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GAME GUIDE:

RESIDENT EVIL

CODE: VERONICA

By Ryan Mac Donald

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GETTING STARTED

Resident Evil: Code Veronica is far and away the biggest, longest, and easily the most terrifying Resident Evil game thus far. Some of the game's mind-bending puzzles and seemingly invincible enemies almost require that you have a guide like this to get through the game. Because when you're not blasting zombies, giant spiders, or hideous biologically engineered creatures, you're either out of shells, stuck at a puzzle, or dead.

Fret no more and look no further. It's a sure bet one or more of the scenarios above applies to you, and you've come to the right place for assistance. This guide features everything you need to navigate and succeed in the treacherous levels of Code: Veronica.

THIS GUIDE CONTAINS:

STRATEGIES FOR SURVIVAL, INCLUDING:

- ③③③ a description of the moves in the game and how to use them effectively
- ③③③ item management
- ③③③ a list of enemies, including bosses, and the weapons that work best against them

A COMPLETE WALK-THROUGH OF THE ENTIRE GAME:

- ③③③ extremely detailed step-by-step solutions to each and every puzzle in the game
- ③③③ the location of every item you'll need to complete the game, including weapons, ammo, and health
- ③③③ Tips and secrets for the hidden first-person mode!





SURVIVAL STRATEGIES

MOVES TO KNOW

One move you need to know is the auto-targeting trick, which will help you rapidly take out multiple enemies in a single area. This is done by pressing the right trigger button. By doing this your character will spin faster than normal and point whatever weapon you have equipped at the enemy. The trick to it is once you've killed one of the enemies in an area, don't keep the trigger button depressed and manually aim at the next enemy. Instead, press the trigger button and let it automatically face you toward the next enemy.

The second move is the quick 180 spin. To do this, simply press in the direction you wish to face and press the run button. This causes your character to do an about-face and run away from an enemy a lot faster than normal.

ITEM MANAGEMENT

There are numerous items to collect and use throughout the game. Documents can be picked up at any time, but everything else takes up the limited space you have in your inventory. Use the storage boxes to store items that you don't think you'll need for a while. Always try to keep a couple of slots open in your inventory so you can pick up items as you come across them.

Since Chris' adventure takes place in many of the same areas that Claire visits before him, keep in mind when playing as Claire that any health or ammo items you pick up won't be there for Chris. A safe way to play is to simply pick up everything you come across, use what you need, and leave the rest in the storage box for Chris to find later.





ENEMIES AND WEAPONS

Good ammunition is always hard to come by. Choosing the right weapon for the job is simple economics. You'll find a lot of handgun rounds and arrows in the game, and there are certainly a lot of zombies to shoot. Below is a list detailing the enemies in the game and the weapons that are most effective against them.

ZOMBIES/BOW GUN

Taking out zombies is easy business. The only weapons you should use against them are the handgun and bow gun. This is simply because there is an ample supply of arrows and handgun rounds scattered about.

DOGS/HANDGUN

Use the handgun to take out the dogs. They move too fast for you to consistently hit them with the bow gun.

ARM STRETCHERS/GUN POWDER ARROWS

These nasty creatures pack a wallop, so don't fool around when you run into one of these. Use the bow gun and shoot gun powder arrows at them. Landing four shots will do one of these baddies in.

SPIDERS/GRENADE ROUNDS

These little buggers can be a real pain, so use some grenade rounds or the shotgun to take them out.

BATS/LIGHTER

While shooting bats is fun, if you simply equip the lighter they'll leave you alone. Use the handgun or the shotgun when you have to take them out.

GIANT WORMS/HANDGUN OR SHOTGUN

You can kill these troublesome creatures with just about anything. If you're confident with your maneuvering skills, go ahead and use the handgun. If not, choose a heftier weapon like the shotgun.

HUNTERS/SHOTGUN

These creatures are spinning razor blades. As soon as they show up, use grenade rounds or the shotgun to take them out quickly.





TYRANT/MOST POWERFUL

Use everything you've got! When you meet up with the Tyrant, lay into him with the most powerful weapons you have in your inventory.

ALBINOIDS/RUNNING

You only run into this type of creature three times in the entire game. In each instance avoiding it is the best answer.

BLINDFOLDED BOSS/RIFLE

The blindfolded boss you face as Claire can take a lot of damage. Use Alfred's rifle and aim for the creature's exposed heart in the center of its chest. After expending this weapon's ammunition, use the machine gun.

