a giant spider is by running straight at it. Giant spiders can see and spit at whatever is directly in front of them. When the forward legs rise, the spider is indicating that it's about to run



over to you and bite a big chunk out of your leg. If a spider loses sight of its prey for more than about 10 seconds, it assumes that the tasty-looking morsel has been lost. The best way to fight a spider seems to be to circle very closely to it and wait for it to stop moving. This should put you in a prime position directly behind the spider, where you can start blowing off legs and other vital parts. However, staying close to a spider can be dangerous as well, because they can also "hop" to new positions, such as spinning around to face their attacker. Furthermore, once a spider flips over and enters its death-throes, stay very far away. Acid will spray out of the dying insect's wounds, and touching it can damage or even poison the character. There is also a random chance of causing the tail section to burst. If this occurs, the baby young contained in the spider's egg sack will spread out and search for their mother's killer. You can erase these from the game by leaving and reentering the room.

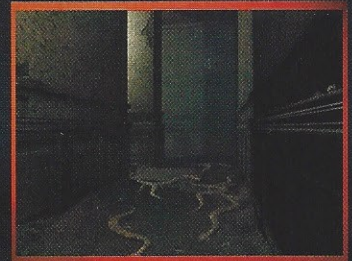
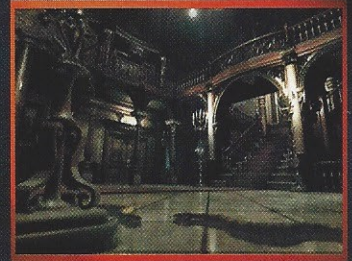


SNAKES

Serpents encountered outdoors on the Mansion property exhibit stronger tempers than the typical garden snake. Running along paths overgrown with vegetation, a survivalist has to be cautious about the wildlife. When snakes inhabit the overgrowth in an area, they will drop from trees overhead and strike out from tall grass. When you spot snakes, the best idea is to keep moving, even if you receive one or two bites. The snakes have been tampered with, and now move in clusters and behave in ways uncharacteristic of their species.

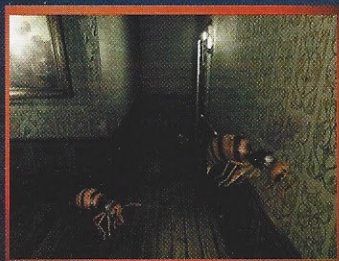
Snake Wrangling

Stopping to fight with snakes is a waste of time and ammunition. A smart player continues moving through an area inhabited by snakes and doesn't stop. One snakebite will not poison or even hurt you, but two bites will cause trouble. Search for Blue Herbs to cure the effects of snake venom. You can easily kill snakes by aiming downward with a Handgun or Shotgun, but you make yourself a stationary target for the snakes in the process. One snake will swiftly wrap itself around your ankle or arm, and the rest of the group will attack from all sides. Clumsy individuals who fall into this trap will soon be unable to move, quickly killed by continuous bites and poisoning.



KILLER BEES

The hive-mind behavior exhibited by so many creatures on the Mansion grounds had to come from somewhere. Killer Bees cultivated at the Mansion are unusually large and swift in flight. Their instincts have been altered so that their defensive nature extends to attacking any intruders within miles of their hive. A Killer Bee can easily catch up to you unless you are running away at full speed. Once you stop, the swarm will easily overtake you. But if you keep moving through their area without stopping, you cannot be easily stung.



Bee Keeping 101

Giant Killer Bees have grown thick shells on their bodies, which may deflect the full damage of Handgun bullets. Two or even three shots may be required. The only way to truly negate their abilities is to shoot their wings off, which knocks them to the ground. Then you can easily squash the helpless creatures underfoot.

HUNTERS

No biological accident produced these highly developed killing machines; they are obviously products of genetic recombination experiments. Once positioned, hunters will wait patiently for hours until a target steps into their line of view. Half of their effectiveness lies in the terror that their physical appearance elicits and the high-pitched shrieks they emanate when they sight their quarry. Fast, powerful, agile and merciless, hunters are undaunted murderers created solely for the purpose of vicious annihilation.

Common Appearances

Hunters are lizard-like sentinels, which take up positions throughout the Mansion, the grounds, and the subterranean tunnels running beneath the complex. They will stand in place, immobile, patiently waiting for their preprogrammed target enemy to enter a door or walk unsuspectingly around a corner. Sighting a target, a hunter springs into action, leaping at the character and slashing with its razor-sharp claws. Immediate counterattack is required.

Surviving a Hunter Encounter

Powerful firearms such as the Shotgun or the Magnum are required to even pierce the thick scales covering a hunter's body. Because of their speed and agility, you must shoot hunters on sight. A powerful enough attack will knock a hunter to the ground. Make sure you're at medium range from the hunter as it rises because it is smart enough to duck under the next shot! Back away if necessary and be ready to fire again. You must fire either weapon at least twice to defeat a hunter. An Acid Grenade is quite possibly the only thing that will kill a hunter dead on the spot, but these are hard to locate.

CHIMERAS

Cloning and genetically enhanced evolution have conspired to play a cruel joke on these horrific monstrosities. In mythology, a chimera is a monster that vomits flames, has the head of a lion, the body of a goat, and the tail of a dragon. Umbrella's abominations appear to be mostly insect in nature, sadistically mixed with human DNA and then surgically implanted with metallic weapons.

Common Encounters

Chimeras travel instinctively through vent shafts from room to room. Genetically, they are programmed to be curious in a very clinical way about normal species. Chimeras' main desire is to injure prey to the point where the victim can be viciously ripped apart and studied. They can crawl or walk across the floor, then suddenly leap up to the ceiling and attempt to strangle victims from directly above. Possibly the most horrifying attack is their killing stroke, which is to leap upon the victim's back and slice open his or her throat with one stroke of its razor sharp hooks. Perhaps the one decent aspect of these disgusting creatures is that they were largely considered a failure as a bio-weapon, and not many were created.

Conquering Chimeras

You must have powerful weaponry to confront these swift and frightening mutants. An explosive round fired from the Bazooka will kill a chimera instantly. Without such resources, you should watch the creature's motions carefully and blast the monster twice with the Shotgun or the Magnum. However, the smartest strategy is to avoid contact with these creatures altogether by hurrying away as they drop from vent shafts. Cross and exit the domain of the chimeras as swiftly as possible.

WEAPONS

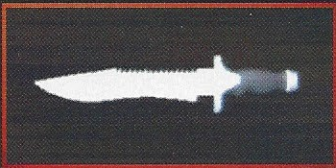
The wild forest and mountain areas surrounding Raccoon City already provide plenty of natural dangers to hikers and campers. With increasing reports of strange monster sightings and cannibal-style homicides, any smart individual will head over to the local Kendo gun shop and learn as much as possible about the firepower available in these regions.

MELEE WEAPONS

When the bullets run dry, when there's nowhere left to turn, a true survivalist will still fight for life with a trust blade. Not only can melee weapons save a S.T.A.R.S. member's life, but they also have practical uses.

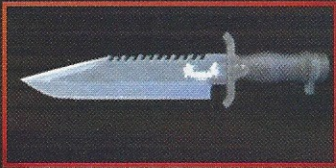
Survival Knife

A standard-issue lightweight, stainless steel, serrated combat knife. When you press the Right Shoulder Button with the survival knife equipped, you're ready to slash away. The survival knife is great to use against crows and not much else. The best use of this weapon is to place it in the Item Box. If enemies have you cornered and you're out of ammunition, this weapon could be helpful. You can also use the survival knife to slice thin materials. Some *Resident Evil* masters believe that one can conquer the entire game with only the survival knife. Do you have the courage to find out if it's true?



Hunting Knife

Chris Redfield often cuts against the grain, especially with his non-issue 8-inch Bowie hunting knife. The longer blade and Chris's extended reach give him a greater range when he uses this melee weapon. However, this is still not a wise choice to brandish in combat. This item is best tucked away in an Item Box, especially when you consider Chris's compromised inventory situation.



FIREARMS

When you're faced with the supernatural, it's best to have guns over melee weapons for self-defense. Get to know your weapons well, the timing with which the characters raise them, and the frequency at which you can fire each one. Familiarity with these armaments makes all the difference in a close-quarters skirmish with a maggot-infested flesh-eater that looks a little hungry.

Handgun

Confirmed gun fanatic Barry Burton hired local weapons maker Robert Kendo to craft customized Beretta 9mm handguns especially for S.T.A.R.S. teams in the field. These automatic weapons are guaranteed to never jam or kick out extra rounds, and the special hammer fires bullets with greater impact. The handgun is the best weapon against crows, snakes, spiders, and hornets—all the varieties of wildlife in the Raccoon Forest that the S.T.A.R.S. were trained to handle. But this weapon was never intended for use against monsters! Zombies and zombie dogs will continue advancing, even after several pistol shots. Only when you lodge enough bullets in the undead opponent's body will it lose consciousness or bleed to death. There is a very small random chance that the character can decapitate a zombie or zombie dog with the handgun, so don't completely discount this weapon.





Self Defense Gun (Suicide Pistol)

Left behind by a man unwilling to use it on himself, the dual-chamber .22 pistol has already been fired once. Once you fire the remaining bullet, this weapon will be useless. However, for some reason this gun is capable of taking out one zombie in a single shot—without need for cremation! Save this weapon for an area where the undead population is dense, and to help conserve gasoline supplies.



Shotgun Rifle

This is a 12-gauge hunting shotgun with a pump-action that holds six shells. The shotgun scatters a volley of small steel pellets, damaging everything in a cone-shaped field in front of you. As the recommended weapon for use against all enemies, this weapon is great for taking on packs of dogs or crows, as well as multiple zombies. When undead humans approach, wait until they are in close range. Then aim the barrel upward at their heads and fire. With this technique, there is good chance that the shotgun will blast one or more zombies' heads clean off!



Assault Shotgun

This is a custom design steel 12-gauge combat shotgun specially built for S.T.A.R.S. team tactical situations. The pump-action chamber holds 10 shotgun shells. It fires a more concentrated, narrower cone of pellets. However, the focus of the barrel extends this weapon's range and power. Specially made for Richard Aiken, you can obtain this item only if Richard is rescued.



Magnum Revolver

This .357 caliber revolver pistol fires hollow-point magnum rounds. Lightweight and easy to aim, the weapon has an incredibly hard kick. However, this weapon's stopping power compensates for the time required to recover one's aim between shots. The magnum has a high chance of blowing a zombie's or zombie dog's head clean off, and most other monsters will suffer severe trauma from its blasts. However, ammunition for this weapon is scarce and difficult to locate. The magnum is best reserved for encounters with large and unique creatures.

PROJECTILE EXPLOSIVES

Only qualified personnel are capable of handling heavy explosives. But when the situation gets rough, it doesn't hurt to pick up a shoulder missile launcher and give it a try!



Grenade Launcher

The grenade launcher is a heavy assault weapon usually reserved for battlefields. Under the circumstances, we can all be thankful that Forest Speyer has obtained this weapon somewhere inside the Mansion. The grenade launcher fires a three-inch incendiary, acid, or grenade shell in a long range, low arc pattern. Although the weapon's revolving chamber holds only six shells at a time, you can load all of a certain shell type into the weapon without worrying about reloading. When you initially obtain it, the grenade launcher is packed with grenade shells.



Grenade Shells

Grenade shells are fragmentation projectiles fired from the hand-held grenade launcher. They burst on contact with the target, saturating flesh with metal shards packed inside the shell. Grenade shells work best against chimeras and zombies.



Incendiary Shells

Incendiary shells are fuel-loaded projectiles that engulf the target in flames. They are perfect for use against zombies because the corpse will be immobilized by the blast and consumed by the flames—no need for cremation!

Acid Shells

Acid shells are three-inch projectiles that can be fired from a hand-held grenade launcher. They're loaded with hydrochloric acid that covers the target when the shell bursts on contact. Acid shells are arguably the most powerful type of shells. Consequently, they are the hardest to find. Acid shells are best used against reptilian mutants and large snakes to penetrate the thick scales on their hides.



Rocket Launcher

This four-slot shoulder-mounted, handheld surface-to-air missile launcher fires armor-penetrating rockets. It's typically used in combat to immobilize armored tanks. The rocket launcher is best used at medium or long range. The weight and width of the rocket launcher make it somewhat awkward to lift and fire, but a successful strike on a reinforced target should cripple or disintegrate it.



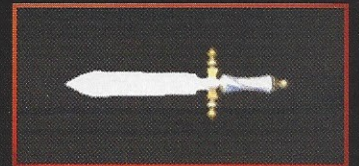
DEFENSE WEAPONS

S.T.A.R.S. members have been trained extensively at hand-to-hand combat in case of riot situations, so these skilled tacticians are familiar with crowd-control devices, such as paralyzing stun guns and blinding flashbang grenades. Barring the availability of either of these, a trained survivalist can turn even a simple letter-opener into a lethal weapon.

When you find and equip a defense weapon, you can use it when a monster seizes you. You can choose for your character to use a defense weapon automatically or manually. If you prefer the manual choice, press the Left Shoulder Button rapidly when you're caught in a grab. The use of a defensive item prevents damage every time your character is in an enemy's grasp.

Daggers

These small, decorative letter openers were obviously distributed to the administrative and research staff inside the mansion. But given the situation, they can easily double as small daggers. These are the most plentiful defensive weapons in the game, but they are also the weakest. One of their great qualities is their durability. When you use them, your character will stab the enemy in the head or throat. As the enemy staggers backward several steps, you'll have an ample opportunity to flee. The use of a dagger also reduces the number of bullets required to finish off an enemy. If you shoot an enemy that has been stabbed and you manage to decapitate him, then you can reclaim the dagger and use it again!



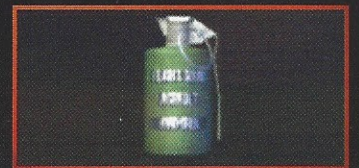
Stun Gun

Jill Valentine keeps her trusty stun gun handy even when she's off duty. As a small and attractive woman, she never knows when some creep is going to get ideas. In this situation, it seems that a whole house full of men have become extremely frisky! In order to use the stun gun, you must load a compatible battery into the palm-sized device. Each battery is good for one massive charge inflicted on an attacker. After that, its power is drained.



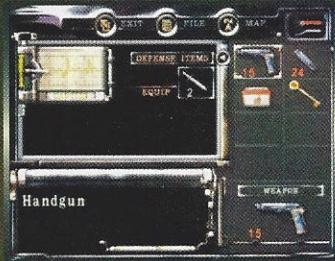
Flash Grenades

Thanks to his military experience, Chris is trained in using hand-tossed grenades and incendiary devices. Although "flash" grenades are designed to release a white light powerful enough to blind everyone within range, they still fragment and cause damage in a tight area. If they're inserted into a human being's mouth, the results can be quite traumatic! Once Chris uses a flash grenade, he must move a good distance away from the enemy, or he too will receive damage when the item detonates. After feeding a flash grenade to an enemy, the best idea is to move at least ten feet away from the victim. If you use one in a tightly confined space, then leave the area and return. The enemy will be permanently removed.



BASICS & COMBAT TACTICS

Every survivalist must start with the basics and eventually develop advanced combat skills. This section will expand upon the S.T.A.R.S. Manual.



USING THE STATUS MENU

The Status menu screen is a S.T.A.R.S. member's ultimate tool for investigation and survival. Check the Status menu often, and keep track of how many items you're carrying and how many open inventory slots you have.

Inventory Slots

The number of items a character can carry is determined by the number of slots on the right side of the screen. Weapons, ammunition, health items, important keys, and data transfer devices must all be kept here, and each will occupy one space. Thus, inventory management between your open space and the Item Boxes found in the game is one of the most challenging aspects of this mission. Always keep at least one slot open, or use and discard items as soon as possible.

Default Controls

Up	Move Forward
Down	Step Backward
Left	Turn Left
Right	Turn Right
A	Search, Accept, Use, Weapon
B	Cancel, Run
Y	Status Menu
Z	Quick Map
C	About-Face, 180° turn
B + Down	About-Face, 180° turn
Right Shoulder	Aim, Escape
Left Shoulder	Next Target, Use Defense Weapon
START	Options

Weapon

The firearm or projectile you currently hold is displayed below the inventory slots. To equip a weapon, the item must already be in your inventory. Select the knife or firearm and choose "EQUIP." To empty your character's hands, choose the equipped weapon's inventory slot and select "EQUIP" to remove it. Always keep a weapon equipped throughout the entire game—it's just too dangerous not to!

Keepsake

The character's trademark keepsake is an additional item slot devoted to one necessary tool that cannot be traded for other objects. Chris carries his trusty lighter, while Jill makes great use of a lock-pick. As a result of each character's keepsake, Chris must sacrifice inventory slots to hold small keys to open doors, and Jill must devote one space to the lighter, because these items are required so often.

Options

Brightness Adjust	Calibrate TV brightness or increase light in game.
Controller Setup	Choose from three control schemes, turn vibration on or off, and select whether Defense items are used automatically or manually.
Audio Setup	Match sound system quality, balance music with sound effects.
Game Reset	Return to Start menu screen.

Health Display

The scrolling pulse chart in the upper-left corner of the menu monitors your current condition. The status is both defined and indicated by color. "FINE" or green status means that you're in perfect health and not suffering in any way. Yellow "CAUTION" status means that you have suffered some damage, but can still function normally. Red "CAUTION" status warns that you are suffering severely from external and internal wounds. You cannot move as fast as usual, you limp, and you hold your side in pain. "DANGER" status is emphasized by crimson red coloring and a feint pulse. At this extremely critical stage, one more severe blow will kill you. You must use health items immediately to restore status and preserve life.

"POISON" status indicates that you are suffering the effects of venom or viral infection. You will continuously lose health until you die. To remove or cure Poison status, you must inject a specially prepared serum or consume a certain blue herb that is indigenous to the region. Characters that are poisoned will limp and hold their sides in pain. If treated quickly enough, Poison status can be removed without suffering any damage whatsoever.



Leaning badly and holding his side—time for Chris to medicate.



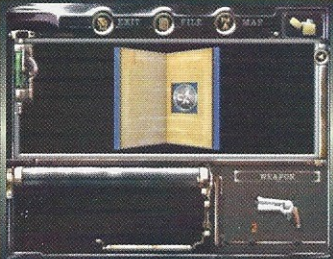
Defense Items

When you find a defensive weapon, it is automatically equipped in the slot reserved for "Defense Items." Many enemies will attempt to grab or tackle you, but with one of these defensive items, you can escape the hold without receiving damage.

The Weapons section of this guide contains more information and usage tips for specific defensive weapons. Study this portion of the guide carefully to learn the dos and don'ts of these incredibly helpful but sometimes tricky devices.

When equipped, the defensive weapon is carried on your character's belt, ready to be used in a crisis. Defense items can also be unequipped to conserve them for tougher enemies that appear late in the game.

You use defense items by rapidly tapping the Left Shoulder Button whenever an enemy is grappling with you. You can also change the "Defense" option in the Controller Config screen so that you use defensive weapons automatically each time you are seized or pinned to the ground.

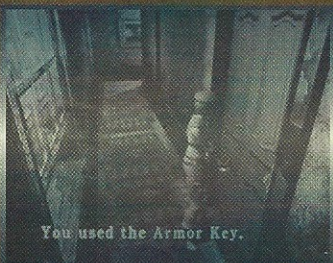


Examining Items

You can examine items located in your inventory slot by selecting them in the Status menu and choosing the "CHECK" option. At first, the item is displayed in 3D. For a more detailed description of the item, examine it further by pressing the A Button. Weapons, ammunition and other special items will perform interesting animations in the menu when you press the A Button while you're examining them.

Checking items isn't just a cool feature of the game, it is required that you examine certain key items to determine their function and usage. Sometimes when you examine an item more closely, you will discover that it can be opened, broken or disassembled. Some items are even complex puzzles that you must solve within the menu to complete the game.

Make a habit of examining each new item that you find. This approach is the key to unlocking the secrets of *Resident Evil*.



Using Items

The Status menu is also the method through which you use various items during the course of the game. If the item is a key, you will use it automatically to unlock doors. If the key has been used to unlock all the doors it possibly can, then the game offers the option to discard the key. Use this feature as a time saver to reduce the number of trips back to the Item Box.

Whenever you encounter any other special environmental feature, such as a hexagonal hole in the wall or a circular depression marked with an eagle, etc., you must select the corresponding key item from the Status menu. Stand as close as possible to the location, then enter the menu. Select the key item and choose the "USE" option. If you're using the correct key item in the correct location, the game will automatically exit the Status menu, and the object will appear inserted into the slot or hole.



Health Items

When you have sustained heavy damage and you're limping around in very bad shape, you must administer relief. Health items must be present in your inventory in order to use them. First aid comes in various forms, which have varying degrees of restorative effects.



First Aid Spray: A chemical aerosol that returns the character to full health, even when in critical "DANGER" status. Mass marketed and produced by Umbrella Incorporated, it is ironic that the company's product can be used to treat wounds inflicted by its own experimental monsters!



Green Herb: A locally grown plant that restores only 25% of health. If used during "DANGER" condition, it will replenish 40%. However, Green Herbs can be combined with other herbs to form stronger medicinal mixtures. Up to three Green Herbs can be combined and consumed at once, restoring most of the character's health.

Red Herb: While it has no effect alone, the Red Herb indigenous to the Raccoon Forest can be combined with one or two Green Herbs to form a strong medicinal powder that will restore *all* of the character's health.

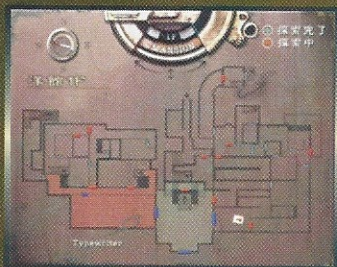
Blue Herb: A minty, leafy plant that serves as anti-venom in the field, curing poisonings and other infections. Can be mixed with one or two Green Herbs or a Green and Red Herb combination in order to cure poisoning and simultaneously restore health. Cannot be mixed with only a Red Herb.

Serum: A concentrated anti-venom designed to control massive overdoses of poison. One vial provides one injection's worth of cure for one victim. The choice to use this item on the wounded or on yourself is a difficult debate indeed...



Herb Mixing

Ingredients	Health Effects
2 Green Herbs	Restores 60%. May restore 80% in "DANGER" condition.
3 Green Herbs	Restores 100%.
1 Green + 1 Red	Restores 100%.
1 Green + 1 Blue	Restores 25%, cures poison. May restore 40% in "DANGER" condition.
2 Green + 1 Blue	Restores 60%, cures poison. May restore 80% in "DANGER" condition.
Green + Red + Blue	Restores 100%, cures poison.



Map








Mapping the environment is one of the best ways to conquer the Mansion and all the horrors it contains. Your character begins mapping the structures he or she encounters from the outset of the adventure. Only areas that you have entered are recorded on your map. However, your character's tracking equipment will outline the entire room the instant he or she enters. So, if you enter a room and the camera angle doesn't allow much forward visibility, it is a wise idea to get a sense of the geometry and layout of the area in the map before you proceed.

You can access the map through the top option in the Status menu, or by using the Quick Map button (Z). White rectangles indicate doors. If you check the door and find that it is locked, the rectangle on the map will be color-coded red. Switch floors by pressing Up or Down, and change areas by pressing Left or Right.

The rooms on the map are also color coded to display which rooms have been searched, which haven't, and which still have items to claim. Green rooms have been searched and all items have been taken. Orange rooms have been searched but still have items. Rooms without color have not yet been opened.

When you find a map item, the diagram will be recorded into your character's tracking device. All locked doors will be automatically color-coded red, even if you have not tried to open them yet. As soon as possible, find a map and keep track of which entrances and exits are available. Check the map often, especially as you use the walkthroughs contained in this guide. The positions of many items are described in terms of compass directions north, south, east, and west. Knowing which corner to search is an easy way to keep your character well stocked and prepared for danger.



Icon	Item Name
	Ink Ribbon
	Typewriter
	Item Box
	Old Key
	Battery Pack
	Dagger
	Flash Grenade

Map Icons Used in this Guide

The table to the left identifies the icons used on the maps in this guide.

File

During the adventure, you will find important documents, files and messages that contain background story or clues to solve certain mysteries. By reading and investigating carefully, you'll learn all you need to know in order to solve this case from such documents. To review files and messages, select the "FILE" button at the top of the Status screen. Files are automatically sorted by subject matter. Some items will be moved from the inventory slot to a permanent position in the File database once they are examined thoroughly in the menu.

ADVANCED INVENTORY MANAGEMENT

As stated previously, one of the toughest challenges of this game is knowing what to take with you and what to leave behind. You can pick up and carry only a predefined number of items; when space runs out, you can't obtain anything else until you empty an inventory slot.

Item Boxes

To assist in this problem, you'll find Item Boxes in various places throughout the game to store extra equipment. These large steel chests are universal in the Normal difficulty setting, so that items stored in an Item Box at one location can be retrieved when you reach the next Item Box.

Inventory Checks

For the first-time paranormal investigator, managing just six or eight item spaces poses quite a frustrating challenge. The walkthroughs in this guide are saturated with "Inventory Check" notes to help inexperienced players feel more confident about leaving the Item Box and heading out to explore for an extended period. These tips were developed by testing various paths of investigation and by keeping constant tabs on the state of the character's equipment load—you're in good hands.

RECORDING GAME DATA

You can record your game to a memory card by positioning your character in front of a Typewriter and generating a memoir by using an Ink Ribbon. Your data cannot be recorded without one of these items. Ink Ribbons are scattered throughout all the levels, so collect them whenever the character seems to have extra inventory space. Since Typewriters are often situated very close to Item Boxes, store a large quantity of Ink Ribbons for convenient use later.

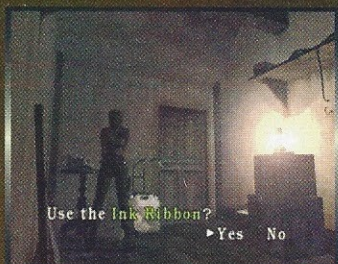
There are no penalties for saving the game often. Bonus items and extra modes are unlocked through speed and diligence, so recording the data frequently doesn't hurt. Playing it smart is better than restarting!

TIPS and BASIC STRATEGIES

A section of tips and tricks for use throughout the game begins on the next page. For hints on how to beat specific enemies, refer to the previous section entitled *Monsters*. For greater familiarity with the functions and firepower of weapons, check the *Weapons* section.



Faster Storage
When you open an Item Box, shorten game time and skip the animation by pressing the A Button again!



Run Everywhere

Although the default and unchangeable movement speed is walking pace, it's much easier to play the game by constantly running. Keep that thumb planted firmly on the B Button throughout the mission. If you cannot see the room you just entered, charge inside anyhow! An enemy has a worse chance of grabbing you if you move quickly past it. Even when you can see an enemy approaching, you can still pass it without getting grabbed in even the tightest corridors.

The idea is to reduce your total game time as much as possible, which helps to unlock cool bonus items and extra replay modes. Plus, a moving target is always hard to catch.

Pausing the Game

Resident Evil is unlike many other games, which are paused by pressing the START button. In order to pause the game and stop the accumulation of game time, enter the Status menu. Whenever you have to invest any forethought, or you want to analyze a puzzle, or you want to read a lengthy strategy from this guide, enter the Status menu to pause the game—not the Options screen.

Health Item Placement

Due to the limited nature of each character's inventory, it is impossible to collect a large assortment of health items. The best approach to this management problem is to leave most health items where they lie until you need them. Because you must return to areas several times during the course of a game, it's smarter to leave health items spread around the levels, rather than having to limp all the way back to an Item Box when you're seriously hurt.

As a general rule, always pick up First Aid Sprays and carry them back to the Item Boxes for storage. Leave Herbs where they are, and keep in mind their locations in case of emergency later.

Reloading Weapons

Most of the weapons hold a predetermined amount of ammunition. Once you've fired this number of shots, you must reload the weapon. The reloading animation exposes your character to danger, especially if there are active enemies in extreme proximity. Avoid letting your character do the reloading for you because monsters are just looking for a moment of weakness in which to strike.

The best method is to reload in the Status menu. Select the item slot where the ammunition is kept, and then "COMBINE" this with the weapon. While the game is in Status menu mode, the game's action is paused. The enemy is not allowed to advance as it does when your character stands there and reloads the weapon.

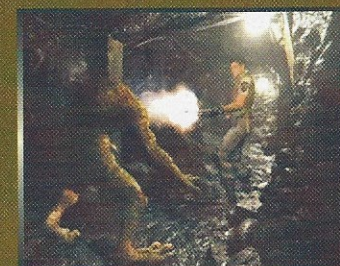
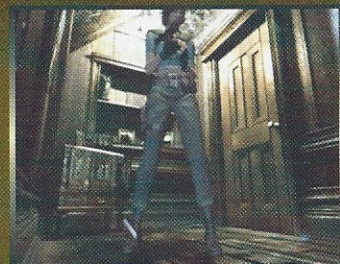
Keep all of your weapons fully loaded, and count off in your head the shots you fire at the start of each new encounter. When you know that the chamber is empty, enter the Status menu and reload your weapon the safe way!

Auto-Aim

To shoot an enemy, you must enter combat mode by "aiming." Press the Right Shoulder Button, and your character will automatically aim his or her weapon directly at the closest enemy. Hold the Right Shoulder Button and press the A Button to fire.

Enemies will die or they will move to another location. To reset your aim, or to aim at the next-closest enemy, continue holding the Right Shoulder Button and press the Left Shoulder Button to adjust aim.

Once you're familiar with the auto-targeting function, combat in *Resident Evil* becomes very comfortable.



Reclaiming Daggers

When you've used a Dagger to defend against a grabbing zombie, or when a dog tackles you and you stab it in the neck, the Dagger is not necessarily lost forever. The blade sticks out of the enemy, and if you manage to cause its head to explode by random chance, then the Dagger will clatter to the ground and you can reclaim it!

You Can't Shoot Them All

There isn't enough ammunition in the game to kill every single enemy. You must conserve ammo for major events such as boss fights. The real challenge of the game is to learn your character's running and dodging capabilities, and to slip past enemies rather than stick around and dance the undead tango. Until playing the game becomes easier and you know how many shots each enemy takes, practice running around or past enemies rather than stopping to shoot.

Zen of Traps and Puzzles

When you enter an area and encounter a puzzle for the first time, it is extremely possible that you will make a mistake that seemingly can't be undone. This is not entirely the case. You can "reset" any puzzle in progress simply by leaving the room and reentering.

A prime example of a bad mistake is to accidentally spring a trap that fills the room with poison gas or brings the ceiling down on your head. Although your character panics, don't follow suit. Calmly leave the room and reenter to find the trap reset. Just don't make the same mistake twice, or you'll feel really lousy!

"Bait and Dodge" Maneuvers

While many areas of the game are too narrow to avoid enemy contact, sometimes you can "bait and dodge" a zombie in order to get past it without using ammunition. The following series of screenshots highlights the "bait and dodge" maneuver:



A slow zombie approaches. The corridor is wide enough to get around it. Wait against one wall as it approaches.



As it nears, and the gap on the left widens, run to the opposite wall.



Without stopping, slide the movement control slightly left or right.



Your character curves smoothly around the ghoul and makes a break for the exit!

Carrying Nitro

A key event in the game requires you to transport a canister of Nitroglycerine Fuel from one side of a level to the other. Once you fill this container and return it to your inventory, you must observe every precaution.

The best course is to clear the enemies out of the area first, then walk every step of the way from the refill station to the power unit, where the canister is dropped off. However, some crazy individuals will do anything to beat a record game time!

Chances of Nitro Explosion

- Firing a powerful weapon (Shotgun, Magnum, Bazooka, Rocket Launcher) carries a 25% chance of explosion.
- Getting caught in the explosion of your own Flashbang Grenade has a 20% chance of explosion.
- When a zombie grabs you, there is a 30% chance of explosion.
- When a chimera grabs you, there is a 20% chance of explosion.
- When you are running, the Nitro randomly explodes after 1 to 3 seconds in Hard mode, 2 to 4 seconds in Normal mode, and 4 to 6 seconds in Easy mode.

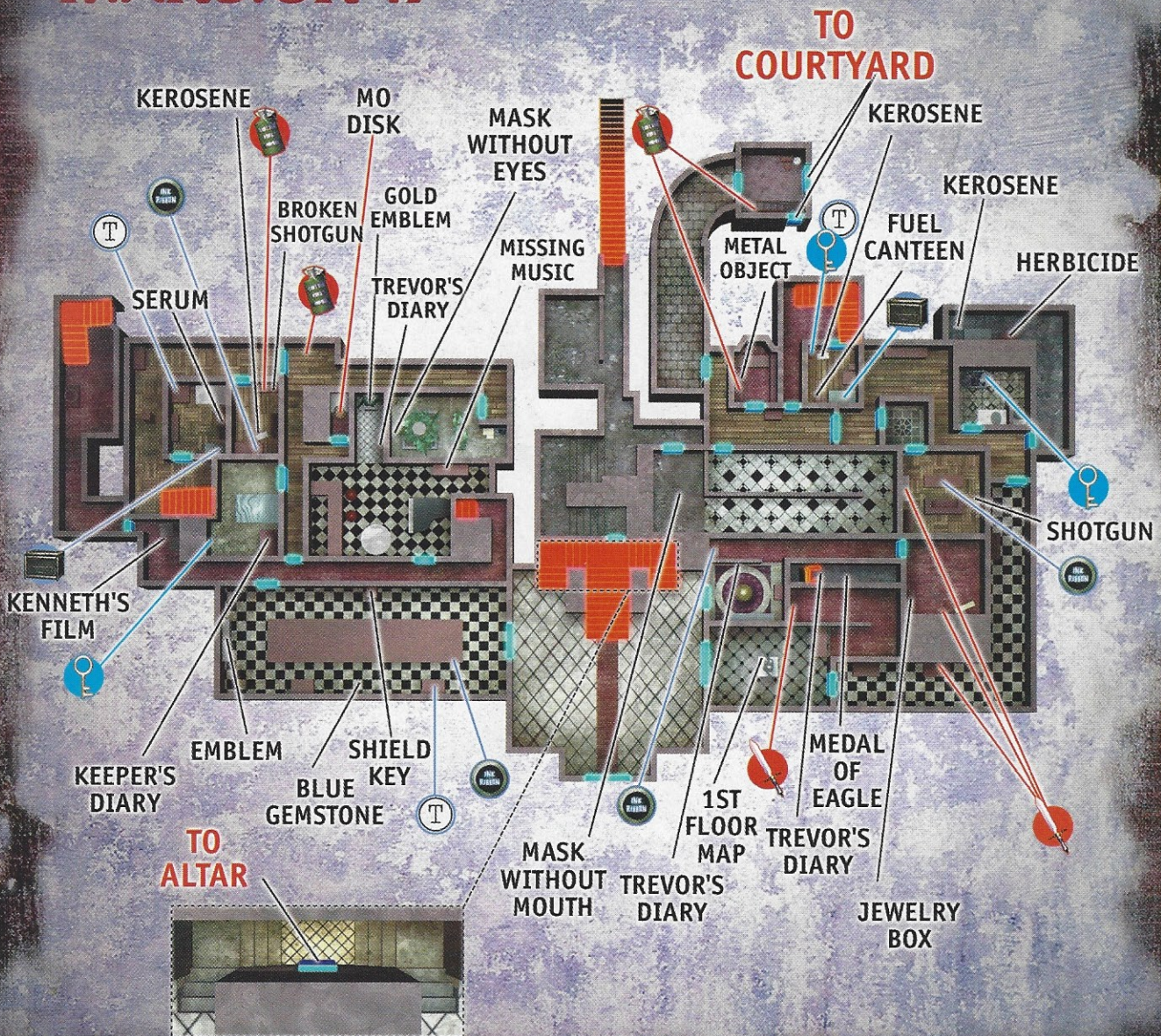
Notes about Nitro

If you run for one-second intervals only, the running time counter will be reset every time! Nitro cannot be handed from one character to another. Nitro can be carried anywhere. Nitro can even be placed inside the Item Box.



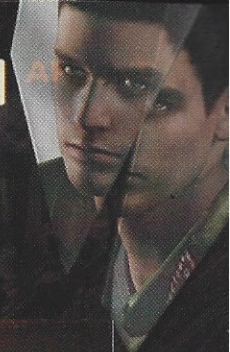
WALKTHROUGH: CHRIS REDFIELD

MANSSION 1F

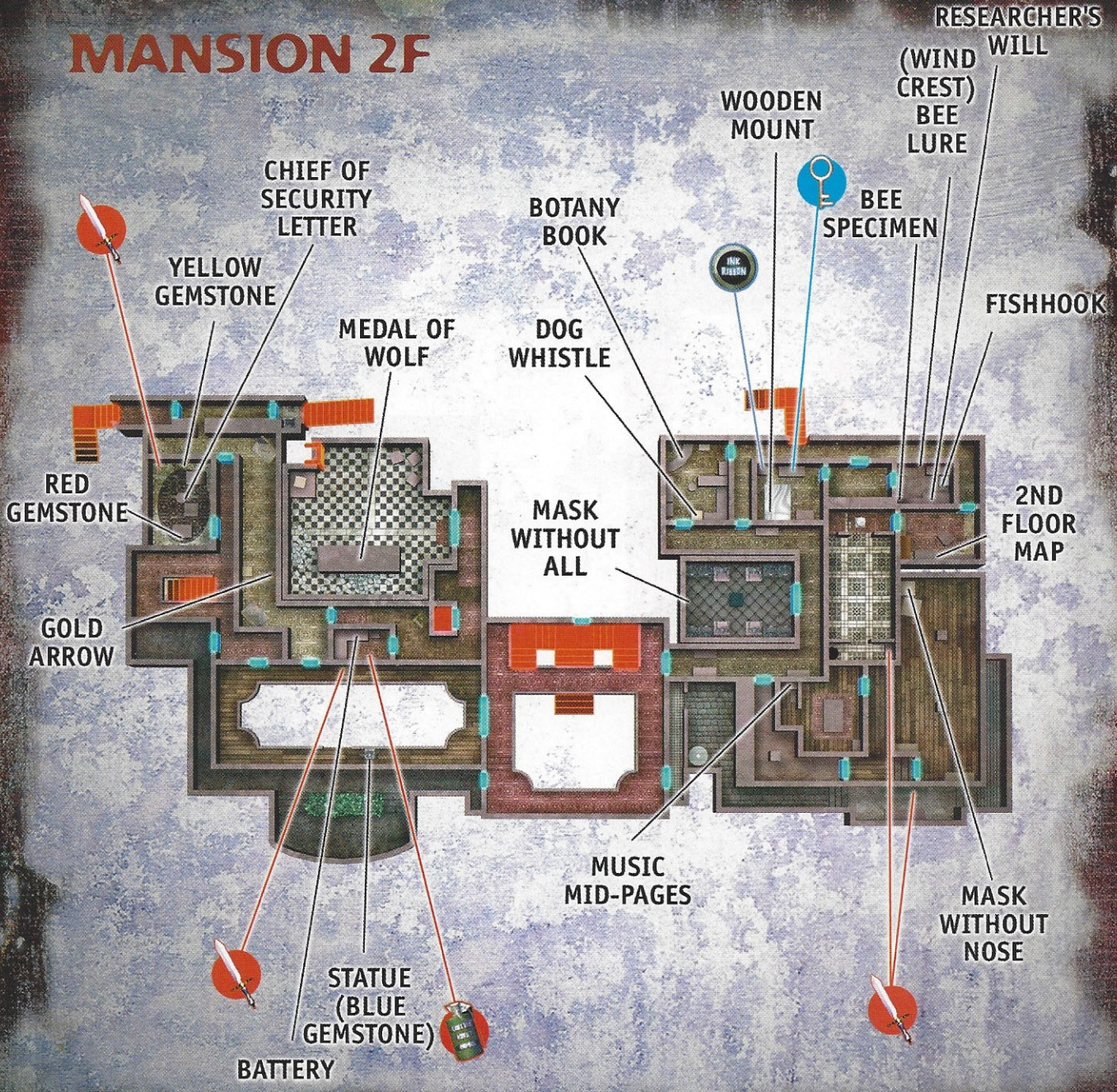


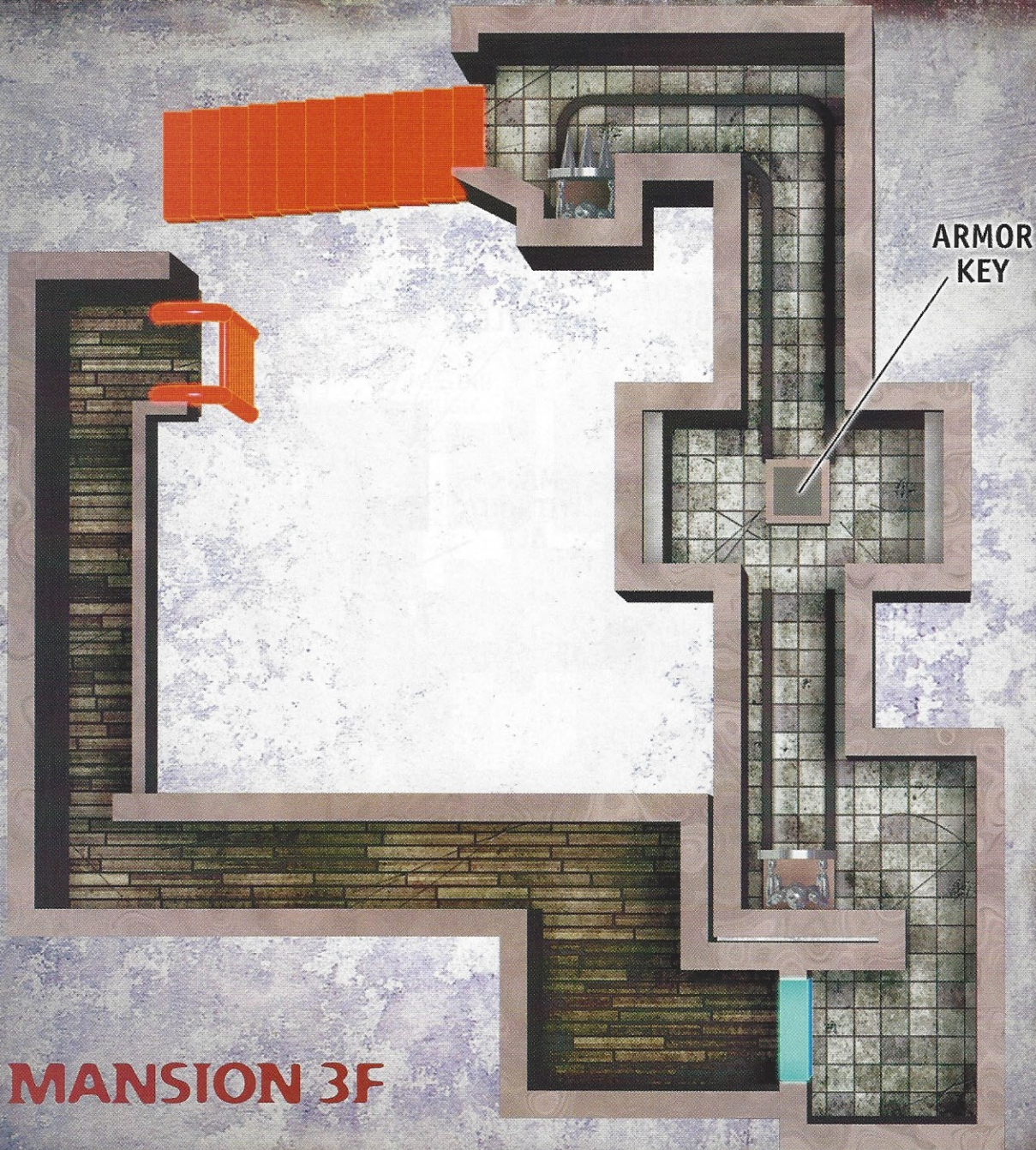
Difficulty Selection

This entire description of Chris Redfield's mission is specific to the Normal difficulty setting. Item and enemy placement are different in Easy mode, which you can also choose at the start of a new game.



MANSION 2F

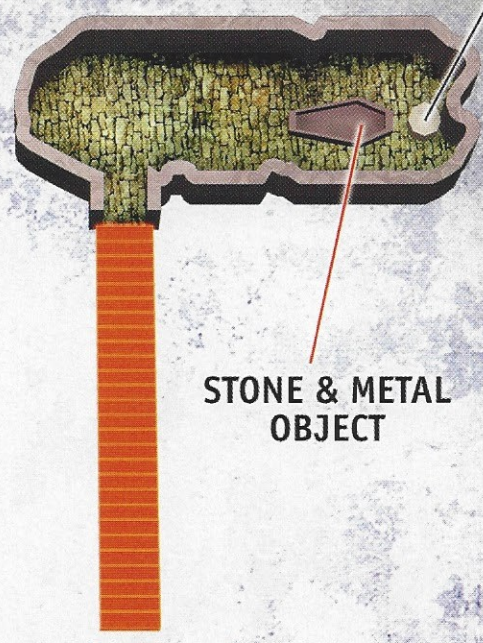




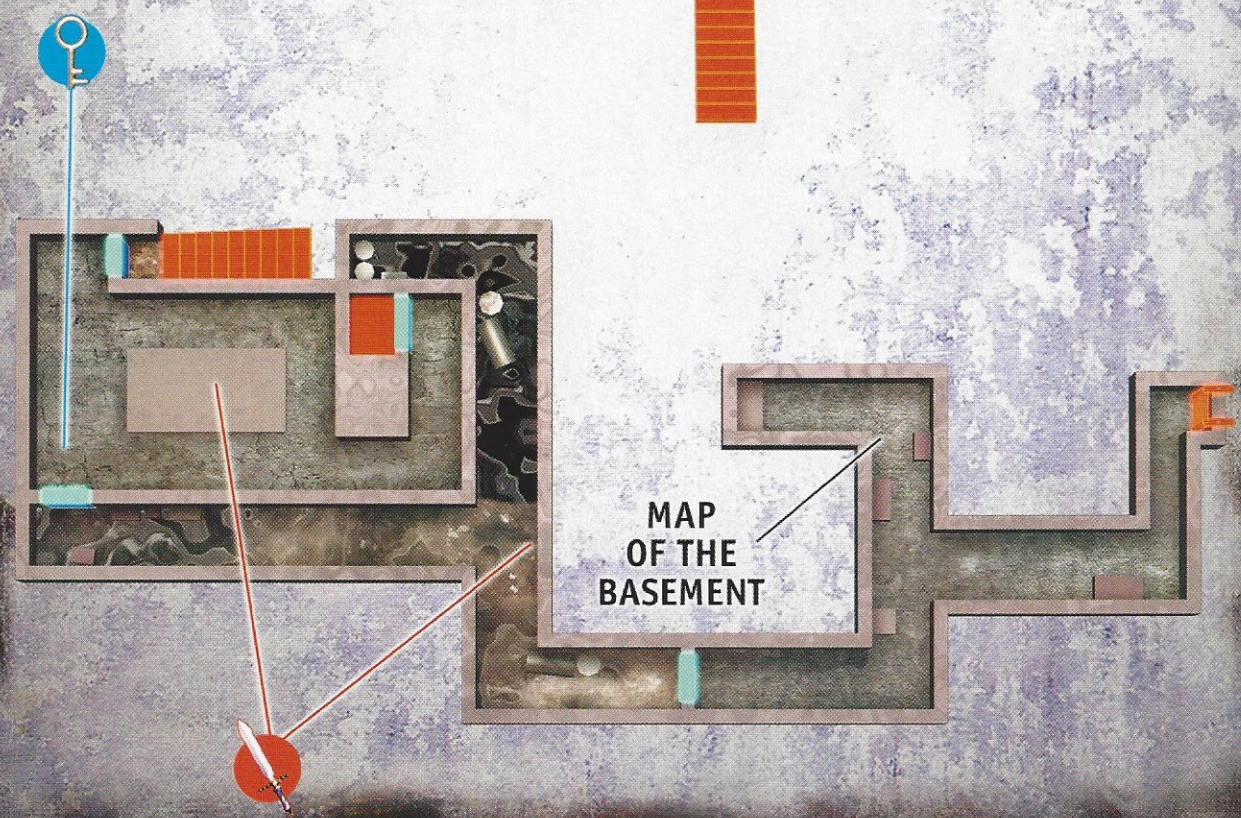


MANSION B1F

BOOK OF CURSE, SWORD KEY



STONE & METAL OBJECT



S.T.A.R.S. BULLETIN

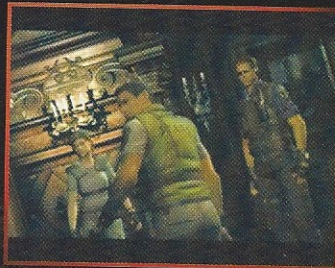


Subject: Redfield, Chris

Observations: Chris can carry six items in addition to his trusty lighter. He must find old keys to open doors, whereas Jill can just pick the lock. Because of these stricter limitations, we recommend that commandos who have not yet experienced the horrors in Raccoon City's forest area undertake Jill Valentine's scenario first.

SAFE... FOR THE MOMENT

S.T.A.R.S. Alpha Team leader Albert Wesker leads the rescue squad into the temporary safety of the mysterious isolated house situated in the forest. Jill Valentine and Chris Redfield appear to be the only other surviving members. Wesker and Jill remain in the beautiful lobby of the Mansion, while Chris heads off to investigate the sounds of gunfire emanating from the west. Inside the two-story dining hall, Chris finds a batch of **INK RIBBONS** next to a place-setting for one to dine.

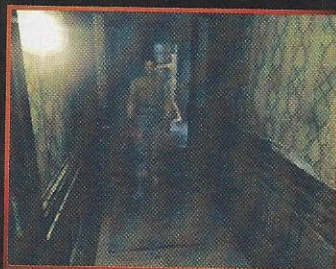


INK RIBBONS

To record your progress onto a GameCube memory card, use an Ink Ribbon at a Typewriter. Don't allow Chris to run out of Ink Ribbons, or you won't have the ability to save your game before a life-threatening event. Pick up Ink Ribbons whenever possible, and store them in Item Boxes so that Chris always has some available.

THE FATE OF BRAVO TEAM

There's an **EMBLEM** on the wall above the fireplace near the west end of the dining hall. To save room in Chris's limited inventory, leave this item here since it is not needed at this moment. With only six inventory spaces to manage, leave items where they lay until you *absolutely* need them.



Exit the dining hall through the north door and head west until you discover a monster feasting upon Chris's fellow S.T.A.R.S. associate! Chris is armed only with a Hunting Knife, so turn and run back to the main hall.

STRANDED AND ALONE

Wesker and Jill have disappeared from the main hall. What is even stranger is that Jill left her **BERETTA** at the foot of the stairs. Take her weapon and enter the double doors on the east wall.



THE PEOPLE UNDER THE STAIRS

Search the dark corridor under the central staircase; Chris hears a terrifying and bottomless commotion from behind some locked gates. Whatever is down there, it sounds hungry and inhuman...



WARNING

WATCHDOGS AT THE ENTRY!

Don't open the entrance doors of the main hall, or the zombie dogs that chased the Alpha Team to this location will leap inside the main hall and attack! Chris must conserve every ounce of strength and preserve ammo. Don't take any risks!



THE ASSISTANCE OF A MAP IS REQUIRED

Inside the small eastern gallery, a map is placed at the top of a statue in the center of the room. To reach the map, Chris must stand on something. There is a small piece of furniture in the north-east corner of the room. Face it and press the A Button to make Chris climb on top of the small object, then stand facing the alcove behind the drawers and press the A Button again to hop off.

Turn around and move Chris against the back of the mobile piece until he starts to push it. Continue to shove the hutch into the center of the room until it is right behind the statue. Then move to the north side of the drawer set and slide it behind the statue until it's centered. Climb onto the small platform once again and examine the top of the sculpture to obtain the **MAP OF THE FIRST FLOOR**.



DEFENSE ITEMS DEMONSTRATION

You cannot unlock the painted door in the alcove behind the statue until a replay game. Check the Secrets section in this guide for further information. Follow the short passageway until Chris reaches the end. Note the **DAGGER** on the shelves. Refer to the section of the S.T.A.R.S. Manual concerning "defense items" for information on how to use a Dagger or other defense item. Redfield automatically equips the Dagger for use against an enemy.



Having just obtained his first defense item, Chris finds himself called upon to use it immediately. Upon leaving the alcove, he is trapped in this tiny area by a new enemy. It is quite possible to slip past the fiend if Chris moves the moment the cut-scene ends. However, if the enemy still manages to grab Chris, press the Shoulder Buttons rapidly. Chris still doesn't have enough bullets to waste, so use the moment to escape back to the main hall.

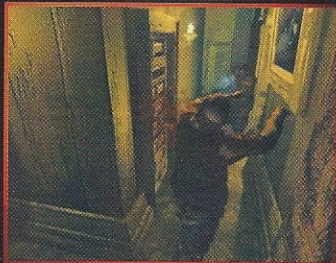


BACK AT THE CRIME SCENE

Return to the hallway just north of the dining hall. Kenneth's murderer is standing at the east end of this hallway. Instead of seeking revenge, examine the dead victim to obtain some of **KENNETH'S FILM**. Chris honors his memory by showing the world what he recorded. Enter the door just beyond Kenneth's resting place.



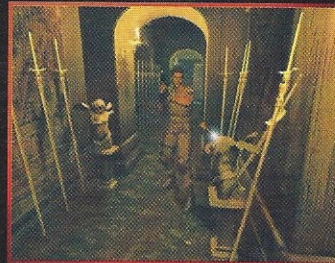
Run through the darkened corridor into a small indoor aviary. There are some goodies on the table with a birdcage, and **TWO GREEN HERBS** near the foot of the stairs. Charge up the stairs to the second floor.



HALLWAY OF ROMANCE

Don't pick up the **GREEN HERB** near the entrance unless Chris absolutely needs it. Our hero will quickly run out of inventory space if he picks up everything along the way. Enter the doorway just below the entrance and press the Right Shoulder Button. Chris auto-aims at the enemy just off-screen.

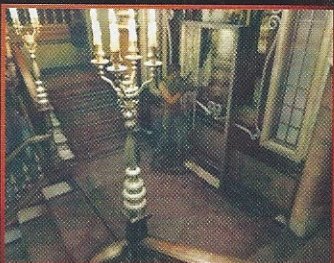
Continue south through the corridor until Chris encounters a Cupid statue holding a **GOLDEN ARROW**. Check your character's reflection in the nearby mirror to discover something useful. Chris can also spot something rather sinister reflected in the mirror, standing just around the corner. Unlock the south door that leads into the upper dining hall.



SHADOW DANCING

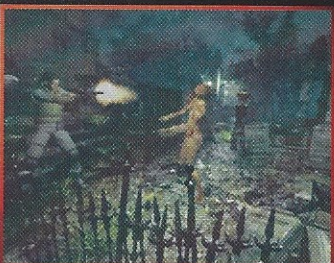
While standing on the north side of the upper dining hall, notice the shadow cast on the wall next to Chris. Use the silhouette to determine where it's safe to walk. Lure the danger toward the stained glass window on the west wall. Turn and head east, grabbing the glittering **DAGGER** on the ledge along the way.

Circle the balcony to the south portion, where a statue holds aloft a shining gem. To make the jewel obtainable at a later time, Chris must push the statue toward the gap in the rail, then shove it into the room below. The art piece crashes on the tile below, and the item can be snagged some other time. Return to the eastern double doors and exit to the main hall.



UNHOLY GROUND

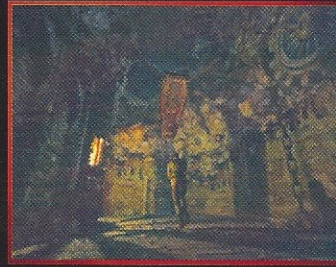
Descend the stairs to the midlevel and go through the door in the middle of the fresco to the graveyard out back. Beware of cemetery guardians; sometimes an enemy is easy to take down by standing on the opposite side of a fence while shooting through the bars. Search the northwest corner of the grassy area for a hidden item.



Investigate the monument inside the narrow north area to spot a pointy indentation. In your menu, examine the Golden Arrow and Chris determines that the **ARROWHEAD** can be removed. Use the Arrowhead to open a secret passage.



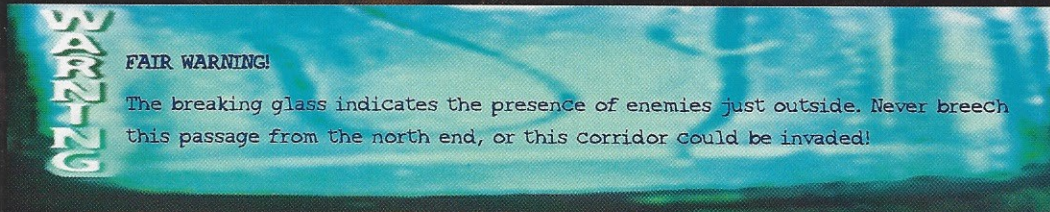
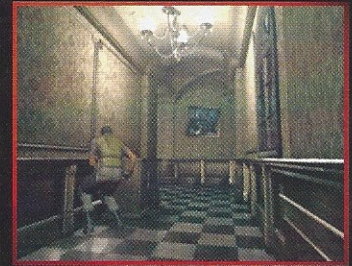
There is a solitary tomb far below the ground. Four hideous markers adorn the west wall, and a metal casket hangs ominously above the east side. Search the pedestal beneath the hanging doom for the **BOOK OF CURSE**.



Examine the book in Chris's menu; flip it over and remove the **SWORD KEY** from the back. This makes Chris read and file the volume.

THE EASTERN FIRST FLOOR

Return the Sword Key to the room in which Chris obtained the map and unlock the southeast door. As Chris traverses the corridor, move to the second furniture cabinet and slide it further east. There is a **DAGGER** underneath the cabinet on the floor. Continue around the corner and move to the last hutch in the aisle. Moving this object south could reveal something helpful.



FAIR WARNING!

The breaking glass indicates the presence of enemies just outside. Never breach this passage from the north end, or this corridor could be invaded!

TWISTING, TURNING PATH

The metal door to the left of the entrance is locked and requires a special key. Head west in the green-tinted corridor and enter the next door Chris encounters. While inside this small bathroom, drain the water from the tub and keep the Beretta handy. Remember to shoot enemies several times if they try to get up. After any skirmishes, collect the **OLD KEY** at the bottom of the tub.



Back in the corridor, use the Old Key to unlock the eastern metal door. Chris is safe to search the area on the small patio outside the house until a second visit to this location. The **HERBICIDE** is parked in a wheelbarrow at the north end. Beside it are **TWO GREEN HARBS** and a **RED HERB**. Partake of these only if needed, but otherwise leave them for later consumption. You can use the Kerosene, but Chris needs a legal container. Such an item must be obtained elsewhere.



Traverse the green corridor to its western end and enter the lone door. Cross the room full of etchings and enter a small sitting area. A **DAGGER** and **INK RIBBONS** surround the tea set on the small table. The Shotgun Rifle is proudly displayed on the wall, but leave it there for now.

Removing the Shotgun Rifle from the sitting room springs a trap in the square chamber outside. Before the machinery smashes Chris, return to the sitting room and replace the Shotgun Rifle on the wall. Redfield needs something to replace the weapon, so he must return here later.



MANSION REAR CORRIDOR

Avoid investigation of the narrow back corridor for the time being. No sense rousing the locals... Enter the door immediately to Chris's left.



After contending with any dangers in the stairwell area, enter the room below the stairs. There's another Kerosene can and a Typewriter near the door. Search the table with the Typewriter for an **OLD KEY**. Also, tossed on the floor near the Item Box are the **SPECIAL INSTRUCTIONS WHEN DISPOSING DEAD BODIES**, which describes proper treatment of the infected dead. The **FUEL CANTEEN** is a suitable container for fuel. With the small bottle in Chris's inventory, use the Kerosene Can to fill the container. Each Kerosene Can only holds four portions of flammable liquid, so careful use is required.



S.T.A.R.S. BULLETIN

Item Boxes

The Item Boxes enable the Characters to store equipment and keys that aren't needed at the moment. These magic containers allow Chris to dump weapons and such at one location, and pick them up at another place and time. The first time an Item Box is opened, he'll find a **FIRST AID SPRAY** and **INK RIBBONS** inside.

INVENTORY CHECK



At this point, dump everything except the Handgun and magazine, the Old Key, and the Sword Key. Keep the Fuel Canteen if there are bodies to dispose of just outside.

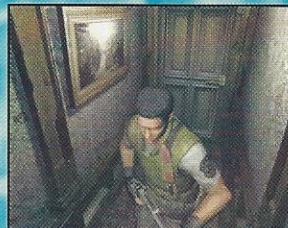
DEFENSE ITEMS VERSUS AMMUNITION

At this early stage, Chris still has only one weapon and very little ammo for it. If he gets surrounded close to the vicinity of the Item Box, consider allowing the enemies to seize Chris so that he can use Daggers to repel attacks.

WARNING

FAULTY FIXTURES!

The door in the south section of the stairwell's first floor apparently has a few problems. The doorknob has a high chance of breaking each time Chris uses it. Too many passes through this area, and the S.T.A.R.S. hero could inadvertently cause the door to break. This sets up an unfortunate roadblock. This walkthrough is written so as to use this door as few times as possible, but fair warning aids the wanderer as well!

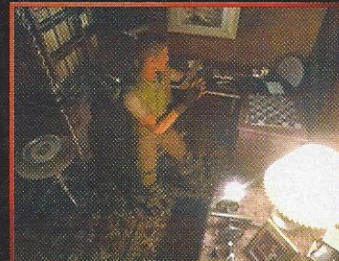


EAST SECOND LEVEL HORRORS

Ascend the stairs outside the storage room to the second floor, and blast a clear path to the south door. Grab the **WOODEN MOUNT** from the lamp table beside the entrance. Dodge enemies and rush to the furthest door to the west.



Inside the tiny research den, search the desk near the north door for a **DOG WHISTLE** and a note about a staff member's favorite animal. Continue to search the desk for another very useful item. Also, look for the **BOTANY BOOK** on the south table. Learn to mix the regional herbs, and exit through the northeast door. This door only opens from inside the study.



Pour kerosene from the Fuel Canteen to incinerate any bodies on the upper or lower levels of the stairwell. Refill the container from the Kerosene supply in the storage room below, then cross the top corridor and proceed to the east end.

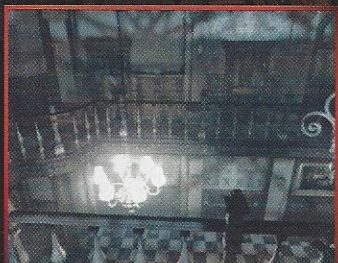


Leave the **GREEN HERB** unless Chris desperately needs it, and examine the fireplace. The plate above the mantle is engraved with the image of the Mansion layout. Place the Wooden Mount on the plate and use the Lighter to spark the hearth. The plate sears its design onto the cover, providing Chris with the **MAP OF THE SECOND FLOOR**.

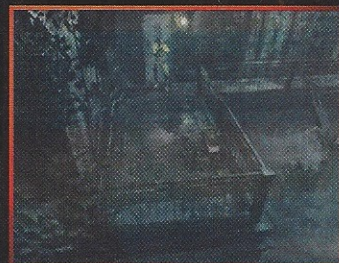


SUMMONING CEREBUS

Slip past the dangers of the second floor east corridor, and use the Sword Key to unlock the door leading back to the main hall. Continue across the north section of the balcony overlooking the dining hall, and insert the Sword Key in the furthest door to the west.



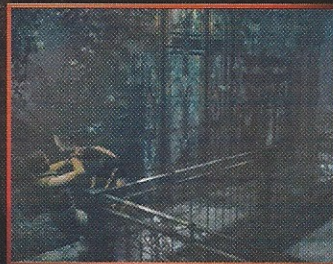
A thorough search of this ornate deck reveals only that Chris can use a **GREEN HERB FARM** to recover health as long as supplies last. Additionally, Chris can unlock the southeast door for easier passage back to the main hall.



Chris requires an Old Key to unlock the exit to the outdoor west balcony.

Stand just below the stained glass window and use the Dog Whistle; this causes a ruckus to ensue in the south section.

Chris must stand his ground and aim the Handgun, because two ferocious zombie dogs charge around the corner. One of the hounds is stronger than any other encountered thus far. After eliminating the canines, search for the **COLLAR** worn by the superior breed.



Check the Collar in the menu, and open the small clasp to reveal the IMITATION KEY.

Quick Route to the Armor Key

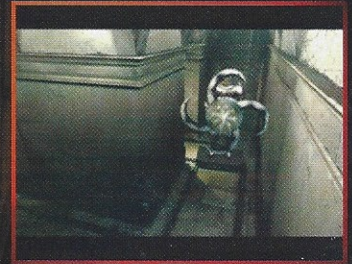
With the Imitation Key, Chris can obtain the most frequently needed key in the house. Discard the Dog Whistle as Chris returns inside from the balcony. Circle the staircase rail and head north. At the top of the stairs, aim north and fire until you hear an enemy hit the ground. Before it rises, charge through the north door back into the corridor with the rendering of cupid.



KEY TO THE KINGDOM

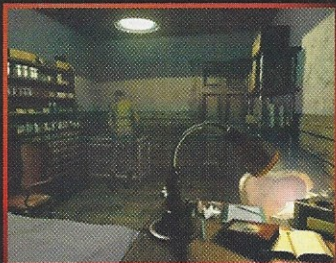
Heading north from the stairwell, slip through the doorway. Don't stop until Chris hits the northeast exit.

Head up the stairs past two armor suits situated in side alcoves. While on the third floor, move to the small platform in the center of the row and collect the **ARMOR KEY**. After stealing the key, a trap mechanism hints at a slow and agonizing death for Chris. As the armors close in, place the Imitation Key into the groove of the center stone. The sentinels then draw back, and the key now belongs to Chris. Return to the second level.



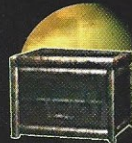
EVIL ASCENSION

At the top of the west staircase, watch for monsters that might rise to greet Chris. Quickly descend to the first floor to find a corpse in front of a door beneath the steps. Conserve kerosene for the moment and enter the door.



The small room serves as a temporary infirmary of sorts, and the east shelves are lined with medicines and serums. Use the Item Box and the Typewriter to prepare for the trials ahead.

INVENTORY CHECK



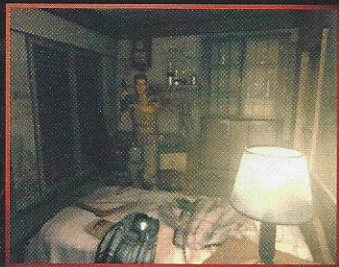
Drop all items into the large chest except for the Handgun, ammo, the Fuel Canteen, the Armor Key, and the Sword Key. This only leaves one space, but Chris will be discarding keys and trading items for a while.



NIGHTMARES BY THE BEDSIDE

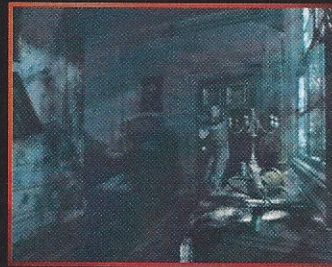
Exit the infirmary and head north through the back corridor. There are two doors at the top end of this hallway. The door to Chris's right requires another Old Key, but Chris can unlock the east door using the Armor Key.

The item visible on the bureau to Chris's left is a **FLASH GRENADE**. Equip this defense item and head south into the dark passageway.



Chris comes to a spot between a small alcove and a door. Enter the west door. While in the small bedroom, use the Fuel Canteen to torch the body on the ground.

If you trigger the next event without cremating the remains, Chris will face double the trouble! Someone has left an important survival commodity on the bed.



While circling the bed, the closet door rattles ominously as if something can't get out. Before investigating, search the desk for the **KEEPER'S DIARY** and delve into the mind of depravity. Even if fear dissuades him, Chris must open the closet doors. Remember that sometimes it's better to let an enemy grab the character in order to use a defensive item. However, remember that when a Flash Grenade detonates, it will damage everything in a wide area—including Chris! When the coast is clear, search inside the closet to find an **OLD KEY**.



Return to the corridor outside the infirmary, and use the Old Key to unlock the door to the Armory. Inside this tightly-packed room, Chris can refill the Fuel Canteen at the Kerosene Can. Look on the north shelves to find a **FLASH GRENADE** and the **BROKEN SHOTGUN**. This defunct weapon serves as the perfect replacement for the Shotgun Rifle on the opposite side of the house. If inventory room remains, secure some **INK RIBBONS** from the desk drawer.



Toting the Broken Shotgun...

From the Armory, return to the dark corridor and head south to the door at the bottom end. Unlock it and return to the corridor just north of the dining hall.

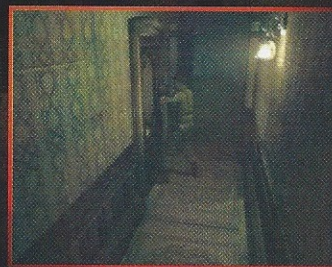


BASEMENT AMBUSH!

Shoot any remaining opponents in this corridor until they fall. Use the Sword Key on the last door in the hallway, then approach the stairs at the east end and head downward. Unlock the basement door using the Sword Key; Chris should then discard it.



Search the southwest corner of the basement next to the locked door to find an **OLD KEY** on the shelves. Incinerate the corpse near the location of a **DAGGER** on the center table. As Chris heads back to the door, a surprise may occur. If this happens, use the large island to outmaneuver pursuers without firing a shot. Return to level one.



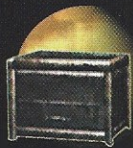
The Long Way, But the Safe Way

Travel back through the dining hall, the main hall, the statue gallery, and the IF east front corridor to the green corridor. Step outside and refill the Fuel Canteen on the patio, then use an item to heal if needed. As Chris travels across the north section of the green corridor past the windows, the house will be invaded! Quickly duck into the sitting room.

BABE, I GOT MY BOOMSTICK

Return to the sitting room on the east side of the house and take the **SHOTGUN RIFLE** off the wall. Diminish the trap outside the sitting room by placing the Broken Shotgun into the brackets.

Upon exiting, head through the western double doors and move to the back of the corridor. Surprise enemies will surround Chris, so try out the new weapon. Use the Armor Key on the door in the southwest corner, but don't enter at this time. If possible, unlock the door and slip back into the stairwell before the lurking horrors have their way with Chris.



INVENTORY CHECK

Stop by the storage room under the stairs on the east side of the house. Siphon any remaining kerosene from the can into the Fuel Canteen, and dump all of your items except the Handgun with ammo and the Armor Key.

THE RESEARCHER'S PRIVATE QUARTERS

Unlock the middle door on the upper level of the east stairwell using the Armor Key. The east door requires an Old Key, so enter the unlocked west door.

There's an **OLD KEY** on the bureau next to the entrance. Pick it up before doing anything else. The First Aid Box on the chair in the foreground contains a **FIRST AID SPRAY**. Another **GREEN HERB** is in the small space between the bed and the west wall.



Cross back to the locked door, use the Old Key, and enter. Look for the **RESEARCHER'S WILL** on the desk across the room. Examine the bug collection near the fish tank and take the **FISHHOOK**.

Next, look at the framed collection between the lab jacket and the aquarium. Pluck the **BEE LURE** from the collection. Chris also notices a switch under the framed set, but nothing occurs when the button is pressed right now.



Enter the menu and combine the Bee Lure with the Fishhook. Now cross the room to the collection to the left of the door. Search this set of bugs to obtain the **BEE SPECIMEN**. Place the combined Bee Lure with Hook into this collection.



Finally, return to the collection to the right of the lab jacket and insert the killer bee. Press the switch to slide the specimen set upward to reveal the **WIND CREST**. The giant killer bee springs to life and attacks Chris! The best counterattack is to leave the room and then reenter immediately. As Chris steps back inside, the killer bee is placed perfectly in the center of the room for quick extermination. Collect the golden prize and exit.



THE CHIVALROUS TRAP

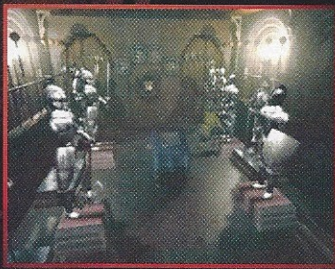
Traverse the second floor's east corridor until Chris reaches the double metal doors at the mid-point. Use the Armor Key to enter the room, where four poised armors slide out from the walls in salute. Chris must slide the armors back into their respective places against the walls before he attempts to activate the center switch.



The armors are mechanically linked, meaning that pushing one armor causes one—or two—armors to move in response. For the quick solution, refer to the set of screenshots with captions below.



After restoring the armors to their rightful positions, press the central button to open a panel on the back wall. The **JEWELRY BOX** is now ready to share its misery.



Start by pushing the northwest armor...



...then cross the room and push the southeast knight.



Slide the northeast armor back into place to automatically move the final suit to completion.

WARNING

GAS!

You cannot depress the central switch until all four armors have been restored to positions against the walls. Premature action causes poison gas to fill the room. Quickly exit the deathtrap, since Chris could receive poison status or even die. Leaving the room completely resets the puzzle, as well as the trap.



THE LOVER'S EQUATION

The puzzle box obtained in the knight's hall is the first of several puzzle items that must be resolved in the menu. Examining the box from the inventory, the solution is readily apparent on top of the lid. Rotate the object to see the left half of the broken heart. Press it, then rotate the box again and press the right half of the heart. The box opens, and the **MASK WITHOUT ALL** is inside.



SURVIVORS FOUND

After the trials of the warriors, continue south on the second floor east corridor and unlock the next door using the Armor Key. Chris then stumbles across Bravo Team medic Rebecca Chambers, who's rendering medical aid to the poisoned S.T.A.R.S. commando Richard Aiken. This guy requires the Serum, which is in the infirmary on the west side of the Mansion.

Shortest Trip to the Serum

Travel the upper stories of the main hall and dining hall to return to the stairwell on the far west side of the Mansion. Descend to the infirmary. Obtain the **SERUM** from the shelves on the east wall inside the infirmary. If you don't plan to help Richard, stow the Serum in the Item Box. Either way, immediately dump whatever other items Chris doesn't need.

S.T.A.R.S. BULLETIN

The Question of Helping Richard

Helping Richard recover from the snake bite is truly in Chris's best interests. If the Serum is obtained from the infirmary and returned to Rebecca in time, she can use it to stabilize the man's condition. Upon completion, Chris obtains the **RADIO** and Rebecca takes up a station in the infirmary. Chris can visit Rebecca in that location at least three times to have his wounds completely healed. This eventually leads to greater events in the future, plus Chris can obtain a much better weapon.

If Richard perishes before Chris returns with the Serum, Chris won't receive the Radio until much later in the game. Also, Chris's chance to obtain the aforementioned weapon is forever lost. Rebecca also won't be as helpful inside the Mansion either. However, if Richard dies, the eager young medic will provide greater assistance during an upcoming battle of horrific proportions. You will eventually want to experience both sides of the coin; however, during your first game, it's recommended that you choose to aid the poisoned man.

INVENTORY CHECK

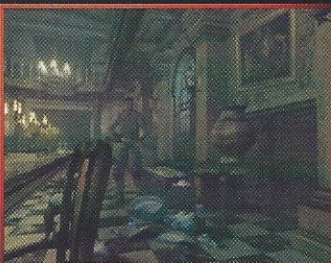


Keep the Armor Key, the Serum, the Shotgun and extra shells. Grab the Herbicide for future use, especially if Chris is about to rescue Richard.



RICHARD AIKEN SURVIVES

Return immediately to the corridor where Richard lies dying to make Rebecca administer the Serum. The team then moves to the safe confines of the infirmary in the western wing of the Mansion, where Richard can recover. Rebecca offers to heal Chris as well; her services can be used up to three times while she remains here.



TIGER MYSTERIOUS

Return to the lower portion of the massive dining hall and collect the **BLUE GEMSTONE** from the debris of the statue that crashed on the north side.

Cross the corridor where Kenneth still lies, and head north through the dark corridor toward the back of the house. Enter the first door on Chris's right. Look for a bust of a tiger inside a tiny chamber. After inserting the Blue Gemstone into the eye socket, the stone guardian bestows some important goodies upon Chris.

VORACIOUS VINES

Continue east along the empty dark corridor to the far east end. Don't try to circle the fountain of the indoor garden. The plant life is animated and quite vicious in temperament. There's a water pump in the western corner; dump the herbicide into the reservoir and watch the water turn red. Now rotate the pump valve to make the fountain spray toxins over the vines. After the plant's tentacles settle, cross behind the fountain to find the gruesome **MASK WITHOUT EYES**, mounted on a decorative shield. With Chris's remaining inventory spaces, collect and combine as many of the **FIVE GREEN HERBS** as possible.



INVENTORY CHECK

Watch out for new invaders on the path back to the infirmary! Drop off everything and take the Handgun plus ammo, the Fuel Canteen, and the Armor Key.

ANOTHER FALLEN COMRADE

Return to the main hall and unlock the southeast door on the upper level using the Armor Key. If Chris used this key on the door in the back corridor, he will now have the option to discard it.



Cross the balcony heading east until Chris discovers a corpse in a chair. Forest Speyer from Bravo Team obviously wasn't as talented as he thought. Search the bench directly across from Forest to find a **DAGGER**.

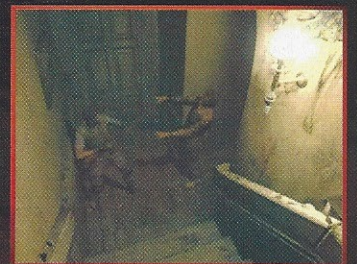
If Chris needs health, search for **TWO GREEN HERBS** near the northeast end of the balcony. However, Forest would think poorly of Redfield for taking his hidden treasures.



DINING WITH THE SERVANTS

Return to the corridor where Chris first met Rebecca and Richard and search for **TWO GREEN HERBS** behind the column at the corner. Leave them for now and continue east. Chris may need to diverge through the plants' area, though, to avoid a lethal embrace.

Position Chris at the apex of the two corridors and press the Right Shoulder Button. This makes him auto-aim down the north hallway, indicating a presence there. Clear the corridor of any enemies to avoid pursuit, and enter the door at the top.



DINNER FOR TWO

The servants may have dined in this dark chamber, but not recently. Adjust the brightness of your display if needed, and lead Chris to the candle set at the north end of the table. Use the Lighter to illuminate the room, then search *very carefully* for helpful items before rearranging any furniture.



The cabinet on the east wall conceals a small alcove. Shove the object north, then examine the interior of the space *very carefully*. Remember that you can use obstacles like tables to get away from certain enemies. Having disposed of any pestilence, search the cabinet inside the tiny alcove to find the **MUSIC MID-PAGES**. Chris must use his wits to escape the confines of this cramped room.



REBECCA'S UNKNOWN TALENTS

With the Music Mid-Pages in hand, return to the first floor on the west end of the Mansion. Enter the east door in the corridor just north of the dining hall. There is a grand piano inside the lounge area. In the narrow northeastern corner, slide a shelf aside to reveal the **MISSING MUSIC**. Enter the menu and combine the Music Mid-Pages with the Cover. Position Chris at the piano to use the combined sheet music.



Rebecca overhears Chris plunking on the keys and intervenes. However, she's not much better. Grant her permission to practice the song, until she learns Beethoven's "Moonlight Sonata." In the meantime, Chris must find something to do. At this late stage in the game, the easiest thing to do is return to the infirmary and check on Richard while Rebecca is busy. Chris can rearrange his inventory while here. Barring that, Chris just needs to trigger one real-time event or cinema cut-scene. Wrap up any remaining tasks, then grab the Emblem from the dining hall and return to the piano room.



When Rebecca knows how to play the song correctly, a secret door slides open inside the room. Inside the secret niche, look for a portion of **TREVOR'S DIARY** on the floor in front of his looming expression. After reading it, pry the **GOLD EMBLEM** from the statue's base. Because the door closes, Chris must replace the Gold Emblem with the Emblem to leave.



TIME OF THE SWORD FIGHTERS

Head back out to the dining hall and insert the Gold Emblem into the depression above the fireplace. A panel opens on the clock resting against the north wall.

While examining the grandfather clock, Chris notices that he can move a small gear or a large gear in either direction. The painting hanging next to the clock contains the clue to solve this puzzle. The simple answer is to rotate the large gear twice to either the left or the right, so that the little hand moves down to the six. Then stop your activities, and the clock slides aside to unveil the long-awaited **SHIELD KEY**.



INVENTORY CHECK

For the next encounter, equip the Shotgun and plenty of ammo. A health item couldn't hurt either. Take Serum along, if left in Chris's storage bin. However, there may not be a need to prepare at all.





The New Master of Spencer House

Return to the corridor where Chris met Rebecca and Richard. Grab the two Green Herbs for self-assurance and continue west until you reach the attic door. Use and discard the Shield Key. Prepare the Shotgun if the mood suits you to fight.



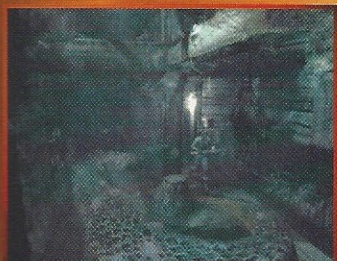
YAWN

RECOMMENDED WEAPON
SHOTGUN WITH BACKUP AMMO

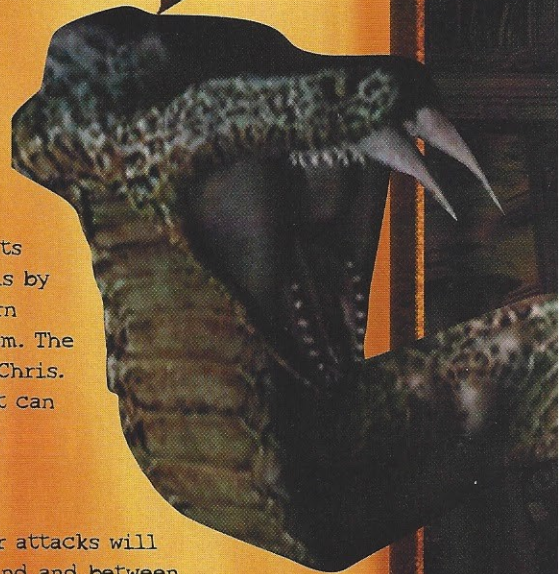
BACKUP WEAPON
NO WEAPON AT ALL



After crossing a few steps into the hazy attic, Chris is greeted warmly by the terror of the Mansion.

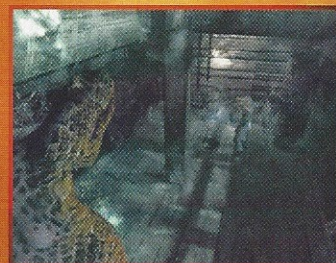
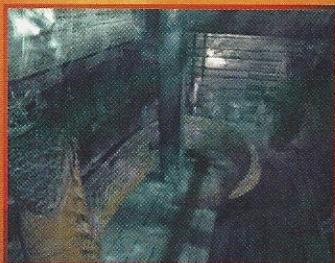


The serpent attempts to encircle Chris with its long body, cutting off all escape. Prevent this by continually leading the snake in an "S" pattern around the two posts in the center of the room. The snake will wrap around the post, rather than Chris. If Chris gets entangled in the snake's body, it can bite chunks out of him at will. Do *not* remain stationary.



If the snake's head is on the ground, then your attacks will be less effective. Keep leading the snake around and between

the posts until it appears to pause for a moment, or until it lifts its head. Then stop and blast it once or twice with the Shotgun Rifle. As soon as Yawn comes after you again, continue running through the posts.



However, you don't have to confront the snake at all! Look for the **MASK WITHOUT NOSE** in the upper northwest corner of the room. Grab it and run for the exit.

INVENTORY CHECK



One more Mansion puzzle remains before Chris moves onward and outward. Stop by the storage room in the east wing and dump all your items. On this trip, take the three Masks, the Old Key, the new Shotgun, and some shells. If Chris is low on ammo, take the Shotgun anyway because he can obtain additional firepower en route.

POISONED!

If Yawn bites Chris even once during the confrontation, he will suffer the effects of poisoning. If the Serum wasn't used to save Richard, use it now to save Chris. Otherwise, Rebecca will run to the poisoned hero's aid.

Assuming the role of the Bravo Team medic, Rebecca must run directly to the west side of the house, obtain another Serum vial, and return to Chris to use it. If the poisoning isn't counteracted immediately, Chris eventually dies. This is a fast-acting poison.

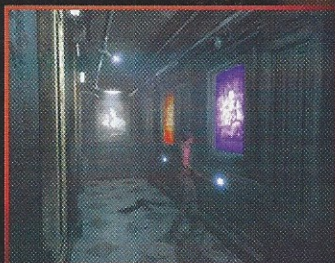
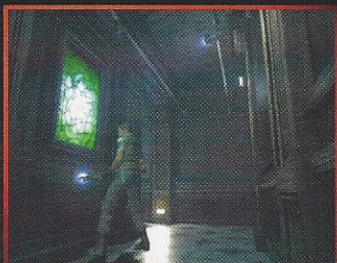


THE STAINED GLASS GALLERY

Enter the door in the southwest corner of the back corridor. Inside the gallery, kill all the crows. Run into the room a few steps and stop when the first crow perched on the light rail overhead becomes visible. Then dispose of it using any means necessary.

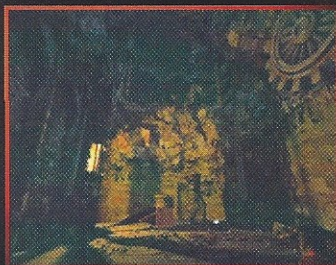


As the dust settles and silence descends, navigate through the gallery and examine the queen's portrait near the southeast end of the room. Pressing the button under the picture has no effect now. The colors of the jewelry in the painting are green, purple and orange. Each stained glass portrait has two buttons under it, one on each side of the dividing wall. Each button activates a spotlight that changes the color of the stained glass. The figures in each portrait are each wearing a piece of the queen's jewelry, and the color must be made to match. Return to the entrance and examine the portrait of the knight wearing the bracelet. Press the switch on this side of the room to turn the stained glass orange. Now return to the queen's side of the room, and press the switches under the remaining two portraits to turn them purple and green. With the stained glass properly lit, return to the queen's portrait and press the switch once more. The wall slides upward, opening into the gated area of the graveyard. The **MASK WITHOUT MOUTH** rests on the ground. First, use the Old Key to unlock the gate, and then pick up the Mask and weave through the tombstones again.



THE EVIL UNDER THE SURFACE

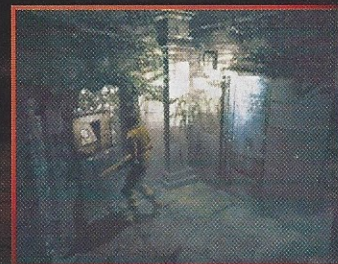
Descend once again into the subterranean crypt and use each corresponding Mask at each tombstone. The Masks' features match the face on the wall. From right to left, use the Full Mask, the Noseless Mouthless Mask, the Noseless Mask, and finally the Mouthless Mask. With each item properly placed, a chain detaches from the suspended coffin.

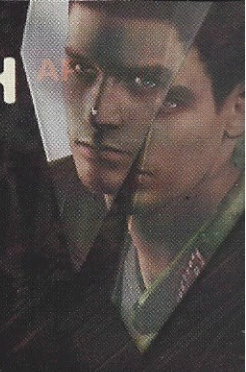


Finally, the coffin drops to the ground and breaks open. Make sure Chris is properly armed before moving to investigate. If your weapon of choice lacks ammo, try to pick up some ammunition that might have fallen out of the ceremonial box. Once the crisis is averted, press the release switch inside the casket to open the trap gates. The **STONE & METAL OBJECT** is in the bottom of the coffin.

The Stone & Metal Object enables Chris to begin exploring the sinister wooded regions outside the Mansion! Return through the stained glass gallery to the corridor leading to the northeast exit.

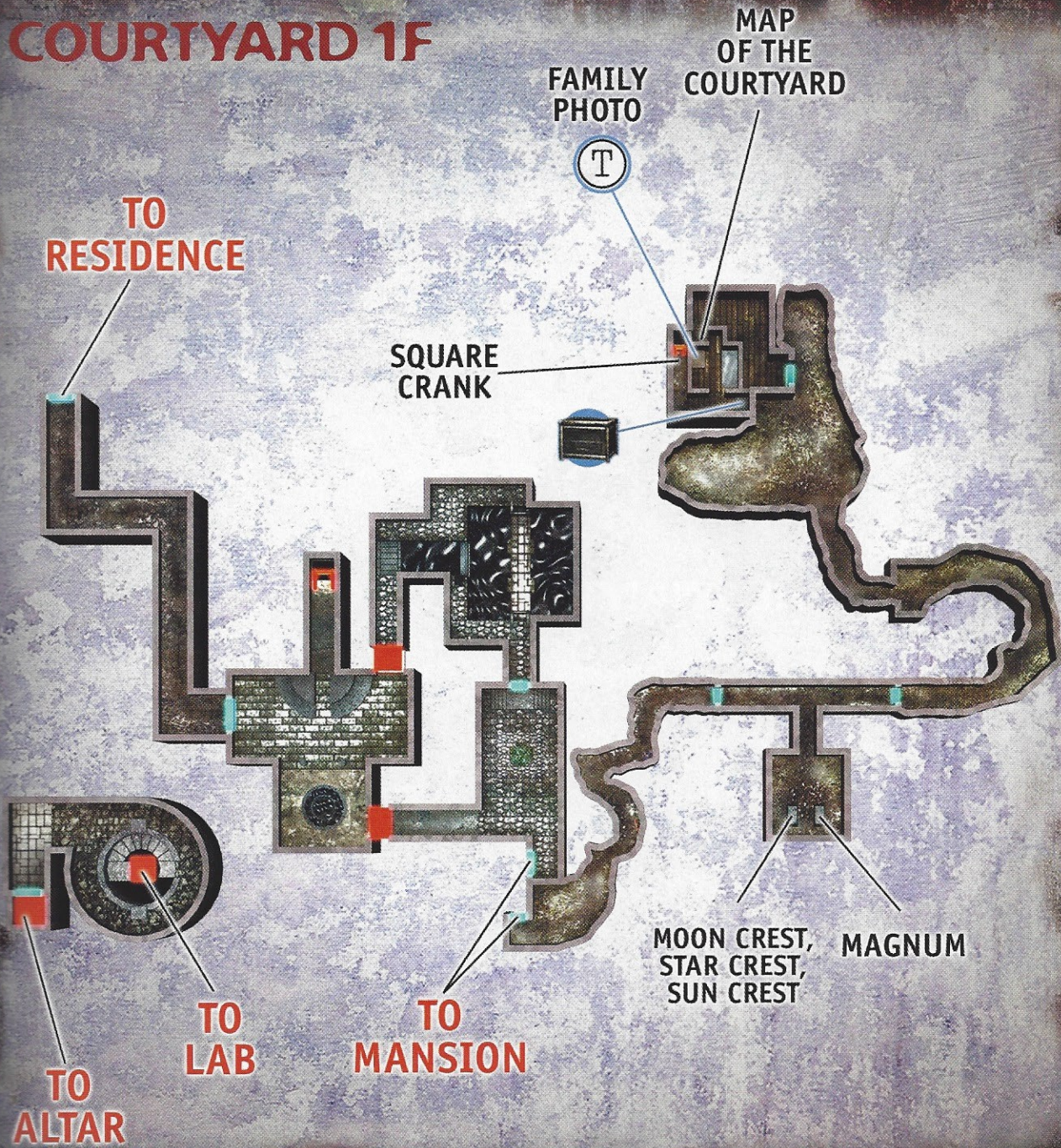
While crossing the outdoor rear passage, a hound leaps from the bushes behind Chris. Have a weapon ready to cease its agony. Insert the Stone & Metal Object into the hexagonal slot to unlock the tool shed door.





COURTYARD

COURTYARD 1F

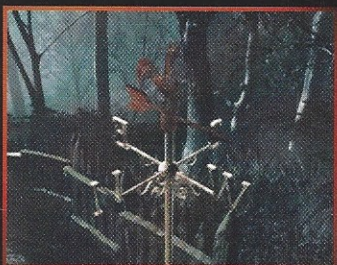
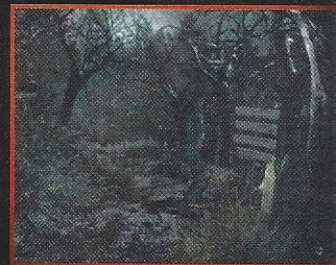


HOWLING IN THE MOONLIGHT



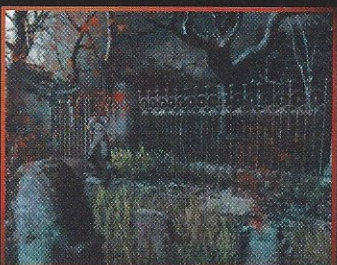
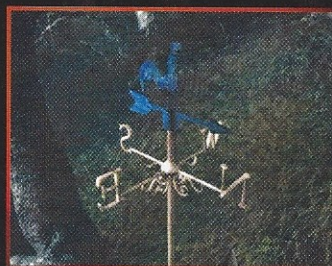
Several useful items are stored in the garden shed, including something useful just inside the door. Move down the stairs toward the south door and grab the **FLASH GRENADE** and **FIRST AID SPRAY** on the shelves above.

The signs along the slopes bear a grim foreboding, but they also display clues to the path ahead. The Two spinning weather vanes can't be mistaken as just decorative pieces. Also, the large gates at the bottom of the path are sealed. The sign posted nearby indicates that the culprits are two statues that resemble the mythical Cerebus.



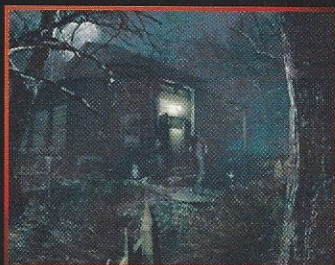
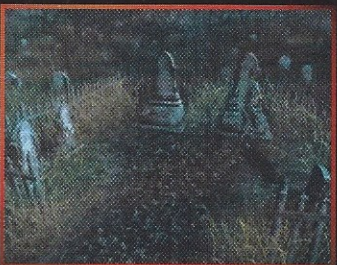
Examine the spinning red rooster weather vane at the top of the path. Stop the vane so that it points West. It takes some patience and a keen eye in order to press the A button at just the right moment to stop the vane at the correct location. The weather vanes are also affected by the wind, meaning they spin with irregular movement.

Further down the slope, position Chris near the blue weather vane. Stop it when it faces North. Both statues surrounding the gates should now be facing away, which unlocks the exit.



THE SWAMP BOTTOM CEMETERY

Crows perch upon the rows of grave markers, and Chris can launch the first attack from the entrance. After firing the first shot, run across the area toward the exit. While standing near the east gates, Chris can see the crows flying overhead. Aim a powerful weapon upward and blast some blackbirds out of the sky as they approach.



As the tiny black bodies squirm in the mud, find the center aisle between the graves and follow it to two large tombstones at the south end. If Chris has the Wind Crest, he can solve this puzzle. If not, he can eventually reclaim the golden seal from storage. Continue up the hill and step into the mountain dwelling.



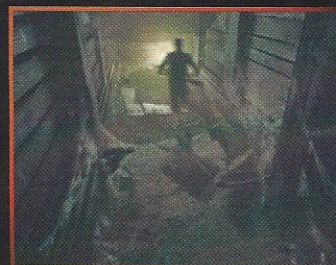
HELL HOUSE

Deep inside the cabin, Chris finds a roaring fireplace, but this abode hardly contains the comforts of hospitality. Across from the fireplace, the **COURTYARD MAP** rests at the top of a short staircase. Moving through the doorway, search the Typewriter for **A FAMILY PICTURE AND SOME NOTES**. Unfortunately, the picture has been ripped in half. There is also an Item Box just beyond the bed and Typewriter.



INVENTORY CHECK

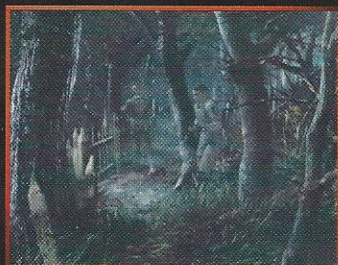
Take this opportunity to record the game data. Keep the Shotgun and some shells, and take the Wind Crest to use in the puzzle down the hill.



MISTRESS OF THE HOUSE

Head west behind the house and hop down onto the dirt floor. The **SQUARE CRANK** is on top of a sealed trap door. Keep this item handy as Chris departs.

As Chris returns through the domain, someone returns home. The moaning chain-rattler finally introduces herself. Lisa cannot be eliminated. Attempting to defeat her at this point is a waste of time and precious ammo. Chris should try to slip past the crazy woman and flee from the cabin.



While descending the sloping trail, Chris can avoid a new enemy by slipping through the high grass on the right side. Return to the rural cemetery and investigate the tombstones at the bottom of the area.

LEGACY OF THE DEAD

Position Chris in front of the right tombstone and use the Wind Crest in the hexagonal divot. This causes a stone block to roll over, thus revealing three more crests. Take the **MOON CREST**, the **SUN CREST**, and the **STAR CREST** and move to the left tombstone. Enter the menu and examine each item. Flip each one over to view the back. Each crest has a stone design that can be raised. After the stone is prepared, use the crest at the tombstone.

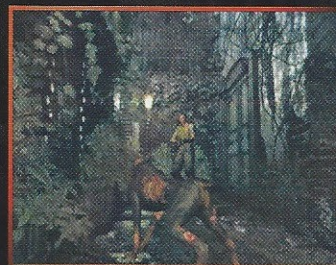


After preparing and inserting all three crests into the left tombstone, the base rolls over to reveal the most powerful handgun of all—the **MAGNUM REVOLVER!** This powerful hand-cannon should be reserved for the late stages of the game.



MIDNIGHT IN THE GARDEN

Journey back to the tool shed and open the eastern double doors. With the Radio in hand, Chris receives a garbled transmission from Brad. Equip a powerful weapon, because three dogs are scavenging for food! From in front of the double door entrance, fire a shot and listen for the scampering sounds of their approach. The moment one appears on-screen, let them have it! Use the **GREEN HERB** and the **BLUE HERB** on the east side of the area to recover, if needed.



MANSION COURTYARD



Examine the obelisk positioned at the west side of the pool. Insert the Square Crank into the matching hole, and rotate it to drain the pool. Descend the ladder and cross the cobblestone path. Climb out of the pool on the north end, and follow the path to the lift on the south side. Stand on the lift and press the A Button to descend to the Courtyard section.

Although flying enemies inhabit this area, they won't pursue Chris if he crosses the zone at a brisk pace. Head directly west from the lift, past the waterfall, and dive through the gates.