ALEXIA/MAGNUM

The first time Chris has to face Alexia in the mansion, the best weapon to use is the magnum. A few shots from the powerful handgun will put her right down. The second time around, use anything and everything you have in your inventory, however, acid rounds work very well.





WALK-THROUGH

IN THE BEGINNING...

After the shadowy figure walks up to Claire's cell you must equip the lighter you have in your inventory. Upon doing so, a brief cutscene will play and "explain" a bit more of the story. After this is over, you are free to leave, but before doing so, be sure to check out the list of prisoners on the desk and pick up the knife, handgun bullets, and the green herb in the room.

After exiting the room you'll immediately run across a typewriter/save point. Ignore this for now since it's early in the game, but be sure to pick up the handgun bullets on the floor.

Upon exiting the hallway, you'll find yourself in a graveyard where a cutscene will roll showing Claire being surrounded by zombies. If you're good, you can slip past the two zombies that are between you and the door that you need to get to. But if not, Claire will just shrug the two off and continue.

After exiting the graveyard, Claire will take a few steps into the courtyard and a cutscene will play. During this cutscene Claire will acquire a handgun and meet Steve Burnside for the first time. After the cinema, just head in the direction Claire is facing and go through the door. On the other side, you'll see a red brick building with a wooden deck. Head inside and be ready to cap a few zombies. Upon entering the building you'll see a door on Claire's right. Head inside and you'll find a prisoner's diary sitting on one of the beds, as well as two boxes of handgun bullets, one of which will be sitting on a shelf in front of a window. Retrieving this box will bring a surprise that happens to be carrying two M-100P pistols for you to collect. Before you exit the building, be sure to pick up a box of handgun ammunition, a green herb, and a map that is hanging on the wall of the kitchen area.





METAL DETECTOR MADNESS

After exiting the building, a cinema will show something lurking underneath the deck. Continue on your way around the building and you'll see something drag a zombie underneath the building. Press on and make your way to the door at the end of the walkway. On the other side you'll find some more of your undead friends. Cap the two roaming about, as well as the sneaky third one who's waiting around the corner in front of the door you need to get to.

Go through the door, and as the voice tells you, deposit all of the metallic items you have in your inventory into the security box. If you happen to forget one, an alarm will go off and the door will close. If this happens, don't worry - just hit the little button in front of the metal detector to reset it and place the item you forgot was metal into the security box. After you're free of any metal objects, head down the hallway and poke around the area where the table and 3D scanner are located. There you'll find a users manual, flame rounds, BOW gas rounds, and a can of first-aid spray. After collecting these items, go through the nearby door. On the other side, you'll find an important fax on the table when you enter the room and Steve Burnside around the corner.



Search the drawers of the desk seen in this picture to discover the hawk emblem.



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After the brief cinema, search the desk drawer beneath the computer.

There you'll find the hawk emblem. With this in hand, all that's left to do is grab the ink ribbon near the typewriter and activate the switch in the corner of the room, which is just to the right of the door that won't open. From here, return to the room you just came from and go ahead and place the hawk emblem in the 3D scanner. Now retrace your steps back through the hallway with the metal detector and go back to the area where the zombie was locked behind the fenced-off area.

3D-SCANNER SOLUTION

Go to the left-hand side of the large door and push the flashing blue button to open it. Dispatch the two zombies inside. You can do this and conserve ammo by shooting the explosive canister on the right side of the room. Watch out for the two zombies behind you that come out of the fenced-off area. When the coast is clear, pick up the fire extinguisher in the back of the room and go into the now-opened fenced-off area where the guillotine is. On the guillotine you'll find a key. Pick it up and make your way back to the graveyard area. On your way, two dogs will try to attack you, so stay alert and be ready to take them out with the pistol. Once back in the graveyard area, take out the zombies that you ran away from before and get to the burning truck. Stand in front of the fire and go into your inventory and use the fire extinguisher to quench the flames. With the flames out, retrieve the silver briefcase and go into your inventory again and examine the case to open it. Inside you'll find a piece of composite material called TG-01 and a brief description of what it's for.