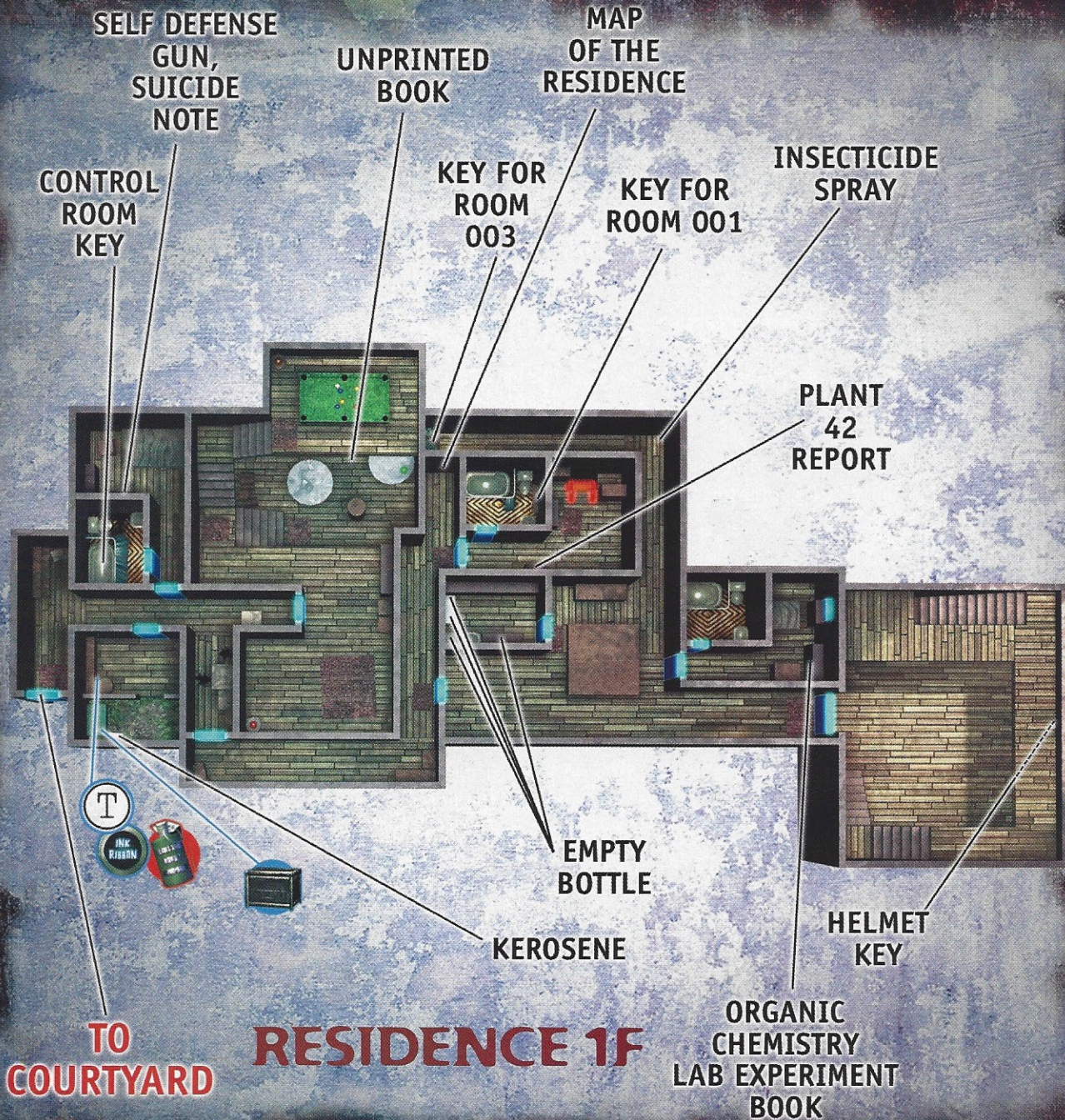


There's a **RED HERB** on the ground by the entrance, so take it along for later mixing. Continue north through the grotto, but watch for snakes dropping along the path. Do not stop and attempt to fight them; continue to run through the area to avoid poisoning and other damage.





RESIDENCE

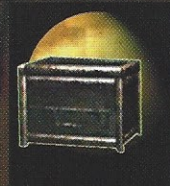


GETTING ORGANIZED

There are **THREE BLUE HERBS** across from the entrance. Take one for safety (if you want) and navigate down the east hallway. Enter the first door on the right.



This room contains the only Item Box in the entire building, plus a Typewriter for convenience. Look for a **FLASH GRENADE** and **INK RIBBONS** on the shelf by the save spot, plus a can of Gasoline.



INVENTORY CHECK

Fill the Flask, use health items to cure Chris if needed, and equip him with the Handgun plus backup ammo.

BARROOM CRITTERS

Enter the double red doors at the far east end of the corridor. Dispose of the monster guarding the entrance by using one shot. Dodge acid goutts and circle around the overgrown pestilence, firing whenever Chris gets behind the eight-legged horror. Look for a **GREEN HERB** to the left side of the door.



There is a glass bowl full of colored water on a small table. Ignite the lantern by using the Lighter, and the illuminated water will display a symbol on the table. The symbols are different each time the game is played. Copy the symbol onto a scratch pad, and make note of the color of the lantern.



To the North of the entrance is another **GREEN HERB** if needed. Charge up the stairs to a loft featuring a pool table. A giant spider crawls along the fence; knock it down with any means necessary. Descend the stairs toward the bottom area until the camera angle reveals a creature below. Stop near the top of the steps and aim downwards. Shoot the spider from this position until it dies.



Look for the **UNPRINTED BOOK** on the bar and a First Aid Box containing a **MIXED BLUE/GREEN HERB**. Use it immediately if Chris is poisoned. There's a green lantern on the table to the right; light it to display another symbol. Note the symbol and the color association.

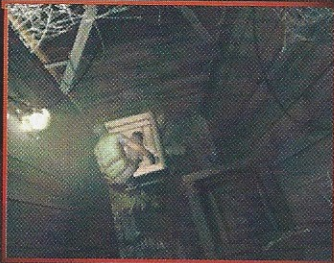


Return to the pool table upstairs and light the orange lantern. After redrawing the symbol it displays, examine the balls on the pool table. Note that the color red is the 3 ball, orange is number 5, and 6 is green. By using the color link, this indicates which symbol is associated with what number.



VINE TROUBLES REVISITED

Exit the lounge area back to the entry corridor. The section leading to the south door has a few holes in the floorboards in which the vines of another killer plant have poked through. However, this one is a bit more vicious. Running toward the south door, a vine shoots out of the south hole and strangles Chris until he can break free. If Chris enters from the south door and heads north, a vine flies out of the north hole and ensnares him. The only way to cross the area with the holes in the floor is to use the nearby crate. Push the crate west across the opening, then push it south so that the box covers the hole closest to the south door.



For Chris to travel north through this treacherous passage, push the crate north until it is centered between the two holes. Otherwise, the alien vine will fly out. Pushing the crate to the proper position only adds a few seconds to each trip through this area. Plus, Chris avoids damage.

BUZZING SOUNDS ABOUND

There are various papers stacked on the table near the first corner of the long hallway. The papers contain mysterious references to the S.T.A.R.S. teams. Pondering this, Chris discovers that the next portal can't be opened. Keep in mind that the door is marked "GALLERY." Proceed to the north end.



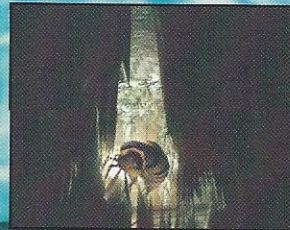
The **RESIDENCE 1F MAP** is in the alcove outside 002. Removing the map reveals a large hole in the wall. If Chris peeks through, he might be sorry...



WARNING

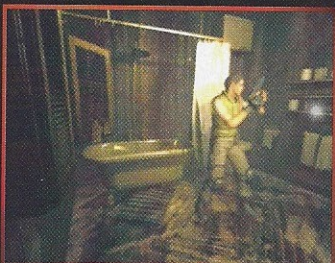
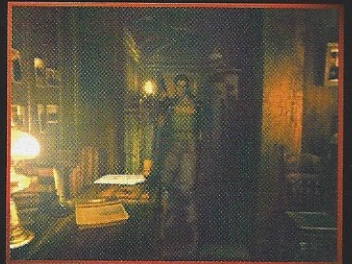
ATTACK OF THE SWARM!

DO NOT EXAMINE THE HOLE or Hornets will fly through the wall and attack Chris! You'll waste precious time and ammo attempting to eradicate this pestilence. If not, they will haunt your character's every move in the corridor. Leave the hole alone for the time being.



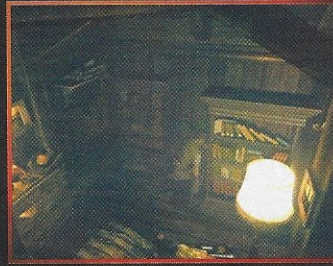
THE DANGERS OF DORM LIFE

Enter the door marked "002." Search the desk for the **PLANT 42 REPORT**. By the time Chris locates and reads the item, an enemy may discover his presence! Eliminate any obstacles that enter the room, because Chris will backtrack often through this room.



The door near the entrance leads into the restroom. The **KEY FOR ROOM 001** rests on the shelf near the toilet.

There are two bookcases at the bottom of room 002. Push them aside to uncover a ladder leading down into the basement level. However, don't descend just yet; return to the entrance corridor and unlock the door to room 001.



RESOLUTION AND REMORSE

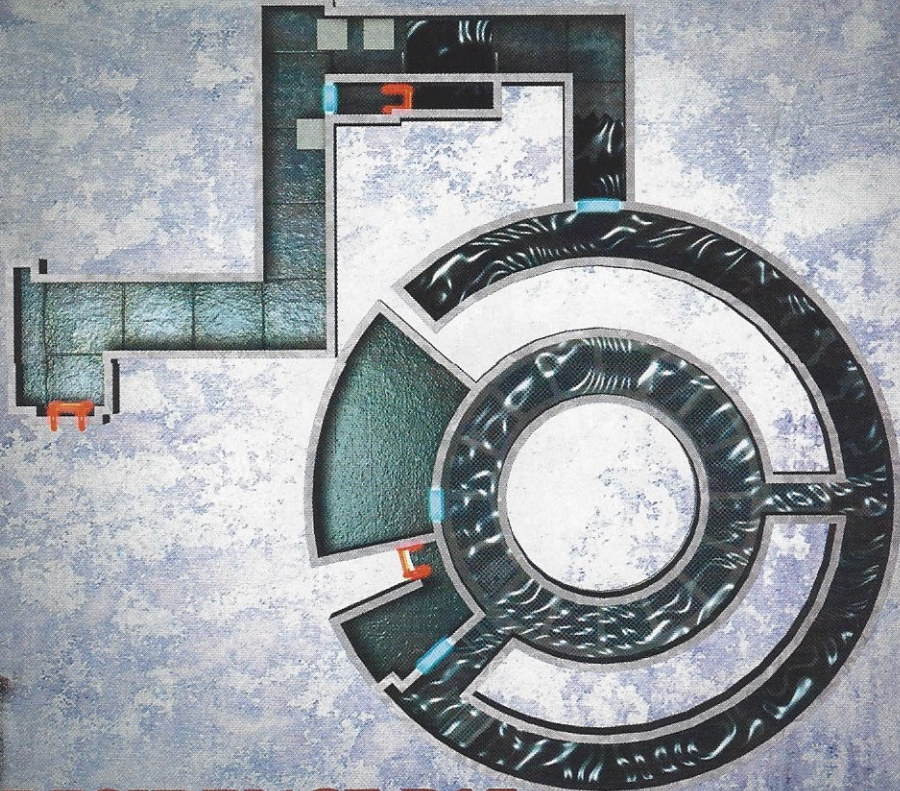
An unfortunate man has hung himself in the room. His **SUICIDE NOTE** and a **SELF DEFENSE GUN** are on the nearby table. Some additional goodies await those who thoroughly search the area.

Enter the bathroom and set fire to the body on the floor. As the flames consume the corpse, drain the water in the tub to find the **CONTROL ROOM KEY**. Without tending to the remains first, well, what happens is anyone's guess. Return to the storage room across from the corridor.



INVENTORY CHECK

Hang onto the Control Room Key, the Unprinted Book, and the Handgun with ammo. Place everything else in the Item Box. Recording Chris's progress onto a memory card is a very good idea. Things will get hairy in the basement.

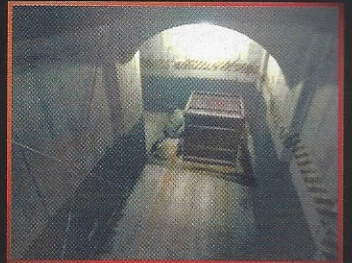
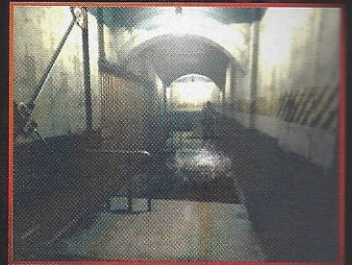


RESIDENCE B1F



THE WATER TANK

The entrance corridor of the underground water tank is separated by a flooded chasm. Dump the three crates into the water to create a temporary bridge. Start by pushing the box closest to the edge into the water, and finish with the crate near the locked door. Cross the shoddy bridge to find a **GREEN HERB** at the top of a ramp. Keep this health item handy as Chris wades into the deadly waters.

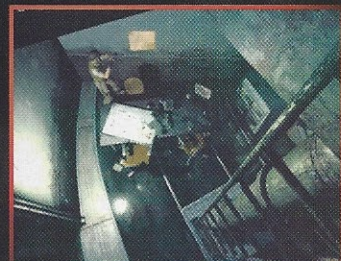


REVENGE OF THE SEA

Whether Chris spots an ally in this room or not, run south along the outside of this circular area. Virus-enhanced sharks swim after Chris. A few blasts from a powerful weapon will eradicate the two smaller sharks, however, the mammoth shark is immortal. The risk of fighting it is too great, so run south instead. If Chris keeps moving, he can completely avoid the sea predators.



The camera angle is wide, so if Chris seems to slow down it's probably because he's running against the wall or the rails. Compensate for the circular bend of the path by sliding your thumb to the right occasionally as Chris runs forward. He still isn't safe, however, upon reaching the stairs on the south side. Use and discard the Control Room Key to unlock the door and quickly get inside.



PANIC TEST

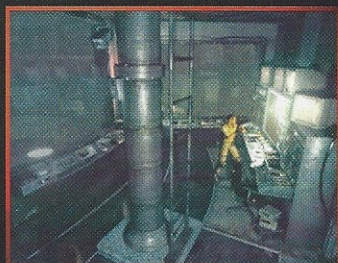
Descend the ladder to the lower section of the control room. Before touching any of the controls, search the room for items first. The **MAP OF THE WATER TANK** is on the north wall of the room. There's also a First Aid Box, containing a **DOUBLE GREEN HERB**, around the corner near some pump valves.

To begin a terrifying and frustrating sequence of events, search the control panel near the smallest window on the south wall. Upon doing so, a shark tries to break through! The water pressure on the cracked window rapidly increases. Chris must lower the safety shields over the windows and drain the water before the cracks spread far enough to compromise the room pressure.



To alleviate the situation, use the computer on the west wall, and the emergency lever on the east console. However, the shields close only halfway. Run around the corner and turn all three valves until one of them resets the safety mechanism. The valve to release the safety mechanism is different each time you play. Return to the computer on the west wall and set up the sequence again. This time, when you try the lever on the east wall, the emergency shields will close over both view ports.

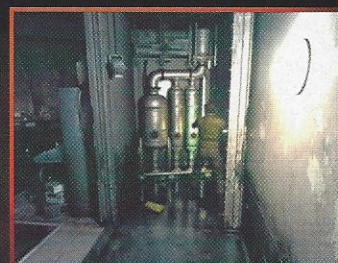
The crisis is not yet averted, however, as the pressure is too high for the shields to withstand. Use the computer on the south wall to drain the tanks. When all warning lights are green, descend the stairs in the corridor to the watertight door.



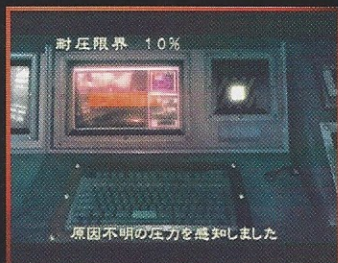
Use the computer on the west wall, then...



...try to use the lever on the east wall. It doesn't work!



Run to the valves around the corner and try each valve until one releases the pressure on the shield.



Start the process over by initializing the computer on the west wall again.



This time, pull the lever to bring down both shields.



Drain the water from the tanks. Crisis averted!



FLOTSAM AND JETSAM

From the watertight door, head around the corner and search the wet crates on the left side. Those who search well are rewarded with some much-needed goodies! Enter the double doors on the northeast wall.



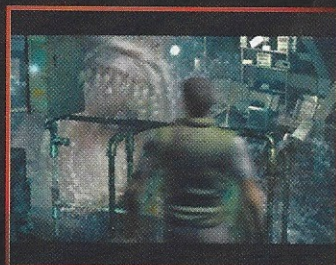
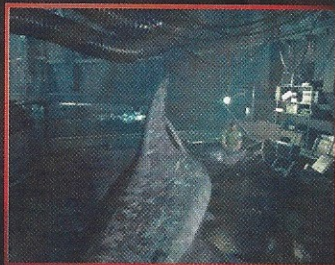
Circle the lower observation deck area until Chris stumbles upon a dying shark on the ground. Dispose of the dangerous sea hunter if you want, but the shark is fairly harmless unless it snaps onto one of Chris's limbs.

THE EXTRA WEAPON

If Chris saved Richard back in the Mansion, then circumstances dictate that his **ASSAULT SHOTGUN** will appear next to the first shark's location. This weapon fires the same shells as the rifle version, but with more power and greater range. Additionally, the Assault Shotgun holds 10 shells! This will prove to be the ultimate weapon in the trials ahead. If Chris did not save Richard in time, then the opportunity for this item has passed.

THE FISH STRIKES BACK

Continue to circle the draining water tank until Chris discovers the giant shark, which has drowned in a shallow pool. Wade through the water past its genetically altered jaws. Climb onto the platform and search the station; a key glimmers in the panel. But when Chris reaches outward, the giant shark attacks the platform. The key then gets knocked into the water where the shark is!

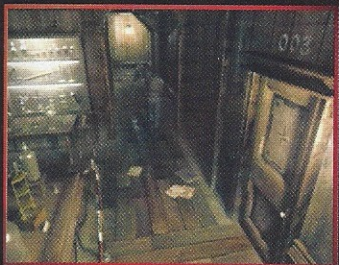
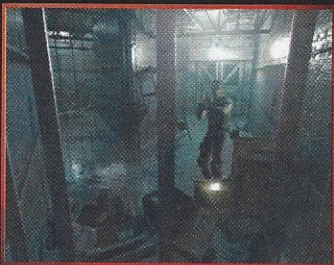


If Chris jumps down into the water, the shark will very likely eat him. The beast is also nearly impervious to firearms. However, the shark can't withstand an onslaught of electrical current. Look for something in the room that could possibly do the job. After disposing of the shark, hop into the water. Run in front of the creature and search the deep water for the **GALLERY KEY**. Return to the ruined storage area and head through the gates.



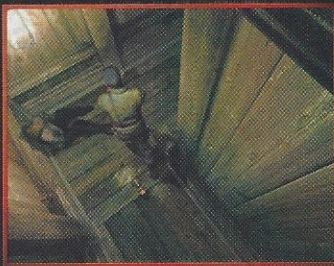
DELIVERANCE

Beyond the double gates, move forward and search the area for some goodies near the crates. Climb up the ladder and unlock the door at the top. This enables Chris to easily return to the Residence, one level up.



BEE POLITICS

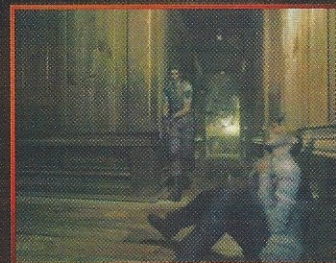
Exit room 002 and use the Gallery Key at the door down the hallway. When Chris enters the room, large hornets will buzz after him. As long as these flying pests hold court here, Chris must constantly stay on the move.



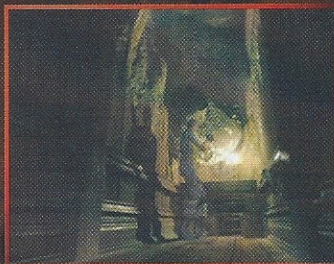
Run east toward the door marked 003, and veer left into a corridor. The hornets' former cultivator has been stung to death, and now sits frozen at the first corner. Pry the **INSECTICIDE SPRAY** from his death grip.

Try to grab the spray while Chris is still moving. The moment you exit the menu, keep running west, turn about-face the moment that the hive comes into view, and run back out. If

Chris stops, then the hornets will swarm him. If he moves constantly, then he may not get stopped or damaged at all. Chris cannot get close enough to the hive from this side in order to fumigate. Escape from the gallery quickly and don't risk poisoning.



Return to the alcove just north of room 002 and take the **RESIDENCE MAP** if Chris hasn't already. Use the Insecticide Spray at the hole to dispose of the entire hive.

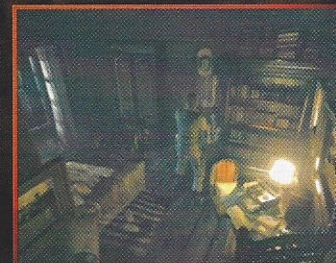
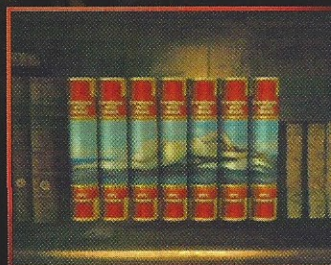


Reenter the fumigated gallery and search under the hive for the **KEY FOR ROOM 003**. Don't forget to scour the area on the center table for another helpful item. Use the 003 Key on the appropriately marked door.

003

Take the **ORGANIC CHEMISTRY LAB EXPERIMENT** book from the shelf on the east wall, and replace it with the Unprinted Book. Rearrange the books on the shelf so that the sides display a picture of Venus lying on her side.

To work this puzzle, select one book, then select the book you want to exchange it with. For example, select the first book and exchange it with the book Chris just placed directly in the middle. Switch the second book for the fourth book, and so on. When the books are correctly arranged, the bookcase to the left slides away to reveal a door that leads into the Plant 42 room.



If Ink Ribbons are handy, save at the Typewriter. At this point, Chris must return to the Item Box near the entrance to prepare for battle. If he enters the Plant 42 room by mistake, he can still exit and return with the proper equipment.

INVENTORY CHECK



Grab the Assault Shotgun and ammo. Also, take the Shotgun Rifle if there is still ammo left in it. During the battle, use the Shotgun Rifle until it is empty, and then switch over to the Assault Shotgun permanently. This way, Chris can utilize all the ammo in his possession. Take along a health item or two, if your combat skills are still developing.



PLANT 42

RECOMMENDED WEAPON
SHOTGUN WITH FULL SUPPLY OF SHELLS

BACKUP WEAPON
HANDGUN WITH EXTRA MAGAZINES

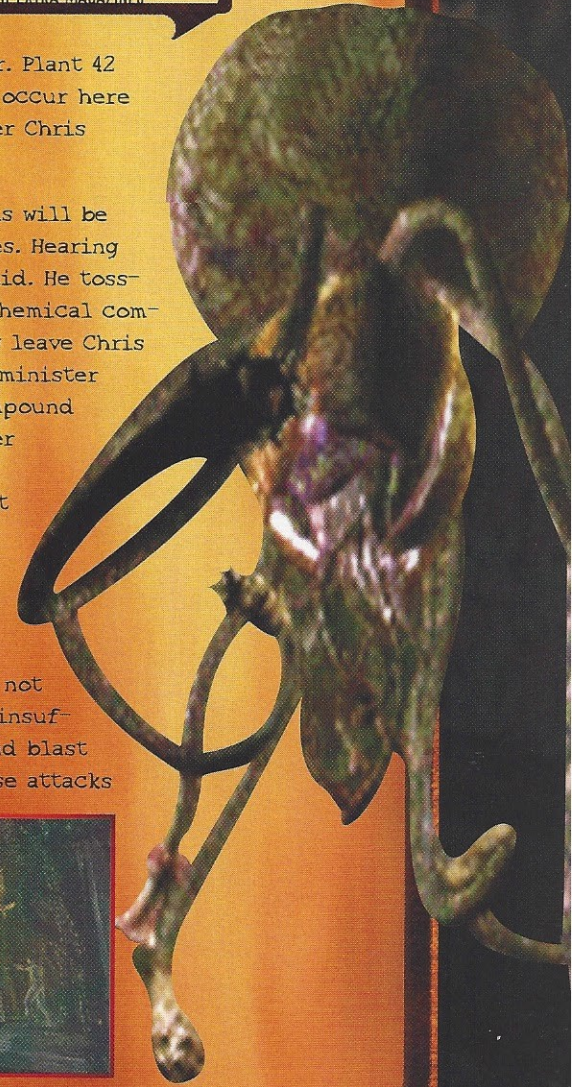


Return to room 003 and open the hidden door. Plant 42 hangs from the ceiling, and the events that occur here will be much different depending on whether Chris saved Richard or not.



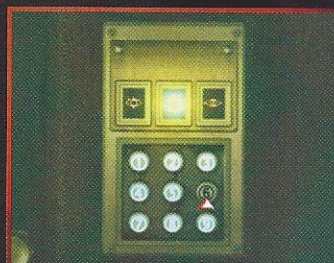
If Richard never left the Mansion, then Chris will be immediately caught up in the powerful vines. Hearing his mangled cries, Rebecca runs to Chris's aid. He tosses her the files concerning Plant 42 and a chemical compound called the "V-Jolt." Rebecca must now leave Chris in peril in order to quickly combine and administer the V-Jolt to the plant. If the chemical compound is successful, Chris must then fight a weaker version of the plant. A full description of making and administering the V-Jolt to Plant 42 is described further below.

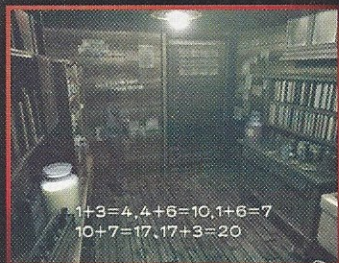
Without benefit of the V-Jolt, Chris has a difficult battle on his hands. However, he has the weapons to get the job done! Ascend the stairs near the entrance, placing Chris at the same level as the plant's central bulb. Do not attempt to battle Plant 42 from the lower level, because his attacks are insufficient and acid will pour down on his head. Navigate the upper level and blast the mutant plant. The vines will attempt to dump acid on Chris, and these attacks can eventually poison the hero. Don't dawdle for long in corners, as well-placed spores will release toxins. Continue blasting away at the central nervous system until Plant 42 shrivels up.



REBECCA MUST RESCUE CHRIS!

Examine the code panel to the right of the door, and use the code gained from igniting the colored lanterns in the lounge area. Press the symbol and then the number that is associated with it.





Inside the lab, the V-Jolt formula is scratched on the wall to the left of the door ($1+3=4$, $4+6=10$, $1+6=7$, $10+7=17$, $17+3=20$). Some key variables are defined on the wall to the right of the entrance (Water = 1, Red = 3, Blue = 4, Yellow = 6). Use the file from 003 to determine the number for each compound. Near the door is the UMB No. 3, and the large jar on the left holds Yellow-6. Draw some tap water, which is represented as 1 in the equation, from the sink. Carefully mix these chemicals in the exact order listed in the equation. One wrong mixture could produce a toxic gas that could poison her!

CONJURING THE V-JOLT

Rebecca needs at least three open inventory spaces to combine the V-Jolt chemicals, which isn't a problem unless Becky went shopping. First, pick up one of the **EMPTY BOTTLE** items in the lab and then Draw some water from the sink. Pick up another **EMPTY BOTTLE** and collect some UMB No. 3 from the red jar; combine the two substances in the menu to form NP-004.



Now collect Yellow-6 in the empty Empty Bottle and combine it with the NP-004 to create UMB No. 10. Collect water in the empty Empty Bottle, then pick up another **EMPTY BOTTLE** and pour some Yellow-6 into it. Combine the two to make UMB No.7. Mix the UMB No.10 and UMB No.7 to make VP-017. Now grab some more UMB No.3 in one of the empty empty bottles and combine it with VP-017 to make the V-Jolt.

ADMINISTERING THE V-JOLT

Take the successfully mixed compound down to the basement and use it on the living roots of Plant 42. The roots have broken through the ground into a room that is labeled "Guard Room." This area is located on B1F, right next to the upper portion of the control room. To reach it, Rebecca must travel through the B2F level.



Inside the guard room, walk into the swirling roots and use the V-Jolt. After the roots shrivel into the ceiling, accept the option to discard all the empty bottles in your possession. Rebecca must leave it up to Chris now, as the scene shifts to the horrible struggle upstairs.

REUNION AND REMEMBRANCE

Before exiting the giant room where Plant 42 is dying, search the fireplace on the east wall for the **HELMET KEY**.

In the corridor outside, Chris runs into Rebecca. She returns to the organic chemistry lab to concoct new potions. If Chris is in bad shape following the major battle, follow her into the room. Rebecca can heal Chris completely several times, but she won't remain here for long.



ORDERS FROM THE TOP

While returning to the entrance, Chris interrupts Wesker's target practice. The always-serious CO commands Chris to search the Mansion for more clues and items.



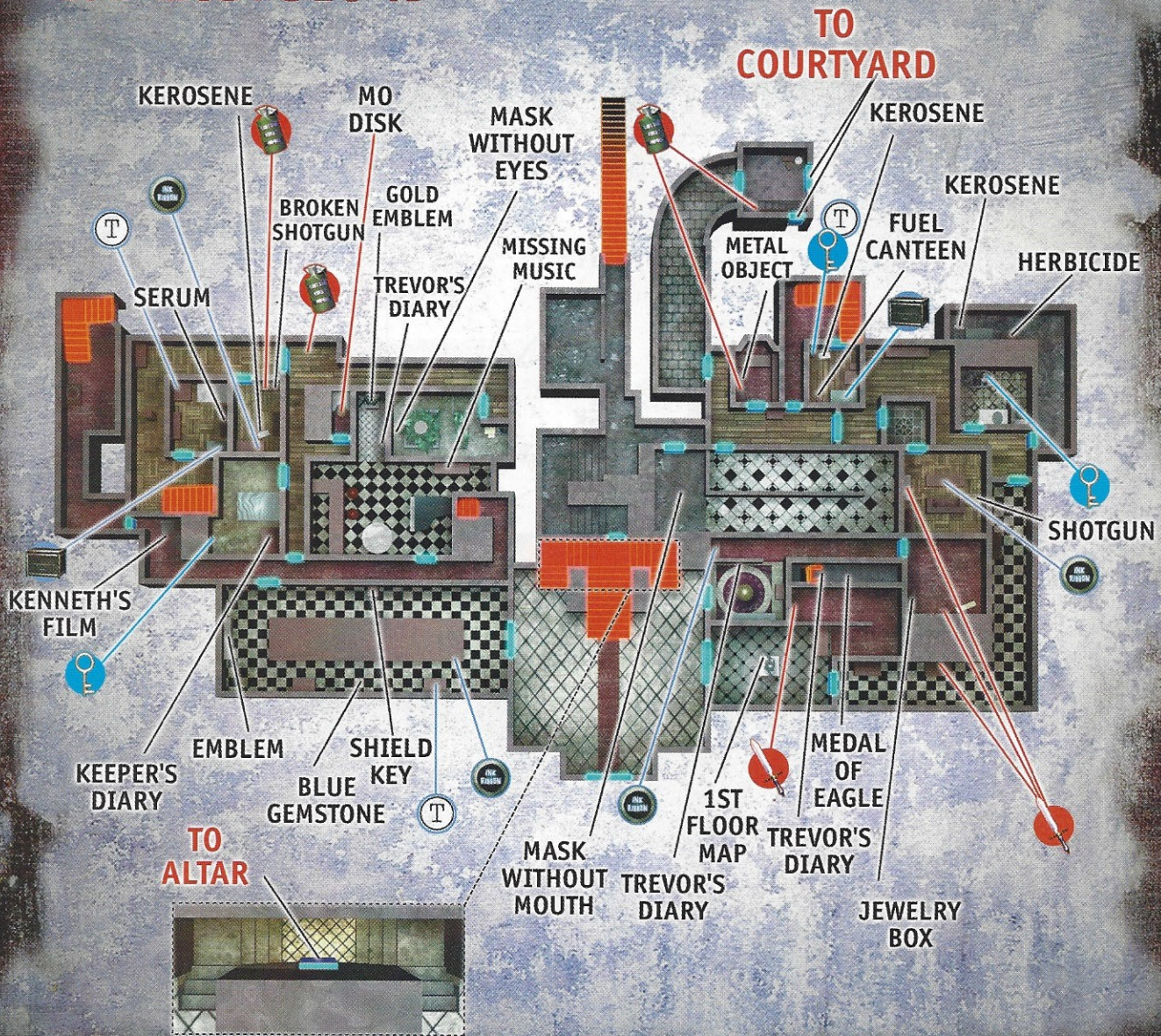
INVENTORY CHECK



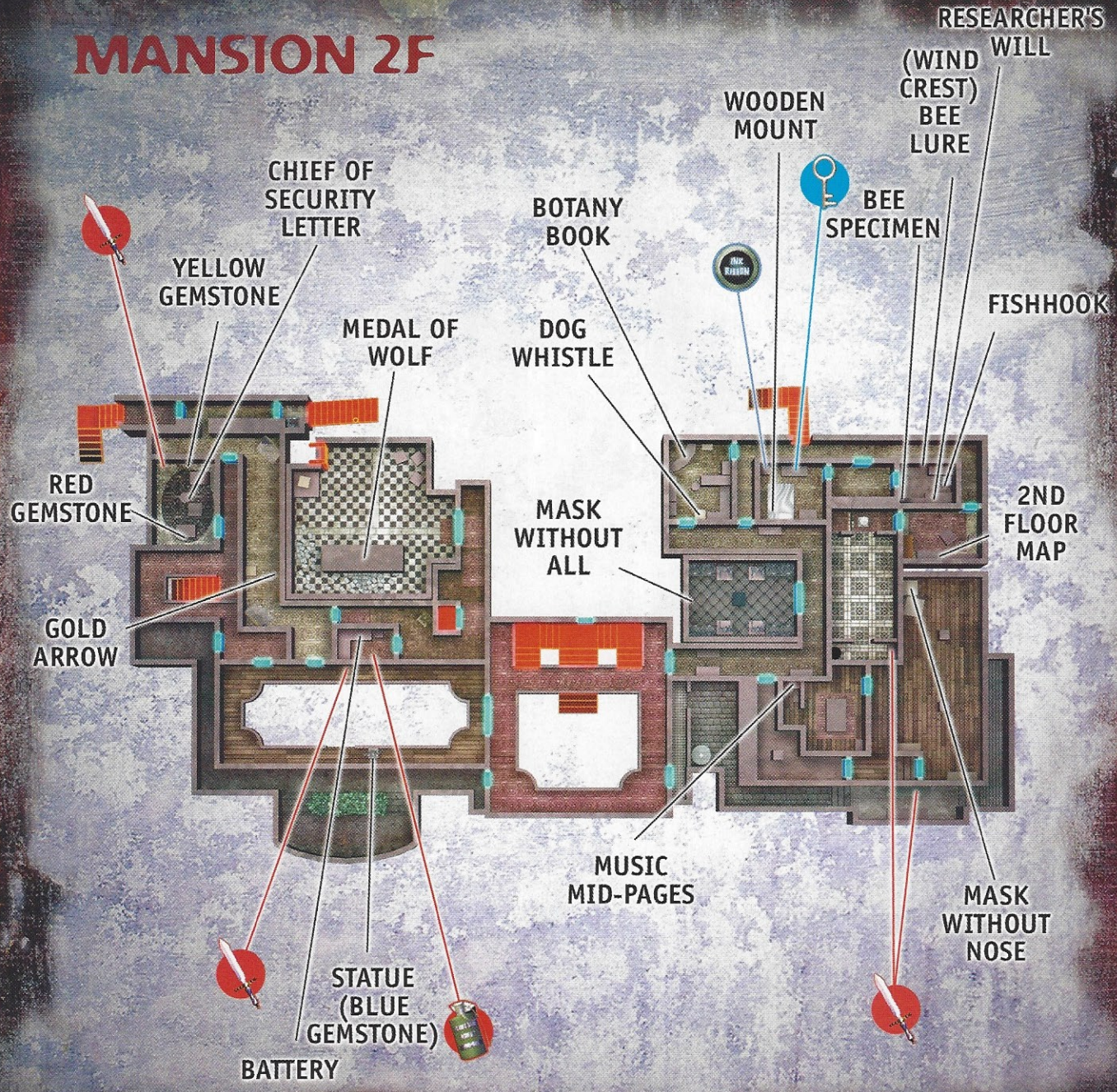
For the trek back to the main house, tote the Shotgun loaded with any remaining ammo. If Chris is out of shells, equip the Magnum. Keep the Helmet Key handy to unlock new rooms. Make sure you refill the Flask, but stash it until later.

MANSSION REVISITED

MANSSION 1F



MANSTION 2F





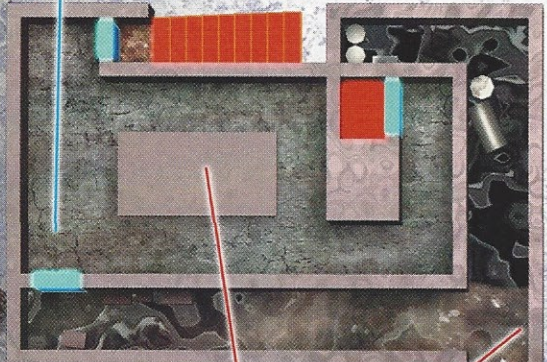
MANSSION 3F

MANSSION B1F

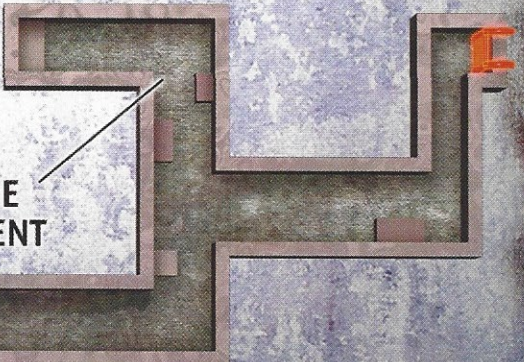
BOOK
OF CURSE,
SWORD
KEY



STONE & METAL
OBJECT

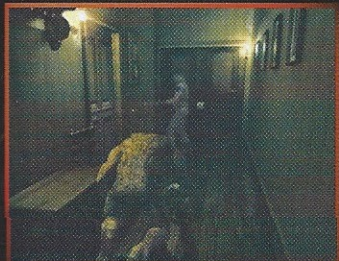


MAP
OF THE
BASEMENT



NEW HEIGHTS OF HORROR

Wesker left Chris another message in the tool shed, along with more supplies! Collect the **FLASH GRENADE** and a **FIRST AID SPRAY**. However, that's not all Wesker has left.

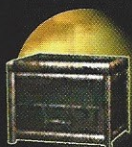
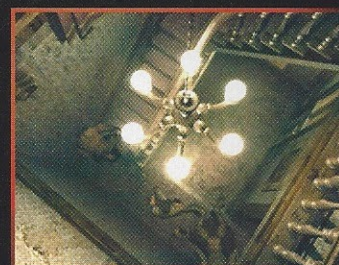


In the back corridor, a Hunter invades the Mansion and attacks Chris. Use powerful gunfire to keep the reptile mutant at bay. Hurry south in the corridor and head for the storage room under the stairs.



RAMPANT MURDER

Stay alert as you round the north corner. If Chris survives this encounter, enter the storage room.

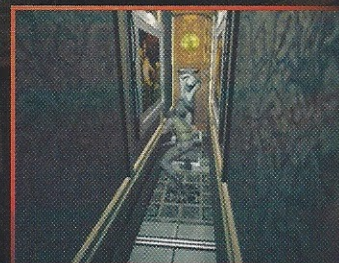


INVENTORY CHECK

Keep the Shotgun handy for Chris's enemies. Also, hang onto the Helmut Key. The Flask might make things more interesting, but it's completely optional.

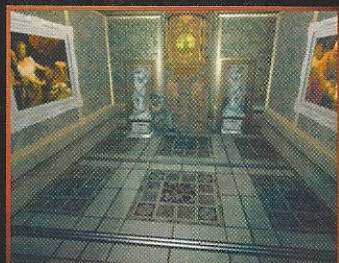
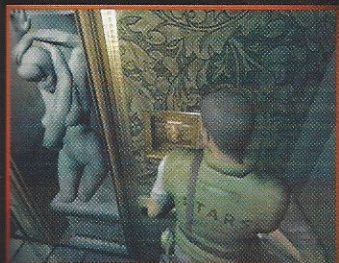
ART COMPACTOR

Return to the small family room on the second level, where Chris obtained the 2F Map. Use the Helmet Key to enter the adjoining chamber, and slide the statue through the doorway into the connecting room. The walls roll in threateningly, but the statue prevents the sides from flattening Chris. Push the statue all the way to the south end.

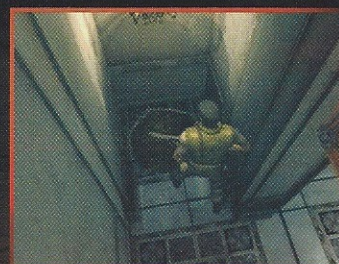


Return to the entrance and run along the west side of the room, behind the sliding wall. A switch on the south wall reverses the direction of the trap; now the walls have another chance to hit Chris as they open!

Guide Chris down the center of the room once again to the statue. Deviate to the right of the object and push it to the left onto a small square before the walls get in the way again.

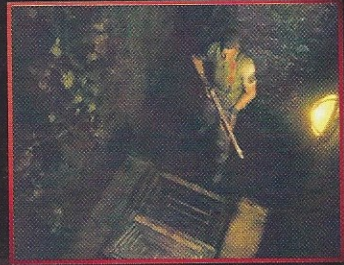
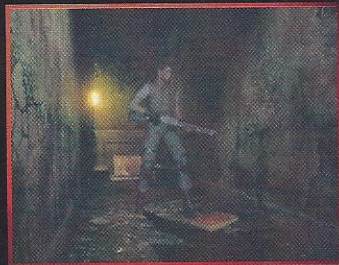


When properly set, the statue slides into the alcove and deactivates the trap. A secret wall opens to reveal the hidden section of the room. Search the dresser on the east side for a **DAGGER**. Find the massive hole in the floor on the opposite end and climb down.



SOLITARY GRAVE

Cross the confined passage and pick up the book on the ground. The **LAST BOOK VOL. 1** looks normal enough, however, examine the item in the menu and turn the book to the left. Open the tome to reveal the **MEDAL OF EAGLE**. On the tombstone further back is another section of **TREVOR'S DIARY**. Press the switch on the tombstone to make it slide back to reveal a ladder. Descend into the depths.



BASEMENT RATS

The only rats in the basement of this house are gargantuan spiders that want to feed Chris to their young. Use a powerful weapon at range to eradicate all three of them. When heading northwest between the passageways, look for the **MANSTON BIF MAP** hanging on the first corner. An astute investigator knows to search for helpful items in a dead-end corner, no matter how dark it is.

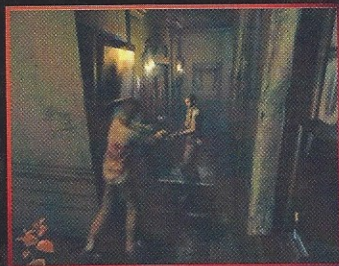
Charge through the passageway to find a **RED HERB** and a **BLUE HERB**, the latter of which is probably much needed after fighting the spiders. Proceed to the intersection and clear the area. Also, look for a **DAGGER** on the ground at Chris's feet. In the northwest corner of the passage, fix the circuit breaker and restore power to the elevator.



The kitchen area still smells as bad as Chris left it earlier. Avoid entanglements with enemies remaining here. If you didn't do it before, cremate the body lying outside the elevator. Then press the call button. The elevator transports Chris to the second floor.

WHAT WAS OLD IS STILL NEW

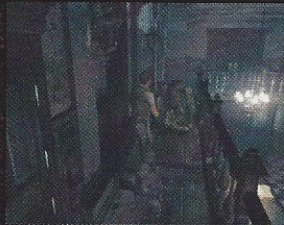
As he steps off the elevator, Chris draws the attention of two sentries posted here. Run to the east end of the passage near the sealed double doors. Wait for the enemies to close in, then aim upward and try to blow off both heads in one blast. Chris has to find another way into the library, obviously the long way. Take the **TWO GREEN HERBS** and **RED HERB** in the small alcove if Chris is feeling exhausted.



Before you reach the west exit, stop and search the hall closet. Collect the handy items, the **BATTERY**, and the **FLASH GRENADE**.

Need to Dump?

Chris needs to sneak down to the Item Box in the infirmary on 1F, but this won't be easy with all the hunters roaming around. Exit through Cupid's corridor, back out to the upper dining hall. Two hunters are posted on the balcony. Luckily they are both facing east and they don't hear very well. Chris can run from the right door to the left door easily! Head downstairs to drop off the loot.



INVENTORY CHECK

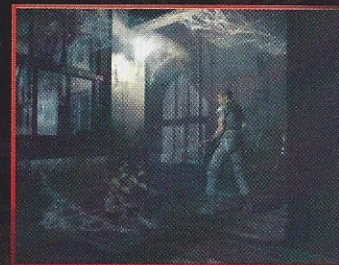
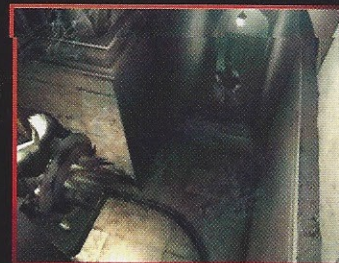
Divert momentarily to the infirmary at the bottom of the stairs. Dump everything except for the loaded Shotgun, plenty of shells, and the Helmet Key.



REPTILIAN REMATCH

Climb the stairs up from the infirmary to 2F. Dodge the incredibly mean and fast enemies in Cupid's corridor, and dive through the northeast door. Travel back through the third floor hallway guarded by the suits of armor. Use the Armor Key to unlock the door at the south end.

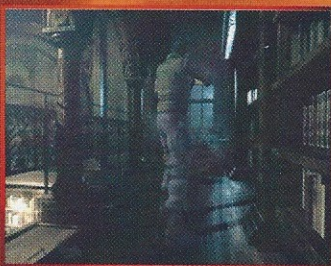
Chris spots **TWO GREEN HERBS** just inside this chilling corridor. Collect them for safety's sake and continue through the empty passageway. Suddenly, the giant snake reappears behind Chris. Hope the Shotgun is locked and loaded, because this time every blast counts!



YAWN II

RECOMMENDED WEAPON
SHOTGUN WITH ADDITIONAL AMMO

BACKUP WEAPON
MAGNUM, LOADED



When Chris spots Yawn in pursuit, quickly fire off an initial attack. Spin about-face and descend the ladder. The oversized reptile slides down to the floor and circles inside the bookcases. Hit her with a cone of damage as she emerges from the alcove.



Avoid becoming encircled by the snake, and continue pounding it with blast after blast. Don't risk staying in one spot for too long. Shoot, then move, and then shoot again. The best opportunity for Chris to attack is when Yawn rears back, raising its hideous head. Ignore the temptation to hide behind the bookcases, because Yawn can trap Chris against the corners and bite him repeatedly. Damage that Chris suffers from Yawn will not inflict poison status. Yawn is usually defeated after roughly five or six good shotgun blasts. This time, it's for good!



THE MISSING MEDAL

Dying from an overdose of hot lead buckshot, the mutant smashes open a glass-sealed bookcase. Search the pile of books in the alcove under the ledge for the **LAST BOOK VOL. 2**. Check inside its pages for the **MEDAL OF WOLF**. The double doors remain welded tight, so lead Chris back out the way he came in.



EYE IN THE SKY

As you return to the west staircase from the final Yawn encounter, use the Helmet Key to unlock the door of the room directly above the infirmary. Press the wall switch near the entrance to veil the room in darkness. Gems twinkle in the eye sockets of the stuffed animal heads on either end. A camera disguised as a stuffed eagle watches Chris wherever he goes. If the camera falls in line with the stuffed head at either end, the camera becomes locked onto it, preventing removal of the gem. However, there is a blind spot directly beneath the camera. Traveling through this area causes the camera some difficulty in following.



Time for a professional search. Turn the lights back on so that items twinkle. The revealing **CHIEF OF SECURITY LETTER** is on the center table. A **DAGGER** rests to the left side of the bull head. Astute observers will also find another helpful item in the room. After you sweep the room, push the two bureau objects directly under each stuffed head.



Switch off the lights once more. Starting from the door, run across the room and under the eagle camera, heading toward the bull head. Running through the camera's blind spot causes it to lose sight of Chris just long enough for him to hop onto the bureau under the head and extract the **YELLOW GEMSTONE** from the eye socket. Hop down and run back under the eagle camera to the



opposite side of the room. As quickly as possible, climb onto the bureau under the deer's head and extract the **RED GEMSTONE** from the eye socket. You must accomplish this before the eagle cam catches sight of Chris.

INVENTORY CHECK

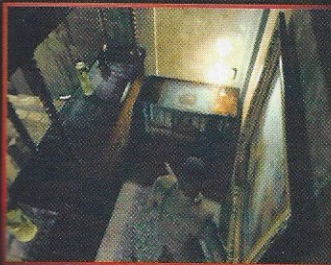
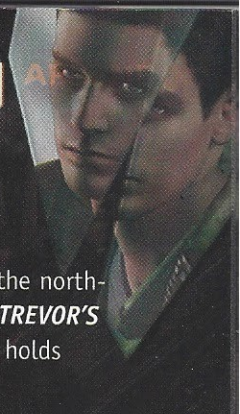


Stop by the infirmary Item Box one last time and dump everything except the two gems, the Helmet Key, the Shotgun, and ammo.

GOLD OF THE TIGER'S DOMAIN

Return to the tiny room where the tiger statue stands. Do not place the Red Gemstone into the eye socket. Trust us—just don't do it! If you spring a trap by accident, exit the room hastily and return to find the Red Gemstone on the floor. Insert the Yellow Gemstone into the statue, and the tiger rotates to reveal a **MO DISK**.





UMBRELLA'S KEEPSAKE

Sneak out to the main hall, past remaining enemies, and use the **Helmet Key** to unlock the north-east door on the lower level. You can discard the key at this point. Another chunk of **G. TREVOR'S DIARY** is lying next to a messy biological experiment. The small desk behind the divider holds **INK RIBBONS**, which you shouldn't need right now. Proceed down the eastern hallway.

The mirror reveals the enemy attempting to creep up on Chris. Dispatch him with a **Shotgun** blast or feed him a **Flash Grenade** for dessert. Search this square room for a **DAGGER**, a **GREEN HERB FARM**, and a separate **GREEN HERB** to go. The **JEWELRY BOX** is in the open cabinet.



In the menu, combine the **Red Gemstone** with the **Jewelry Box**, which will cause silver puzzle pieces to fall off the sides. You must assemble these pieces inside the umbrella symbol on the box lid.



Starting with this piece, rotate as shown and position it in the upper corner.



Next, select the piece that is almost bullet-shaped. Fit it to the right of the first piece.



Rotate the crescent-shaped piece until it fits nicely on the bottom.