Now make your way back to the area where the red brick building is. If you take a right immediately after entering this area, you'll find a locked fence that you can now open using the key you found near the guillotine. This is merely a shortcut so you don't have to run all the way around the building. From here, you must get back to the room where you placed the hawk emblem in the 3D scanner. Once there, place the composite material titled TG-01 in the machine to the right of the 3D scanner. This will make a composite replica of the hawk emblem, which you can carry past the metal detector. Do so, but before leaving the hallway with the metal detector, be sure to take back all of the items you placed in the security box before leaving. Make your way to the courtyard where Steve shot at Claire.

BATTLE-WORN BRIDGE

On the right-hand side of the courtyard, you'll find a large double doorway. Use the composite replica of the hawk emblem to open the door. Make your way across the battle-worn bridge. On the other side you'll find a couple of green herbs you can either pick up now or leave for later.



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Now make your way to the Jeep. You'll find a box of handgun bullets sitting on the seat. After retrieving the box of shells, go over to the end of the bridge and push the lone silver crate as far as it will go toward the other crates that are burning. Then push it from the left-hand side as far as possible toward the wooden crate. Now hop up onto the crate you just shoved, walk across the three silver crates, and make your way up the stairs.

At the top of the stairs you'll come across two zombies to do away with. Do so and head into the nearby door on the right side of the screen, but watch out for the three dogs waiting for you on the other side. Head into the wooden double doors and make your way to the door at the back of the checkered-floor hallway. Inside you'll find yourself in a locker room along with four zombies to do away with. Many of the lockers contain arrows for the bow gun, so be sure to look carefully.



Take the key that's sitting at the bottom of the pool seen here.



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Exit through the next door and enter the bathing area. Be sure to watch out for the zombie that's hanging out in the steam room. Make your way down the steps and down to the pool area. Jump into the pool and turn the valve handle on Claire's left. After doing so, the water will stop pouring out of the lion statue, and you can see a gleaming key at the bottom of the pool. Pick up the storage key, head back through the locker room, and return to the checkered-floor hallway.

THE MANSION

Once back in the checkered-floor hallway, go into the wooden door on Claire's left. Inside you'll find three zombies waiting for you. After taking care of them, walk over to the computer where the blue light is flashing, press the button to print out the map of the area, and pick up the arrows on the desk that's on the right. Next, head into the room to the right and go to the locked cabinet at the back of the room. Use the storage key you just found in the pool to open the cabinet. Inside you'll find a case of bow gun powder. Now head back to the checkered-floor hallway and head up the stairs that are just to the left of the main entrance. At the top of the stairs you'll find two doors - only one is accessible. Enter it. Inside you'll find the bow gun and the password memo. After the cool cinema, leave the room and exit the building the way you came in. Head to the left and exit the courtyard through the door you first entered from.

From here, head toward the burning barrels and take a right (Claire's right) into the murky darkness toward the two zombies lumbering about. Make your way up the steps and continue through the gate. On the other side you'll find yourself on a stone walkway. Follow the walkway and be on guard for the three dogs that will try to attack you. After dealing with them, go up the steps and enter the large double doors of the mansion (ignore the sparkling item for now).

Once inside the mansion, head up the staircase and make your way to the room at the top of the stairs on the right. Inside you'll find yourself in a small study complete with a typewriter, storage box, ink ribbons, handgun ammo, a document labeled 'Secretary's note', a green herb, and an ID card. All of the items except the ID card are in plain sight. You'll find the ID card underneath a small cabinet in the hallway leading toward the locked door. Shove the cabinet to one side and pick up the ID card. Once it's in your possession, go to your inventory screen and examine the card. On the back you'll discover the password NTC0394.





EXPLORING THE MANSION

Now head back downstairs and access the computer behind the front desk where you'll also find a box of handgun ammunition. The computer asks you to enter an employee ID. Enter NTC0394 to disable the security system. A cutscene will show the door that is unlocked by this process. The door is located at the back wall, just a few feet from where the computer is. Go through this door. On the other side you'll find yourself in a hallway that contains a box of ammo and four zombies.

After taking care of the pesky zombies, make your way to the door at the far end of the hallway. Once inside you'll find a box of ammo and a switch on the right wall just below an encased golden ant. Pushing this switch will start an interesting movie that will have great significance later. After the movie is done playing, the large case on the right will move, revealing a secret passage. Inside you'll find what looks like a steering wheel to a boat. Pick this up and exit the room (don't bother trying to take the gold Lugers embedded in the wall).

Return to the main floor of the mansion and enter the blue door on the left. Here you'll find a box of handgun ammunition, a can of first-aid spray, a locked silver brief case, and four bats that will try to take a few pieces out of you. Kill the bats, get the goods, exit the room, return to the upstairs study, and dump off the case in the storage box since you can't do anything with it for a while yet.