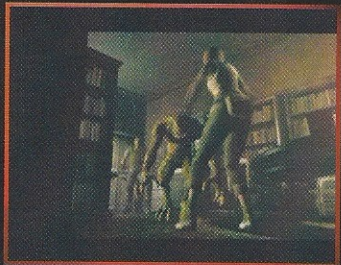
The last two pieces fit easily into the remaining slots.



REBECCA'S IN TROUBLE!

The **EMBLEM KEY** is inside the **Jewelry Box**. Return through the graveyard and the stained glass gallery to the back corridor of the house. Use the new key to unlock the door with the lion's head doorknocker. Just inside the room, Chris hears Rebecca in the room directly above. Chris must search the small, dark study very quickly, and then run to aid the rookie. Search the desk for the lamp and turn it on. The unframed **METAL OBJECT** resides on the hutch behind Chris, along with a **FLASH GRENADE**. Further searching of this room could yield another useful item. After a quick sweep, rush upstairs!

Ascend the stairs and head through the south door. Avoid enemies that remain in the corridor and rush to the western door. Inside the study, a vicious predator has backed Rebecca into a corner! Chris can blast away at this rebounding reptilian without fear of bruising Rebecca. Once you've killed the creature and Rebecca has had a stern lecture, make a quick stop downstairs at the storage room.



ACTIONS AND CONSEQUENCES

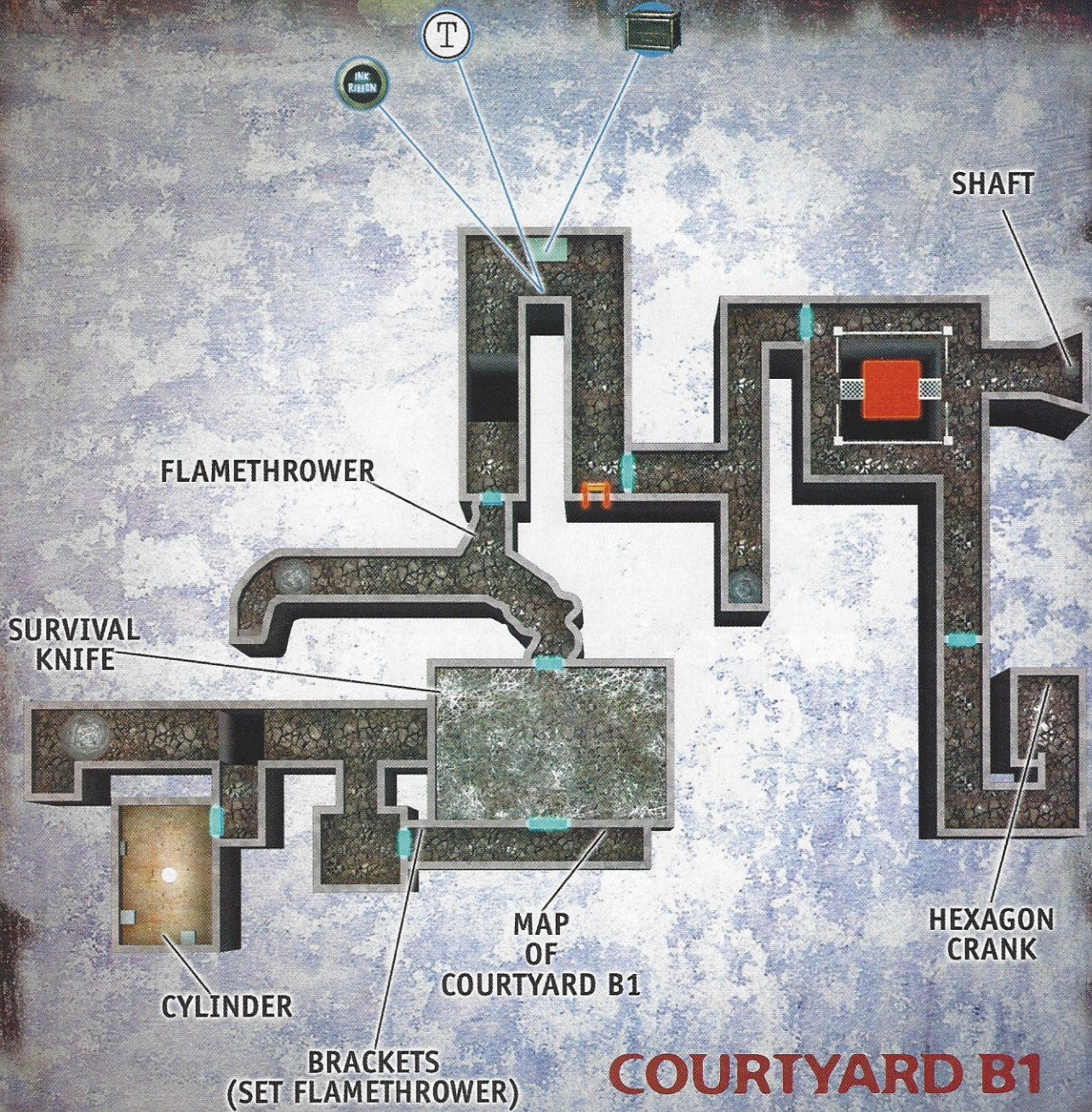
If Chris fails to answer Rebecca's call for help, or if he should avoid confrontation with her attacker, the results will affect the outcome of Chris's adventure. For more on this subject, please visit the **Secrets** section of this guide.



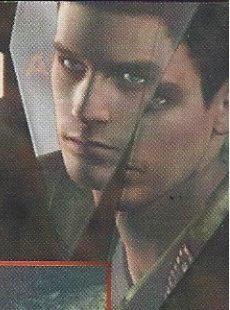
INVENTORY CHECK

During this final trip to the storage room under the west staircase, drop off all items except for the **Battery**, the **Square Crank**, and the **Shotgun**—it has been rather handy lately, hasn't it?

UNDERGROUND

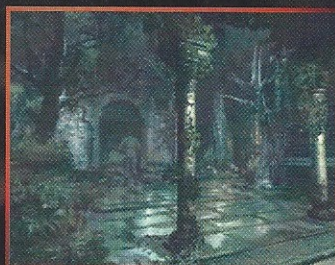


COURTYARD B1



REVEALING THE GROTTO ENTRANCE

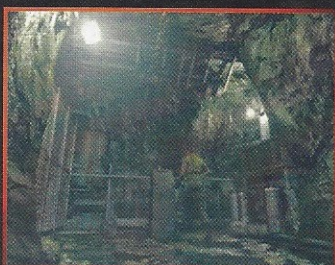
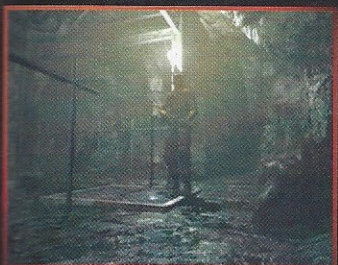
Exit the Mansion, toting the Battery and the Square Crank. Return to the lower Courtyard area and locate the powerless lift in the southeast corner. Insert the Battery into the square niche beside the lift. Now the working device transports Chris back to the upper level of the Courtyard.



Go back to the pool area one last time, and use the Square Crank to close the dam, stopping the flow of the waterfall below. Ride the lift back down to the Courtyard and enter the newly revealed passageway under the waterfall. Descend the ladder into the Underground.

HOLLOWS AND HOWLS

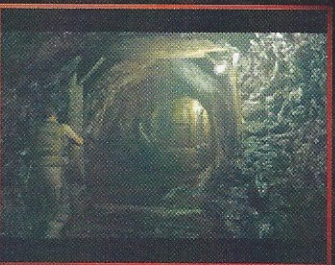
A door is located directly to the left at the bottom of the ladder. But Chris should first explore the rest of the first area. There's a Typewriter complete with **INK RIBBONS** at the north end of the U-shaped tunnel. Dump the Square Crank into the Item Box. Although there is a pit-turning mechanism located in the west branch, Chris notices that the hole is hexagonal-shaped. Return to the door next to the ladder and head west.



Descend the slope and enter the door at the bottom. Circle around the pit, keeping a sharp eye out for valuable ammunition. The generator in the eastern alcove is inactive. Search the middle control panel for the **SHAFT**. Take the incomplete item toward the south exit.

BETRAYAL AND CONDEMNATION

As you explore the southern chamber, you'll encounter Enrico from the Bravo Team. Search Enrico's body for the **HEXAGON CRANK**. Keep the Shotgun loaded as you head back to the pit chamber. Prepare for ambush upon ambush as you fight your way back to the entrance. Remember that sometimes it takes only one blast to knock down an enemy long enough to escape it.



UNDERWORLD MECHANICS

Return to the pit in the entrance chamber and use the Hex Crank at the corresponding panel on the left. The mechanism rotates a section of the tunnel so that Chris can continue onward. Don't miss the **GREEN HERB** next to the exit.

INVENTORY CHECK

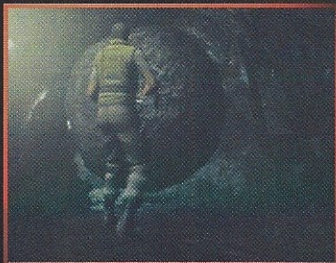


Stash everything but the Shotgun, plenty of ammo, and the Hex Crank. Take a Green/Blue Mixed Herb or a First Aid Spray if Chris is lacking in poison control. Save the game because dangerous tribulations await!

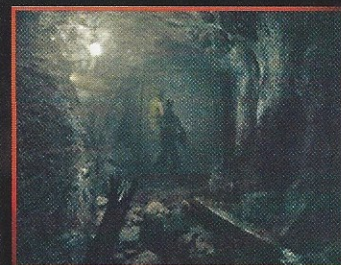


THE NEW SPORT OF BOULDER RACING

Grab the **FLAMETHROWER** from the brackets next to the door. Notice that this locks the exit; for the time being, Chris can go back only by replacing the weapon. The Flamethrower has fantastic particle and lighting effects, but it's a sluggish weapon to use against speedy monsters. Don't waste its precious fuel because you'll need it elsewhere...



Navigate up the slope and examine the boulder at the top. As you turn and start back down, the rock breaks loose! Charge straight down the slope and curve into the entryway. If you manage to outrun the tumbling steamroller, search the newly revealed area at the top of the slope for the possibility of finding required supplies.



BRED IN DARKNESS

The boulder crushes a false wall in the tunnels, revealing a double door that has been sealed off for some time. However, you don't have time to stop and ponder such things.

BLACK TIGER SPIDER

RECOMMENDED WEAPON
SHOTGUN WITH LOTS OF AMMO

BACKUP WEAPON
FLAMETHROWER

An overgrown Black Tiger spider emerges from the cobwebs. The master insect summons two giant spiders to fight alongside it. Although the Flamethrower sets the spiders on fire momentarily, the weapon is insufficient to win the battle. The better weapon is the Shotgun, with its cone of damage capable of wounding multiple targets at once. The Flamethrower is better used to continue past this room.

If Chris is directly in front of the creature, it can see him. Beware of acid attacks, or even a gruesome tackle maneuver. Circle around the creature, and eventually the overweight beast will tire and stop trying to follow. At this opportunity, unload a few Shotgun shells into its backside. This should get the creature moving again, searching for Chris. Resume circling the creature, and use the same tactic against any spiders that are attempting to flank the bigger target. After the Black Tiger absorbs roughly six to eight Shotgun blasts, the tail section explodes.



As soon as you kill the Black Tiger, its hungry little babies spread across the floor. Tiny bites inflicted by these nuisances cause minor damage to Chris. Quickly leave the room and reenter, which clears the room of all remaining spiders and carcasses, including any giant spiders.

COBWEB INTRICACIES

You can't open the south door in the spider's lair due to the thick webs hanging over it. The best way for Chris to remove these is by blazing them off with quick Flamethrower blasts. Out of gas? Grab the **SURVIVAL KNIFE** on the crates in the north-west corner of the room. Equip the weapon, stand in front of the webs, and slice the strands off manually.



BOULDER DODGING, ROUND TWO

Beyond the spider's lair, search the east end of the tunnel for **TWO BLUE HERBS**. Cure ailments from spider venom, and snatch the **MAP OF COURTYARD B1** off the wall.



The west exit is locked until Chris relinquishes the Flamethrower into the brackets beside the door. It was a fun weapon, but the time has come to say goodbye. All the doors in the Underground are now unlocked.



A boulder is perched at the top of the slope, waiting for Chris to release it. Move to the gear on the left and use the Hex Crank. You must roll the mechanism three times so that the rotating section faces the doorway on the south side. When Chris finishes and exits the menu following the third cranking, the boulder rolls toward Chris. Dive into the passage on the left for safety. When the demolition ball passes, move to the top of the slope. Search the area from which the boulder came to find a First Aid Box containing a **FIRST AID SPRAY**.

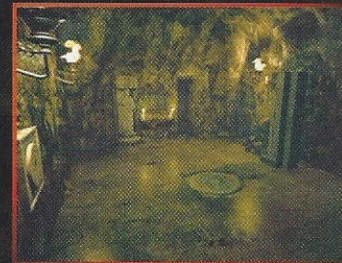
TWIN STATUE REUNION

You must turn a statue in the south room 180 degrees before it will fit into the proper slot on the wall.

Slide the statue directly north, just until the camera angle changes. Use the Hex Crank in the mechanism near the door, and a block of stone will push the statue into the room. Use the crank again to return the block to its place.



Push the statue onto the center platform, and it will rotate 90 degrees. Push the statue off the platform in any direction, and then immediately slide it back on.



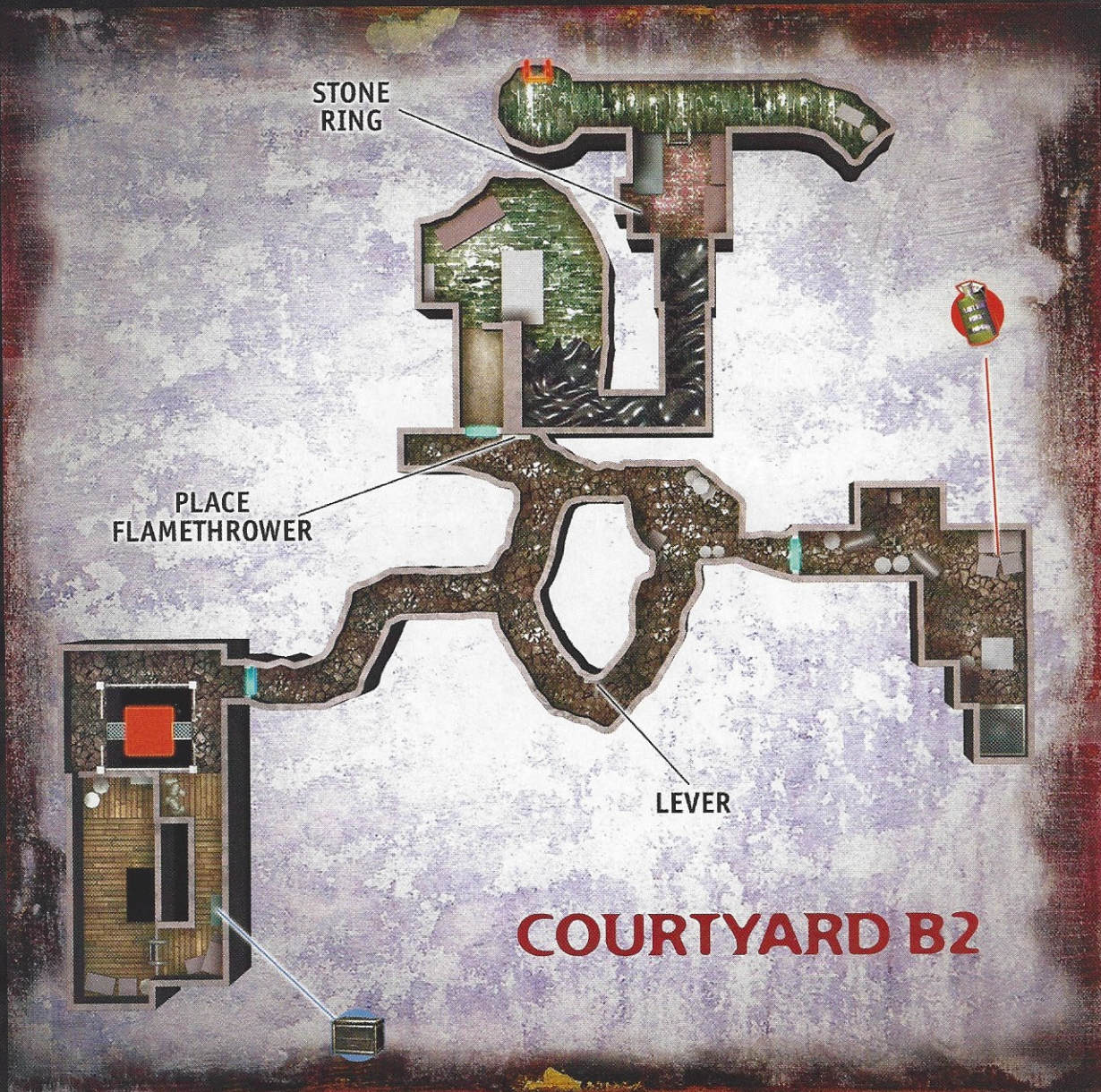
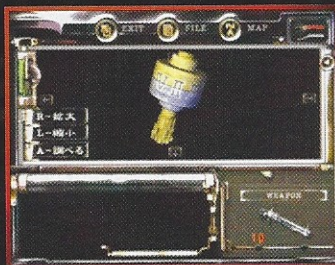
The statue should now be facing north. Push the sculpture south and slide it into the niche. When you're successful, the panel on the wall opens to reveal the **CYLINDER**.

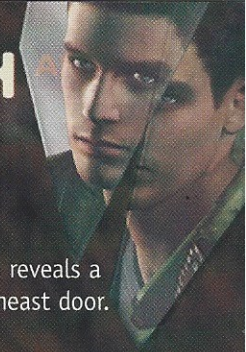


THE STONY DEPTHS

Return to the Item Box and fish out the Shaft. Combine it with the Cylinder, then examine it in the menu. You can rotate the two pieces so that the roman numerals are aligned. There is no need, since you can clearly see the numbers as "4231."

No further surprises will haunt Chris on the way back to the pit chamber. Insert the assembled Gear back into its panel near the pit, and punch in the code "4231." A lift appears, ready to take Chris into the murky depths of the earth. Just get onboard and press the switch.





GARBAGE DISPOSAL



An Item Box rests at the south end of the wooden docks. Further exploration of this area reveals a ladder that descends to a large metal press used to crush refuse. Find and enter the northeast door.

Upon entry, study this area carefully on the map. Lisa is roaming the tunnels. Every time you enter, she usually hovers around the north end of the circular area. Remember that the mutant is immortal, so do an about-face (C Stick) and run the opposite direction when you find her. A

GREEN HERB and a **RED HERB** are at the midlevel between the stairs in the northeast corner. Mix them together for refreshing results, and quickly exit through the eastern door.



Keep an eye open for some crates in the northeast corner upon which Chris can climb. Ascend to the top crate to find various items secreted in this spot!



Push the large crate onto the transport cage and use the control panel to send the box down the river. Carefully navigate back through the tunnels to the trash compactor area, avoiding Lisa's wrath.

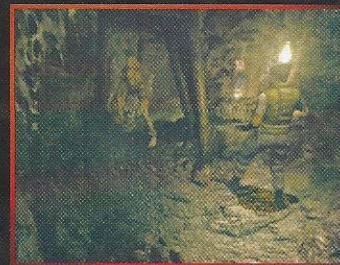


Descend the ladder at the south end to find that your box has arrived. Push the crate into the pit below the large press. Activate the device in order to smash the crate, then climb down into the pit and find the **BROKEN FLAMETHROWER**.



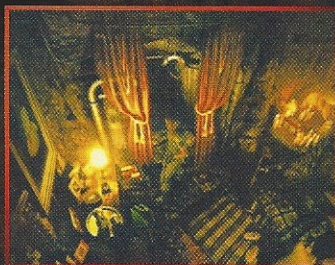
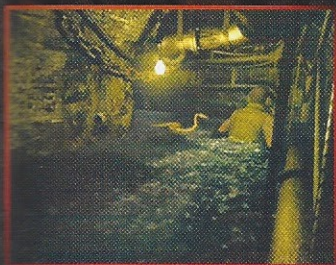
THE WEAPON IS THE KEY

At the south bend of the tunnels where Lisa patrols, you can pull a lever to extend brackets on the panel next to the northwest exit. You must reach this panel safely and insert the Broken Flamethrower into the brackets. After roughly ten seconds, the brackets slide back into the wall, and you lose your chance.



Run to the south end of the circle and wait beside the lever until Lisa nearly catches up to Chris. Pull the lever and quickly sprint in the opposite direction through the tunnels, curving back to the door at the northwest end. With extreme speed, insert the Broken Flamethrower into the brackets before they disappear.

MEMENTOS OF MEDUSA



Navigate around Lisa's creepy candlelit room and descend into the waters. Poisonous snakes swim in the moldy passage, so move continuously to the other end. When you reach the "bedroom" area, search the west wall for **JEWELRY BOX**. Examine the object in Chris's menu, and open the lid to find the **STONE RING**. Climb the ladder and move to the east end of the narrow ledge to find a **BLUE HERB** and a **GREEN HERB**. Combine and consume these to cure any damage or poison you received from the water snakes. Climb the ladder at the west end.



SIGILS OF THE GATEWAY

At the top of the ladder, Chris finds himself back inside the cabin on the mountain. Find the Item Box and pull out the Metal Object. Combine the metal seal with the hexagonal frame. After you collect the original one, you can finally open those gates under the main hall!



INVENTORY CHECK

Keep the Shotgun with ammo in case the zombies on the mountain path get too close for comfort. Remember to take the Metal Object along with you.

Quick Route to the Main Hall

Return through the tool shed to the corridor behind the Mansion, and remove the Umbrella Crest I from the slot beside the door. Navigate through the stained glass gallery and the graveyard to reach the main hall

BARS OF MISERY

Move under the main staircase and use the Stone & Metal and Metal Objects on the gate. A Typewriter sits in the niche just inside the entrance, and an Item Box is at the bottom of the stairs.





INVENTORY CHECK



For the upcoming encounter, Chris needs the Shotgun, the Magnum and plenty of ammo for both. Also take the Medal of Eagle and the Medal of Wolf. Notice that this leaves no room for health items. If Chris takes damage in this battle, he won't need help—he'll be dead!

WARNING
FOR THE LOVE OF CLAIRE, SAVE THAT GAME!
Record your game now if never before, because the battle you're about to fight determines the outcome of Chris's game! This save allows you to reset if things go awry, and the fight ahead is extremely treacherous!

LISA'S LAST STAND

Descend the stairways to the cavernous bottom, and continue until you reach a ladder. Descend to find Wesker engaged with the bizarre monster woman known as Lisa. Ever the leader, Wesker orders Redfield out to the front line. Whether Wesker lives or dies in this battle affects the outcome of the game! For more information about Chris's endings, refer to the *Secrets* section of this guide.



LISA

RECOMMENDED WEAPON
SHOTGUN AND MAGNUM WITH BACKUP AMMO

BACKUP WEAPON
ALTERNATE BETWEEN AFOREMENTIONED WEAPONS



At the start of the encounter, trade places with Wesker. Stand near the coffin and blast Lisa a few times. The strategy is to weaken her enough so that you can blow her off one of the ledges with a final shot. Because Lisa cannot die, you must knock her into the abyss.



If Lisa falls off the ledge, equip the Magnum and run to where she hangs. Aim down and try to blow her off the ledge. If you've weakened her enough, she will topple into the chasm below. If not she will climb back up, and you'll have to separate yourself from her very swiftly. If Lisa hits you even once, you will be immediately reduced to critical status. Stay away from the ledges as well, and don't allow Chris to get backed into a corner. Even if you're in premium shape, Lisa can knock you off a ledge and end your game instantly!



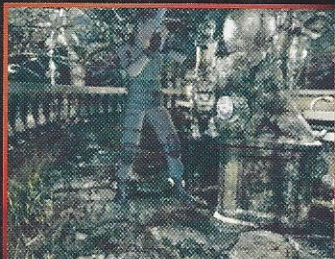
MEN OF RESOLVE

Once Lisa falls, you can have an optional conversation with Wesker if he's still alive. Push the four stones off the corners of the platform to open the central altar and open the gate. Grab another **FAMILY PICTURE WITH NOTES** from the open sarcophagus and head north to the lift.

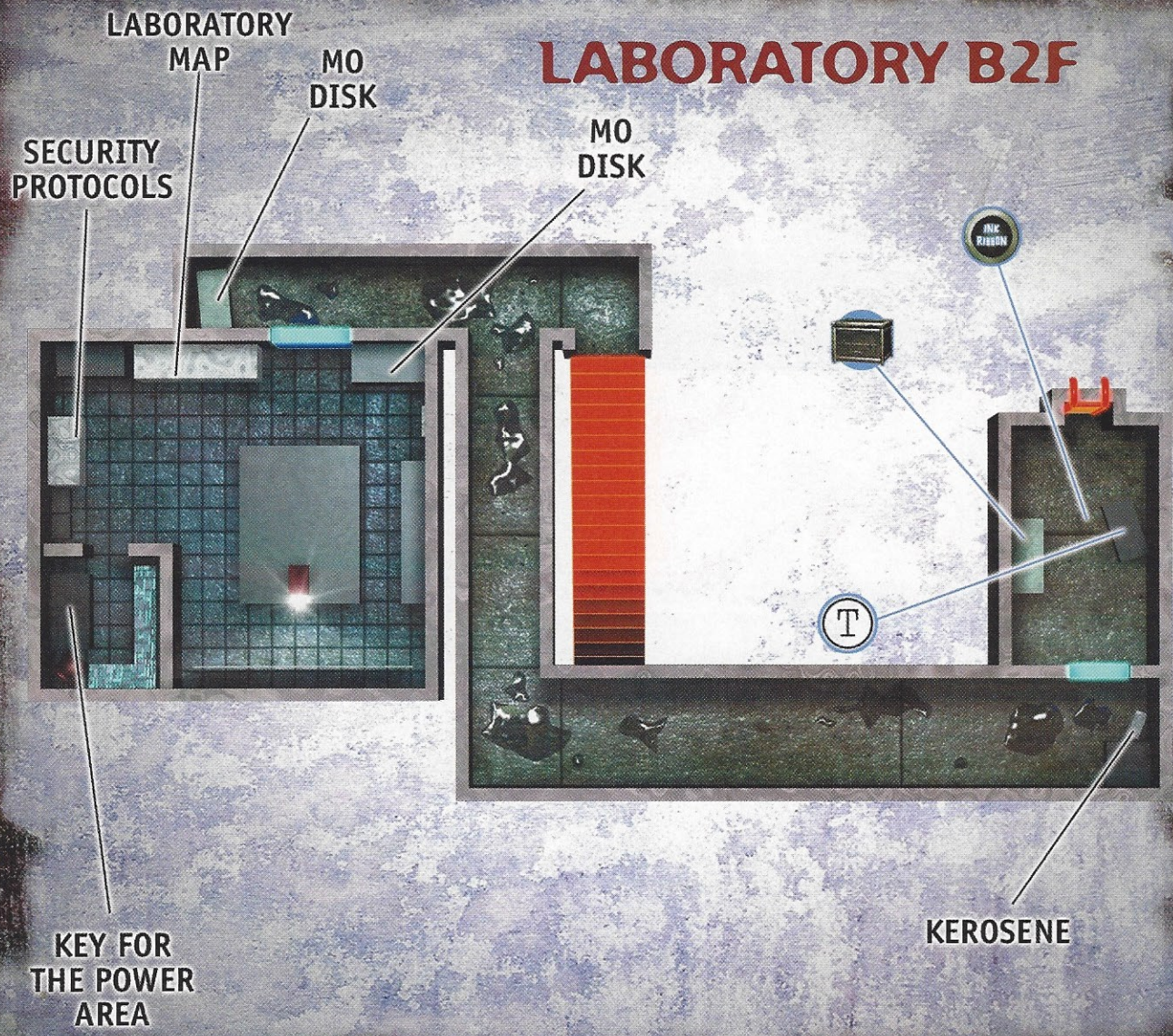


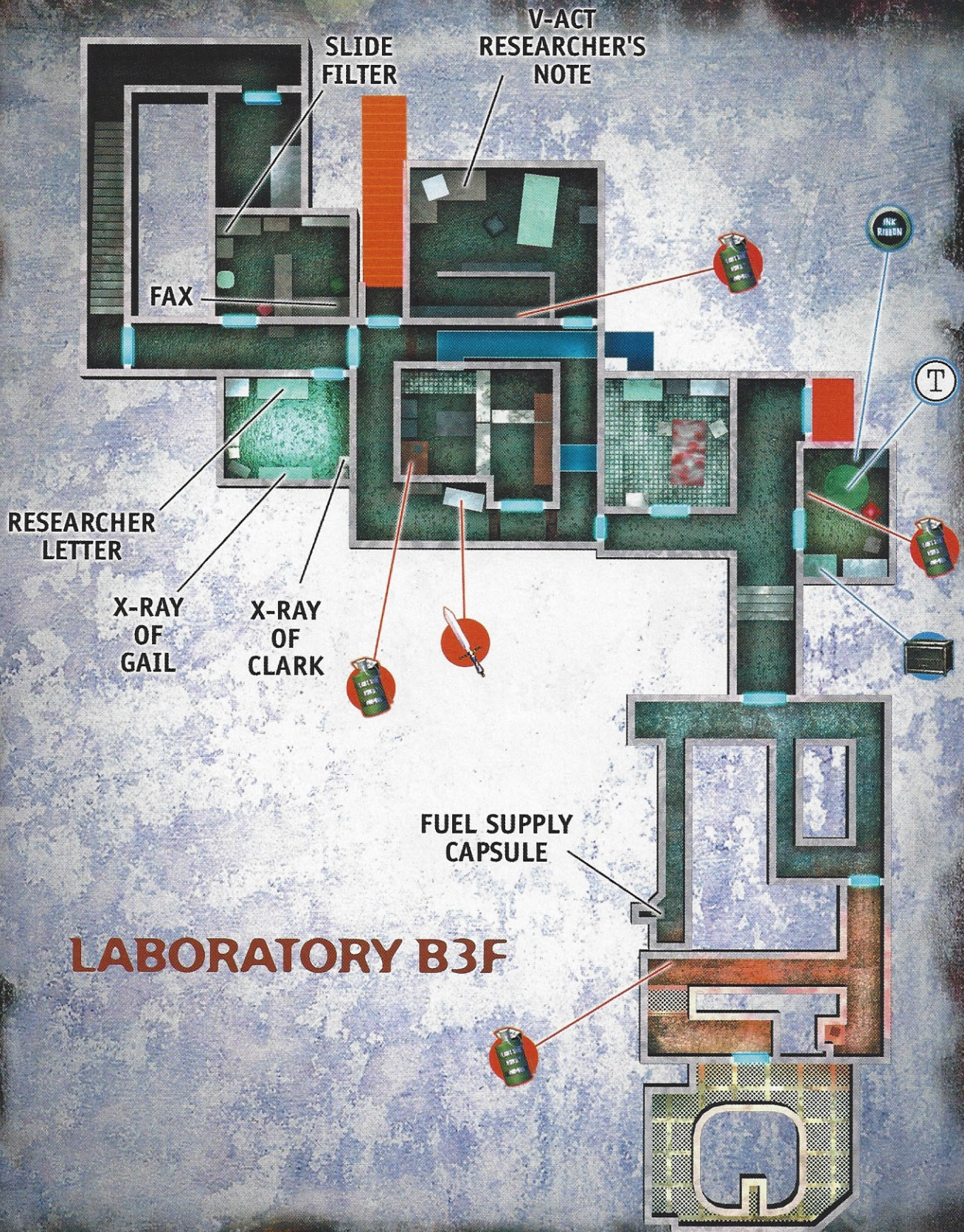
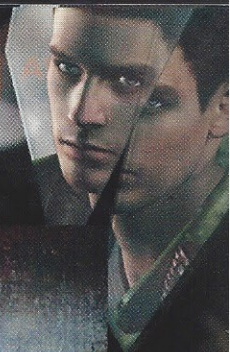
POND OF WOLF AND EAGLE

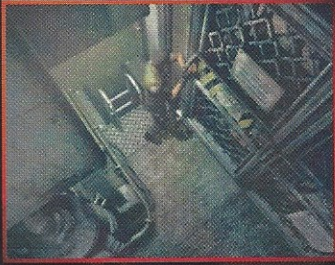
Use the Medal of Wolf on the north side of the pool and use the Medal of Eagle on the south side. The pool drains, revealing a staircase and a lift down into the depths...



LABORATORY B2F





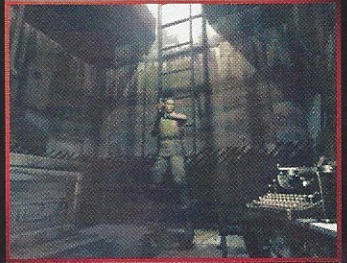


THE EMERGENCY EXIT... SEALED?

Notice the sign on the emergency exit. Looks like Chris has to unleash total chaos in order to finally escape the compound. Climb down the ladder and let the madness begin.

SIGN-IN DESK

INK RIBBONS lie on the floor; Chris can utilize these at the adjacent Typewriter. Store equipment in the Item Box.

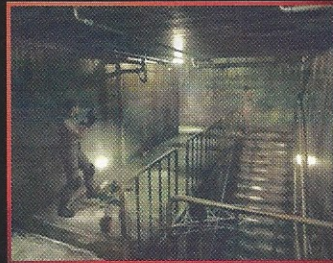


INVENTORY CHECK

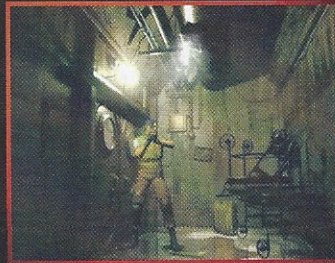
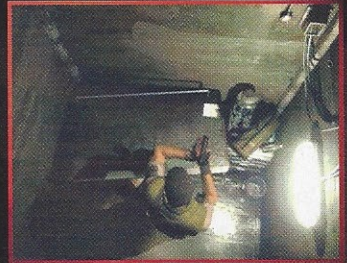
It's back-to-basics time. Stash everything in Chris's inventory and load up the Handgun, magazines, and the Flask. If Chris is still holding onto the One-Shot Suicide Pistol, remember that it will kill one zombie instantly without needing to cremate the remains. It could be useful down here.

THE INTRUDER REDFIELD

Several enemies are spread out on the B2F area surrounding the descending stairway. Try to engage them one at a time, bait them away from their corners with gunfire and your presence. One enemy is coming up the stairs. Wait until it is on your side of the rail before your bullets will have any impact.



TWO GREEN HERBS grow on the landing along the rail. Leave them where they stand until you actually needs them. There's a **MO DISK** on the desk outside the visual data room.



There's a Gasoline Can for refilling the Flask near the entrance. Torch the enemies you put down because you'll backtrack often through this level. Most importantly, refill the Flask before you go downstairs and engage new enemies.

THE UMBRELLA LAB "SQUARE"

Run straight ahead, across the B3 level, and shoot the creature near the giant fan. Another will emerge from the corridor behind Chris, so get into position in front of the fan to turn and blast the fiend. Search the shelves near the giant vent for a **DAGGER**. Enter the double doors in the northwest corner, next to the stairs.



PROPER BURIAL
Unless some heads pop, ignite both enemies here once you put them down. If you don't, they will reanimate at a very lousy time. You'll venture through these passages with hazardous materials in tow, and you can't afford to have fierce enemies here at that point. Clear this area.



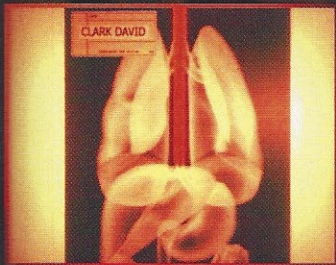
THE RESEARCHER'S CODE

A First Aid Box containing a **MIXED DOUBLE GREEN HERB** is on the floor by this corridor's entrance. Do not take this item unless Chris is really sore and aching. A lock with three levers controls the sealed door at the far end of the corridor. The door in the center of the corridor is also sealed. The only room to explore is the one near the entrance on the south wall.



The **X-RAY OF CLARK** is on the boxes near the entrance. Further inside the room, you'll find the **X-RAY OF GAIL** on the left side. As you take this item, you'll also notice a diagram of the human organs with helpful labels. Check the desk on the north wall for the **LETTER OF A RESEARCHER**.

Place the X-rays on the light board mounted on the western wall. Place the X-ray of Clark in the open space on the left, and set Gail Holland's chart on the right. If you get them backwards, you can easily switch them.



Move back near the entrance and flip the switch on the wall. The red filter reveals highlighted organs on the X-rays. If you placed the X-rays correctly, the organs are highlighted in this order: The colon, the esophagus, the liver, and then the lungs. If you take the first letter of each word, you spell "CELL." Keep this word in mind as you explore more of the lab.

HACKING LABORATORY SECURITY

Find the double doors in the upper-northeast corner of the "square." Inside the examination room, search the monitoring equipment near the entrance to find a helpful item. The **V-ACT RESEARCHER'S NOTE** file is on the desk in the northwest corner, as well as a computer that you can access.



Check the monitor equipment for something important.

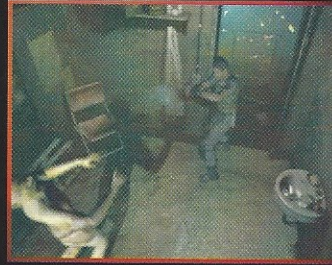
Login with the user name JOHN and the password ADA. Press RETURN after you properly type each word. From the following menu, select the B3F option, and a door on this level will be unlocked. To unlock the B2F visual data room, enter the password CELL on the keyboard. Then select Cancel and choose to quit.



Continue exploring the room, moving inside the cold storage room where the bodies are hung. Search the shelves to find a **FLASH GRENADE** and a First Aid Box containing a **GREEN HERB**.

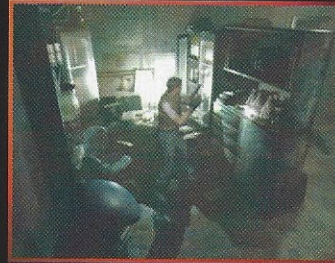
NITROGLYCERINE RECHARGE STATION

Return to the newly unlocked room on B3F. A nude cadaver slowly advances. If you're out of gasoline, then hopefully you'll manage to blow off the enemy's head. This particular foe will be a problem if you don't properly remove it from the area.



Some powerful bullets are carelessly dumped into the sink near the entrance, and there is a **SLIDE FILTER** on the desk across from the door. Around the corner, a machine promises to refill a Fuel Supply Capsule.

Search the desk across from the nitro chamber for a transmission station. Insert a MO Disk, and one of the locks on that mysterious door at the end of the corridor will be activated. The **FAX** is on the shelf next to the desk. Take all these items up to the visual data room. Chris may need to stop by the Item Box on B2F to clean out his inventory and obtain more gasoline.



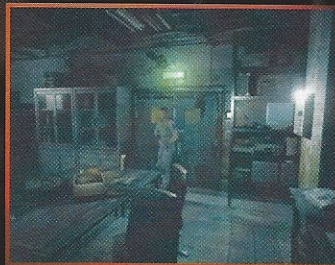
INVENTORY CHECK



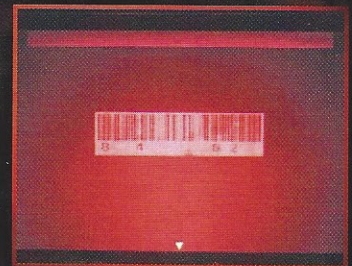
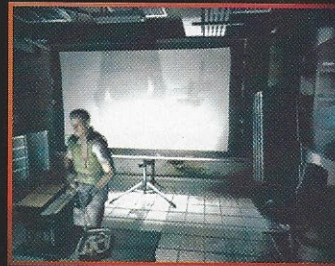
Time to lock and load the Shotgun and take backup ammo. Try to fill up on gasoline if possible. Return to wherever you left bodies and dispose of them before they become a problem.

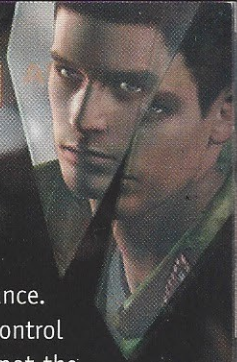
THE TRAITOR REVEALED

Return to the double doors at the east end of B2F. Before you take the **FIRST AID SPRAY** on the table, fill your inventory spaces with the key items in the room. The last **MO DISK** is on the shelves to the right of the door. Search the shelves to the left of the entrance and pinpoint the **MAP OF THE LABORATORY**. The glass cabinet on the west wall displays a collection of books. One of these is the **SECURITY PROTOCOLS** file. Also search to the left of this shelf for a partially invisible and totally helpful item.



A slide projector is at the bottom of the room. Examine it to view the series of images it contains. After all the enemies are shown, carefully examine the researchers photo for a familiar face. The last slide displays a barcode. Insert the Slide Filter onto the projector and view the presentation again. The red filters block out all but four numbers on the bar code slide, "8462."





KENNETH'S LAST STAND

Upon examining the control panel in the technical booth, Chris realizes that he can replay Kenneth Sullivan's film using the equipment here. But remember Kenneth didn't die in a very nice way.



Examine the code panel on the east wall near the entrance. Press the buttons corresponding to the code, and the control booth in the southwest corner will open. You'll easily spot the **KEY FOR THE POWER AREA** on the table inside this small room.

SUPPLY ROOM STALKERS

Take the Key for the Power Area back down to B3F. Use this key to unlock the two doors in the southwest corner of the "square." You can then discard it. Enter the double doors first.

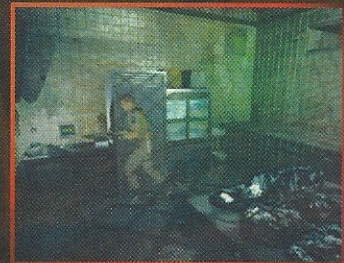


The creepy noise emanating from the ventilation shafts in the supply room is warning enough. Quickly get on the ledge to Chris's right and examine the vent shaft. Chris will crawl through to the next room.



Sliding through the duct drops Chris into the operating room on the east side of the level. You won't gain any items in this room, but the mutant chimeras living here are now alerted to your presence! Two of these mismatched monstrosities will follow you from room to room through the vent shafts. Do not hop off the ledge. Quickly cross the upper surface to the vent in the north wall and climb in.

Chris lands back inside the supply room, which serves as a makeshift morgue. Hop off the ledge and investigate the transmission station on the left. Insert the MO Disk to open another lock on that mysterious door at the west end of the level. A **FLASH GRENADE** is also on the desk.



To reach the exit, push the shelf east. As you move the heavy unit, listen for the sounds of an enemy dropping from the vent. Stop working and eliminate the creature. You can kill this beast with two blasts from the Shotgun, but the battle is too close for comfort!



Finish moving the shelf east, and notice the other mobile shelf. After you relocate this obstacle to the north, you can reach some useful supplies stashed in the rear.

THE POWER STATION ENTRANCE

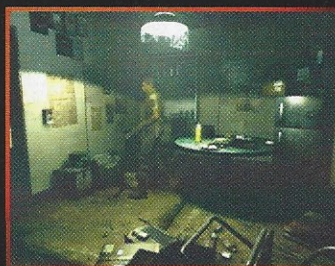
Exit the supply room and enter the door in the southeast corner of the "square." As you cross the corridor, some walking surgical victims will slowly take an interest in you. These two enemies are unique in that once you put them down with gunfire, they will disappear on their own.

A power cable is sparking near the south door, and there's a powerless elevator at the north end. You'll deal with both of these situations soon, so enter the door in the middle of the corridor.



EMPLOYEE BREAK ROOM

An Item Box is just inside the break room's entrance, and a **FIRST AID SPRAY**, **INK RIBBONS** and a Typewriter are on the table. The supplies on the floor next to the table are hard to miss.

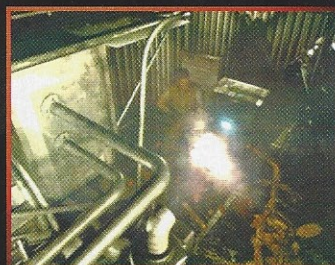


INVENTORY CHECK

Keep the Shotgun equipped and loaded because you obviously haven't seen the last of those bug monsters. Dump all other items except the last MO Disk and maybe a health item.

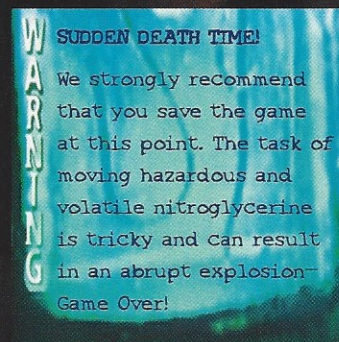
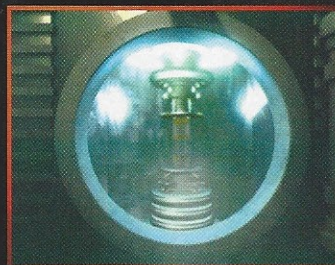
THE NITRO COURIER EXPRESS

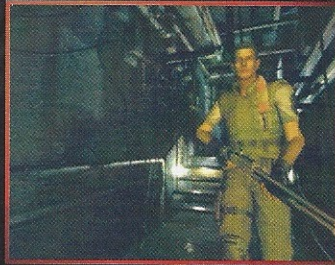
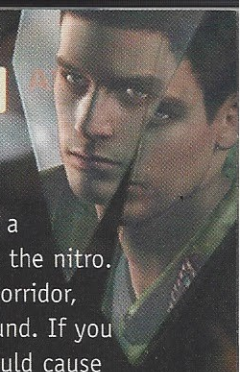
Exit the break room and head south into the power station. Moving assertively and swiftly, head east from the entrance and follow the floor arrows around the corner. Blast the lone enemy positioned in this section. If it dies, fantastic. If the creature escapes, don't chase it, or chaos will ensue. Kill it or drive it off; either way is effective to prevent the monster from interfering in Chris's next extraordinary task.



Release the empty **FUEL SUPPLY CAPSULE** at the end of this row, and heed the extensive warnings. The Fuel Cell is empty, so running back to the recharge station is all right. But once nitro fills the container, every step counts. Quickly exit the power station and return to the refilling post on the other side of B3F.

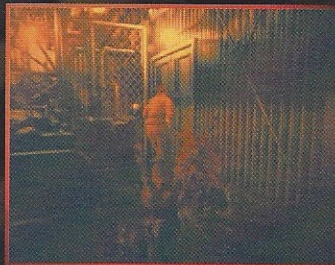
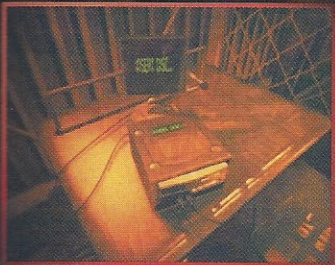
Refill the Fuel Cell and head back to the power station. You must *walk* every step the whole way back! With every running step you take, there is a high percentage chance that the nitroglycerine will destabilize and blow the whole facility sky high—an instant Game Over, no doubt about it!





Avoid collisions with any doors or walls. You can't fire a weapon. Severe blows from enemies can also detonate the nitro. Return carefully to the south end of the power room corridor, where a broken circuit is showering sparks on the ground. If you walk directly under the open circuit, a falling spark could cause him to explode. Back in the power station, replace the Fuel Supply Capsule into its slot and exhale a deep breath of relief. You may need a therapy session after this much stress!

Circle the machinery to the door located on the southwest wall. More chimeras will drop from vents. Ignore them and continue.

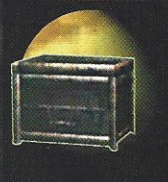


TRANSMISSION COMPLETE

In the middle section of the power station, head straight south to the desk and quickly use a MO Disk at the transmission device. Chimeras drop like rain from the vents behind Chris, so be ready to defend with several Shotgun blasts. Travel around the room to the west side, and keep a very sharp eye out for a **FLASH GRENADE** on the floor in the northwest corner. Six chimeras are traveling through the vents between the three rooms of the power station, all desiring a taste of Chris's blood.

POWER RESTORATION

In the final generator room, move along the east side of the massive power source, carefully listening for the sounds of chimeras dropping into the room from the vents. Seek out the control panel and quickly reactivate the power for the lab. Race the insectoids back to the elevator.



INVENTORY CHECK

Grab the Magnum, plenty of rounds, and at least three health items. If you have less than 12 Magnum rounds left, then you must take along the Shotgun and fewer health items. Umbrella's reign of terror must end!



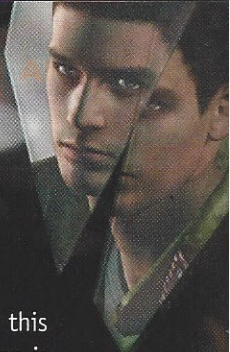
ELEVATOR TO B4F

Examine the panel to the left of the elevator at the north end of B3F, and bring the car to this level. Rebecca will join you for the trip to the bottom level if you rescued her previously.

LABORATORY B4F



OBSERVATION
NOTE,
MASTER KEY



THE ULTIMATE BIO-WEAPON

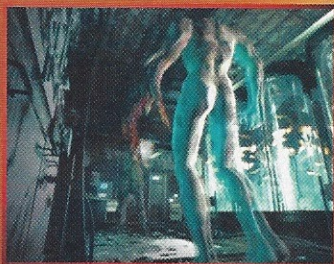
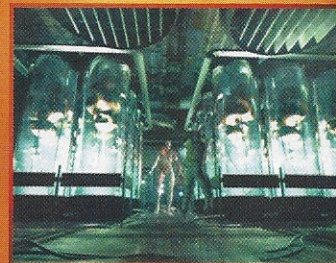
Don't be in a rush, or you might miss out on the useful item placed somewhat obscurely in this short corridor. Enter the lab. Accusing someone of betrayal is never easy, because that person is liable to release a monstrosity like the Tyrant. Chris alone must subdue this genetically grown horror.