Now return to the main floor of the mansion and try to exit via the main entrance. A cinema will interrupt. After this cinema, race back to the room where you viewed the strange movie. Once there, you'll find that the large case that had moved to reveal a passageway is back in its original position and a control panel is now in place of the movie screen.

Go to the control panel. You'll see six icons of objects. Select C and E, the two pistols, and then choose Decide. After the brief conversation between Claire and Steve, exit the room and return to the main entrance of the mansion.

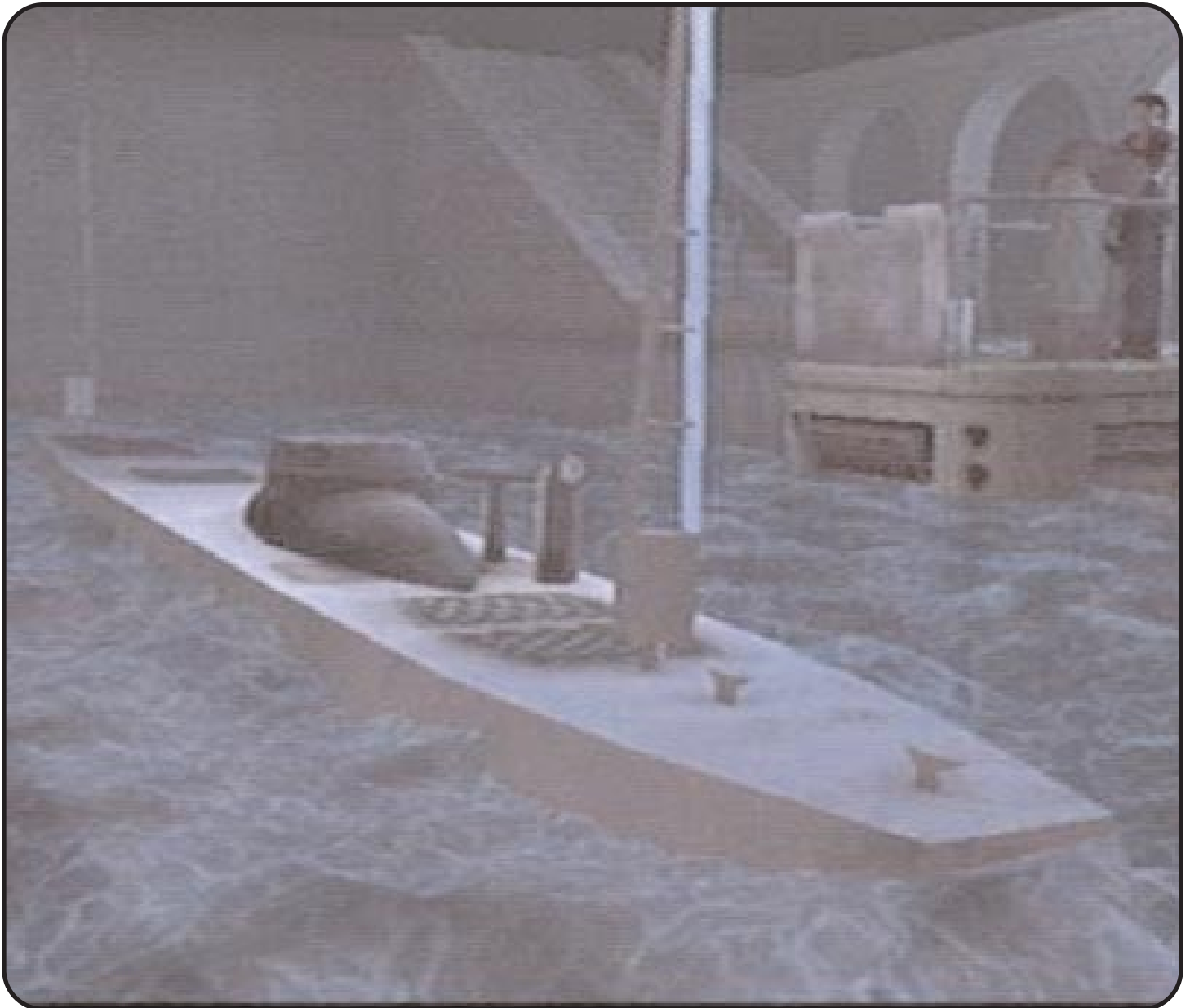
Another cutscene will play, introducing you to Alfred Ashford, one of the game's main enemies. After this scene, exit the mansion, follow the walkway to the right, and head down the steps. Once there, go underneath the steps, pick up a box of handgun ammo, and get the map of the area off the wall. Next, make your way to the platform on the left over the water. Stand in front of the pedestal and use the item you picked up earlier that looks like a steering wheel for a boat. After placing it on the pedestal, you'll be asked if you wish to use it. Say yes.