PREMATURE TYRANT

RECOMMENDED WEAPON
MAGNUM, LOADED

BACKUP WEAPON
SHOTGUN WITH BACKUP AMMO

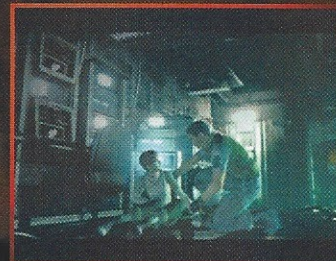
At this "premature" stage, the Tyrant stalks the character slowly, but the monster is still deadly and swift at close range. The most important moment is the beginning, when the Tyrant is looming directly over you. Immediately turn about-face and run away. Search for the gap between the rows of giant tubes. Navigate down the center aisle and wait for Tyrant to stroll into view. Pop a cap in it and run away.



Continue leading the Tyrant around the test tubes and blasting it when you have a good shot. Don't risk firing more than once, and don't get caught in the dead ends at either side of the lab's north portion.

THE SUPER-SOLDIER FAILURE

When you finally conquer the walking horror show, search the traitor's body to find the **OBSERVATION NOTE**. Check on Rebecca, and you'll find out she's okay. After the scene, unlock the door to this room by examining the computer desk in the northeast corner of the lab. If Rebecca doesn't appear during this sequence, search the ground near the megalomaniac's body for the **MASTER KEY**.

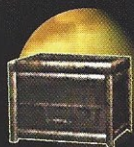
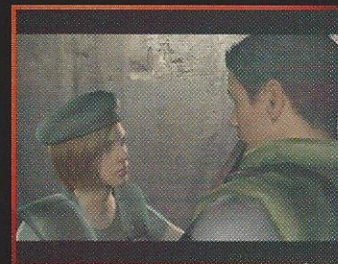
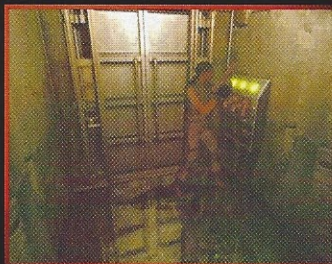


As they return to the B3F level, Rebecca and Chris decide to split up. If you left any chimeras alive in the power plant area, they will pursue you into the "square."

PRISONER OF UMBRELLA

When Chris helped revive Richard and rescued Rebecca, these actions affected the course of his destiny. The act of rescuing the prisoner in the cell on the west end of the B3F level is also a life-altering event.

Release the prisoner by returning to the triple-locked door at the west end of the B3F level. Having used three MO Disks at the three transmission stations, you can now unlock the door by pulling all three levers. Descend the stairs and enter the cell to find an extremely grateful Jill Valentine! Jill follows Chris upstairs and then runs ahead.



ATTENTION! FINAL INVENTORY CHECK

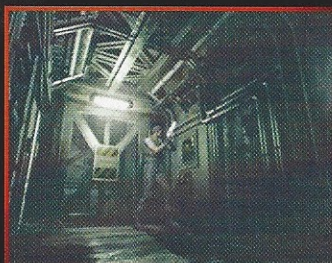
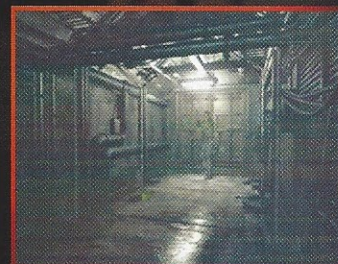
In the Item Box at the checkpoint, dump everything except the Magnum, ammo, and three health items. If you're clean out of Magnum rounds, take the Shotgun with a full cache of ammo. You must leave one inventory slot open in order to finish the game. This is the last opportunity to save the game before the final showdown.

EXIT ROUTE

The emergency exit doors on B1F are now open, either because a full-scale consummation of the facility is about to take place or because Chris has the Master Key.

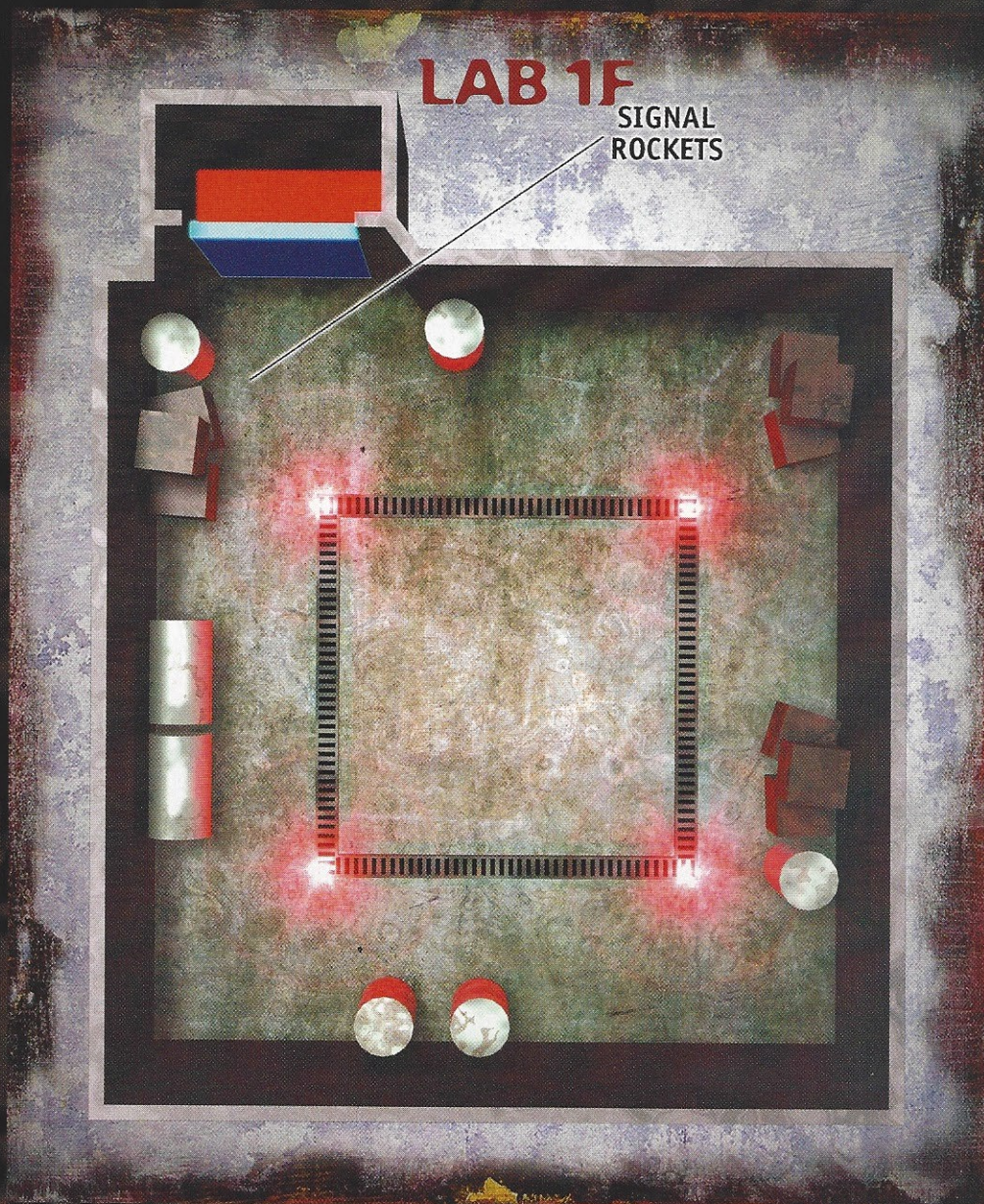
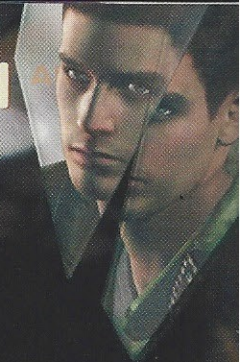
Two helpful items lie on the floor just inside the entrance, but don't take these unless you absolutely need them. Remember that you must keep one open inventory slot in order to complete the mission.

A **FUSE UNIT** lies on the floor as you round the last corner of the emergency route. Snatch it and insert the device into the square slot next to the elevator doors. The final three-minute countdown ensues.



THE BRIGHT LIGHTS OF FREEDOM

Lift up the **SIGNAL ROCKETS** next to the entrance, and move to the center of the "H" design on the ground. Use the Flare, and the other survivors will soon arrive in the elevator. The heroes are ready for liftoff when everything goes seriously wrong.



S.T.A.R.S. BULLETIN

Time to Escape!

Certainly, the heroes can't expect to escape from a monster-infested Mansion so easily! If you followed the previous **INVENTORY CHECK** to the letter, then you shouldn't have any problems dealing with the unwanted passenger that appears at the landing zone. If you fight the enemy hard enough or long enough, a powerful weapon will be offered to assist in winning the game.

WAIT! WHERE'S REBECCA?

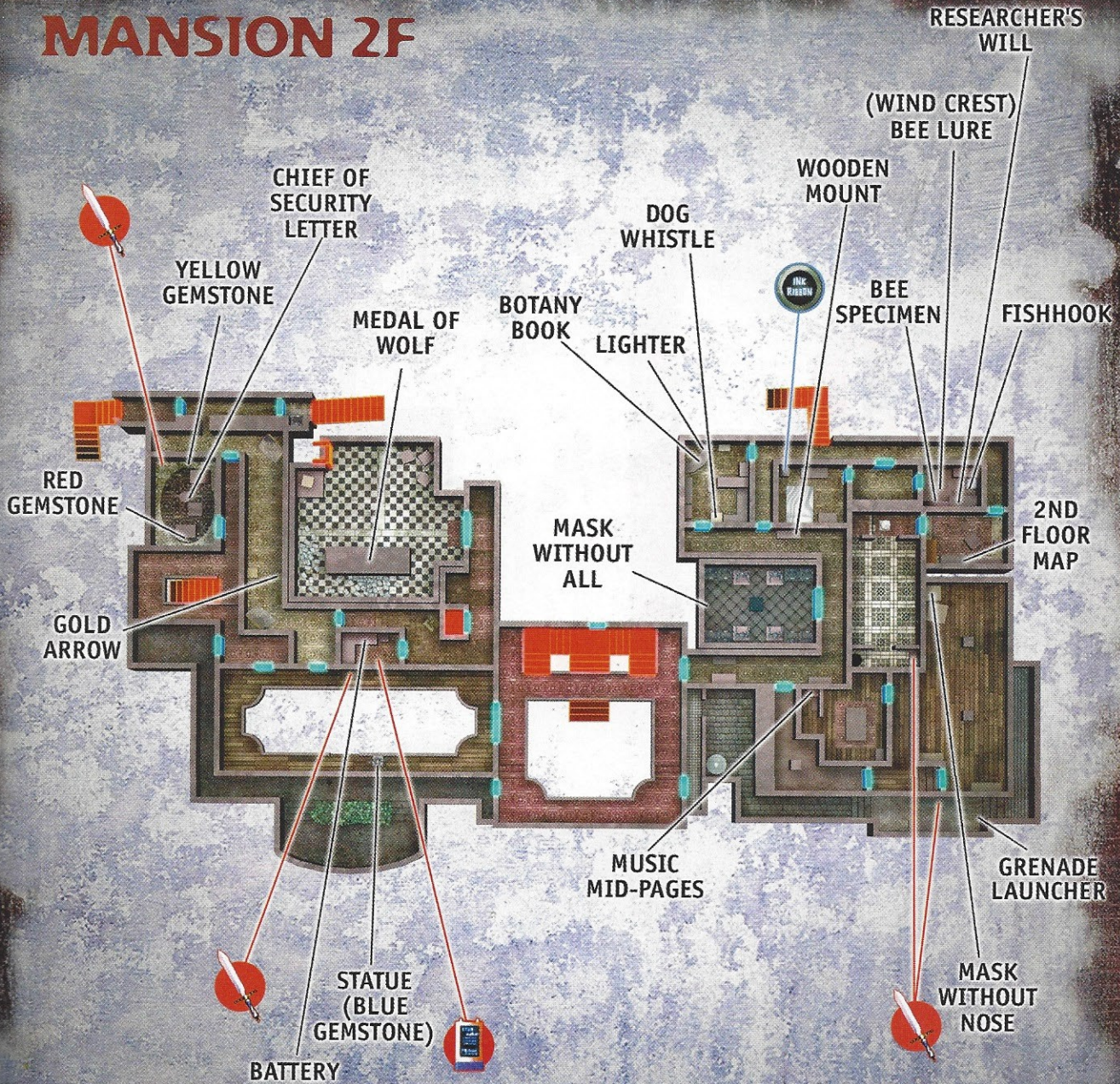
If Rebecca does not appear during the final encounter, it is because you failed to rescue her back at the Mansion.

WHAT HAPPENED TO THE FINAL ENCOUNTER?

If nothing out of the ordinary occurs at the helicopter landing zone, it's because Wesker did not survive the fight with Lisa back at the Altar.



MANSION 2F



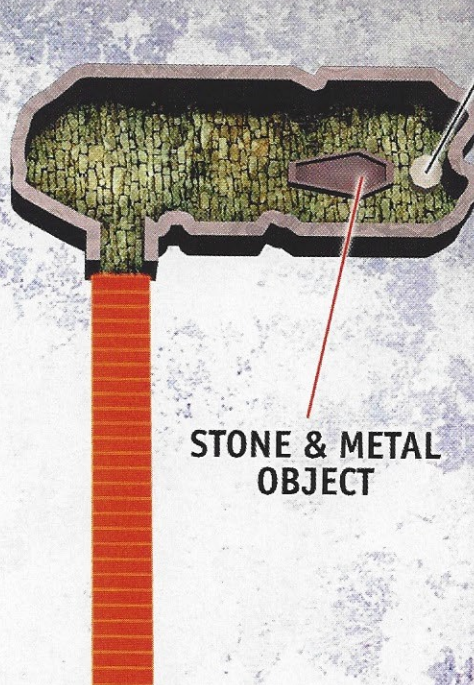


MANSSION 3F

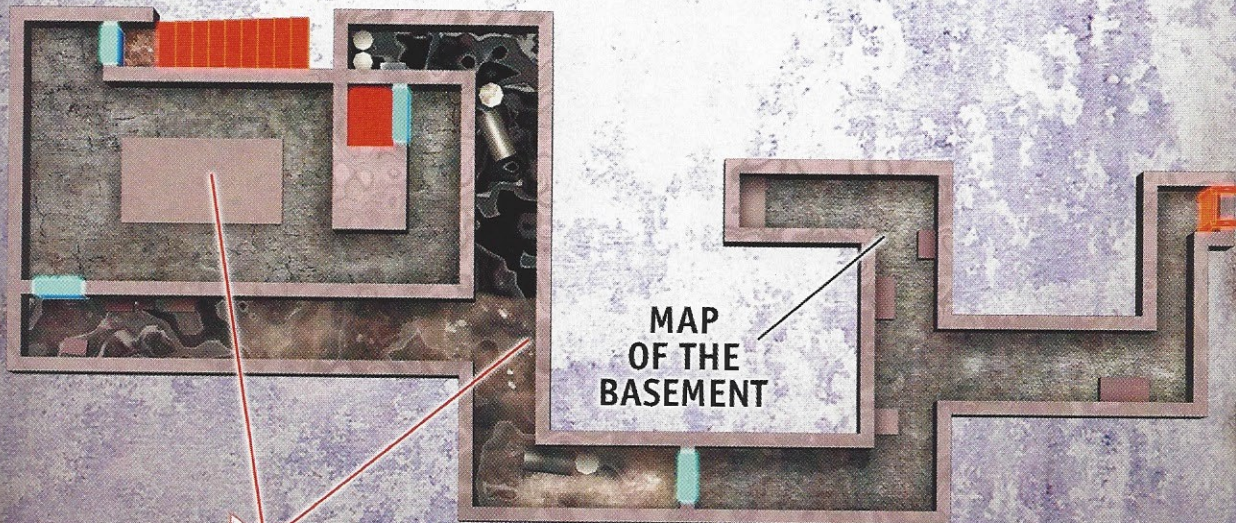


MANSION B1F

BOOK OF CURSE, SWORD KEY



STONE & METAL OBJECT

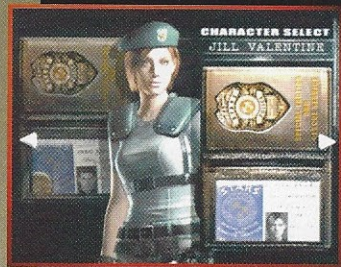


MAP OF THE BASEMENT

S.T.A.R.S. BULLETIN

Subject: Valentine, Jill

Observations: Jill is capable of carrying eight items at the same time, and her expertise with a lock pick allows her to enter areas and unlock objects that Chris Redfield will have to find a key to access. She also has a wider range of weapons expertise. As a result, she is better prepared to face the challenges of the mission. She may be a more suitable choice for those who have not previously faced the dangers of the Raccoon City forest area.

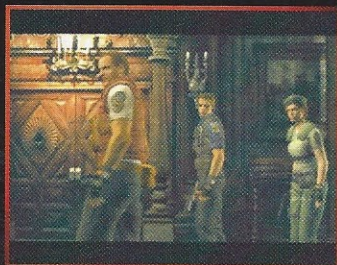


INK RIBBONS

The only way to save your game is to use an Ink Ribbon at a Typewriter. Keep a decent stock of Ink Ribbons in your inventory throughout the game because you will face many dangerous and frightening situations ahead that you won't want to repeat. Transfer them to the first Item Box that you encounter, and continue to build your backup supply.

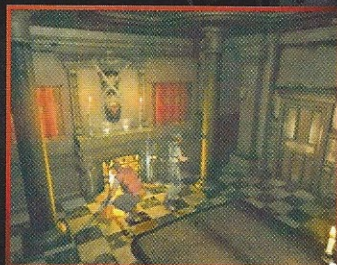
THE MAIN HALL

Jill Valentine escapes the hordes of monsters pursuing her through the forest by entering a solitary and mysterious Mansion. Her S.T.A.R.S. team leader, Albert Wesker, and longtime comrade Barry Burton accompany her. Wesker dispatches them to investigate the sounds of gunfire, which emanate from the western wing of the gorgeous house. Barry and Jill find themselves in a dining hall. The table has been set for one to dine, and someone left behind a batch of **INK RIBBONS**.

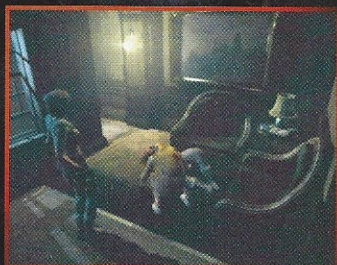


MEET THE RESIDENTS

Cross the dining hall toward Barry to see what he's examining. On the wall above the blazing fireplace is the **EMBLEM**. For the purposes of inventory management, leave this item here for now because you won't need it until much later.



After the scene, enter the door on the north side of the dining hall and head west until you trigger another scene—poor Kenneth Sullivan! As the ghoul rises to give you a warm welcome, turn and run back to the dining hall. There's no sense in wasting ammo at this point; Barry will handle this one for you. When you head back toward the main hall to tell Wesker, the pernicious foe will get up and return to its corridor.



Speed Searching

The quickest way to accomplish searching the large main hall is to ascend the center stairs to the midlevel, then turn (pushing the C Button in any direction) and run right back down.

SPLITTING UP TO INVESTIGATE

Wesker is missing from the main hall. Barry's idea to split up may sound a little unsafe considering the situation, but a trained S.T.A.R.S. member is never afraid to search alone. After bestowing the **LOCK PICK** upon Jill, Barry heads back to the dining hall.



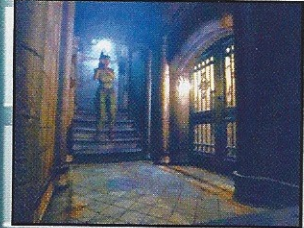


Controlling Cinematics

Notice that the opening cinematics in the dining hall and the main hall will change depending on how you move Jill around the area. For example, the scene in the dining room will change depending which side of the table you travel along when you approach Barry. And the subsequent scene in the main hall is different depending on whether you search upstairs or under the central staircase near the double locked gates. Part of the fun of *Resident Evil* is that you can make the game look different every time you play. The Secrets section near the back of this book points out some other ways to slightly change your experience during the game.

THE PEOPLE UNDER THE STAIRS

In the small area under the central stairs, search the locked double gates. Jill will hear a rattle of chains and a spooky moan from far below. This Mansion may hold secrets beyond your wildest fears...



WARNING

DON'T OPEN THOSE DOORS!

Avoid the temptation to investigate outside the Mansion for now. If you open either of the entrance doors, the zombie dogs that chased the Alpha Team to this location will leap inside the main hall and attack! This is one of the many ways you can waste ammo. Fight the smart way, and avoid conflict at every opportunity!



THIS PLACE IS HUGE— A MAP WOULD BE NICE...

Enter the double doors on the east wall of the first floor. An object glitters in the vase of a giant statue in the center of the room. To reach the item, Jill must stand on something. Move to the small hutch in the northeast corner of the room. Press A to climb on top of it, and then hop off into the alcove behind the object.



Now turn Jill around and move her against the back of the hutch until she pushes it. Push the hutch into the center of the room until it is close to the back of the statue, then move to the north side of the hutch and push it directly up behind the centerpiece. Hop up onto the hutch again and examine the vase of the statue to receive the **MAP OF THE FIRST FLOOR**.



A LESSON ON DEFENSE ITEMS

In the alcove east of the statue, there is a door that you cannot open until a replay game. Check the Secrets section of this book for more details. You'll find a **DAGGER** resting on the shelves around the corner. The game will refer you to the section of the S.T.A.R.S. Manual concerning "defense items," and the Dagger is automatically equipped on Jill's belt.

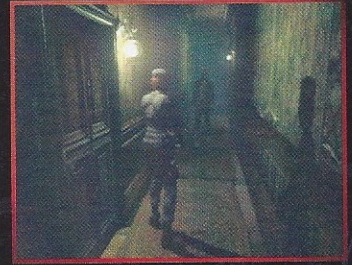


Now that you have a defense item, you might have to use it as you leave the alcove. It's quite possible to slip past the confrontation if you are ready and running as soon as the cutscene ends. However, if Jill still gets caught, press the shoulder buttons rapidly and she will stick the Dagger into her attacker's eye. Don't waste bullets; just use this opportunity to get away. Flee back into the main hall and cross through the dining room.

POOR KENNETH

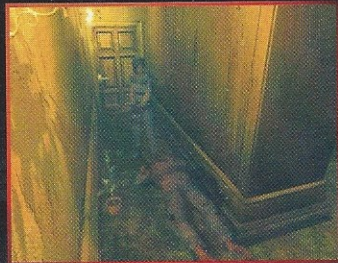
Return to the hallway north of the dining hall, where Kenneth Sullivan lies. The thing that ate him may be near the east end of this hallway. Head west instead, and examine Kenneth's body to claim his **FILM**. Enter the door that is west of Kenneth's corpse.

Run through the darkened corridor until you reach a birdcage on a small table. You may be able to find some ammunition nearby. **TWO GREEN HERBS** sit on the floor under the stairs. Ignore the dead person by the wall and ascend the stairs to the second level.



CUPID'S CORRIDOR

There is a dead body and another **GREEN HERB** near the entrance. Do not pick up the rejuvenating plant unless you're already hurting. You should save your inventory spaces for more important items. Press the Right Shoulder Button to auto-aim as you round the first corner and prepare for a confrontation. This is the first altercation that you can't bypass!



Continue south through the corridor until you spot a statue of Cupid, a **GOLDEN ARROW** glittering in his bow. Take this item and examine it in your menu. Jill will discover that the **ARROW-HEAD** can be removed from the shaft. Search for a useful item on the floor under the nearby mirror, but be prepared for some action when you collect what you find there. At the south end of this hallway, unlock the door and enter the upper dining hall.



BALCONY OR RACETRACK?

Upon entering the upper level of the dining hall, notice the shadow of something on the other side of the balcony. Move to the west side of the rail near the stained glass window so that the foul patroller moves to intercept you. Then turn and head east, grabbing the glittering **DAGGER** along the way.

Continue past the double doors leading to the main hall. Proceed across the south part of the balcony to the statue holding a gem high in its hand. To get the jewel, you must push the statue toward the gap in the rail, then push the statue over the edge. You'll hear the sculpture shatter below, and you can pick up the item on a later trip. For now, race any antagonists to the double doors and return to the main hall.





FAMILY PLOT



Descend the stairs to the midlevel, and go through the door in the middle of the fresco to the graveyard out back. Prepare to take out a foe from the top of the stairs, then descend and head north. Another enemy is easy to take down by standing on the east side of the fence and shooting through the bars. When the second fellow eats the dirt, search the northwest corner of the grassy area for a useful item.

Examine the tombstone inside the center area, and Jill will notice a triangular slot. Use the Arrowhead, and a secret passage opens. Descend into the depths to find a massive crypt. Four misshapen faces line the west wall, and a sinister coffin is suspended in the air on the east end. Search under the coffin for the **BOOK OF CURSE**. Checking the book in your menu, flip it over and remove the **SWORD KEY** from the back. Jill will read and file the volume.



THE LOWER EAST WING

With the Sword Key firmly in hand, return to the room where you obtained the map and open the southeast door. As you cross the corridor, stop at the first small hutch and push it east. Underneath, you'll find a **DAGGER** lying on the floor. Continue around the corner and move to the last hutch in the aisle. Push it south to uncover a useful item.

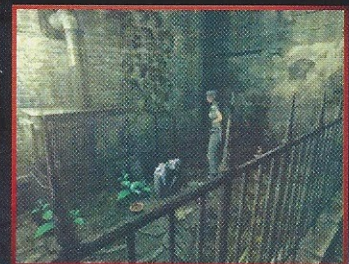
WARNING

WATCH YOUR APPROACH!

The breaking glass is not just a fluke, something wants to get in! If you ever enter this corridor from the north end, prepare for an unwelcome and frightening intrusion through the windows. Try to remember that during all your travels in the Mansion.

SURPRISES IN THE GREEN CORRIDOR

Move to the metal door on the left and unlock it. Dogs outside the fence will threaten Jill, but they will not dare to leap over until your second trip here. Run around the north corner to find the **HERBICIDE** in a wheelbarrow. Beside it are **TWO GREEN HERBS** and a **RED HERB**. The Kerosene will be useful once you've obtained a Fuel Canteen in which to carry it. Grab the white sack for now, leave the rest here for when you really need it, and go back inside.



MANSION



Enter the next door in the green-wallpapered corridor, and drain the water from the tub. After the brief scene, a **DAGGER** lies glittering in the tub.

Continue to the next door in the hallway on the east side of the first floor. Cross the marble room into a small sitting area. Collect the **DAGGER** on the coffee table, but leave the **INK RIBBONS** for now. The **SHOTGUN RIFLE** is mounted on the wall.



Taking the Shotgun from the sitting room springs a trap in the marble room. To get out of the room before the ceiling crushes Jill, examine the exit and then examine the door back to the sitting room. Both are locked. Barry shows up just in time to pull Jill out from under the stone slab. After thanking the big guy, continue through the double doors to the west.

BACK OF THE HOUSE

Entering the back corridor, go directly through the door on the left. A foe hangs out at the bottom of the stairs. Move out just far enough to grab its attention, then slip back into the narrow section and fire as it approaches. After the encounter, enter the room under the stairs.

A Kerosene can and a Typewriter are situated near the entrance of the storage room. Near the Item Box you'll find **SPECIAL INSTRUCTIONS WHEN DISPOSING DEAD BODIES**, and a **FUEL CANTEEN** to aid you in this operation. Fill the Fuel Canteen from the Kerosene can, and try to keep in mind that you have only about two more shots of gas left in this location. When it runs out, you'll have to refill your Fuel Canteen somewhere else.



S.T.A.R.S. BULLETIN

Item Boxes

The Item Boxes allow you to store items and weapons that you don't need at the moment. In Easy and Normal mode, Item Boxes are universal, so you can drop things off at one location and pick them up at another. The first time you open an Item Box, you'll find it already contains a **FIRST AID SPRAY**, **INK RIBBONS** and a **HANDGUN MAGAZINE**.

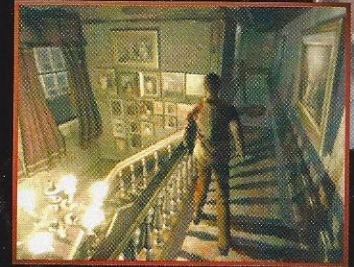


INVENTORY CHECK

At this point, dump everything except the Beretta and Handgun Magazines, and keep the Sword Key. Also, hang onto the Fuel Canteen to prevent the dead from rising again.

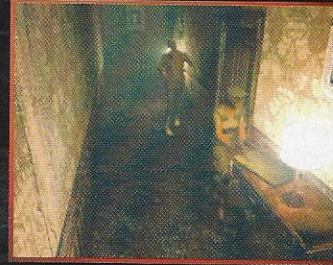
THE HORROR AT THE TOP OF THE STAIRS

Ascend the stairs, but be prepared for an ambush. It is almost better to let the attackers grab Jill so that she can use her Daggers to aid in killing them. This will greatly reduce the number of bullets required to alleviate the situation. Head south down the corridor and unlock the door.



THE UPPER EAST WING

An enemy is coming! Use just enough bullets to knock it down. Then grab the **WOODEN MOUNT** from the lamp table, and sprint to the furthest door to the west.



Inside this small library, search the desk near the north door for a **DOG WHISTLE** and another useful item. The whistle includes a small note about one of the former resident's pets. File that for safe keeping.

Search the table on the south end for the **BOTANY BOOK** and the **LIGHTER**. With the Lighter, you can now southern-fry all the dormant undead. Exit back to the upper stairwell through the northeast door.



If there are any enemy bodies lying on the floor on either level, use the Fuel Canteen to set them ablaze. Refill the container from the Kerosene supply in the storage room below, then cross the top corridor all the way to the east end.



In this intimate family room, use the **GREEN HERB** if you need to, or leave it for later. Place the Wooden Mount on the plate above the fireplace, then use the Lighter to ignite the tinder below. The plate will burn its design onto the cover, giving Jill the **MAP OF THE SECOND FLOOR**.



CALLING THE HOUNDS

Dodge any adversaries in the second floor east corridor and return to the main hall. Jill encounters Barry near the entrance of the house. If there is a space in your inventory, Barry will give Jill some **ACID SHELLS** he discovered.



Cross the balcony above the dining hall and use the Sword Key to open the door furthest west. Use the Lock pick to gain entry to the nearby door.



At first this balcony seems completely empty except for the **GREEN HERB FARM**. You can use this freely to heal yourself as long as supplies last. Stand near the stained glass window and use the Dog Whistle.



Immediately you'll hear a clatter from the south. Prepare the

Shotgun, face south, and blast the two visitors that charge around the corner. One of the duo is particularly strong, and may require you to stick a Dagger into its neck. Once you've dealt with them, search the ground for the shiny **COLLAR** worn by the tougher mongrel. Examine this item in the menu, and you can open the small clasp to discover the **IMITATION KEY**.

Going Back to Cupid

Return to the landing at the top of the west staircase. Run around the rail and charge north. There is a foe at the top of the corridor, but it's staring at the wallpaper so closely that you can very easily sneak behind it. Exit through the north door, back into the corridor with the candles and cupid statue.



OBTAINING THE ARMOR KEY

Head toward the northeast door and don't stop, because you may arouse an unexpected pursuer lying near the door! He's fast, strong and mean, so don't stick around to say hello.

In the stone corridor, three suits of armor stand in small alcoves. Ascend the stairs to the third floor, and move to the pedestal in the center. When you take the **ARMOR KEY** from the stone, the armor suits in the room will close in to punish Jill for trespassing. Insert the Imitation Key into the stone, and the knights will be appeased. The real Key is yours to keep. Return to the second level.



UNDEAD RENDEZVOUS

Dash back to the west staircase again, and slip past the slow creature in the north section. Be on your toes near the staircase and keep your eye on the balcony door for unwelcome companions! Quickly run down the stairs. In the small alcove below the rail, Jill will stumble across a corpse lying in front of a door. Torch the body and enter.

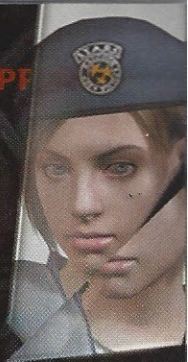


This makeshift infirmary holds an Item Box and a Typewriter. Also make note of the serums available here.

INVENTORY CHECK

Dump everything in your inventory except for the Fuel Canteen and Lighter, the Herbicide, the Armor Key, the Sword Key, and the Shotgun (fully loaded). This doesn't leave you a lot of space, but Jill is going to be doing a lot of item-trading, so don't worry about it.





THE LOWER WEST WING

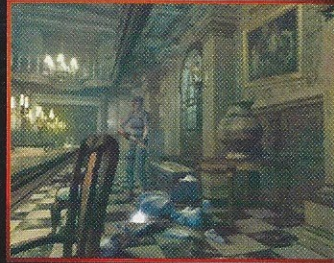
Leaving the infirmary, head north and follow the corridor to the two doors at the end. Unlock the door on the right with the Lock pick.



Inside this small room, Jill can find a **BATTERY PACK**, the **BROKEN SHOTGUN**, and **INK RIBBONS** in the drawer of the desk. The busted weapon is useless at this point, so don't waste inventory space holding it. Refill your Fuel Canteen at the Kerosene can parked here, then reenter the corridor and use the Armor Key to unlock the east door.



Search the bureau to the side of the entrance for another useful item. Head south to the bottom end of the corridor and unlock the door. Cross the corridor to the dining hall and pick up the **BLUE GEMSTONE**.



Return to the dark corridor at the back of the house, and enter the first door on the right. Inside this small room, a tiger statue glares at you menacingly. Insert the Blue Gemstone into the eye socket, and the stone feline grants Jill a handy item.

From the tiger statue location, enter the door across the hall. Torch the inert body lying on the floor and investigate the bed for a scarce resource. As you move around the bed, the closet door rattles suspiciously. On the desk lies the **KEEPER'S DIARY**, which is a chilling read. Beware of the closet as you prepare to exit. Use the Shotgun to end the confrontation, and search in the closet for a beneficial item. If you didn't torch the other figure lying on the floor, he will join in the action. Exit and head north in the corridor.



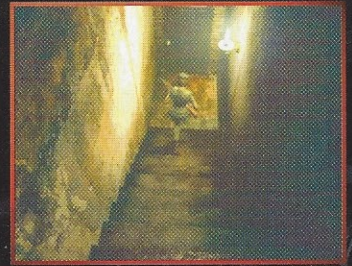
THE PERNICIOUS PLANT

Continue east along the empty, dark corridor to the very end. Inside the small botanical room, do not try to circle the fountain. The plant life in the garden has come to life, and it has developed a nasty flare for slapping folks silly. Move to the equipment at the back, and turn the red lever on the left. This will activate the fountain in which the plant resides. Dump the Herbicide into the machinery, and the giant weed will be exterminated. With the botanical life subdued, Jill is now able to reach **FIVE GREEN HERBS** and a strange object hung ceremoniously on the wall. This is the **MASK WITHOUT EYES**, the first of four masks required to open the coffin you saw previously in the graveyard.

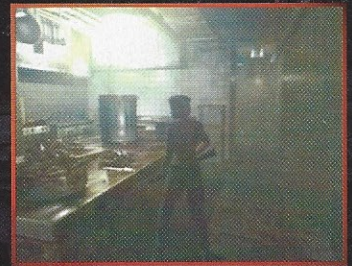


HORROR IN THE BASEMENT

New pursuers give chase as you flee from the botanical room. Head south to the corridor outside the dining hall, and finally eliminate that first opponent. Use the Sword Key to open the last door in the hallway, run down the stairs at the far end and use the Sword Key again to unlock the door to the basement. You should be able to discard the Sword Key at this point.



In the basement, look for the **DAGGER** that the chef left for Jill on the center table. In the eastern section, a corpse lies in front of the powerless elevator. Incinerate the body and return to the door. If you experience any surprises, use the kitchen island to get away from your foe without wasting precious ammo.



FOREST'S DEMISE

Return to the main hall, and ascend to the southeast corner of the upper balcony. Use the Armor Key to unlock the door, and cross the patio until you reach a corpse slumped in a chair. Jill discovers that the fallen form is her compatriot, Forest Speyer from Bravo Team. Take the **GRENADE LAUNCHER** sitting next to him, and search the bench directly across from Forest to find a **DAGGER**.



At this point, you could return to the balcony. But if you're really low on health, there are **TWO GREEN HERBS** at the northeast end of the balcony. However, Forest might start to object if you take too much of his stash... Let's just say leaving the Herbs and getting on with the mission is a much smarter idea.

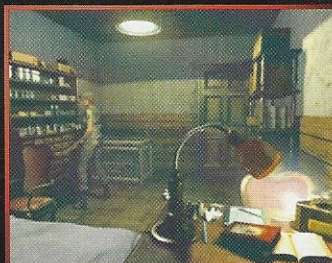


TEAMMATE IN TROUBLE!

Enter the corridor on the east side of the second floor, and use the Armor Key to enter the first door. Proceeding a little ways into the hazy corridor, Jill will encounter wounded Bravo Team member Richard Aiken. The poor guy appears to be suffering from incredibly large and poisonous bite marks. He needs a special Serum, which is kept in the infirmary on the east side of the first floor.



Helping Richard quickly is truly in your best interests. You can obtain the **SERUM** from the shelves on the east wall inside the infirmary. Take the opportunity to dump whatever you don't need into the Item Box.



Shortest Trip to the Serum

Travel across the tops of the main hall and dining hall, back to the stairwell on the far west side of the Mansion. Descend to the infirmary. Except for the assailant that ascends the stairs, you can easily outmaneuver all of the knuckleheads in the stairwell.



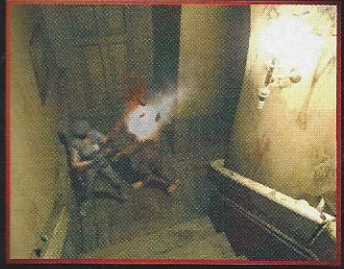
INVENTORY CHECK

Keep the Armor Key, the Serum, the Handgun, and extra Magazines. You'll also need the Lighter, with the option of taking the Fuel Canteen along for body disposal.



RICHARD RESTORED

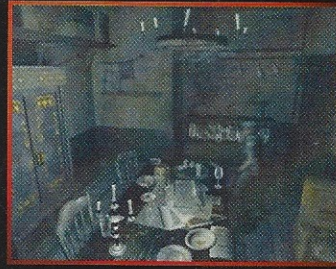
Return immediately to the corridor where the poisoned communications expert lies. Do not deviate from your rescue mission by exploring other areas or solving other puzzles in the Mansion. Richard will hand over his trusty **RADIO** to Jill, and she administers a shot to save him. Richard will remain lying here for the time being, recovering his strength. But somewhere down the road, the survivor will prove to be a greater asset to your game than you could possibly imagine!



TWO GREEN HERBS lie in the same corner as Richard. Leave them for now and enter the east door. Stand at the center of the two corridors and press the Right Shoulder Button. Jill auto-aims at an off-screen target down the north hallway. Take down the creeper with Beretta fire, and torch it if necessary. Head up the north corridor and enter the door at the end.

DINNER FOR TWO

The servant's dining quarters is horribly dark, but you can still make out a scarce resource lying on the nearest corner of the table. Feel your way to the south end of the room and use the Lighter to ignite the candelabra on the table. Now search the china cabinet behind Jill for another handy item.

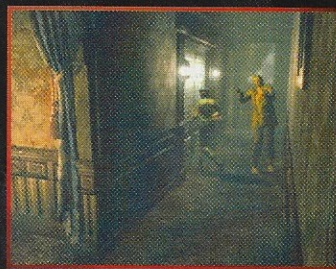


You can shove the cabinet on the east wall northward, revealing an alcove behind it. Take just one step inside though, because a predator has been expecting you for dinner. Lead him out into the dining area, and use the table as an obstacle to outmaneuver him. Sprint into the small alcove, and search the cabinet wedged tightly into this space for the **MUSIC MID-PAGES**. Use the table to avoid the pursuer again, and slip back into the corridor.



KNIGHTS OF THE SQUARE

Continuing down the second floor's east corridor, use the Armor Key to open the double metal doors at the halfway point. Stepping inside the room, four armor suits slide out from the walls to greet Jill. You must push the armor suits back against the walls before you can safely use the button on the center pedestal.

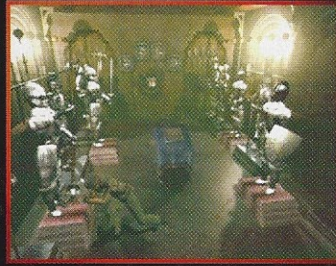


The mechanics of moving the armor suits are tied together so that pushing one armor suit will cause one or two others to slide in or out. To conquer this confusing puzzle quickly, start by pushing back the armor suit that stands to the right of the central button. Then push in the armor suit to the left of the entrance, which is holding a double ax. Finally, push in the armor suit to the right of the entrance, bearing a shield. This will cause the fourth armor suit to fall into place automatically.





Start by pushing in this armor...



...then cross the room and push this one.

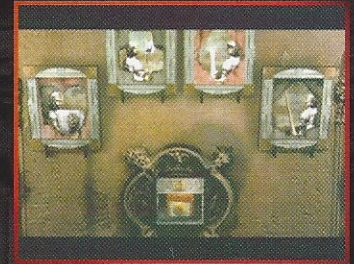


Slide this armor back into place, and the fourth will follow suit.



Now you're ready to push the switch without springing the trap.

With all the armor suits pushed back against the walls where they belong, press the center button to open a panel in the back wall. Pick up the **JEWELRY BOX**.



GAS!

Do not push the central button until you've pushed all four armor suits against the walls. If you act prematurely, poison gas will fill the room. Quickly leave the chamber, or Jill could receive poison status or even die. Safely outside, you can immediately reenter the room, resetting the puzzle.

THE FIRST PUZZLE BOX

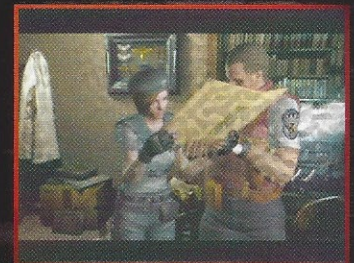
This is the first of several puzzle items you must solve in the menu. Examine the box in your inventory. The solution is hinted at on top of the lid. Look at the sides of the box, then press the left side of the broken heart and then the right side of the heart, in that order. Press the same series again, and the box will open. Now you have obtained the **MASK WITHOUT ALL**.



DYING WISHES

If all the enemies in the area of the east stairs are dead and cremated, then clear up some inventory space by visiting the Item Box in the storage room under the stairs. You can dump practically everything but the Handgun, loaded.

Use the Armor Key to unlock the middle door on the upper level of the east stairwell. Under the stag's stuffed head, there's a **RED HERB** to the left of the door. The Lock pick opens the east door.



Jill encounters her partner Barry once again, seriously studying the **RESEARCHER'S WILL**. Once the jumpy man leaves, move to the bug collection near the fish tank and take the **FISHHOOK**.



Now examine the framed collection near the lab jacket by the door, and take the **BEE LURE**. There is also a switch under this collection, but if you push it right now it doesn't do anything.



Finally, search the collection by the door and obtain the **NORMAL BEE SPECIMEN**. Combine the Bee Lure and the Fishhook, and place it in this collection.

Go back to the collection beside the lab jacket, insert the Normal Bee Specimen, and press the switch. The picture slides up to reveal the **WIND CREST**. Unfortunately, this also triggers a surprise attack! The best thing to do is leave the room and reenter immediately. As you step back in, the menacing foe will be in optimal range and placement for you to shoot it out of the air with the Handgun.

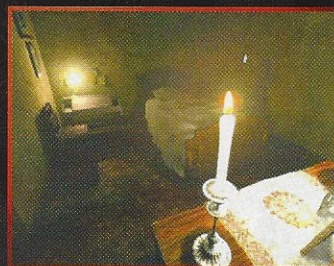


ONLY HALF THE WILL?

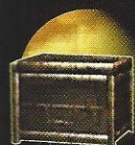
Jill realizes that only half the Researcher's Will remains. The only way to read the full document is during Chris's scenario, or after the upcoming battle with a giant snake. If you do not enter this room until after tangling with a large serpent elsewhere in the Mansion, Barry is nowhere to be found and Jill can get the whole story.

THE RESEARCHER'S BEDROOM

One might assume that the Researcher's bedroom would be located across the hall from the his study. There are **INK RIBBONS** on the bureau in the northwest corner, and there is a green **FIRST AID BOX** on the chair near the door. Examine this item in your menu, and you'll find that it is just a fancy container for a **FIRST AID SPRAY**. Search in the small niche on the far side of the bed for a **GREEN HERB**.



Search behind the bed for a Green Herb if inventory space remains.



INVENTORY CHECK

Since you're already close to the eastern Item Box, and you just obtained a load of stuff from the Researcher's area, make a quick pit stop at the storage room. For the next bit, you must hang on to the Music Mid-Pages, the Shotgun with ammo, and also the Grenade Launcher plus Acid Shells. If you somehow missed meeting Barry in the main hall, load the heavy weapon with Grenade Shells instead.

Preparing for the Piano Puzzle

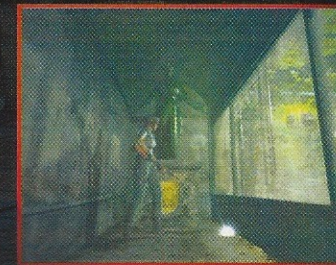
Return to the west side of the first floor of the house. Grab the Emblem from above the fireplace, and head to the eastern door of the first floor corridor.

JILL'S RECITAL

There is a grand piano inside the lounge area. Move to the small niche in the northeastern corner. Push aside the damaged shelf, revealing the **MISSING MUSIC** inside. In your menu, combine the Music Mid-Pages with the Cover, then move to the piano and use them.



After Jill plays the song, a secret door will open in the north wall. Inside the small room, look for the section of **G. TREVOR'S DIARY** lying on the floor in front of an imposing statue. The mystery of the isolated Mansion begins to unravel... Take the **GOLD EMBLEM** from the base of the statue. You must replace it with the Emblem in order to leave.



THE DUELING CLOCK



Return to the dining hall and insert the Gold Emblem into the depression above the fireplace. A panel opens on the clock that stands against the north wall.

Examine the clock, finding that Jill can move a small gear or a large gear to the left or right. Reference the painting next to the clock for a clue. Move the large gear twice in either direction, so that the small hand rotates down to the six. Stop manipulating the gears, and the clock will slide away, unveiling a space containing the **SHIELD KEY**.



Slithering Sounds in the Attic

Return to the corridor where you left Richard, either alive or dead. Grab the two Green Herbs for safety and continue west until you reach the attic door. Use and discard the Shield Key. Equip the Grenade Launcher loaded with Acid or Grenade Shells.



YAWN

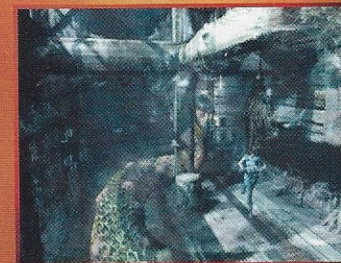
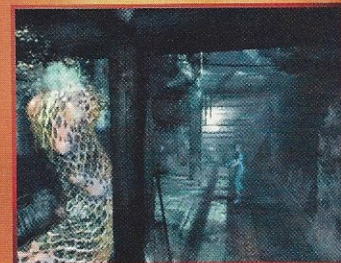
RECOMMENDED WEAPON
GRENADE LAUNCHER LOADED WITH ACID SHELLS

BACKUP WEAPON
SHOTGUN WITH EXTRA SHELLS

A few steps into the room, the overlord of the Mansion greets Jill. If Jill managed to prevent Richard from dying, he will assist her in fighting the giant snake.

The serpent will largely ignore Richard, and will primarily seek out Jill. Yawn attempts to encircle her with its long body, cutting off all escape. Prevent being trapped by continually leading the snake around the post in the center of the room. Avoid remaining stationary, or Jill will become snake food. Stop only long enough to fire at the creature once, and then get moving again.

Avoiding bites is all-important in this struggle. Lead Yawn around the posts in the room for as long as it takes to put some distance between Jill and the monster. If you're using the Shotgun, you can inflict significant damage to the snake only by firing when the creature's head is held high. The Grenade Launcher is effective regardless of the position of the snake's head. Yawn will give up the battle after eight to ten Shotgun blasts or five to six Acid Shells.





Although it's hard to believe, you don't have to fight the snake at all! The **MASK WITHOUT NOSE** lies in the upper-northwest corner of the room. Grab it and run for the exit. If Richard made an appearance here, fight Yawn until the brief "Intermission," then grab the mask and run. Don't miss out on Richard's **ASSAULT SHOTGUN** lying near the door. This gun holds ten shells at a time!



POISONED!

If Jill is bitten even once during the confrontation with Yawn, she will be poisoned. She'll need the Serum as an antidote. Immediately run to the west side of the house, obtain and use another Serum vial. If you do not attend to this problem immediately, Jill will soon die, as this is a fast-acting poison.



INVENTORY CHECK

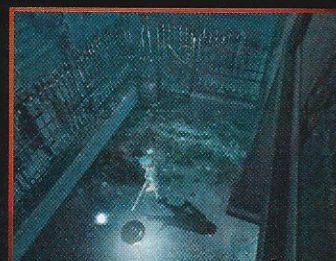
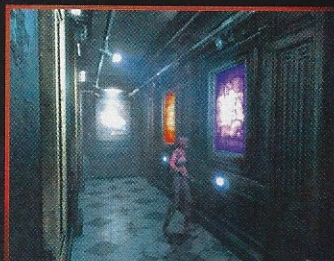
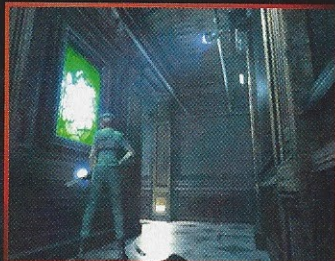
Just one puzzle left in the Mansion before you move on to greener areas. Take along the three Tyrant Masks, the new Assault Shotgun and some shells. If you're out of ammo, take the Handgun and hope for the best. Keep the Armor Key handy, as well as the Wind Crest.