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This will raise the submarine, which you should then enter. On the seat behind the ladder you'll find the very helpful containers that let you carry more items in your inventory. Take these and go over to the control panel of the submarine and choose "yes" to take a trip. Once the ride is over, head up the ladder, make your way down the corridor, and enter the door. On the other side, you'll find three zombies, a box of handgun ammunition, and some ink ribbons. Once all is secure, go through the large door on the right, make your way across the bridge, and head through the door. Now ride the lift up to the room above and go to the instrument panel.



Raise the submarine using the steering wheel here.



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HEAVY MACHINERY

This panel operates a crane. Simply move the claw to the top left of the screen until the claw's circular shadow is perfectly covering the large crate. Pick up the crate, then head back down the lift and make your way to the switch that is now accessible.

Activating this switch causes a platform to rise that has a couple of items you need. Unfortunately, accompanying the items are five hungry zombies. Get some distance between yourself and the zombies before opening fire. This will give you enough time to shoot them all before one of them gets a chance to sink his teeth into you. After you've cleared the way, pick up the arrows and access card that are sitting on top of the crates on the platform.

Next, find your way back to the front of the mansion and pick up the sparkling navy proof object lying out front that we ignored before. With this collected, make your way to the gate and down the steps past the burning barrels, then take a left (Claire's left) toward the door that goes into the courtyard where the three dogs were before. Once you're inside the courtyard, a cutscene will play showing a giant worm trying to eat Claire. You can either fight the creature or simply run. If you're well equipped and have full health you may want to make a stand now. If not, you can return later, once you're better equipped, to take the beast on. If you decide to fight, the best strategy is simple. When the worm pops out of the ground, push the right trigger button to take aim and fire. Once it ducks back below the surface, run in the direction where you last saw it. The worm will pop up somewhere behind you. When it does, push the right trigger button to take aim and fire. Repeat this process about ten or twelve times, and the worm will be history.

A NEW ENEMY

Whether you decided to run or fight the worm, you want to head for the wooden double doors where you were before. Once inside, go to the end of the checkered-floor hallway and use the access card on the metallic panel in between the two doors. This will open the sealed door on the right. Once open, go to the end of the corridor and go through the door.

Once through, a cutscene will show Alfred aiming at Claire. She'll automatically dodge the first shot, but after that you have to run as fast as you can to the steps on the left side of the screen and get up there quick. Once you begin climbing the steps, you'll be in the clear, and Alfred will run away.





At the top, go through the door on the right and make your way to the room at the end of the hallway. There you'll find a couple of boxes of handgun ammunition and two doors. Go through the one on the right. It leads to a room with a typewriter, ink ribbons, hemostatic medicine, and a green herb. Once you save, which is advisable at this point, and take care of your inventory, go back out and go through the other door. Once through, go to Claire's left and pick up the sub machine guns lying on the ground. Once collected, head back toward the door. A cutscene will roll, introducing you to one of the coolest creatures in the game. If you use the exploding arrows you can take him out with three shots, which won't even give him a chance to lay a hand on you. After he's down go to the left and make your way down the stairs. Once you reach the open door, another arm stretcher will appear. This time Claire is caught off guard, and the creature will take hold of her. But don't worry - Steve makes a dramatic entrance and saves the day.

STEVE TAKES CONTROL

During this cutscene Claire attains the golden Lugers. Following this exchange, you briefly get to play as Steve.

Once you have control of Steve, simply kill all of the zombies in the first room and exit the door on the right. In the next room, go down the steps toward the gas and start unloading on more zombies. Once the room is clear, exit via the door that is up the metal stairway, which is opposite of the door you entered. Run down the corridor a ways and Claire will rejoin Steve. A brief cutscene will play, at the end of which you'll find you are once again in control of Claire.

Steve will run and duck into a room. Follow him. Once inside make your way just to the right of the screen and approach Steve. At this point a long cutscene will roll showing Steve freezing in terror as he is forced to shoot his father who's been turned into a zombie. Once the cutscene is over, go to the crates that are stacked in the corner of the room. Push the crate against the wall and hop up on it to retrieve the box of handgun ammunition that's waiting for you on top of the adjacent barrel.

Now exit the room through the double doors that are directly in front of where Steve is sitting. Once you're outside, two dogs will immediately try to attack you. After taking them out, pick up the arrows that are lying on the ground nearby and exit through the single door. This puts you back in the courtyard where you either ran from or fought the giant worm. If you ran before, the worm will still be waiting for you, and you can once again decide to fight or flee. Either way, make your way to the other side of the courtyard and go out the single door.





CLOCK COMBINATION

Head toward the burning barrels and take a right (Claire's right). Before you do, be prepared to take care of two more of the dreaded arm-stretching creatures. As soon as they show up, run back toward the screen to get far enough away from them so you can shoot them without being hit. Once the path is clear, make your way up the steps through the gate and head back into the mansion.

Inside you'll find more zombies lumbering about the main floor. Take them out using the bow gun loaded with regular arrows, then head up the staircase and make your way to the study at the top of the stairs on the right.



Use the golden Lugers on this door to open it.



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Go to the door with the golden crest on it with the indentations that look like pistols. Stand in front of the door and go into your inventory and use the golden Lugers. Claire will place the Lugers in the slots on the door. Once the door is open, go into the room and pick up the handgun ammunition on the table.

Next, go behind the desk and take a look at the piece of paper on the left-hand side of the desk. Now access the computer. It asks you for a password, which you can get by fooling with the clock as described by the directions on the piece of paper. The password you get is 1971. You can skip playing with the clock and just enter it into the computer. Once you do, the clock will move, revealing a secret passageway. Get ready to deal with another arm-stretching creature. This time there's nowhere to go, so just start shooting with the best weapon you have for the job. Once he's down, head into the secret passageway and go through the door.

ASHFORD FAMILY MANSION

Go down the hallway and up the steps. Once you're at the top, get ready to deal with two more arm-stretching creatures. If you have the health and ammo, take them out now. If not, run past them and make your way up the flight of stairs, then enter the green double doors.

You'll immediately have to start shooting the bats that try to attack you, or you can use your lighter to keep them away. At this point, if you're still good on health and ammo, enter the door to the left of the staircase. If you are in need of both health and ammo, go up the staircase first and grab the can of first-aid spray and the handgun ammo that are sitting on the small table, then go back down to the room to the left of the staircase. Immediately upon entering this room you should start shooting at the arm stretcher in the corner of the room that's off-screen.

After you put him down, you can go over to the fireplace and use your lighter to light a fire that'll brighten up the room and help you find some arrows, ammunition, and ink ribbons. Exit the room, head upstairs, and go through the door.

Once you go through the door, a cutscene will play showing Claire eavesdropping on a conversation between Alfred and his sister Alexia. After this sequence is completed, you can pick up the green herbs that are just to Claire's left. Now go into the only door currently on the screen. Once inside the bedroom, go over to the music box and close it. This causes the top of the bed to rise, revealing a key. Pick up the key, exit the room, and follow the hallway around the corner. If you look carefully you'll find a box of handgun ammo on one of the cabinets in the hall. Continue around the hallway until you reach the door at the end that leads to a second bedroom.





EAGLE PLATE BUSYWORK

Inside the second bedroom on top of the desk at the back wall, you'll find a message card. With this in hand, exit the room, head back down to the main floor of the scary haunted-house-looking mansion, and exit. Go all the way back to the main floor of the first mansion and go into the door that you unlocked earlier using the employee ID password on the computer.

Go to the door directly in front of you and use the key you picked up in the bedroom to unlock it. Enter the room and get ready to take out a couple more of the arm-stretching creatures. Once the coast is clear, collect the box of handgun ammo sitting on the chair, the Hunk's report on top of the desk, and the blue shield sitting on the floor in the center of the room called the Eagle Plate. Once you've picked everything up, go back to the main room of the mansion and exit.

Make your way to the gate and down the steps past the burning barrels and take a left (Claire's left) toward the door that goes into the courtyard where the giant worm was. Open the door and make your way to the wooden double doors. Once inside, go to the end of the checkered-floor hallway and, once again, use the access card on the metallic panel in between the two doors to open the sealed door on the right. Once the door is open, go to the end of the corridor and go through the door. Once you go through the door, take out the two dogs that want to impede your progress, and make your way up the stairs.