THE STAINED GLASS GALLERY

Use the Armor Key to open the door near the northeast exit. You should be able to discard the Armor Key now. Inside the gallery, use the Shotgun to kill all the crows. Run into the room a few steps, stop when you see the first crow perched on the light rail, aim upward, and blast it. Turn and run back to the painting of the three knights near the entrance. Here, the camera angle is pointed down at Jill. Keep the Shotgun pointed in the air. The instant a crow appears above Jill, fire.



After you've silenced all the squawking, run through the entire gallery and examine the picture of the queen at the end of the room. But don't push the button under the picture just yet. The colors of the jewelry in the painting are green, purple and orange. Each stained glass portrait has two buttons under it, one on each side of the dividing wall. The figures in each portrait are each wearing a piece of the queen's jewelry, and the color must be made to match. Return to the entrance and examine the portrait of the knight wearing the bracelet. Press the switch on this side of the room to turn the stained glass orange. Now return to the queen's side of the room, and press the switches under the remaining two portraits to turn them purple and green. Now return to the queen's portrait and press the button underneath. The wall slides upward, opening into the gated area of the graveyard. You can now collect the final **MASK WITHOUT MOUTH**.



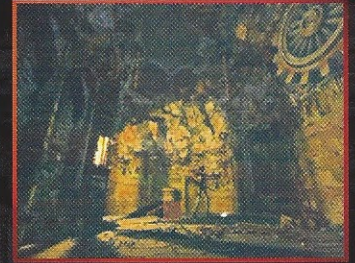


RELEASE THE EVIL

Use the Lock pick to reenter the cemetery. Descend once again into the subterranean crypt and use each corresponding Tyrant mask at each tombstone. The mask's features match the face on the wall. Each mask will detach one of the chains from the coffin.

When the coffin drops to the ground, move toward it and a gate will seal the entrance. Prepare for a mortal confrontation—you will certainly need a Shotgun or better weapon to prevent Jill from being beaten to death.

Once this special enemy lies still, press the release switch and take the **STONE & METAL OBJECT** from the coffin. Lookd for another useful resource that also fell out of the box and now lies off to the right side.



With the Umbrella Crest, you're ready to start exploring the spooky areas outside the Mansion! Return through the stained glass gallery to the corridor leading to the northeast exit.

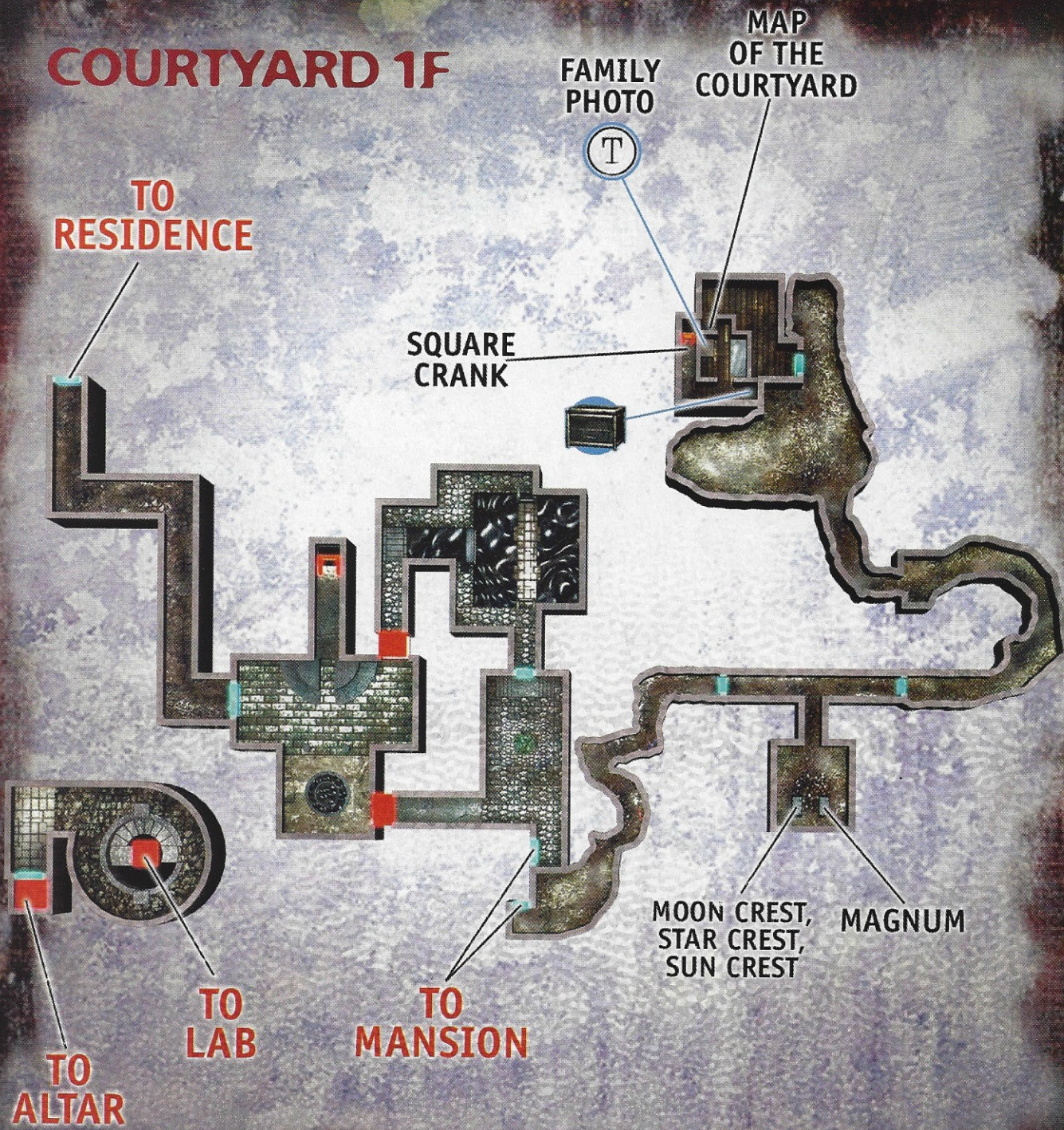


In the outdoor rear passage, Have the Shotgun ready to put down a foe that leaps from the bushes behind Jill. Insert the Stone & Metal Object into the hexagonal slot to unlock the tool shed door.



COURTYARD

COURTYARD 1F

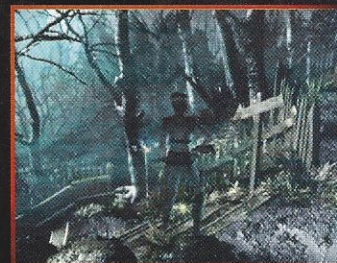


THE FOREST PATH

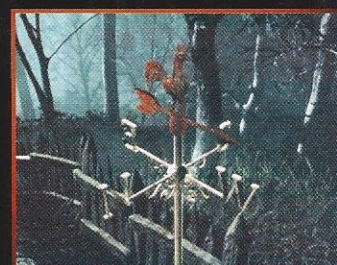


Inside the dimly lit gardening shed, search directly to the right of the entrance for a useful item. Descend the steps toward the south door, grabbing the **BATTERY PACK** and **FIRST AID SPRAY** on the shelf along the way.

Various rustic signs make your trip down the slopes a little more interesting. There are two colored rooster weathervanes along the path. The large gate at the bottom of the path is locked; the sign next to the exit indicates that the two statues depicting the legendary Cerebus have something to do with it.



Examine the spinning red rooster weathervane at the top of the path. Stop the vane so that it points West. You'll need to exercise some patience and study the timing in order to press the A Button at just the right moment to stop the vane at the correct location. The weathervanes are affected by the wind, and they spin at irregular speeds.

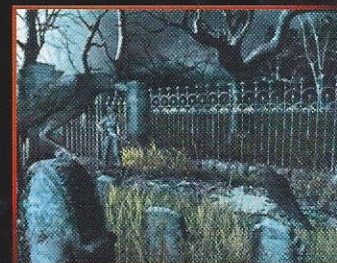


Continuing down the path, Jill gets a garbled message from Barry. Further down the slope, another sign points down a short batch of stairs toward a blue weather-vane. Stop the vane so that it faces North. Both Cerebus statues at the bottom of the hill should now be facing away from the exit. With the Hounds of Hell turned away, the gates will unlock.

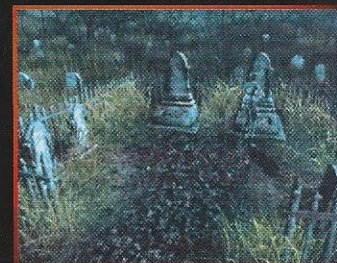


RURAL CEMETERY

Crows line the tombstones, so start blasting from the entrance. After your first blast takes out one or two, run across the area toward the exit. Standing near the east gates, Jill has the best perspective to see the crows coming after her. Just aim upward and fire as they approach.



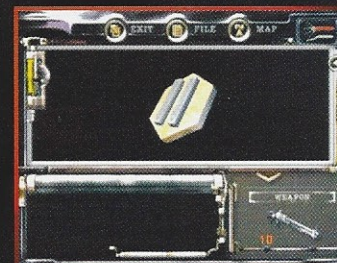
As the feathers waft down to the bloody dirt, find the center aisle among the graves that leads south to two large monuments. Investigate the right tombstone and use the Wind Crest in the indentation on the base.



This will reveal three more crests, the **MOON CREST**, the **SUN CREST** and the **STAR CREST**. Examine all three of these items in the menu, flipping each one over to view the back. Each crest has a stone design that can be raised.



Once the hexagonal stones are prepared, move to the monument on the left and insert the three crests. A stone in the base rolls over to reveal the **MAGNUM REVOLVER**.





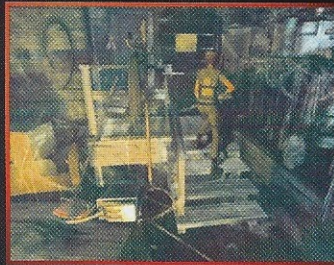
THE MOUNTAIN TRAIL

Continuing through the eastern gate, Jill hears another monstrous female groan and a rattle of chains. Continue up the path until you find an old derelict cabin.



SWEET HOME

Move through the dwelling until you reach a large, blazing hearth. The **COURTYARD MAP** is at the top of the steps across from the fire. Inside the upper level's doorway, search the Typewriter for **A FAMILY PICTURE AND SOME NOTES**. Only half of the picture remains. There is an Item Box beyond the bed and Typewriter.



INVENTORY CHECK

Save your game if you like, and be sure to keep the Shotgun and some shells. Once you have obtained the Square Crank, you will be unable to use the Item Box or Typewriter.

BAD HAIR DAY

Head west and drop down onto the dirt floor. The **SQUARE CRANK** is on top of a wooden plank trap door. Keep this item with you as you depart.

As you head back through the cabin, the occupant returns home. After Jill is momentarily rendered unconscious, Lisa finally introduces herself. She cannot be killed; she can only be knocked down temporarily. Trying to kill her at this stage is a waste of time and ammo. Try to slip past her, and run from the cabin.

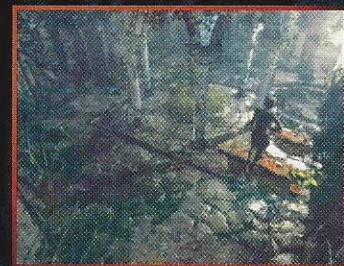


Coming down the mountain, you can avoid a new enemy by slipping through the high grass on the right side. Return to the tool shed and open the double doors facing east.



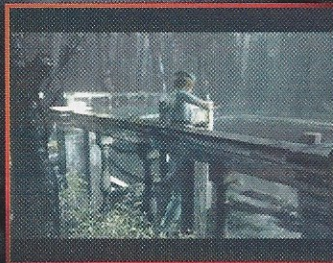
THE GARDEN OF EVIL

Jill receives a garbled transmission from Brad. Too bad she doesn't know how to work a radio. Equip the Shotgun, because three dogs are roaming the grounds! Run out and fire at the closest one, then retreat back to the entrance and blast them as they come. You can obtain a **GREEN HERB** and a **BLUE HERB** on the east side of the area.

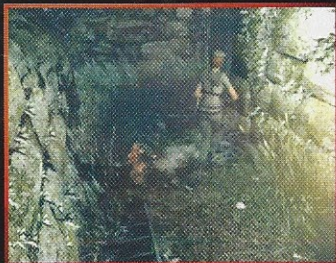
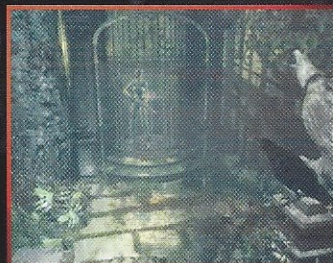


MANSION COURTYARD

Move around the west side of the pool to the standing stone, and use the Square Crank to drain the pool. Climb down the ladders to cross the dry basin. Follow the stone path to its south end, and ride the lift down.



If you are to cross the lower Courtyard area in peace, you'll have to blast the crows out of there. Head west past the waterfall to the gates on the other side.

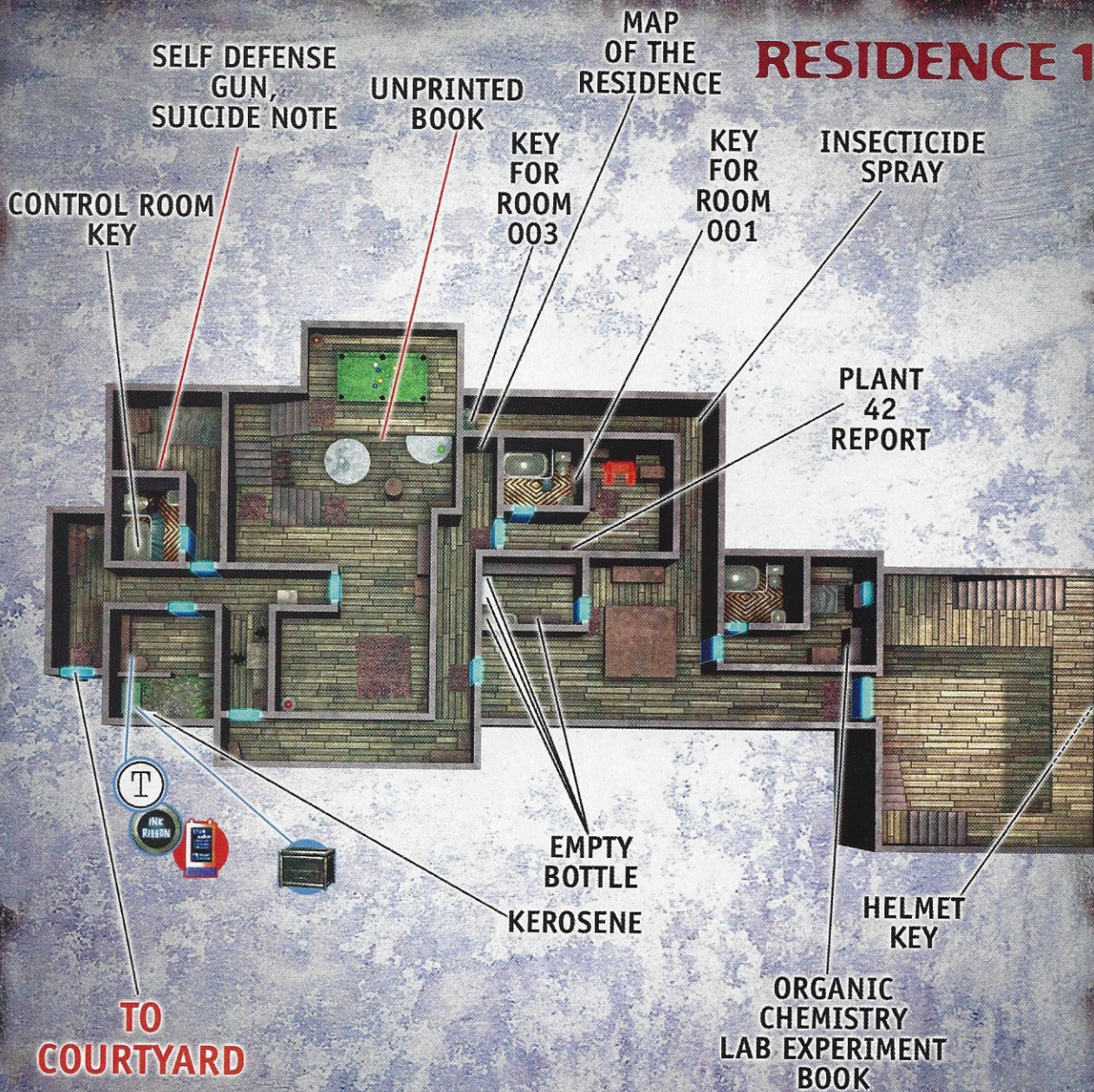


A **RED HERB** sits by the entrance. As you continue north, snakes will drop in your path. Don't stop; just keep running the whole way through, no matter how many serpents appear. Snake bites can be poisonous.



RESIDENCE

RESIDENCE 1F



ENTERING THE BARRACKS

There are **THREE BLUE HERBS** across from the entrance. Head east to the first door on the right.



The room closest to the entrance has an Item Box and Typewriter, a **BATTERY PACK**, **INK RIBBONS**, and a can of Gasoline.



INVENTORY CHECK



Fill the Flask, grab the Lighter, bring Jill up to full health if she's wounded, and arm her with the Handgun plus backup ammo.

THE SPIDER'S LOUNGE

Enter the double red doors at the far east end of the corridor. You can easily use bullets to knock the giant spider guarding the entrance off the wall. Dodge acid spit attacks and circle the massive mutant, saturating it with lead whenever Jill reaches an open side. A **GREEN HERB** is near the door, and there's small lantern full of colored fluid in the corner on a small table.



Use the Lighter on the lantern, and the illuminated colored fluid will display a symbol on the table. The symbols are different every time you play the game. Use a scratch pad to make note of the symbol and the color with which it is associated.

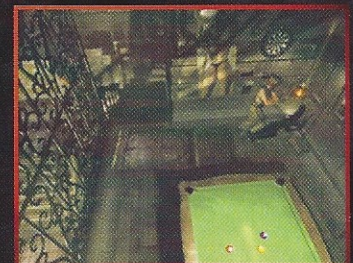


There's another **GREEN HERB** north of the entrance. Run quickly all the way upstairs until you reach a pool table. Another giant spider crawls on the fencing, and Jill can knock it to the ground with one Handgun shot. Now begin to descend the stairs toward the bar in the bottom area, but stop near the top of the stairs. Shoot the spider from the top of the stairs until it dies.

There is a handy item on the table to the left of the bar. There is a **UNPRINTED BOOK** on the bar, as well as a **FIRST AID BOX** containing a **MIXED BLUE/GREEN HERB**. Use this to recover if you're poisoned and in yellow caution status. On the table to the right is a green lantern, which will display another symbol. Make a note of the symbol-to-color association.

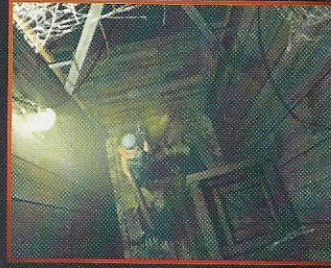


Now return upstairs to the pool table and light the orange lantern to see what symbol it displays. Examine the balls on the pool table, and note their colors. Red is 3, orange is 5, and green is 6. Remember which symbol is associated with what number.



THE SOUTH CORRIDOR GUARDIAN

Now return to the entry corridor. The section leading to the south door is pockmarked with holes in the floorboards. If you run toward the south door, a vine will shoot out of the south hole and strangle Jill. When Jill enters from the south door and heads north, a vine will emerge from the north hole to strangle her. To cross the area with the holes in the floor, push the crate across the opening, then push it south so that the box is on top of the hole closest to the south door.



When you want to cross north toward the entrance of the residence, you must push the crate so that it is centered between the two holes. Otherwise, the alien vine will snap out and snag you each time. It only takes a few seconds to push the crate to avoid damage each trip through here.



WHISPERS IN THE CORRIDOR

There are various papers at the first corner of the long corridor. They mention the S.T.A.R.S. teams. The next door is locked and marked "GALLERY." Proceed to the north end and try to open the door marked "002." Jill overhears Barry inside the room.



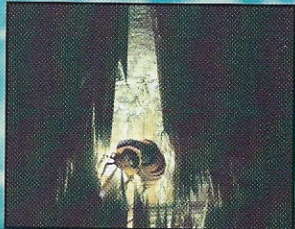
The **RESIDENCE 1F MAP** is in the alcove outside 002. When you take it, Jill mentions the hole in the wall behind the map. *Don't dare peak inside...*



SARC-20

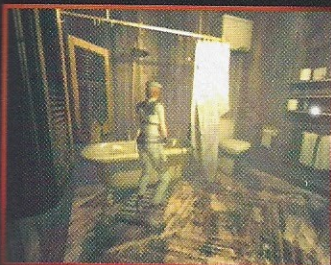
Attack of the Swarm!

DO NOT EXAMINE THE HOLE, or Killer Bees will fly through the wall and attack Jill! You'll have to waste time and ammo to eradicate this menace. Leave the hole alone for the time being.



DORMITORY ROOM 002

If Jill enters the room immediately after overhearing the voices, Barry will dismiss it as talking to himself. Search the desk for the **PLANT 42 REPORT**, and then retire to the bathroom.



The **KEY FOR ROOM 001** is sitting on the shelf near the toilet. While you're in here, an unwelcome visitor will enter the room outside. He will soon break into the bathroom if you're not expedient.

There are two bookcases at the bottom of room 002, which you can push aside to reveal a ladder down into the basement level. *However, it is important that you do not descend just yet.* Return to the entrance and unlock the door to room 001.



SADNESS AND HORROR IN ROOM 001

An unfortunate man has hung himself in the room. His **SUICIDE NOTE** and a **SELF DEFENSE GUN** are sitting on the table, in addition to a useful item.



Enter the bathroom, and you'll hear a clatter outside. The hanging man cut himself down! Quickly torch the body on the floor to make things easier, then very swiftly drain the water in the tub to find the **CONTROL ROOM KEY**.

When you reenter the dormitory room, you can fire the Self Defense Gun and instantly kill the new enemy. Or, you can just ignore it and continue on your mission if you already have the items.



INVENTORY CHECK

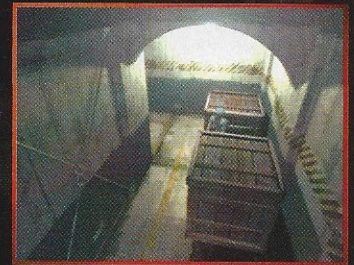
Keep the Control Room Key, the Unprinted Book, and the Handgun with ammo. Place everything else in the Item Box. Saving your game right now is a good idea, because things will get hairy in the basement...





FLOODED CORRIDOR

The corridor is separated by a watery chasm. Push the three crates into the water to continue. Start with the box closest to the water, and finish with the one near the locked door. As you cross the makeshift bridge, you'll find a **GREEN HERB** near the top of a ramp leading down into the water. Keep this health item handy as you wade in...



PREDATORS OF THE DEEP

Run around the outside of the circular area, heading south. Sharks swim upon Jill. You can kill the two smaller sharks with continuous gunfire. However, the larger mother shark is immortal. So, if you stop to do a little fishing, you run a great risk of being eaten whole. Keep running south and you should be able to avoid them completely. If they swim in front of Jill, just scare them off with the Handgun.



The camera angle is wide, so if Jill seems to slow down it is probably because you are running against the wall or the rails. Correct your course by sliding your thumb to the right occasionally as you run forward. Make your way to the stairs on the south side. Use and discard the Control Room Key to unlock the door, and quickly get inside.

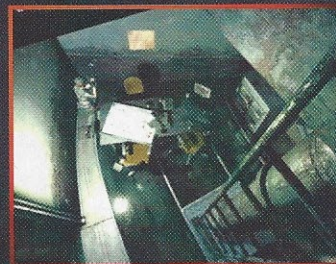
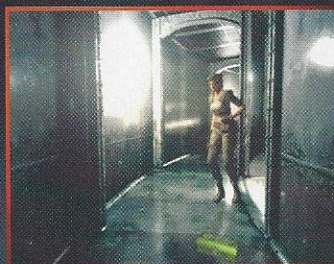
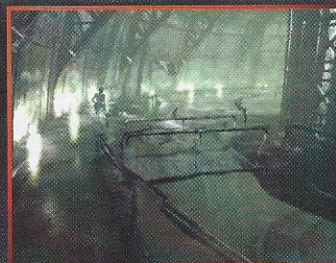
PRESSURE CRISIS

Descend the ladder to the lower section of the control room. Search the room for items before you touch any of the controls. The **MAP OF THE WATER TANK** is on the north wall of the room. There is a **FIRST AID BOX** that contains a **DOUBLE GREEN HERB** around the corner near some pump valves.

A very intense sequence is about to start. Search the control panel that reads "ERROR" near the smaller window on the south wall, and a shark will try to break through. The water pressure on the window begins to increase rapidly. You must lower the safety shields over the windows before the cracks spread far enough to allow the windows to burst.

To alleviate the situation, use the computer on the west wall, then the emergency lever on the east console. The shields will close only halfway. Run around the corner and turn each valve until one of them resets the shields. The valve to release is different each time you play. Return to the computer on the west wall and set up the sequence again. When you try the lever on the east wall, this time the emergency shields will close over both view ports.

The crisis is not yet averted however—the pressure is too high for even the shields to withstand. Quickly use the computer on the south wall to drain the tanks. Descend the stairs in the corridor to the watertight door.



Use the computer on the west wall, then...



Try to use the lever on the east wall. It doesn't work.



Run to the valves around the corner and try each until one releases the pressure on the shield.



Start the process over by initializing the computer on the west wall again.



This time, pulling the lever should bring both shields down.



Quickly drain the water from the tanks. Crisis averted!



WATER DAMAGE

From the watertight door, head around the corner and search the wet crates on the left side. A useful resource survived the flooding. Ignore the gates at the moment and enter the double doors on the northeast wall.



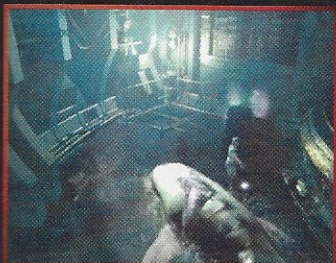
Circle the lower observation deck area until you reach a shark that is flopping about on the ground. The vicious predator is beached, and you can easily dispatch it with a single Handgun shot. If you don't have the ammo to spare, the shark is harmless unless you stick your leg in its mouth.

CLOSE ENCOUNTERS OF THE JAWS KIND

Continue circling the water tank until you spot the giant shark in a shallow pool. Wade into the pool past the beast. Climb onto the platform and search the station. A key glimmers in the panel, but when you reach out for it the giant shark will attack the platform. The key is knocked into the water.

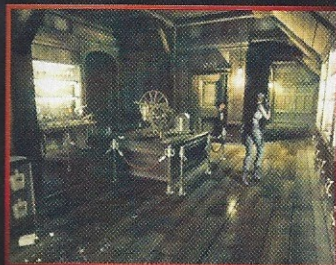
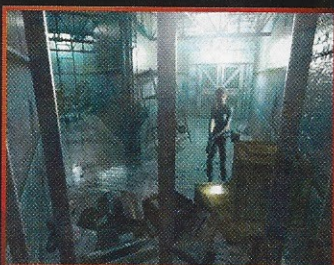


If you jump down into the water, the shark will eat Jill. To kill the shark the cool way, push the control panel into the water, then flip the breaker lever on the left side. After the shark is electrocuted, hop down into the water. Run around the front of the twitching fish and grab the **GALLERY KEY** glimmering in the water. Return to the ruined storage area and go through the gates.



ASCENSION

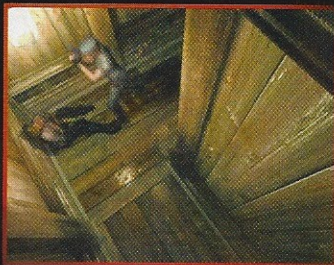
Beyond the double gates, move forward to the handy item glittering on the crates. Then head over to the ladder and climb up. Unlock the door at the top and return to the residence one level up.

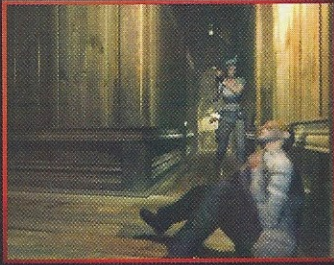


HIVE MIND IN THE GALLERY

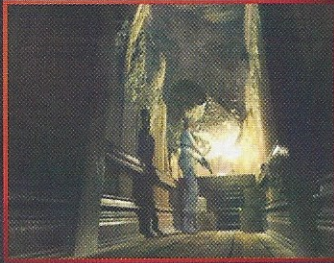
The moment Jill enters the room, large killer bees will seek to drive her off. As long as the nasty stingers reside here, keep moving every moment!

Head toward the door marked 003, and veer left into a corridor. The poor beekeeper has been stung to death and now sits frozen in the first corner. Pry the **INSECTICIDE SPRAY** from his death grip.





Now that you have the spray, keep running forward, turn around the moment you spot the hive, and run back out. This should help you avoid getting stopped by the killer bees. You cannot get close enough to the hive from this side in order to use the Insecticide Spray. Escape from the gallery quickly and don't risk getting poisoned.



Return to the alcove just north of Room 002, and take the **RESIDENCE MAP** if you haven't already. Use the Insecticide Spray at the hole, and the entire hive will die.

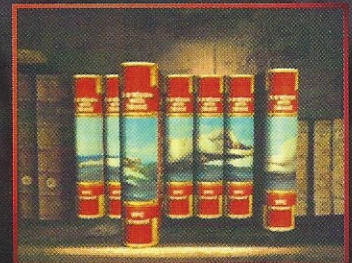
Now reenter the gallery and search under the hive for the **KEY FOR ROOM 003**. Don't miss the useful item on the center table. Use the Key for Room 003 on the appropriate door.



003

Take the **ORGANIC CHEMISTRY LAB EXPERIMENT** book from the shelf on the east wall, and replace it with the Unprinted Book. Rearrange the books on the shelf so that the sides display a picture of Venus lying on her side.

To work this puzzle, select one book, then select the book you want to exchange it with. When the books are correctly arranged, the bookcase to the left will slide away to reveal a door into the Plant 42 room.



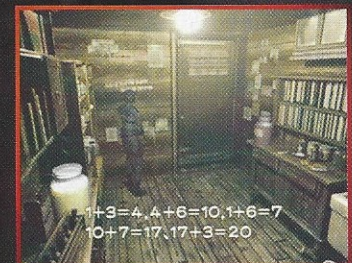
Save your game at the Typewriter. At this point, you have a major choice to make. Jill can either enter the next room to fight Plant 42, or access the lab to make the V-Jolt.

UNLOCKING THE ORGANIC CHEMISTRY LAB

Examine the code panel to the right of the door, and use the code you gained from igniting the colored lanterns in the lounge area. Press the symbol, and then the number that is associated with it.



Inside the lab, the V-Jolt formula is scratched on the wall to the left of the door ($1+3=4$, $4+6=10$, $1+6=7$, $10+7=17$, $17+3=20$). Some key variables are defined on the wall to the right of the door (Water = 1, Red = 3, Blue = 4, Yellow = 6). Use the file from 003 to determine the number for each compound. The UMB No. 3 is near the door, and the large jar on the left holds Yellow-6. You can draw tap water from the sink, which is represented as 1 in the equation. Mix these chemicals carefully in the exact order listed in the equation. One wrong mixture, and you might produce a toxic gas that could poison your character.



MAKING THE V-JOLT

If you decide to skip fighting the massive Plant 42, Jill needs at least three open inventory spaces to combine the V-Jolt chemicals. First pick up one of the **EMPTY BOTTLE** items lying everywhere in the lab. Draw some water from the sink. Pick up another **EMPTY BOTTLE** and collect some UMB No. 3 from the red jar. Combine the two substances in the menu to form NP-004.

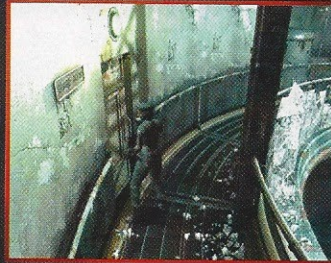


Now collect Yellow-6 in the empty Empty Bottle and combine this with the NP-004 to create UMB No. 10. Collect water in your Empty Bottle, then pick up another **EMPTY BOTTLE** and collect some Yellow-6 into it. Combine the two to make UMB No.7. Mix the UMB No.10 and UMB No.7 to make VP-017. Now grab some more UMB No.3 in one of the empty bottles and combine it with VP-017 to make the V-Jolt.



USING THE V-JOLT

Take the successfully mixed compound down to the basement and use it on the living roots of Plant 42. The roots have broken through the ground into a room that is labeled "Guard Room." This area is located on B1F, next door to the upper portion of the control room. To reach it, Jill must travel a long way through the B2F level.



Inside the guard room, walk into the swirling roots and use the V-Jolt. After the roots have shriveled into the ceiling, accept the option to discard all the empty bottles in your possession.



TO MIX OR NOT TO MIX?

If you study the formula well, you can make the V-Jolt and administer it in roughly five game minutes. So, while it may seem quicker to rush into the living room and fight Plant 42 head on, you're better off saving your ammo.



INVENTORY CHECK

If you're going to mix the V-Jolt, you might need to return to the storeroom near the entrance and clear three inventory spaces. If you're going to be an amazon and fight Plant 42 head on, take the Magnum plus ammo and the Shotgun for backup. You'll need two or three health items, including Blue Herbs to treat poisoning.

PLANT42

RECOMMENDED WEAPON

SHOTGUN WITH FULL SUPPLY OF SHELLS

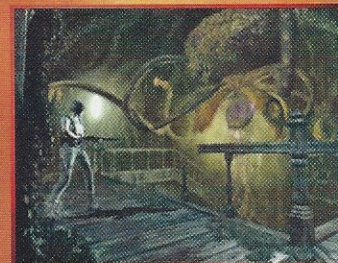
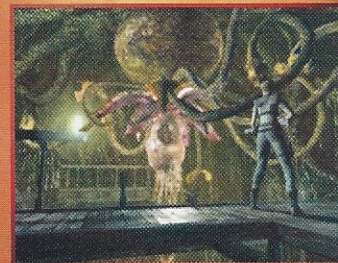
BACKUP WEAPON

HANDGUN WITH EXTRA MAGAZINES

Return to room 003 and open the hidden door. Plant 42 hangs from the ceiling, and the events that occur here will be much different depending on whether or not you administered the V-Jolt to the roots.

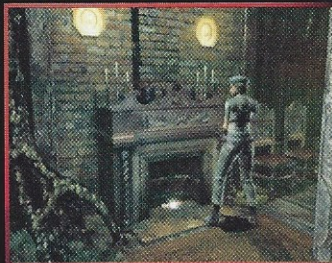
Without using the V-Jolt, Jill has one heck of a battle on her hands. Ascend the stairs near the entrance so that you're level with the plant's central bulb. Do not try to fight Plant 42 from the lower level. Move around the upper level and blast the plant with the Magnum or Shotgun. The vines will attempt to dump acid on Jill, and these attacks can eventually poison her. Continually move around the top, blasting the center bulb with the Shotgun. Try to stay along the walls and away from the edge. If a vine knocks Jill off the upper level, the damage she'll receive from the fall will be intense. A long plunge could kill her!

If you mixed and administered the V-Jolt to the roots of Plant 42, Barry takes care of the mutant fauna on Jill's behalf with a Flame-thrower. Jill does not have to fight the plant, and you can Conserve a whole load of Shotgun shells for better use!



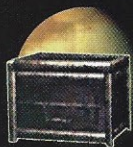
NEW ORDERS

After the battle or the cut-scene, pick up the **HELMET KEY** glittering inside the fireplace. Jill encounters Wesker on the way out. He emphasizes the need to return to the Mansion and open up more rooms.

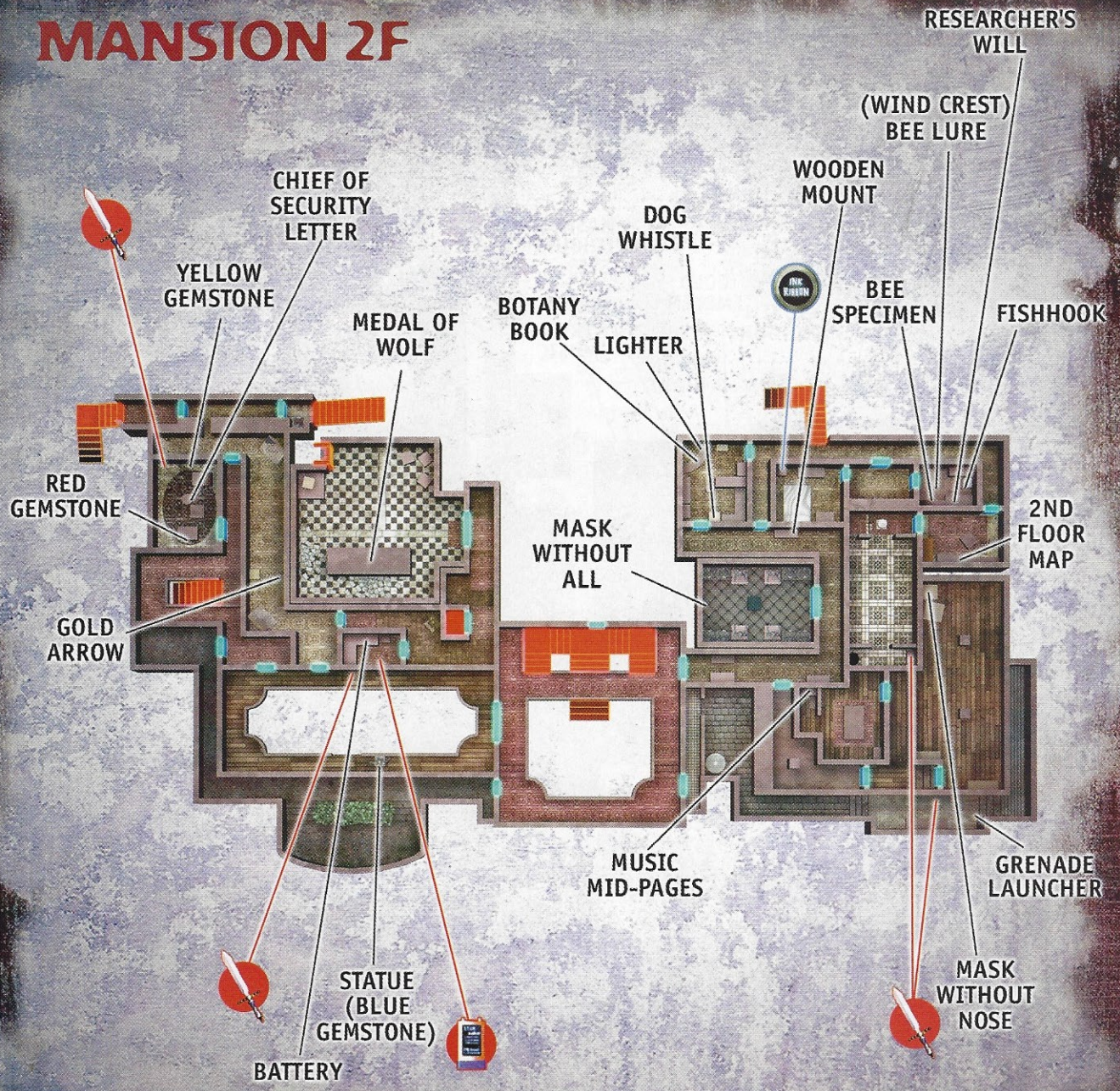


INVENTORY CHECK

For your trip back to the Mansion, take the Shotgun and any remaining ammo. If you're out of shells, equip the Magnum. Keep the Helmet Key handy to unlock new rooms. Make sure you fill up the Flask, but store it for now.

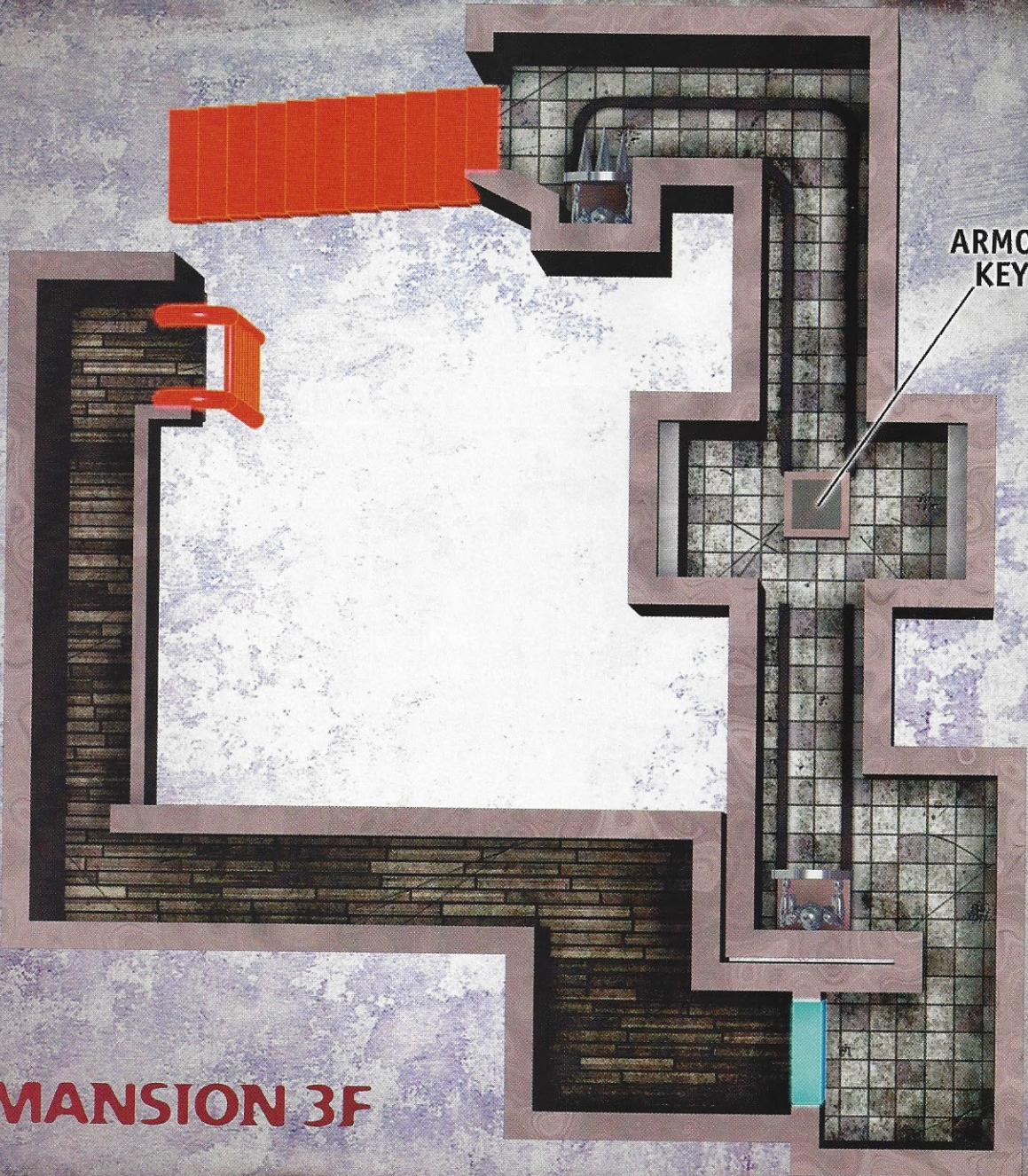
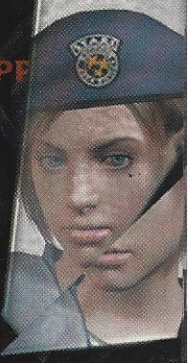


MANSTION 2F



MANSSION REVISITED

UNDERGROUND LABORATORY



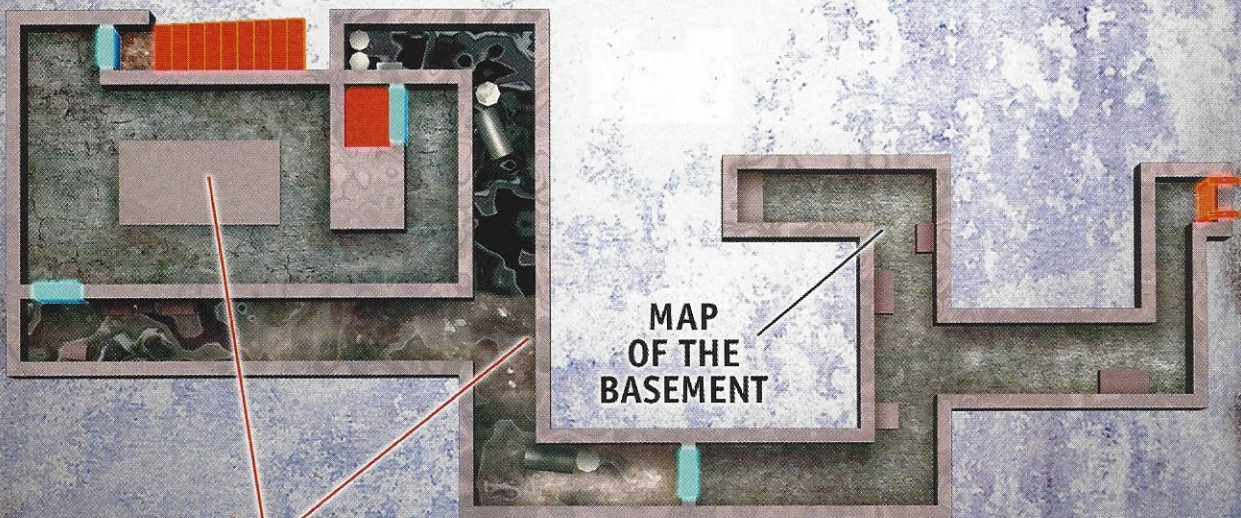
MANSSION 3F

MANSTION B1F

BOOK
OF CURSE,
SWORD KEY



STONE & METAL
OBJECT



MAP
OF THE
BASEMENT

MANSION REVISITED

UNDERGROUND LABORATORY



NEW AND GREATER THREATS

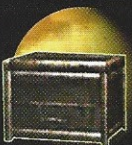
There's another note from Barry and other goodies in the garden's tool shed! Collect the **FIRST AID SPRAY**, **BATTERY PACK**, and **GRENADE SHELLS**.

In the back corridor, an unwelcome antagonist will invade the Mansion and attack Jill. Use the Shotgun or Magnum to defeat it. Run south in the corridor and head for the storage room under the stairs.



KILL ZONE

Stay alert as you near the north corner. If you have enough Shotgun Shells or Magnum Rounds to survive this encounter, enter the storage room.



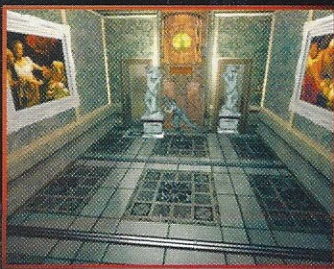
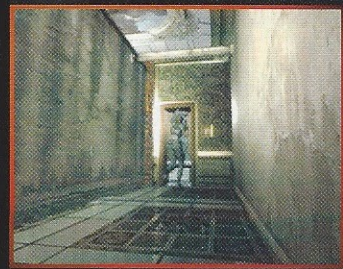
INVENTORY CHECK

In spite of all the hunters now roaming the property, you need to take along only the Handgun plus ammo for self-defense. Also keep the Helmet Key. The Flask with the Lighter might make things easier as well, but they are optional.

CRUSHING ROOM

On the second level, return to the small family room with the fireplace and use the Helmet Key to enter the adjoining chamber. Push the statue through the doorway directly in front of it. The walls will close in, but the statue will prevent Jill from being crushed. Push the statue all the way to the south end.

Return to the entrance and go through the west doorway, all the way across the room outside the sliding wall, to a switch. Press the switch and quickly run back to the entrance. Still sprinting, run down the center of the room to the statue and push it left onto a small square.

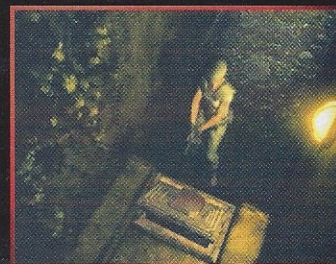
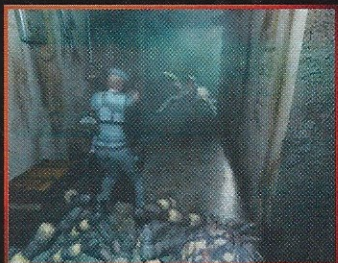


The statue will slide into the alcove, and the trap will be deactivated. A secret wall opens to reveal a hidden room. There is a **DAGGER** on the east side, and there's a massive hole in the floor on the west side. Climb down.



THE LONESOME TOMBSTONE

Pick up the book on the ground, **LAST BOOK VOL. 1**. In your menu, turn the book to the side and open it to reveal the **MEDAL OF EAGLE**. There is another section of **TREVOR'S DIARY** on the tombstone further back. Press the switch on the tombstone and it will slide back to reveal a ladder. Climb down into the depths.

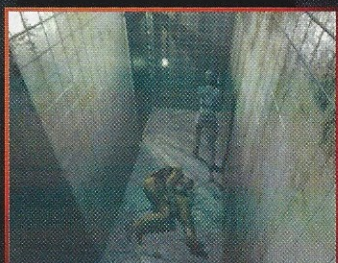


CELLAR DWELLERS

Large venomous spiders want to nibble on Jill. Use the Handgun to exterminate all three of them from a distance. As you move northwest in these corridors, you'll find the **MANSION B1F MAP** hanging on the first corner. Search the dark region in the dead-end that's around the corner from the map for a useful item.



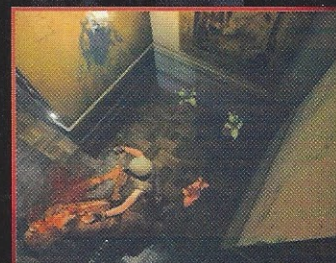
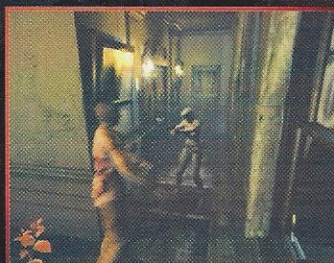
A **BLUE HERB** and a **GREEN HERB** are at the first corner of the second section of corridor. From a position just past the plants, fire at the two adversaries down the corridor. A **DAGGER** lies on the ground at the intersection. Run through the top hallway section to the northwest corner, and fix the power lines so that the elevator will now operate.



Return to the rancid kitchen area, avoiding any previously encountered enemies that you might have left in here. Cremate the body lying outside the elevator, and then press the call button. Ride the elevator up to the second floor.

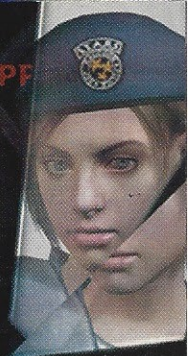
NEW AREAS IN THE OLD MANSION

As you step off the elevator, be sure to have the Handgun equipped. Run to the east end of the passage near the double doors. Try to keep your distance as you use the Handgun. The double doors to the library are sealed, so you have to find another way through. Only if you're hurting, collect the **TWO GREEN HERBS** and the **RED HERB** in the little alcove.



MANSION REVISITED

As you head toward the western exit, check inside the hall closet momentarily. Jill needs to collect the **ACID SHELLS**, some other useful items, and especially the **BATTERY**. Visit the Item Box in the infirmary on the first floor before you proceed. Dumping items frequently will be difficult with all the hunters roaming around.



INVENTORY CHECK

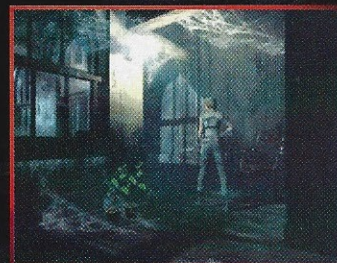


As you are traveling the west wing of 2F, divert to the infirmary at the bottom of the stairs. Dump everything except for the Grenade Launcher loaded with the Acid Shells. Keep Exploding Grenades as backup. The Helmet Key is still necessary, as well.

SERPENTINE SHOWDOWN

Dodge the incredibly mean and fast adversaries in candlelit corridor on 2F. Head north and return to the hallway guarded by the suits of armor. Unlock the door at the south end.

TWO GREEN HERBS are just inside this darkened overlook. Collect them for safety's sake. Continue through the corridor until the giant snake appears behind Jill—the rematch has just begun!



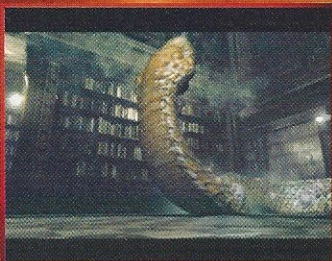
YAWN II

RECOMMENDED WEAPON
GRENADE LAUNCHER LOADED WITH ACID ROUNDS

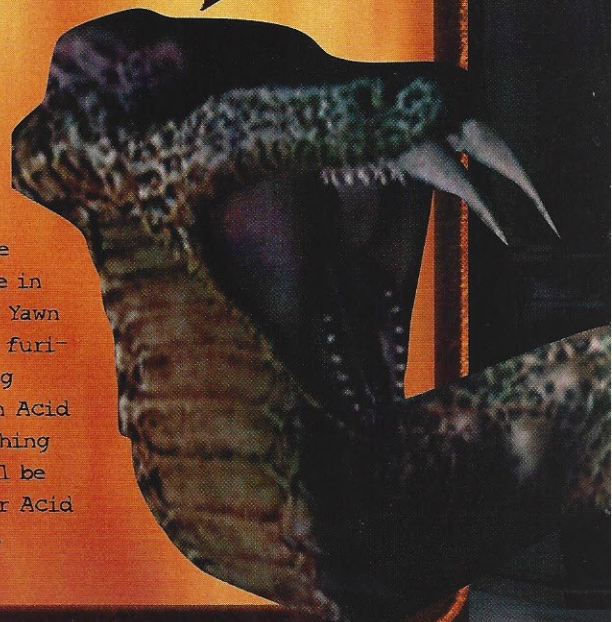
BACKUP WEAPON
SHOTGUN WITH EXTRA SHELLS



Quickly climb down the ladder. The snake slides down to the floor and circles inside the bookcases. Hit her with a Grenade Launcher round as she emerges from the alcove.



Avoid becoming encircled by the snake, and continue pounding it with shells. Fire once and then run away. Do not try to hide in the alcove between the bookcases because Yawn will follow Jill into this area and attack furiously. Try to control the battle by weaving around the open area. Stop once to fire an Acid Grenade, then run away. This battle is nothing like the previous encounter, and Yawn will be defeated for good after just three or four Acid Shells, or with five to six Shotgun blasts.



TREASURES OF THE LOCAL LIBRARY

The creature will smash one of the sealed bookcases. Move into the alcove and search the pile of books for the **LAST BOOK VOL. 2**. Check inside its pages for the **MEDAL OF WOLF**. Go out the way you came in.



THE ALL-SEEING EYE

Use the Helmet Key to unlock the door at the top of the west stairs above the infirmary. Use the wall switch near the entrance to turn out the lights. Gems twinkle in the stuffed animal heads' eye sockets on either end. A camera inside a stuffed eagle watches you wherever you go. If the camera falls into line with the stuffed head at either end, it becomes locked on the head and the eye cannot be removed.

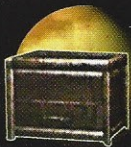


The **CHIEF OF SECURITY LETTER** is on the table in the center of the room. Some **GRENADE SHELLS** rest under the deer head, and a **DAGGER** is placed to the left of the bull head. Push the two bureau objects directly under each head.

Starting from the door, run across the room and under the eagle camera, where it has a hard time tracking Jill. Quickly hop onto the bureau under the bull head and extract the **YELLOW GEMSTONE** from the eye socket. Hop down and run under the eagle camera to the other side. Climb onto the bureau under the deer's head and extract the **RED GEMSTONE** from the eye socket before the eagle cam catches up to Jill.



INVENTORY CHECK



Stop by the infirmary Item Box one last time and dump everything except the two Gems, the Helmet Key, the Grenade Launcher, and any type of Grenades.

TIGER, TIGER, BURNING BRIGHT...

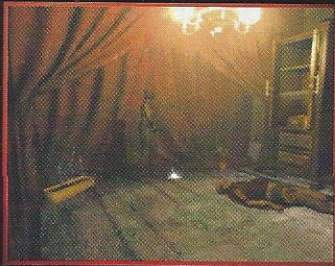
Return to the tiny room where the tiger statue holds vigil. Do *not* place the Red Gemstone into the eye socket, because the snakes will flood the room! If you spring this trap by accident or because of some faded memory of a previous life, just exit the room and return to find the Red Gemstone on the floor. Insert the Yellow Gemstone into the statue, and the tiger rotates to reveal a **MO DISK**.





THE UMBRELLA PUZZLE BOX

Sneak past enemies out to the main hall, and use the Helmet Key to unlock the northeast door on the lower level. Another chunk of *G. TREVOR'S DIARY* is on the shelves next to the disturbing genetic sample. The desk behind the divider holds *INK RIBBONS*, which you shouldn't need at the moment. Proceed down the eastern hallway.



The mirror reveals an enemy approaching from the side. Dispatch him with a Grenade. You'll find a *DAGGER*, a *GREEN HERB* and a Green Herb Farm on the floor in the back of this room. The *JEWELRY BOX* is in the open cabinet.

In the menu, combine the Red Gemstone with the Jewelry Box, and the silver pieces will fall out of it. You must assemble the pieces inside the Umbrella symbol on the top of the box.



Start with this piece, rotate it as shown and move it into the upper corner.



Next, select the piece that is almost bullet-shaped, and fit it to the right of the first piece.



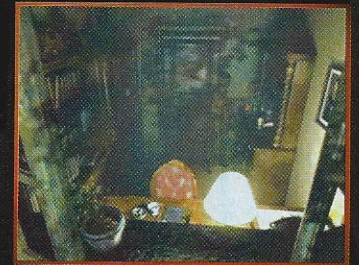
Rotate the crescent-shaped piece until it fits nicely on the bottom.



The last two pieces fit easily into the remaining slots.

THE EVIL OFFICE

The *EMBLEM KEY* is inside the Jewelry Box. Move through the graveyard and the stained glass gallery. Use the Emblem Key to unlock the door with the lion's head doorknocker. Cross the dark room and search for the lamp. Switch it on, and you'll find the unframed *METAL OBJECT* sitting on the hutch behind you. There's another useful item further down this same shelf. Search the phone table beside the desk to open a drawer containing more handy resources.



INVENTORY CHECK

Return to the storage room under the west staircase for the final time. Dump all your items except for the Battery and the Square Crank. You may need the Shotgun if you suspect that any dogs might linger in the lower Courtyard area.

UNDERGROUND

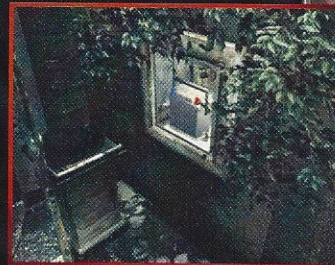
COURTYARD B1



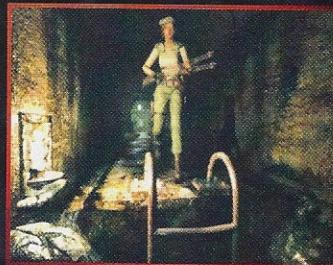
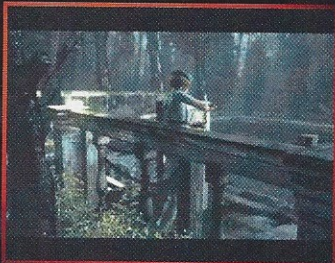


THE SECRET OF THE GARDEN

Leave the Mansion with the Battery and the Square Crank in your possession. Return to the lower Courtyard area, and find the lift in the southeast corner. Insert the Battery into the square niche next to the lift, and ride the device back to the upper Courtyard area.

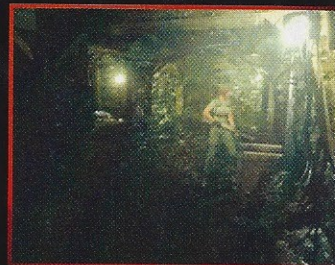


In the pool area, use the Square Crank to close the dam. Ride the lift back down to the Courtyard, where Jill discovers a passageway under the waterfall! Descend the ladder into the Underground.

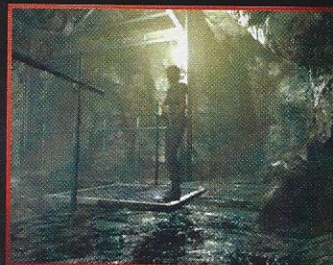


EMPTY TUNNELS

Although a door lies directly to the left of the entrance, you should first check out the rest of this area. You'll find a Typewriter, **INK RIBBONS**, and an Item Box at the north end of the U-shaped tunnel. Stuff everything but the Shotgun and shells into the box. Notice the hexagonal hole next to the pit that blocks the west exit. There's a **GREEN HERB** visible by the exit. Return to the door next to the ladder and head west.

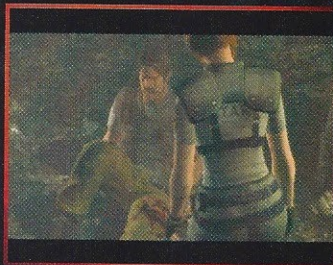


Ignore the boulder at the top of the slope, and move downward to the door at the bottom. Circle around the pit, picking up a useful item from the west side. Venture into the eastern alcove and search the middle control panel for the **SHAFT**. Take the item with you toward the south exit, where you'll pass another helpful article on the floor.



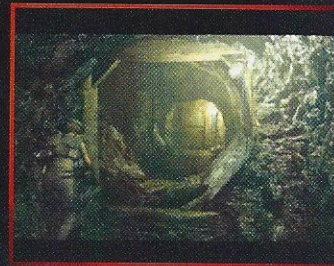
RUMOR OF TREACHERY

Jill encounters Enrico from the Bravo Team in the southernmost chamber of the east tunnels. Search Enrico's body for the **HEXAGON CRANK**. Keep the Shotgun ready as you head back toward the pit chamber. Be ready for ambush after ambush as Jill fights her way back to the entrance.



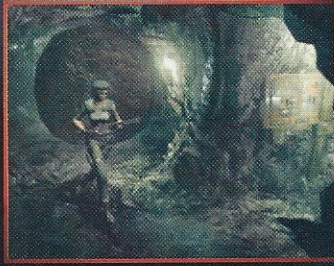
A TANGLED WEB IS WOVEN

Examine the hole in the wall next to the pit near the Typewriter. Use the Hex Crank to rotate a section of the tunnel so that Jill may cross. Pick up the **GREEN HERB** and continue.



INVENTORY CHECK

Make sure you have the Shotgun and plenty of ammo. Keep the Shaft and the Hex Crank handy, too. Take a Green/Blue Mixed Herb or a First Aid Spray if you don't have poison control. Save your game because some very tricky events lie ahead!



RACING THE BOULDER

Move up the slope and examine the boulder at the top. As you turn and head back down, the rock rolls after you! Run straight down the slope and curve into the entryway. If you manage to make it, return to the top of the slope and check the area where the boulder sat for a handy item.

THE THING IN THE CAVERNS

The boulder crushes a false wall in the tunnels, revealing a double door that was sealed off for some time. You have to ask yourself why it was barricaded...



BLACK TIGER SPIDER

RECOMMENDED WEAPON
SHOTGUN WITH EXTRA SHELLS

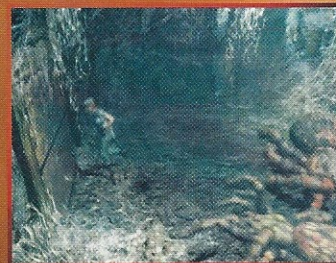
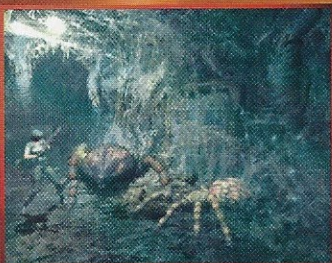
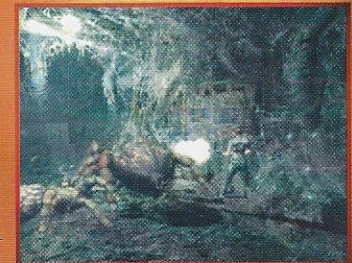
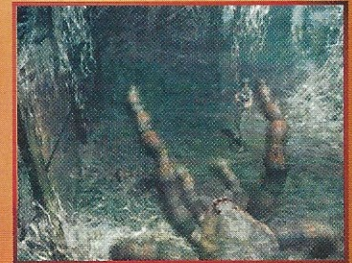
BACKUP WEAPON
MAGNUM WITH BACKUP ROUNDS

A massive Black Tiger spider emerges from the cobwebs. Two giant spiders will soon appear to fight alongside their master. Although the spiders are vulnerable to the Magnum, which takes them out quickly, we recommend using the Shotgun. Not only will the boom stick damage more than one Creepy-crawly at once, but it's better to conserve Magnum ammo for late in the game.

The spider is capable of a few different attacks.

If the Creature can see Jill in front of it, acid will fly from its mouth and strike at an incredible range. When incensed, the Tiger will "scream" and then tackle Jill to the ground. It's difficult for Jill to recover from this attack, so keep moving as much as possible.

Circle the Black Tiger very closely. The black hulk will attempt to follow Jill for a time, but it will eventually grow weary and stop. This is the best opportunity to stand behind it and blast a few chunks out of its web sack. After one or two attacks, continue circling in the direction you were previously moving. If any regular giant spiders are flanking the Tiger, circle around them as well.



As soon as the Black Tiger is dead, its baby young will spread across the floor, inflicting minor damage. Quickly leave the room and reenter, and the offspring will be gone. Any giant spiders that appeared to help the Black Tiger are inconsequential. Once you've defeated the boss, leave the room and return to find that all enemies have fled.



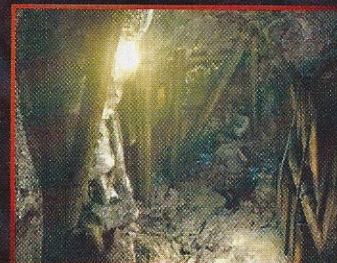
THE SILKY STRANDS

Thick webs block the south door in the spider's lair. The best way for Jill to remove these is by grabbing the **SURVIVAL KNIFE** on the crates in the northwest corner of the room. Equip the weapon and stand in front of the webs. Slice the strands off manually. Fire doesn't work as well as you might think.



THE SECOND BOULDER DASH

TWO BLUE HERBS and the **MAP OF COURTYARD B1** are at the east end of the tunnel beyond the spider's lair. Run through the door at the west end.



Another boulder stands menacingly at the top of the slope. Use the Hex Crank on the gear to the left three times, so that the rotating section faces the doorway on the south side. When you exit from the menu after using the crank the third time, the boulder will roll toward Jill. Run into the passage on the left for safety. When the crisis has passed, search the area where the boulder came from to find a **FIRST AID BOX** containing a **FIRST AID SPRAY**.



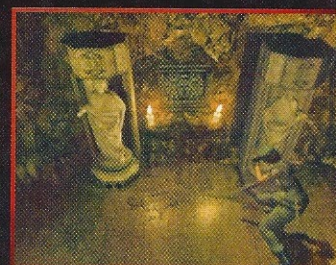
ROTATING STATUE PUZZLE

In the square room, there is a puzzle involving a statue that must be turned 180 degrees before it will properly fit into its slot in the wall. Use the Hex Crank on the hole in the east wall, and you'll see a segment of rock slide out. Use the crank again to put the rock back into place.

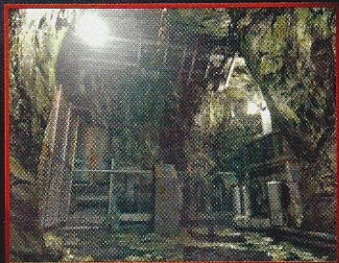


Slide the statue north until the figure is directly in front of the area where the rock emerges. Use the crank so that the rock pushes the statue away from the wall, and then use it again to roll the block back into place. Push the statue onto the center platform, and it will rotate 90 degrees.

Push the statue off the platform in any direction, and then immediately push it back on. The statue should now be facing north. Push the sculpture south and slide it into the niche. The panel on the wall will open, revealing the **CYLINDER**.



Combine the Cylinder with the Shaft, and then examine it in the menu. As you examine the Gear, you can rotate its pieces so that the roman numerals are aligned. There is no need because you can clearly see from the gold piece that the numbers are "4231."



PERILOUS DESCENT

There are no surprises on the way back to the pit chamber. Insert the assembled Gear back into its panel near the pit, and punch in the code "4231." The lift will rise to the top. Get onboard and examine the control panel. Barry joins Jill, and together they descend.





THE TRASH COMPACTOR

There is an Item Box at the south end of the wooden platform, and a ladder descends to a large metal press used to compact garbage. Leave Barry with the lift and go through the northeast door.



Lisa is roaming the tunnels. Every time you enter, she is usually standing at the north end of the circular area. Remember that the mutant is immortal, so when you spot her, do an about-face (C Stick) and run the opposite direction around the circular area. A **GREEN HERB** and a **RED HERB** are at the midlevel between the stairs in the northeast corner. Go through the eastern exit.

There are some boxes in the northeast corner of this makeshift supply dock that Jill can hop upon. There are some useful items on the top of the stack. You can push a large crate onto the transport cage and send it down the river using the simple control panel. Carefully head back through the tunnels to the trash compactor area, avoiding Lisa's wrath.

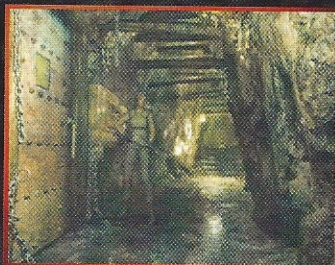
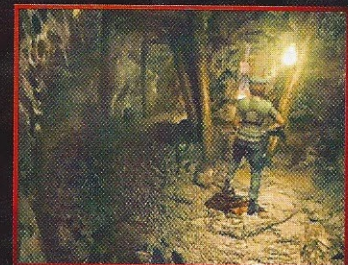


Barry takes off with the lift, stranding Jill! Descend the ladder at the south end to find that your parcel has arrived. Push the crate into the trash compactor's pit. Operate the device to smash the crate, then hop into the pit and grab the **BROKEN FLAMETHROWER**.



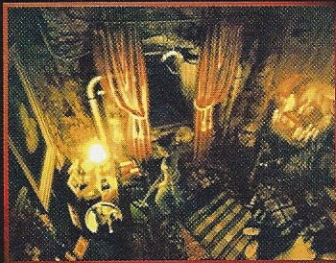
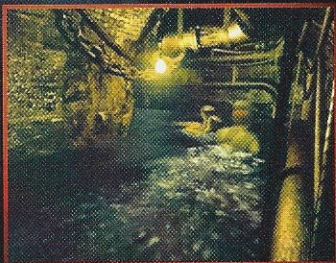
THE WEIGHT LOCK

At the south bend of the tunnels where Lisa patrols, you can pull a lever to extend brackets on the panel next to the northwest exit. Jill must reach this panel safely and insert the Broken Flamethrower into the brackets. If you dawdle or if Lisa gets in your way, the brackets slide back into the wall and Jill's chance is lost.



Run to the south end of the circle and wait beside the lever until Lisa nearly reaches you. Pull the lever and quickly run the opposite direction around the circle to the door at the northwest end. Very quickly, insert the Broken Flamethrower into the brackets before they slide back in.

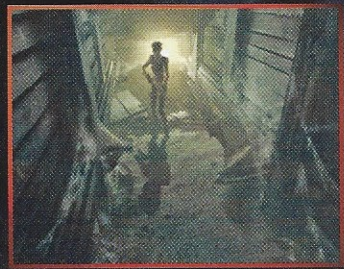
SHRINE OF SORROW



Make your way around Lisa's creepy candlelit room and descend into the waters. Poisonous snakes swim in the moldy passage, so keep moving to the other end. Reaching the "bedroom" area, search the west wall for **JEWELRY BOX**. Examine this in your menu and open it to find the **STONE RING**. Climb the ladder and move to the east end of the narrow ledge to find a **GREEN HERB** and a **BLUE HERB**. Combine and use them to cure any damage and poison you received from the water snakes. Climb the ladder at the west end.

THE TWIN CRESTS

Jill finds herself back in the cabin on the mountain. Dig the Metal Object out of the Item Box and combine it with the hexagonal frame. Time to collect the other one and finally open those gates way back in the main hall!



The Safest Mansion Route

Exit the tool shed and take the Umbrella Crest I from its slot beside the door. Navigate through the stained glass gallery and the graveyard to reach the main hall.



INVENTORY CHECK

You may feel the need to take the Handgun and ammo for the zombies you'll encounter on the trail back to the Mansion, but slipping past both of them without firing a shot seems easy enough. Remember to take the Metal Object along with you.



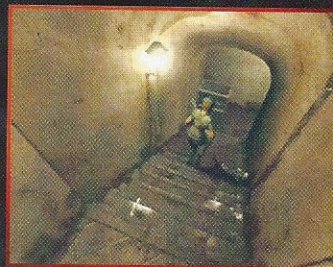


GATES OF THE ABYSS

Move under the main staircase and use the Stone & Metal and Metal Objects on the gate. If you have not investigated these gates previously, you'll hear Lisa's moan and chains from below. Search the gates again to open them.



A Typewriter resides near the gates, and an Item Box is at the bottom of the first flight of steps.



INVENTORY CHECK



For the upcoming encounter, Jill needs the Grenade Launcher loaded with Explosive or Acid Shells, plus the Magnum and plenty of ammo. Also, take a First Aid Spray or Mixed Herb, plus the Medal of Eagle and the Medal of Wolf.

BEST SAVE POINT EVER!

WARNING

If there ever was a time to save your game, this is it! The battle you're about to fight will determine the outcome of Jill's game! Not only can you reset if you mess things up, but you can also play from this point and easily view all of Jill's endings by taking different actions.

MOMENT OF RECKONING

Several plot lines collide in this ancient tomb, and the course of your game will be changed forever. Descend the stairs to the bottom, and continue until you reach a ladder. Climb down the ladder and meet Barry. You must decide whether to give Barry his gun back. This decision affects the outcome of the game. If you give Barry his gun back, he will occasionally shoot Lisa with his Magnum. He will shoot more often if Lisa is close to him. If you choose not to give Barry's precious gun back to him, the bearded wonder will be defenseless and easily killed by the mutated woman. There are six different endings to Jill's scenario—the decision you make and the way you fight this battle determines your ending. For more information about Jill's endings, refer to the Secrets section later in this guide.



LISA

RECOMMENDED WEAPON

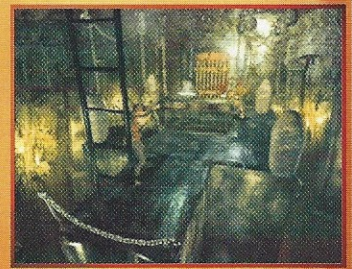
GRENADE LAUNCHER, EXPLOSIVE OR ACID SHELLS, PLUS MAGNUM

BACKUP WEAPON

SHOTGUN WITH EXTRA SHELLS, MAGNUM

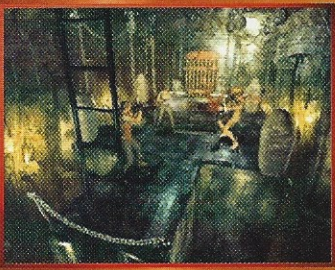
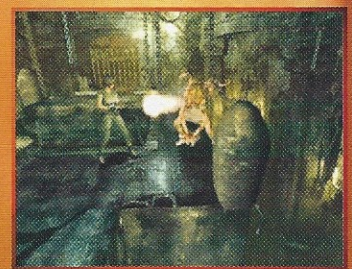


As if confronting Barry wasn't difficult enough, Lisa staggers in. Trade places with Barry at the start of the encounter. Stand near the Coffin and fire a few Explosive or Acid Shells at Lisa. Because Lisa is immortal, the idea is to weaken her up enough so that you can blast her off one of the ledges into the abyss.



If Lisa falls off the ledge, equip the Magnum and move directly above where she is hanging. Aim down and try to blow her off the ledge. If Lisa is weak enough, she will fall into the chasm below. She may still have the strength to climb back up. If that happens, get away from her quickly!

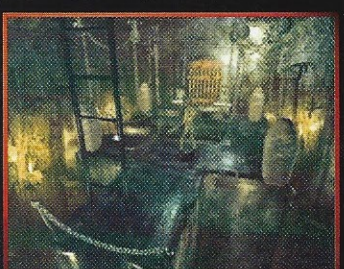
Jill can withstand only one blow from Lisa. Use a First Aid Box or Green/Green, Triple Green, or Red/Green Mixed Herb to recover. If Jill is near an edge, Medusa can knock her off and end your game instantly!



Lisa is more interested in killing Jill, but if she gets close enough to Barry, he is in danger as well. This will also affect the outcome of the game, so don't let Barry die! If you want him to live, then try to keep Lisa away from Barry somehow. Run to the other side of the coffin and blast Lisa a few times to get her attention. As she heads back toward Jill, increase the barrage of gunfire to bring this showdown to a close!

THE CRUSHING TRUTH

Once Lisa falls, you can have an optional conversation by speaking to Barry if he's still alive. If you chose not to trust Barry, grab his **44 MAGNUM** and the **PICTURE OF BARRY'S FAMILY**. The Custom Magnum is not compatible with the Magnum Rounds, so it can be fired only six times. However, this weapon will kill some incredibly tough creatures with just one shot!

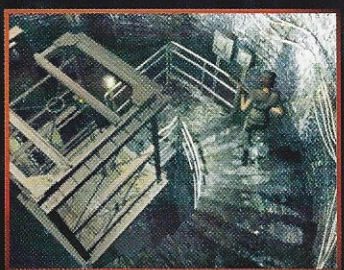
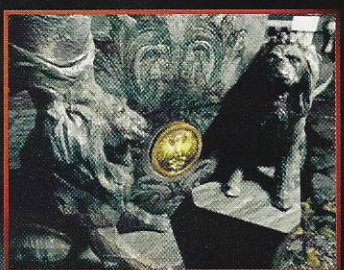


Push the four stones off the corners of the platform to open the altar. Grab another **FAMILY PICTURE WITH NOTES** from the open sarcophagus and head north to the lift.



THE POND OF DESTINY

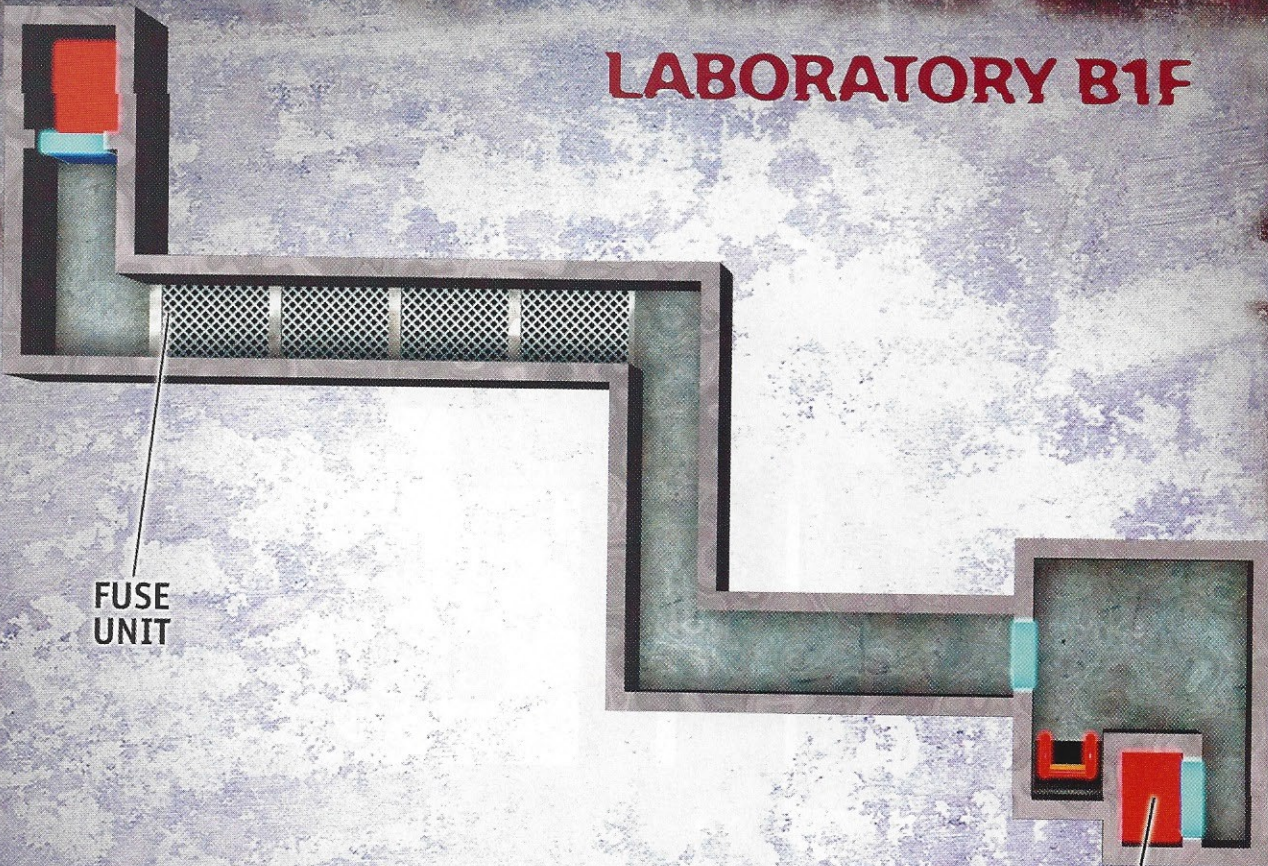
Use the Medal of Wolf on the north side of the pool, and use the Medal of Eagle on the south side. The pool drains, revealing a staircase and a lift down into the depths.





LABORATORY

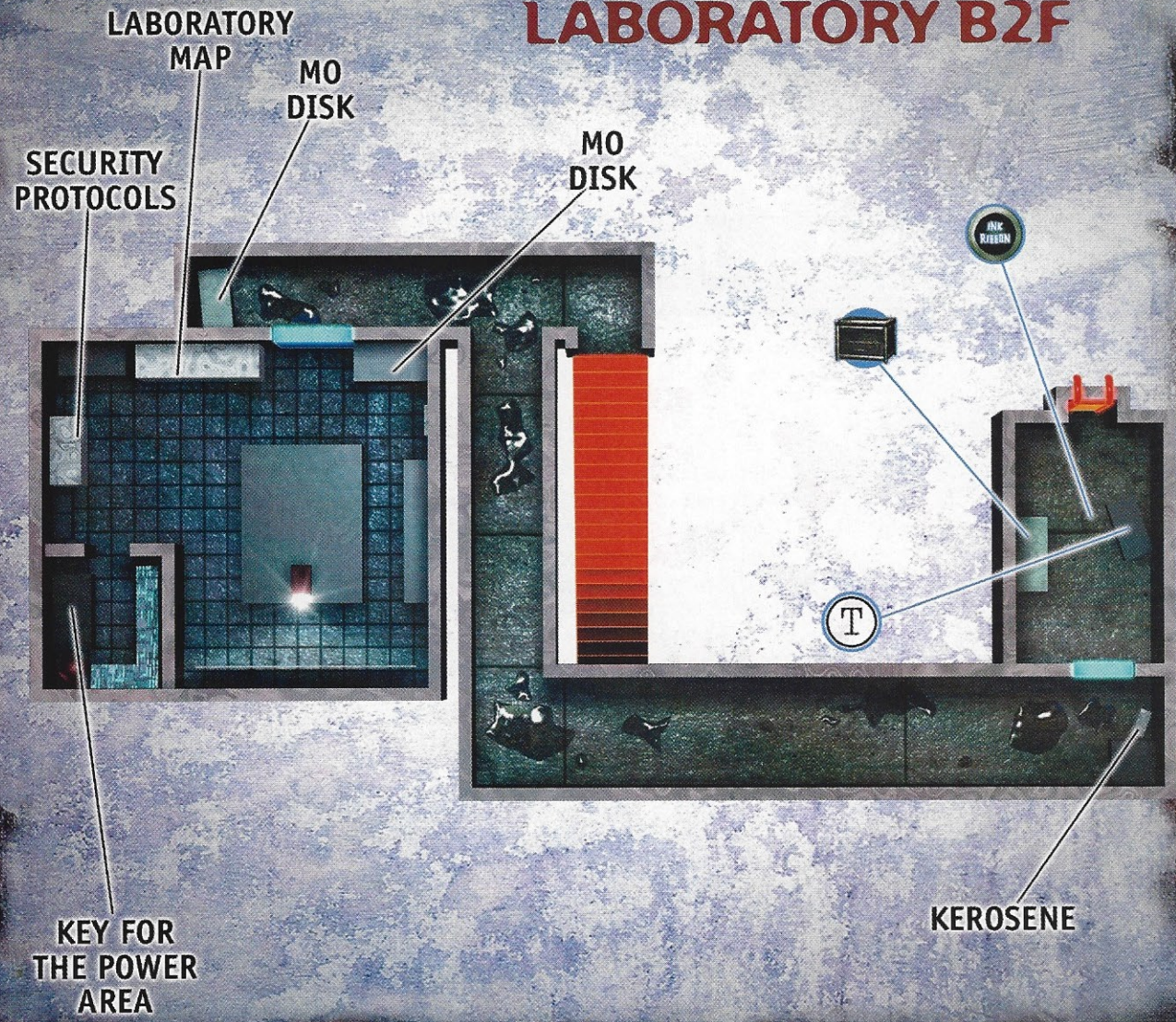
LABORATORY B1F



FUZE
UNIT

TO
COURTYARD

LABORATORY B2F



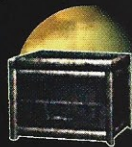


IN CASE OF EMERGENCY

Notice the sign on the emergency exit. Looks like you'll have to trigger a catastrophe in order to finally get out of here. Climb down the ladder.

CHECKPOINT

INK RIBBONS lie on the floor and you can use them at the nearby Typewriter. Store everything in the Item Box.



INVENTORY CHECK

Stash everything and take out the Handgun, Magazines, the Lighter, and the Flask. If you still have the One-Shot Suicide Pistol, remember that it will kill one zombie instantly and could be useful right now.



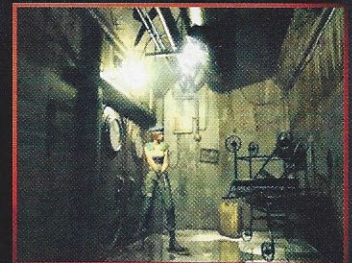
STAIRWAY TO HELL

Be alert in the hallway—you may be able to nip some confrontations in the bud from a distance. One foe is coming up the stairs, and you must wait until he's on Jill's side of the rail before your bullets will hit. Also, be careful as you pass the corner by the visual data room.



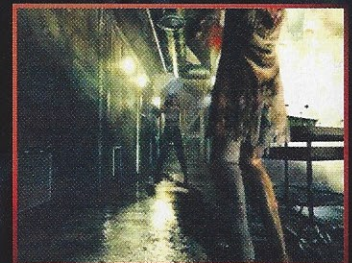
TWO GREEN HERBS sit on the landing along the rail. Leave them here until you actually need them. There is a **MO DISK** on the desk outside the visual data room.

There is a Gasoline can near the entrance; you can refill the Flask. Torch any enemies you put down because you must back-track often through this level. Refill the Flask before you go downstairs; it is very important.



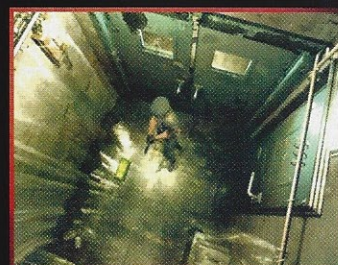
CENTRAL SQUARE

Run straight ahead on the B3 level and be ready to shoot near the giant fan. Another baddie will emerge from the corridor behind Jill, so run to the fan, turn and blast the fiend. Search for a **DAGGER** on the shelves near the fan. Enter the double doors in the northwest corner, next to the stairs.



FOUR THE WINE, BURN THAT GHOUL

Unless some heads pop, be certain to incinerate both these enemies, or they will reappear every time you cross this area. Because Jill needs to cut through these passages with hazardous materials in tow, clear this area.



THE IMPORTANCE OF CELL

There is a **FIRST AID BOX** containing a **DOUBLE GREEN HERB MIX** on the floor by the entrance of this corridor. Do not take this item until you really need it. There is a lock with three levers at the far end of the corridor. The doors on either side of the lock are electronically sealed. The only open door is the one near the entrance on the south wall.

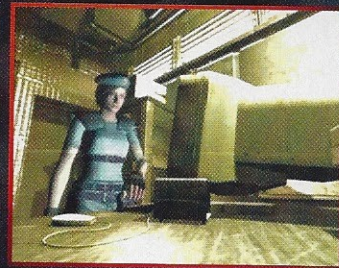
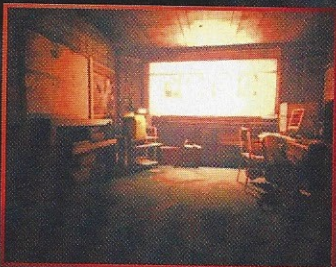


The **X-RAY OF CLARK** is glittering on the boxes across from the entrance. Move further into the room, and Jill finds another film on the left side, the **X-RAY OF GAIL**. When you pick up this item, you'll notice a diagram of the human organs, all named for your convenience. The **LETTER OF A RESEARCHER** is on the desk to the right.



The western wall is where the X-rays go, and there are two open spaces on the light board. Place the X-ray of Clark in the left space, and the Gail Holland in the right. If you get them backwards, you can easily switch them while they are on display.

Return to the entrance and flip the switch on the wall. The red light reveals highlighted organs on the X-rays. If you placed them correctly, you'll see the organs highlighted in this order: the colon, the esophagus, the liver, and then the lungs. If you take the first letter of each word, you spell "CELL." Keep this in mind as you continue your quest.

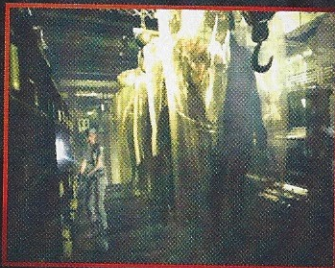


ELECTRONIC LOCKS OPENED

Enter the double doors in the upper-northeast corner of the "square." Search the monitoring equipment near the entrance for a useful item. The **V-ACT RESEARCHER'S NOTE** file and a computer that you can access is on the desk in the northwest corner.

Login with the user name JOHN and the password ADA. The B3F doors can be unlocked. In order to unlock the B2F visual data room, you must enter the password CELL. Inside the cold storage

room where the bodies are hung, search the shelves to find a **BATTERY PACK** and a **FIRST AID BOX** containing a **GREEN HERB**.



Search the monitor equipment for a handy object.

USING MO DISKS

Return to the newly unlocked room on B3F. A nude cadaver slowly advances. Hopefully you'll manage to blow his head off, because you're probably out of gasoline. **INCENDIARY SHELLS** are near the entrance, and a **SLIDE FILTER** is on the desk across from the door. You'll find a machine that refills a Fuel Supply Capsule around the corner.

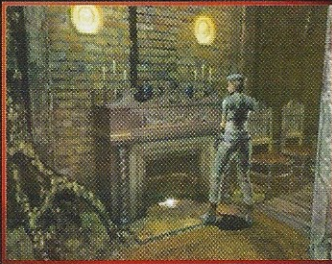
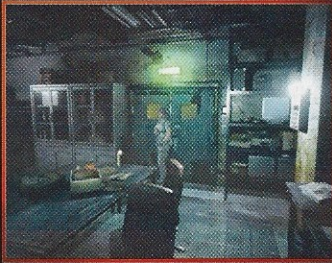


There is a transmission station on the desk across from the chamber. Insert a MO Disk, and one of the locks on the door at the end of the corridor will be activated. The **FAX** is on the shelf next to the desk. Take all these items up to the visual data room. You may need to stop by the Item Box on B2F to clean out your stock and refill the Flask (if you have any gasoline left).



INVENTORY CHECK

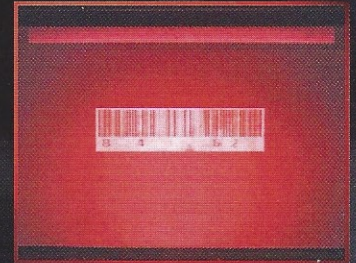
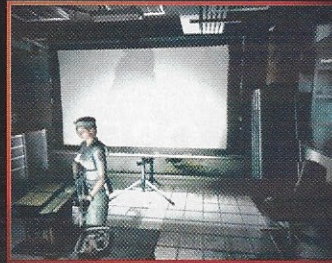
Time to grab the Grenade Launcher loaded with Explosive Rounds. Bring Flame Rounds as a backup. With your gasoline supplies drained, you'll need incendiaries for any new zombies you encounter.



THE VISUAL DATA ROOM

A **FIRST AID SPRAY** is on the table, and the last **MO DISK** is on the shelves to the right of the door. Search the shelves to the left of the entrance, and you'll find the **MAP OF THE LABORATORY**. The glass cabinet on the west wall displays a collection of books. One of these is the **SECURITY PROTOCOLS** file. There are some useful items sitting next to this shelf.

There is a slide projector at the bottom of the room. The slides show all the enemies, and there's a familiar face among the researchers. The last slide shows a barcode. Use the Slide Filter that is full of red films and view the slides again. The final slide now reveals the code "8462."



Enter the code into the panel on the east wall near the entrance. The door to the little control room will slide open. You'll spot the **KEY FOR THE POWER AREA** on the table inside this room.

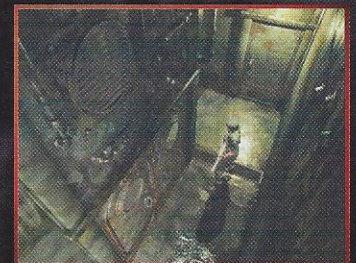
FOR THE STRONG OF STOMACH

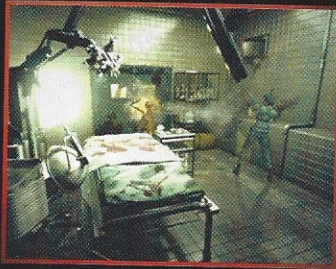
If you examine the control panel in the technical booth, you can replay Kenneth Sullivan's film—if you collected it from his corpse at the beginning of the game. Be warned it is quite gruesome!

HISSING IN THE VENTILATION SHAFTS

Use the Key for the Power Area on the two doors in the south-west corner of the "square," and then discard the key. Enter the double doors first.

A terrifying noise emanates from the open ventilation shafts in this room. Have Jill quickly climb onto the ledge to her right, and then have her crawl through the vent shaft.

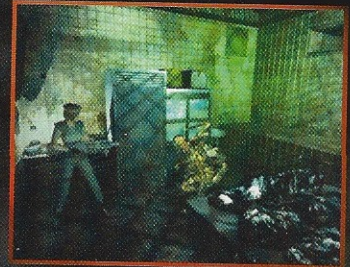
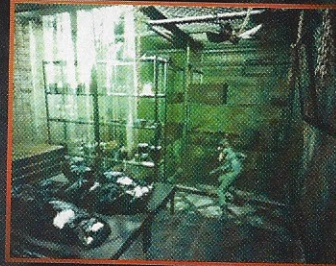




This duct will take you to the operating room on the east side of the "square." There are no items in this room, but you'll quickly catch the attention of the mutant chimeras living here! Two of them move from room to room through the vent shafts. Run around the ledge to the vent in the north wall and quickly climb in.

Jill is back in the supply room, where the staff decided to keep the dead. Hop off the ledge and quickly move to the transmission station. Insert the MO Disk to activate another lever on that mysterious lock. A **BATTERY PACK** is also on the desk.

To reach the exit, you must push the shelf east. As Jill is toiling, listen for a chimera to drop from the vent behind you. Immediately grab your Grenade Launcher and turn to face it. You can kill chimeras in one shot with Grenade Shells. You can't give the chimera a second chance in these close quarters!



Finish moving the shelf east. Notice there is another movable shelf that you can push to the north. This allows you to reach a useful item stashed in the rear.



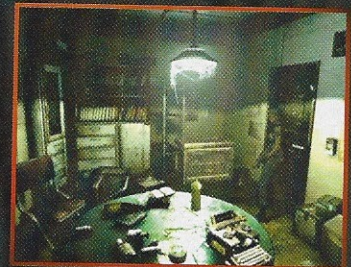
CORRIDORS OF POWER

Unlock and enter the door in the southeast corner of the "square." As you cross the corridor, some walking autopsies will slowly stalk you. These knuckleheads will make life difficult unless you blow their heads off or use Incendiary Shells on them. An upcoming task requires this hallway to be clear.

A power circuit is sparking near the south door, and there's an elevator at the north end that has no power. Make mental notes of both these situations, and enter the door in the middle of the corridor.

A SHORT BREAK

There is an Item Box near the entrance of this small break room, and there are a **FIRST AID SPRAY**, **INK RIBBONS** and a Typewriter on the table. **GRENADE SHELLS** are on the floor next to the table.



INVENTORY CHECK

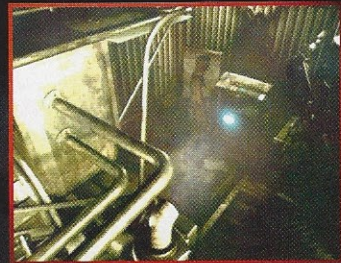
If you have any Grenade Shells left, load them into the Grenade Launcher and take it with you. Dump everything else except the last MO Disk and maybe a health item.

SAVE YOUR GAME!

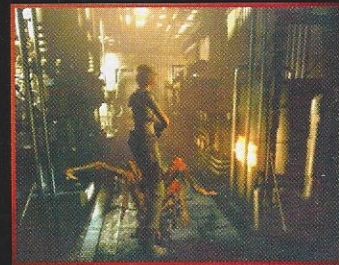
We strongly recommend that you save your game at this point. The task you're about to attempt is very tricky and can result in a sudden and explosive death!

THE HAZARDS OF NITRO

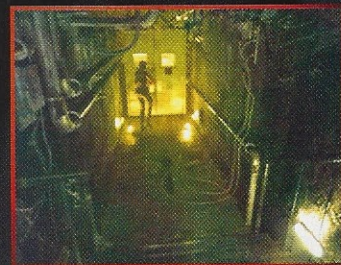
As you enter the power station at the south end of B3F, move east from the entrance and follow the floor arrows around the corner. Kill the lone chimera to prevent it from interfering in your next task.



At the end of this row, take the empty **FUEL SUPPLY CAPSULE** and heed the warnings. Quickly exit the power station and return to the refilling post on the other side of B3F.

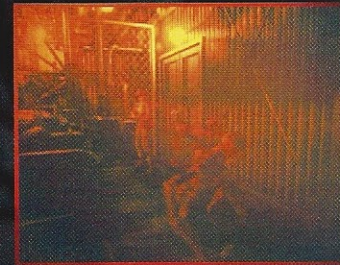


Refill the Fuel Cell and head back to the power station. You must *walk* the entire way! With each running step, there is a percentage chance that you'll trigger the nitro and blow the whole place sky-high! If that happens, it is an instant game over.



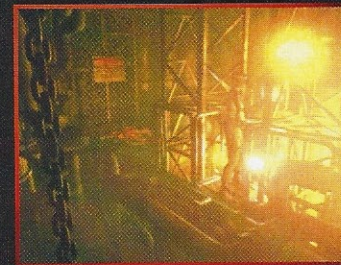
Try not to bump into walls, and don't fire a weapon or get hit by any enemies. There is a sparking broken circuit at the south end of the power room corridor. Do not walk directly under this, or you might explode. Replace the Fuel Supply Capsule into its slot and breathe a deep sigh of relief!

Now go to the door on the southwest wall. More chimeras will drop from the ceiling. Ignore them and continue.



FINAL UPLOAD

Head straight south to the desk and quickly use a MO Disk at the transmission device. Chimeras will drop from the vents behind you, so be ready to defend yourself with Grenade Shells or Shotgun blasts. Travel around the room to the west side, and keep a very sharp eye out for a **BATTERY PACK** in the northwest corner. Six chimeras will travel through the vents between the three rooms of the power station—all seeking to slit Jill's throat.



THE MAIN GENERATOR

Run along the generator's east side and listen for chimeras to drop into the room behind you. Look for the control panel and quickly reactivate the power on this level. Head back to the elevator.

INVENTORY CHECK

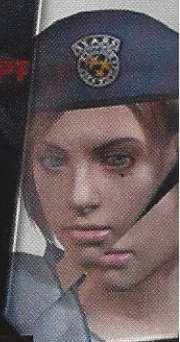


Grab the Magnum, ammunition, and at least three health items. If you have less than 12 Magnum rounds left, take along another weapon, such as the Grenade Launcher loaded with Acid or Grenade Shells. If your Grenade Launcher is empty, take the Shotgun. Time to get serious about ending this madness!

DESCENT

Activate and call the elevator at the north end of the power room corridor. If Barry is still alive and in your good graces, he will join Jill for the ride down.



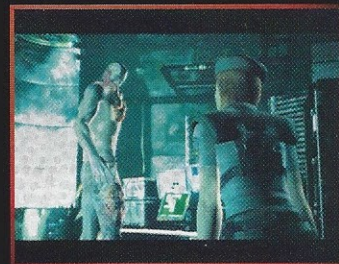


LABORATORY B4F

OBSERVATION
NOTE,
MASTER KEY

THE TYRANT LAB

Search on the floor to the right of the elevator doors for a handy item. Enter the lab. After a brief confrontation with the traitor, the Tyrant is born. This abomination knocks Barry aside like a sack of potatoes. It's solely up to Jill to take him out.



PREMATURE TYRANT

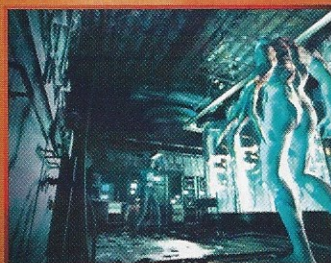
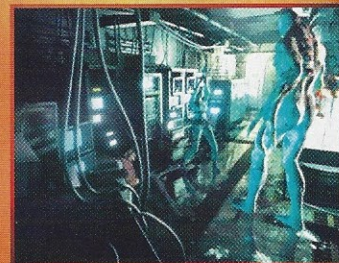
RECOMMENDED WEAPON
MAGNUM

BACKUP WEAPON
GRENADE LAUNCHER LOADED WITH ACID ROUNDS

At this "premature" stage, the Tyrant is slow but still deadly. The most important moment is the beginning, when the Tyrant is looming directly over Jill. Turn about face immediately and run away. There is a gap between the rows of giant tubes, so run between them and wait for Tyrant to stroll around the corner.

The Tyrant can perform a devastating slashing combo that Jill may not survive, even if she is at full health! Lead the Tyrant around the test tubes and attack when you have an opportunity. Don't take a chance on firing more than once. Avoid leading it into the dead ends at either side of the lab's northern portion.

Because the Tyrant is yet "unfinished," only four or five Magnum rounds are required to put it down.

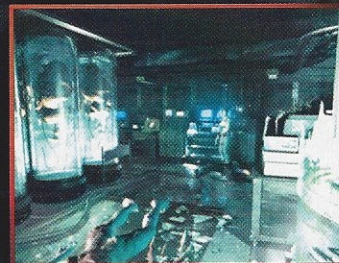


BARRY'S CUSTOM MAG

If Jill chose not to trust Barry during the final encounter with Lisa, use his Custom Magnum on the Tyrant. The creature will be toppled with just one shot!

THE CARNAGE SUBSIDES

When the monster finally drops, search the traitor's body and you'll find the **OBSERVATION NOTE**. If Barry lies unconscious in the corner, go wake him up. After the scene, unlock the door to this room by examining the computer desk in the northeast corner of the lab. If Barry died long ago, then search the ground near the megalomaniac's body for the **MASTER KEY**.

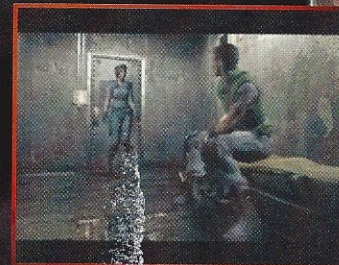


Outside the room, the self-destruct system is activated! Go back to B3, and Barry will run ahead. If you left any chimeras alive in the power plant area, they will follow you back to the "square."



SAVING THE PRISONER

One life-altering decision for Jill was choosing whether to trust Barry. If you choose not to save the prisoner in the cell on the west end B3F level, this too shall affect the outcome of your adventure.



To save the prisoner, return to the corridor with the triple-locked door at the west end. If you used three MO Disks at the three transmission stations, you can now unlock the door by pulling all three levers. Descend the stairs and go into the cell to find Chris Redfield alive and unhurt! Chris will follow Jill back upstairs, and then he runs ahead. Prepare for danger if you neglected to cremate enemies on B2.

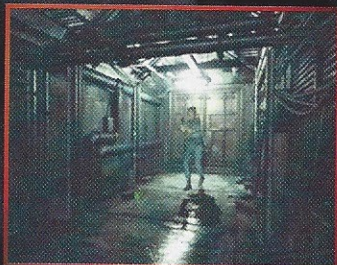


ATTENTION! FINAL INVENTORY CHECK

In the Item Box at the checkpoint, dump everything except the Magnum, ammo and three health items. If you're out of Magnum Rounds, take the Grenade Launcher with whatever you've got left. If that fails, take the Shotgun and hope for the best. Leave at least one open slot in your inventory. If you want to save your game one last time, this is your chance.

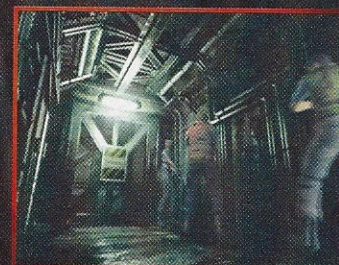
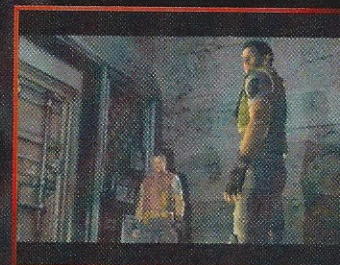
EMERGENCY ESCAPE ROUTE

The characters you've chosen to save await Jill's presence near the emergency exit doors on B1F. Either the doors are now open because a full-scale detonation is about to take place, or Jill can use the Master Key to open the doors.



A useful item and a **FIRST AID BOX** containing a **GREEN HERB** lie on the floor just inside the entrance lie. Don't take these unless you absolutely need them. Remember that you must keep one slot open in your inventory to finish the game.

A **FUSE UNIT** lies on the floor at the last corner of the emergency corridor. Pick it up before the boys catch up and block your view. There is a square slot next to the elevator doors. Insert the Dual Cell there, and the final three-minute countdown will begin.

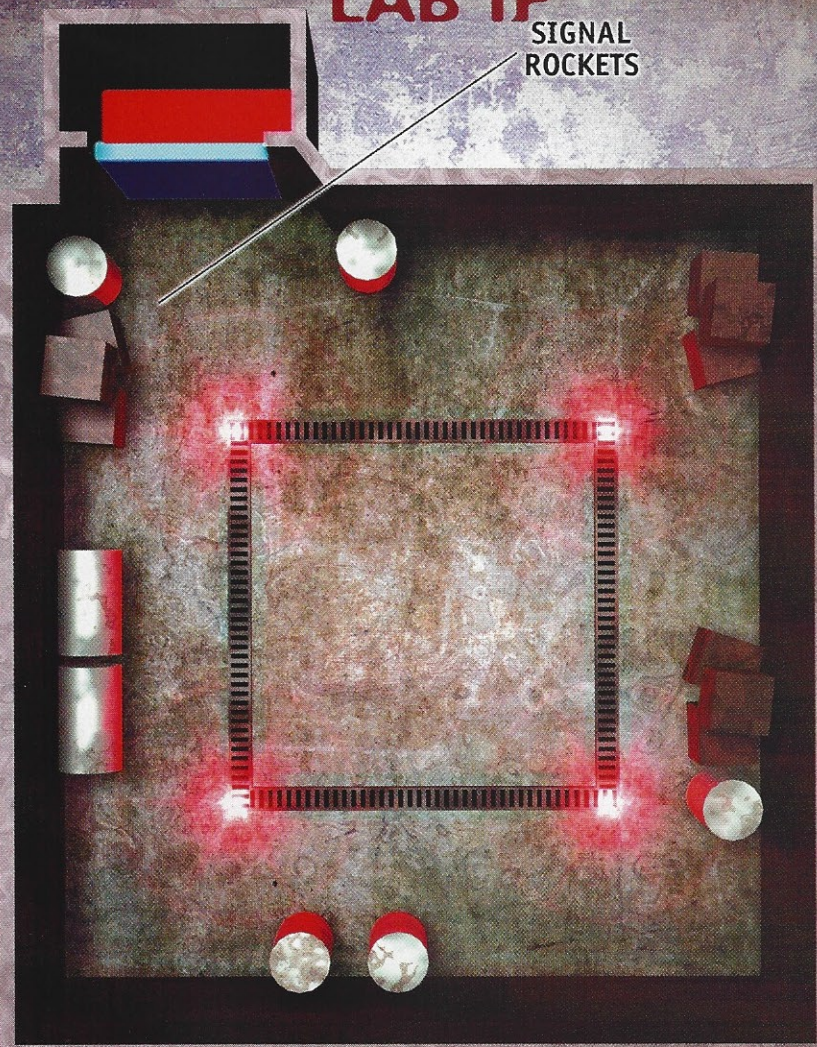


SIGNALING THE END

Take the **SIGNAL ROCKET** next to the entrance, and run out to the center of the "H" design on the ground. This item has a rather neat animation if you examine it in the menu and press the A Button. Use the Flare, and the men will arrive in the elevator.

LAB 1F

SIGNAL
ROCKETS



S.T.A.R.S. BULLETIN

Let's Blow this Pop Stand!

No one escapes from a mutant-crawling Mansion without a few major setbacks! Having obeyed the last **INVENTORY CHECK**, you should have no problems in dealing with the monstrosity that follows Jill to the landing zone. If hit the target with enough bullets, or if enough time expires, a powerful weapon will be dropped into the fray—use it to win the game!

WHAT HAPPENED TO THE FINAL SHOWDOWN?

If nothing out of the ordinary occurs at the rescue point, it's because you didn't trust Barry enough to return his weapon during the encounter with Lisa back at the Altar.

INTERVIEWS

Shinji Mikami, Director

AGE: 36
 YEARS IN THE VIDEO GAME INDUSTRY: 12
 PREVIOUS TITLES: BIOHAZARD (PS), ALADDIN (SFC), DINO CRISIS, ETC.
 HOBBIES: COLLECTING WATCHES

Q: What was the development team trying to achieve with the creation of *Resident Evil* Remake for GameCube? Why remake the original game?

A: If GameCube users started with *BioHazard 4* [*Resident Evil* is known as *BioHazard* in Japan. -ed.], they would be hampered by not knowing the original storyline, so we decided to remake all the games starting with part one. Also, reusing graphics on the current hardware would be difficult, so we rebuilt everything from the ground up. I'm confident that the level of graphics is top-of-the-line even among current-day games.

Q: What are you most proud of with this game?

A: I'm very pleased with the enjoyment factor that comes from a game using the highest level of graphics to create a harmony of terror and destruction.

Q: What aspect of the game do you hope gamers will find the most intriguing?

A: The presence created by realistic graphics.

Q: Are there any interesting subtleties in the game that you think gamers might not notice?

A: There are hidden elements, so that's a secret.

Q: Any plans for a sequel or a similar game?

A: We are porting over *BioHazard 2*, *3*, and *Code Veronica* from the PlayStation. As for new titles, we have plans for *BioHazard 0* and *4*.

Q: What's your next project?

A: An original title for the GameCube.

Q: Does *Resident Evil* ever terrify the staff members? Any bad dreams?

A: Our staff knows every nook and cranny of the game, so we don't find it scary anymore. However, during production, there were cases of people dreaming of being chased by zombies.

Q: What is the main inspiration for the *Resident Evil* series?

A: The idea of terror.

Q: What kind of research was done on the subject of fear, suspense and making people afraid?

A: It's an idea that came straight from the mind of the creator, so there really wasn't anything special done in that area.

Q: What new elements were added to the original game when making the new one?

A: The ability of zombies to come back to life and chase after the player again, after they have already been killed once. Reanimated zombies become quite vicious.

Q: What sort of new gameplay features can we look forward to in the next *Resident Evil* game? Any plans to import the gameplay styles of *Devil May Cry*, *Onimusha*, or other Capcom horror games?

A: Our next game, *BioHazard 0*, imports the system from the Capcom game *Sweet Home*. Our plans for *BioHazard 4* include a full model change, so please keep an eye out for it.

We are not currently thinking of adding anything from other Capcom horror games.



Q: Will more *Resident Evil* games be remade for the other new platforms using updated technology?

A: The numbered *BioHazard* games will be released specifically for the GameCube, and won't be released on other platforms.

Q: What is it like to program for the Nintendo GameCube in contrast to other systems? Is it easier or harder?

A: Development on the GameCube is very easy to work with.

Q: Will there ever be a level editor included with a *Resident Evil* game, so that players can make their own creepy locations, new monsters or custom weapons?

A: Currently, no.

Q: Have you ever considered making a team-based *Resident Evil*, where players try to keep an entire group of survivors from being eaten?

A: We've been investigating it, but at this point, it looks to be an idea for later.

Q: If you have seen it, how do you like the *Resident Evil* movie?

A: It's quite a tolerable demo. Milla Jovovich is fantastic.

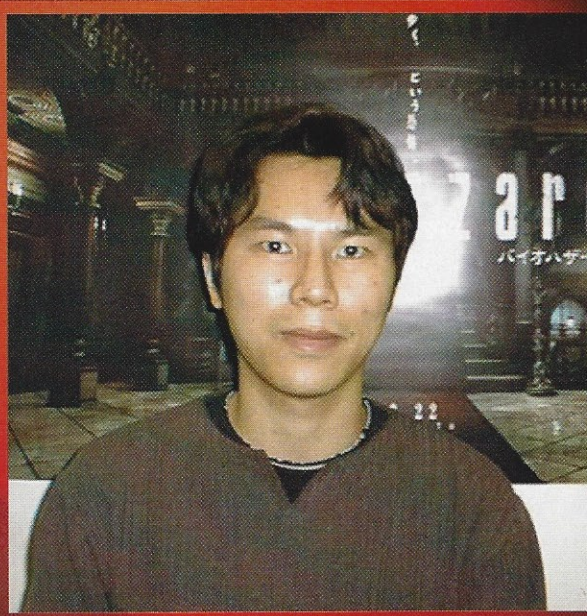
Q: What separates the *Resident Evil* games from other survival horror games on the market? What sets it ahead?

A: It's not just the numerous high-level qualities and great fear factor, it's the ability that the players have to take all of that into their own hands and conquer it. I don't think other horror games really have that quality.

Hiroyuki Kobayashi, Producer

AGE:
YEARS IN THE VIDEO GAME INDUSTRY:
PREVIOUS TITLES:
HOBBIES:

29
7
BIOHAZARD SERIES, DINO CRISIS SERIES, DEVIL MAY CRY
FOR NOW, MOVIE APPRECIATION, PERHAPS



Q: What was the development team trying to achieve with the creation of *Resident Evil Remake* for GameCube? Why remake the original game?

A: With this remake, we were aiming to create a top-of-the-line game in the industry, as we did with the original in 1996. Even now in 2002, I believe we managed to keep it as a top-of-the-line game in the industry. It was Mr. Mikami's plan to remake the game because we really wanted to put out a *BioHazard* game as soon as possible after the GameCube's release. Releasing *BioHazard 4* first would've taken far too long.

Q: What are you most proud of with this game?

A: We made sure every ingredient put into the game was of superior quality, and ended up with a product of superior quality as well. The characters were created by taking data from real-life models and actors, and we used real cloth and flesh as models when creating the zombies and other creatures. Also, with the backgrounds, in order to improve both the direction of the lights and shadows and the quality of the atmosphere, we added fine details such as fog and dirt to produce a feeling of fear.

Q: What aspect of the game do you hope gamers will find the most intriguing?

A: I want them to be thoroughly frightened, and use their heads in solving the various tricks and puzzles in the game.

Q: Are there any interesting subtleties in the game that you think gamers might not notice?

A: The staff packed many of their own nuances into the game, so if you pay attention to minute details, you may well discover something new.

Q: Any plans for a sequel or a similar game?

A: From here on, the GameCube is getting all our *BioHazard* games, including *BioHazard 0*, *BioHazard 2* (port), *BioHazard 3* (port), *Code Veronica Complete* (port), and *BioHazard 4*.

Q: What's your next project?

A: *Dino Crisis 3*, *BioHazard 4*.

Q: Does *Resident Evil* ever terrify the staff members? Any bad dreams?

A: Since the staff themselves are making it, I don't think they are very frightened anymore. Although when they're first seeing something and not knowing what to expect, I think they feel some fear. Of course, when we get close to a game deadline, we're all pretty much zombies, too.

Q: What is the main inspiration for the *Resident Evil* series?

A: I wouldn't say horror entertainment, it's definitely not meant to be purely grotesque and violent, nor is it meant to be a horror movie.

Q: What kind of research was done on the subject of fear, suspense and making people afraid?

A: The director, Mr. Mikami, is a big fan of horror movies. The staff would research using movies, various books and music, as well as everyday life experiences.

Q: What new elements were added as improvements to the original game when making the new one?

A: We added things that will scare even the people who played through the first game, without destroying the core of the original game.

Q: What sort of new gameplay features can we look forward to in the next *Resident Evil* game? Any plans to import the gameplay styles of *Devil May Cry*, *Onimusha*, or other Capcom horror games?

A: *BioHazard 0* will be an evolved form of the traditional model of gameplay. *BioHazard 4* will be an experiment with a completely new system.

Q: Will more *Resident Evil* games be remade for the GameCube or other platforms using updated technology?

A: We don't plan on any more remakes at the current time. *BioHazard 2*, *3*, and *Code Veronica* will be the same as the PlayStation versions—appearance, contents, and all.

Q: What is it like to program for the Nintendo GameCube in contrast to other systems? Is it easier or harder?

A: It's very easy. We were able to finish *BioHazard 1* in a year and two months.

Q: Will there ever be a level editor included with a *Resident Evil* game, so that players can make their own creepy locations, new monsters, or custom weapons?

A: Aside from making faces in fear, there aren't plans for players to be able to make anything.

Q: Have you ever considered making a team-based *Resident Evil*, where players try to keep an entire group of survivors from being eaten?

A: It's at the idea level right now.

Q: If you have seen it, how do you like the *Resident Evil* movie?

A: Milla Jovovich was very good as the lead character, and anyone who likes her will definitely enjoy the movie.

Q: What separates the *Resident Evil* games from other survival horror games on the market? What sets it ahead?

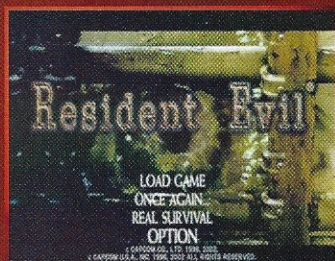
A: We create our products "with extreme prejudice." We go overboard with quality.

It's nothing new and extravagant, but please enjoy this game to your heart's content!

Despite all the bravado and extraneous efforts of the S.T.A.R.S. team, the secrets of the hideously evil Umbrella Corporation and its gruesome experiments have yet to be completely revealed. This chapter arms you with the knowledge you'll need to unlock the hidden truth and bring the evil in residence to its knees.

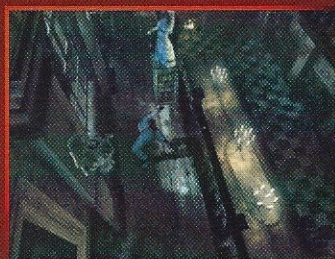
SECRETS

As if the fear and the tension of your first game weren't enough to split your skull in half, you'll be pulling your hair out over the terrifying new gameplay modes that open when you complete the game under certain circumstances.



Once Again...

Clear a game at any difficulty setting in any amount of time. The Once Again option allows for the selection of Easy, Normal or Hard Difficulty. In this mode, any other costumes, bonus items or additional modes can be unlocked. The Start menu background changes. Just as Normal level has more enemies and fewer bullets than Easy level, Hard level overwhelms you with undead hordes, and ammo is hardly anywhere to be found. Set your own challenge!



Real Survival Mode

Clear a Normal or Hard Difficulty game to unlock this mode. You can't use any bonus items. Enemy placement is different, and there is less ammunition. Game difficulty is Hard level only. Your character's auto-aim is deactivated. New costumes are the only bonuses that you can unlock upon completion. Most importantly, the Item Boxes are no longer universal. Equipment that you place into a specific Item Box can only be picked up at that same location, not at any other—talk about an inventory nightmare!

Invisible Enemy Mode

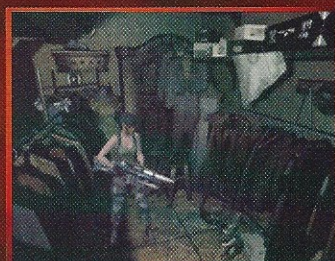
The title says it all! Open this insane mode by clearing Real Survival Mode, or by clearing both Chris's and Jill's Normal Difficulty games. Data must be recorded on the same save slot. The enemies are completely invisible, and as a result the character cannot auto-aim. But at least Easy, Normal and Hard Difficulty selections are available. All of the characters' costumes are awarded for completing Invisible Enemy Mode.

Secret Costumes

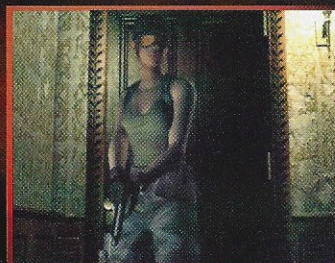
The cast of *Resident Evil* gets into the Halloween spirit by dressing up as their favorite movie characters. Additionally, updated character models from other games in the series are included.



The Special Key: Clear either character's scenario once, and the Special Key will appear in the Item Box for that character. The next time you select this character's scenario, use this key to unlock the door painted with the Mansion's likeness in the small alcove of the statue gallery on the first floor. Search the clothing racks to the left and the right to try on new costumes.



Sarah Connor: Jill emulates the ultimate female survivalist from James Cameron's hit film. Clear Jill's adventure once at any difficulty setting to unlock this alternate outfit.



Nemesis Jill: Remember Jill's unique outfit from *Resident Evil 3*? Clear Jill's game twice at any difficulty setting to fashion this much-appreciated costume.

The Mexican: Clear Chris's game once at any difficulty level, and he will dress like a S.T.A.R.S. version of Brad Pitt from *The Mexican*. Rebecca gets into the act, dressed like Julia Roberts!

CODE Veronica Chris: Chris casts off his S.T.A.R.S. gear for a more straightforward commando uniform in *Resident Evil CODE: Veronica*. Clear Chris's scenario twice to achieve this look.



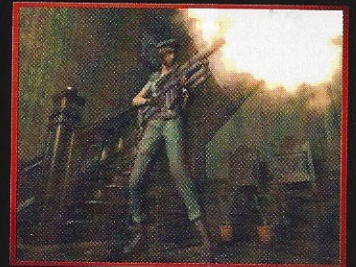
BONUS WEAPONS

Resident Evil is a game that you cannot possibly take lightly. As your speed and agility improves, the game awards bonus weapons to make returning to the horror easier.

Barry Burton's Custom Samurai Edge: The bearded wonder boy designed this gun specifically for S.T.A.R.S. members and the situations they encounter. The special clip holds infinite ammunition, with no reloading. The gun fires three shots extremely fast, so that zombies, dogs, spiders, and crows don't have a chance to counter. The Samurai Edge also has a higher chance of decapitating a zombie or a dog. The custom handgun is obtained by completing a Normal or Hard game in five hours or less. At the start of a new game, it will be in both Jill's and Chris's inventory, and the character's knife weapon can be found in the Item Box where it belongs.



Rocket Launcher Unlimited: Complete a Normal or Hard game in three hours or less, and the Rocket Launcher showcased at the end of the game will be in both characters' inventory at the start of a new game. The Rocket Launcher has an infinite supply of missiles, and it will kill most enemies in one shot. But be warned; it is largely ineffective against flying enemies—keep some bullets handy!



THE KAMIKAZE ZOMBIE

As if the new *Resident Evil* isn't frightening enough! When you complete both Chris's and Jill's scenarios on Normal or Hard Difficulty, use the same save game to find that a certain "star" zombie in the game is suddenly cast in an even larger and more frightening part. The Kamikaze Zombie will replace certain enemies in the levels, and it will wander from room to room searching for your character. This zombie is much faster than any other, and it is covered with bombs! If so much as one stray bullet hits this creature—*BOOM!*—instant game over. You cannot kill the Kamikaze Zombie, you can't use defense items against it, and it will always appear in the worst places at just the wrong moment. The tension increases to the boiling point when you hear a jingling of grenades and a special zombie moan. Watch out for this tough customer!

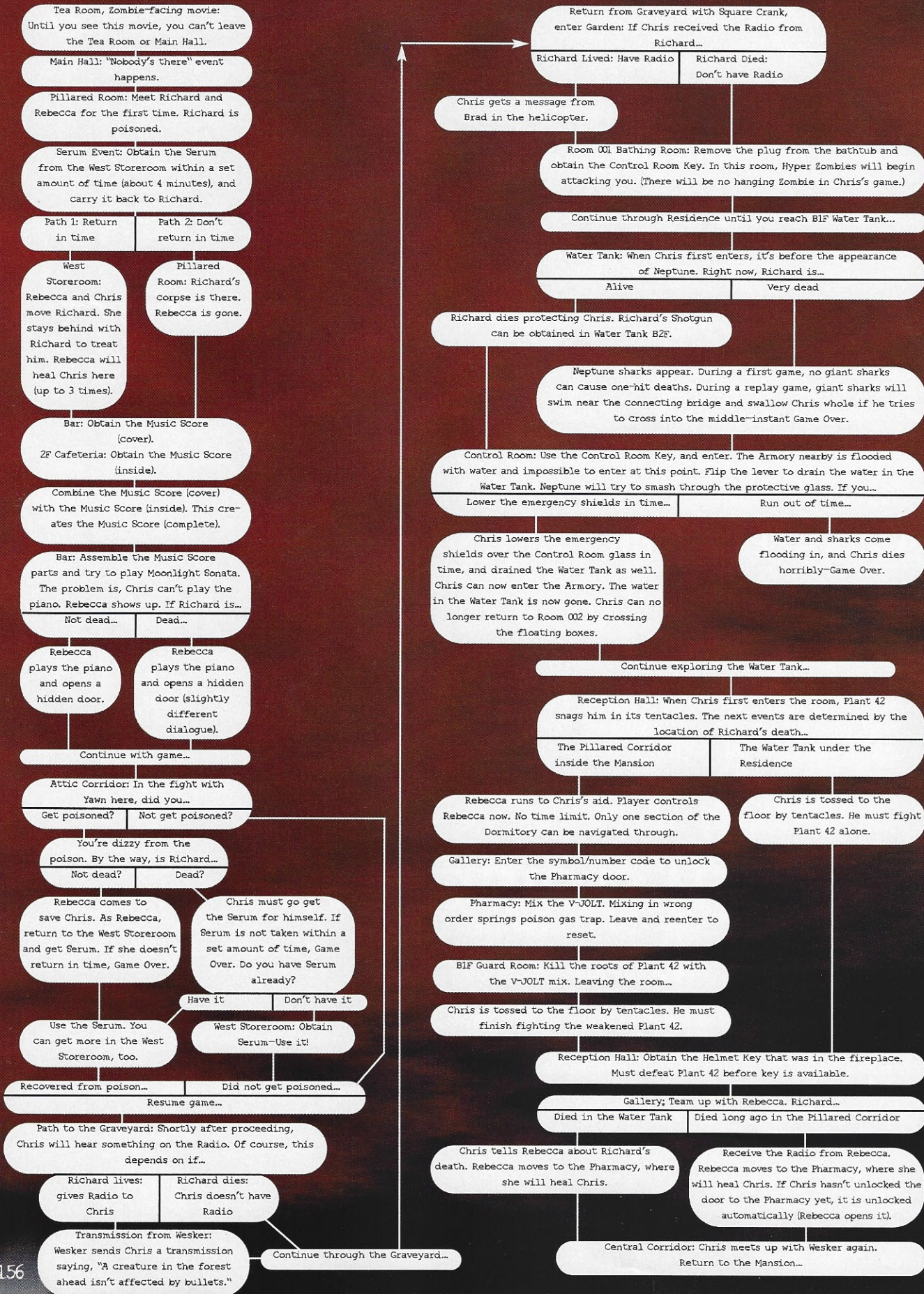
PATH FLOWCHARTS

Charting the scenario variations in *Resident Evil* is a bit like attempting to map the twists and turns of the Congo River in Africa. You can follow one route or the other, but usually not both.

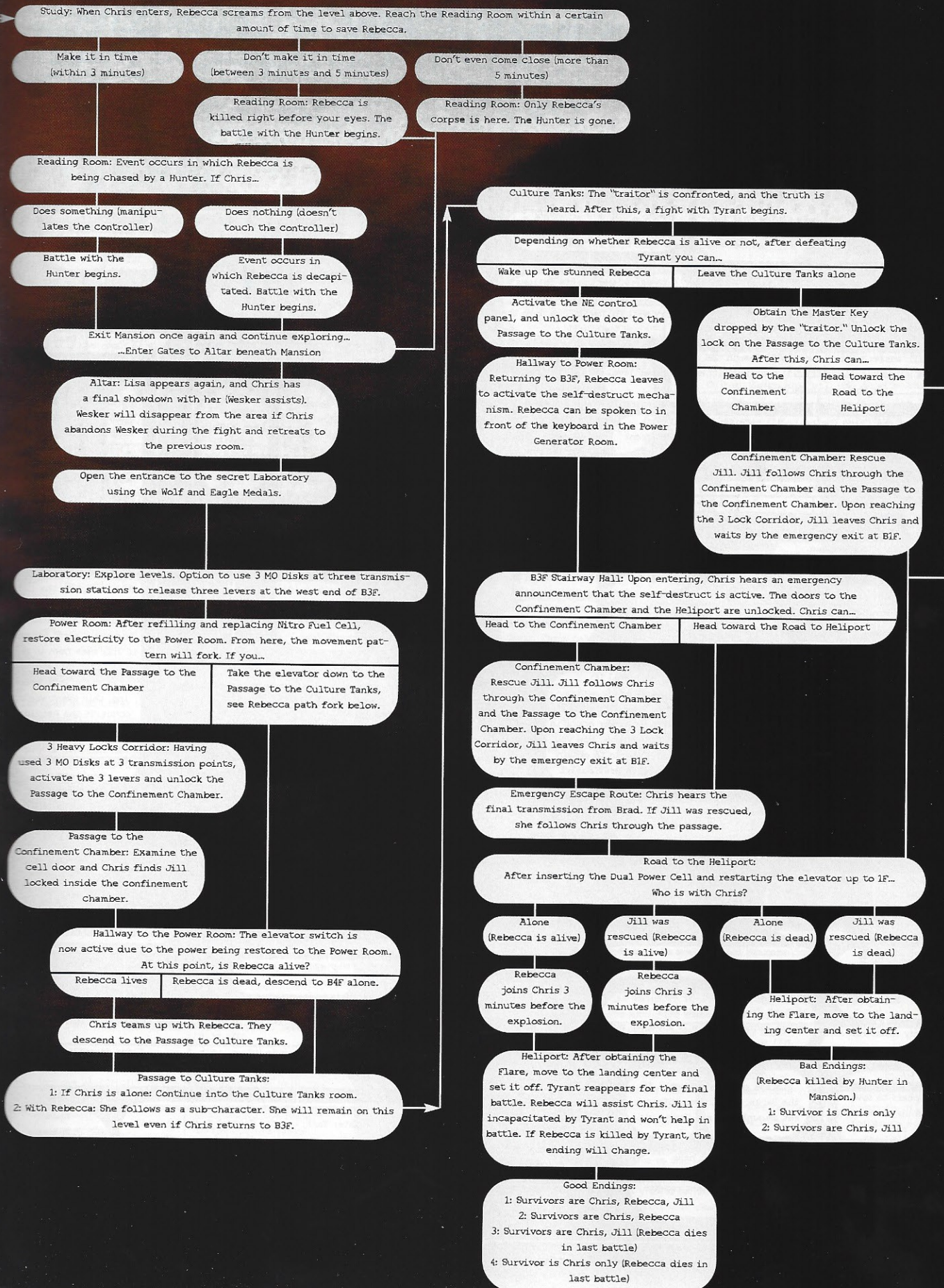
Many of these events can be triggered only after deliberately performing a series of required actions. For instance, it is possible to lure the zombie from the Tea Room area into the Dining Hall by performing a series of actions that aren't the obvious choices. As soon as Barry and Jill enter the Dining Hall, return immediately to the Main Hall. Wesker sends Jill right back into the Dining Hall. Try to leave the Dining Hall again, and a hidden event occurs where Barry makes fun of Jill. Next, join Barry to investigate the blood on the floor. Then move toward the grandfather clock on the north wall. This will trigger another secret event, where the zombie bursts into the Dining Hall and attacks Jill.

After this description, hopefully you get the idea of how to search for alternate events. The walkthroughs contained in this guide follow what seems to be the most obvious route to the best endings, where all the heroes survive. But the endings where not everyone makes it out alive are just as interesting, if not more so!

CHRIS REDFIELD PATH FLOWCHART

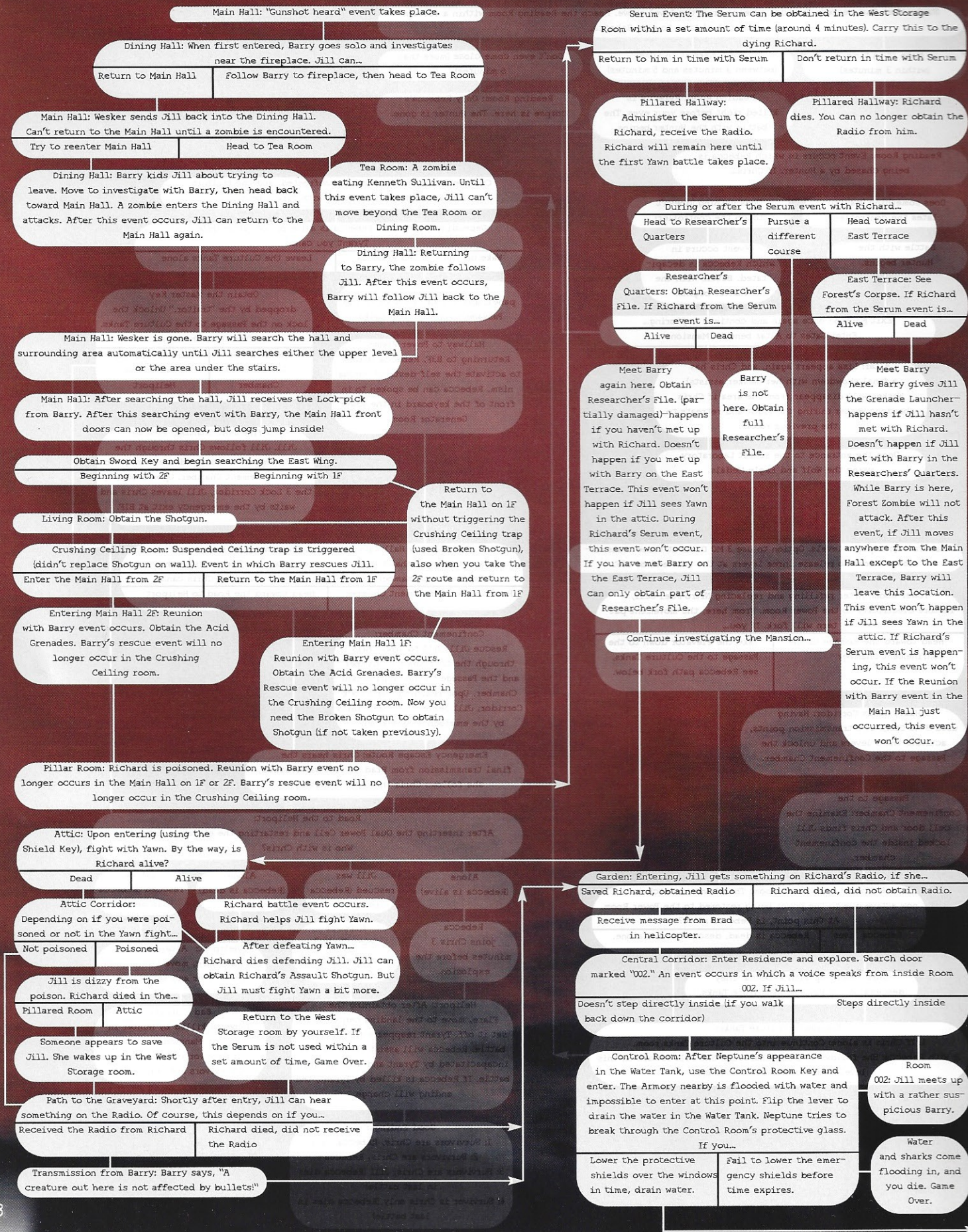


MONSTERS WEAPONS TACTICS WALKTHROUGH APPENDIX

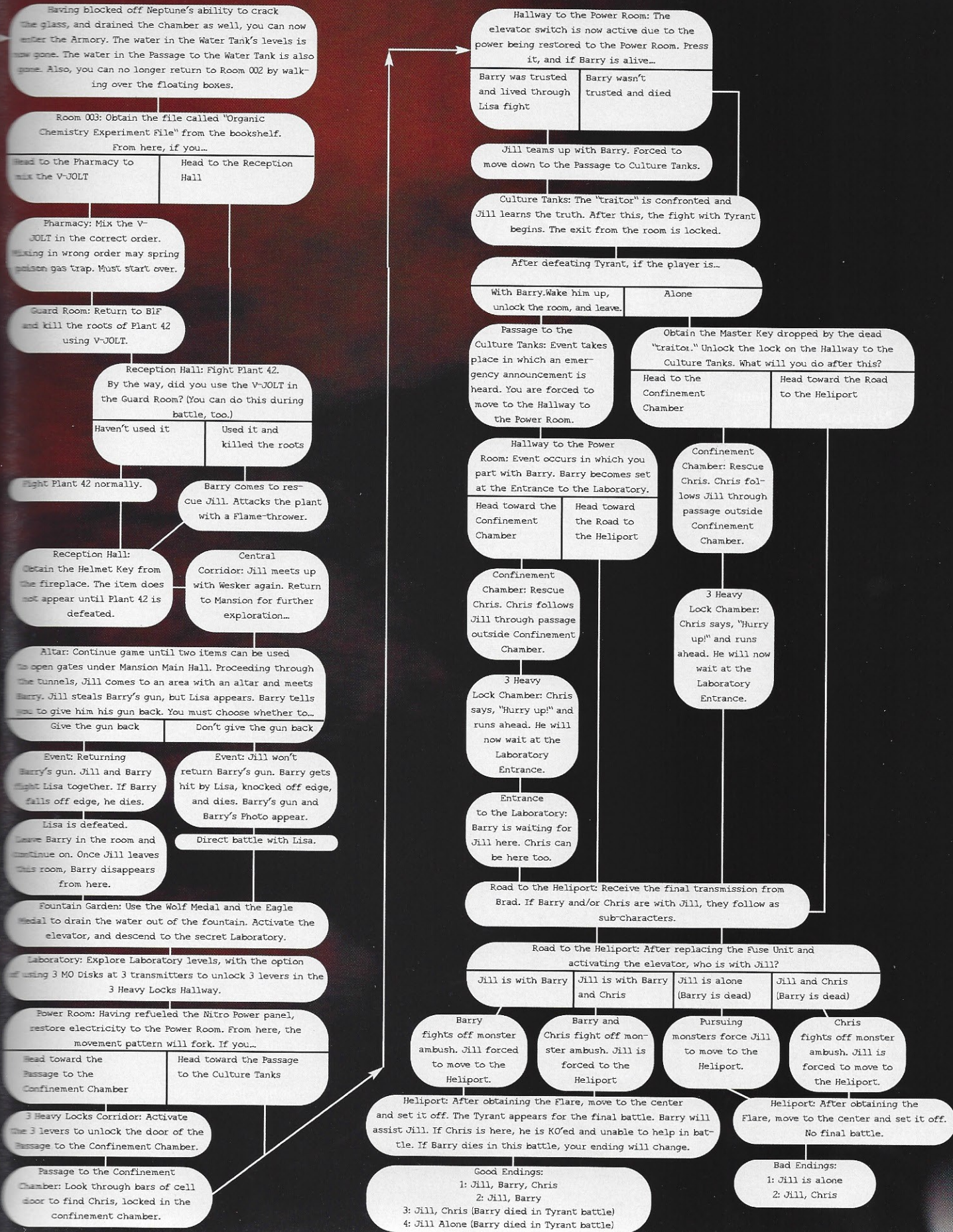


JILL VALENTINE PATH FLOWCHART

CHARACTERS



MONSTERS WEAPONS TACTICS WALKTHROUGH APPENDIX



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Resident Evil®

OFFICIAL STRATEGY GUIDE

by Dan Birlew

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BradyGAMES Publishing

An Imprint of Pearson Education

201 West 103rd Street

Indianapolis, Indiana 46290

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ISBN: 0-7440-0164-1

Library of Congress Catalog No.: 2002104293

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 02-1 shows that the first printing of the book occurred in 2002.

05 04 03 02

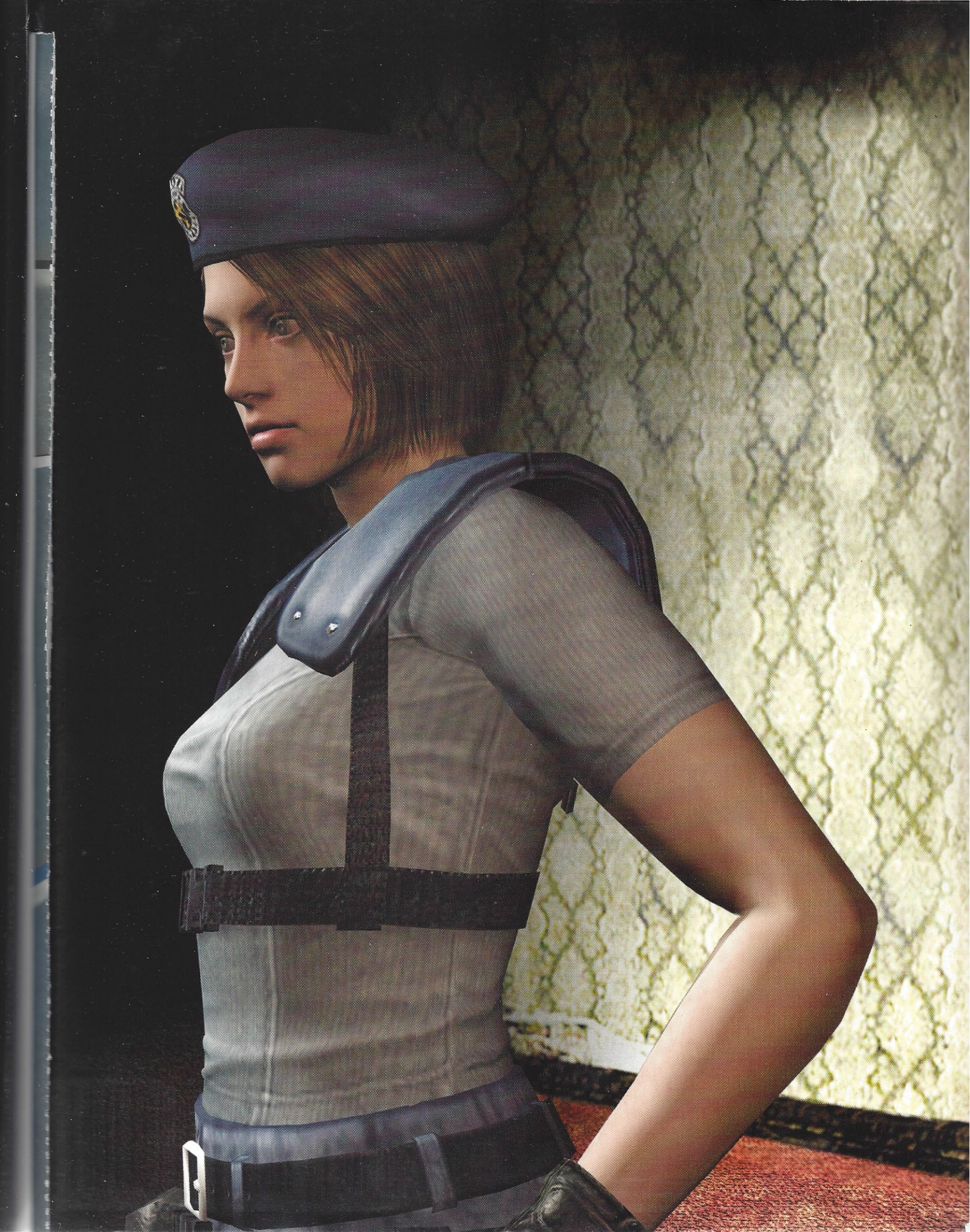
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Acknowledgements

The author wishes to greatly acknowledge the following individuals for their contributions to the completion of this project: all the people I forgot to thank in the *Devil May Cry* guide, including Ansel Wilson for his amazing translation job and Tim Cox for being a uniting force behind the project; Leigh Davis for being patient with an obsessive dork and helping me keep my head on my shoulders; David Waybright for all the strawberries and chocolates a guy could ever want; my Aunt Patricia for her sloppy joes; Ansel Wilson, once again, for translating the tar out of Capcom's game plans; Tim Fitzpatrick for doing one more project with me that is a week behind and a day short; and most importantly, my wife Laura, who stays beside me and keeps taking screenshots no matter how loudly I cuss at a game. The book in your hands is a combination effort, and it would have been impossible without these contributions.

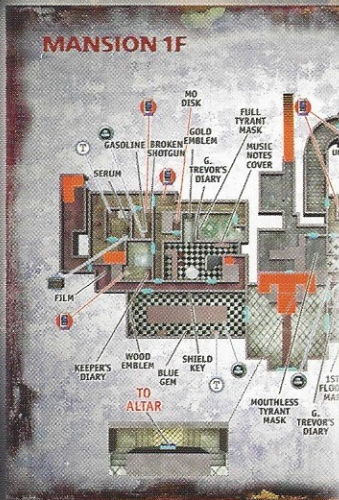


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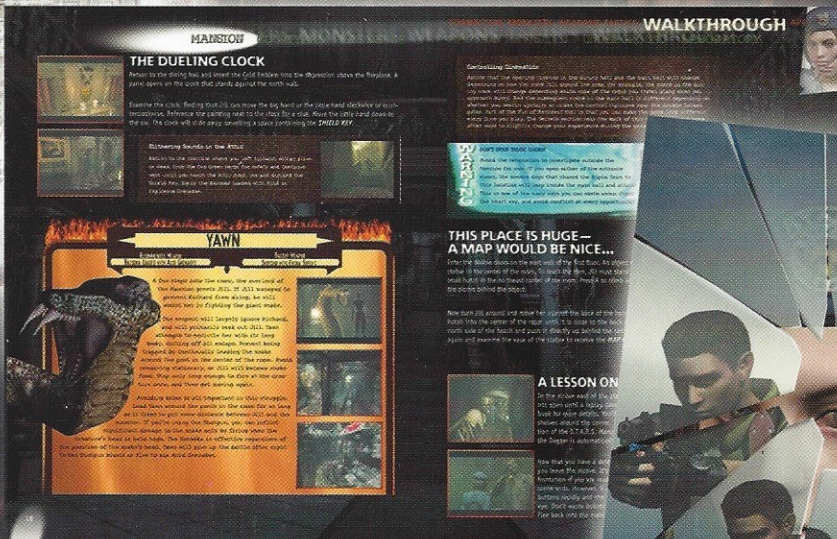
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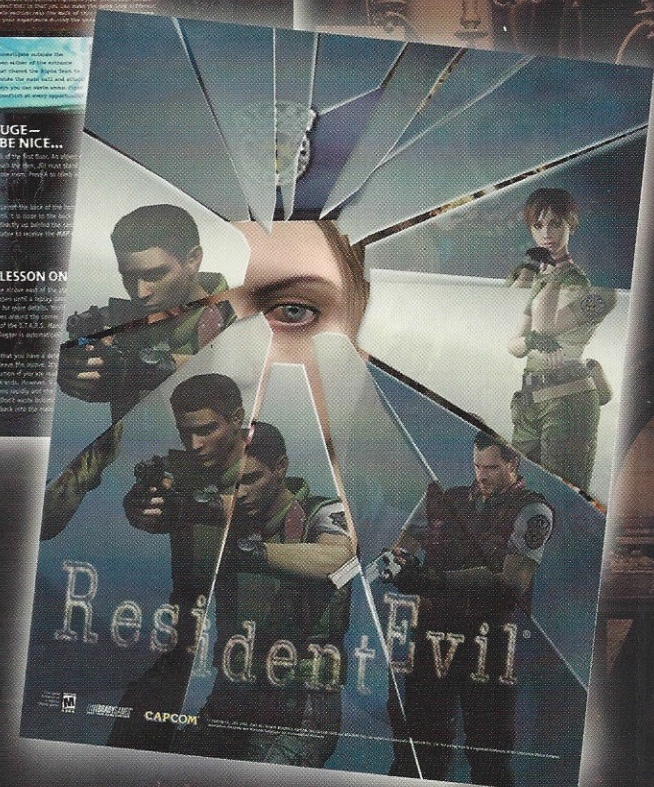
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