Go to the right and stand in front of the fixture that is mounted on the edge of the balcony. Next, go into your inventory and use the Eagle Plate. Claire will place the shield on the fixture, which unlocks it, revealing an emblem card. Once you have the card, head back down the stairs, go through the open gate, and climb down the ladder. Run to the end of the corridor and access the panel that's near the locked bars to raise them.

After raising the bars, hop down, take a right, go up the steps past the gas and exit through the door. Once on the other side, you'll find yourself in one of the rooms that you had played through as Steve Burnside earlier. Directly to the right of the screen you'll see an access card lock like the one you just used to raise the bars in the previous room. Use the Emblem card to open the rolling door. On the other side you'll find a grenade launcher. Take the launcher and return to the main part of the room. Notice that in a corner on a shelf there are grenade rounds waiting for you. Return to the room with the gas and exit through the door on the opposite side of the room.





A ROOM WITH A VIEW

Once through the door, make your way down the corridor and enter the elevator at the other end. Stop on the 1F level, but be sure to watch out for the two zombies that try to ambush you here. With the coast clear, go down the hallway on the right and make your way through the door at the end. On the other side, you'll find yourself in a room that has a typewriter and another Eagle Plate on the wall like the one you found earlier.

Take the shield and retrace your footsteps back to the elevator. Once inside the elevator, head up to the 2F level. From here, go forward and access the panel that's directly in front of you, using the emblem card you picked up earlier. This opens the silver door to Claire's right. Go up the steps that are just opposite of the door on the right and pick up the grenade rounds near the chair. While you're there, check out the flashing panel on the wall for some helpful information on a creature that you're going to meet up with soon.

Now go back down the steps, take a right (Claire's right), and head for the large screen and control panel at the back of the room. To the left of the screen on the floor you'll find a couple of green herbs. On the control panel itself, directly in front of the monitor that's turned on, you'll find another puzzle piece just like the one you found outside of the mansion called an army proof. Take this puzzle piece and then look at the monitor.

The screen will change to show you a room from the view of a security camera, which you have the ability to move. Move the camera to the right and center the view on the painting of the skeleton on the beach.

Zoom the camera all the way in and take note of the numbers 1126 that are written on the bottom left-hand corner of the painting. The number 1126 is the password, which will let you gain entry to the room you were just viewing. After zooming in on the 1126 password number, the alarm sounding in the room will shut off. Once it does, leave the control panel and be careful not to let the two zombies that were quietly lying on the floor catch you off guard. Once you've taken care of them, make sure you have the second Eagle Plate, a bottle of Hemostatic pills, and a lighter in your inventory and go all the way back to where the game started.

THE END OF THE BEGINNING

Once you enter the room where the game started, a cutscene will roll showing Claire giving pills to the sick man who opened the cell for her in the beginning. She'll also give him the lighter and in return will receive a lock-pick set.



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Retrace your steps back through the graveyard and exit through the door.

On the other side, you'll find yourself once again in the courtyard where you met Steve Burnside for the first time. Go to the single green door on the other side. This will put you back in the area where the red brick building is. From the door, take an immediate right (Claire's right) and go through the first green door you come to. On the other side, you'll find yourself back in the area with the guillotine. Two more zombies have found their way here, so go ahead and take them out.

Now go into the fenced-off area and stand in front of the green door that's just to the right of the guillotine. Next, go into your inventory and use the Eagle Plate. Claire will place the plate in the door. It will open, revealing a passageway and two more zombies. Kill the zombies and go through the door at the end of the passageway. On the other side two zombies will be lumbering about. To take them out with some style, shoot the explosive canister in between them. On Claire's left, you'll find a green herb to pick up and a door to enter.



Place the eagle plate in the door seen here.





THE INFIRMARY

Inside the main part of the room you'll find a can of first-aid spray and a box of handgun ammunition. After collecting these, enter the closed door at the back of the room; pay no attention to the wiggling body bag. Once on the other side of the door, you'll find four zombies zeroing in fast on Claire's position.

Fire a couple of shots with a good weapon to take down the two zombies that are closest to you to give yourself some room to maneuver. Then switch back to the handgun or bow gun to pick off the other two. In the corner of this room you'll find a locked Duralumin case that you can open by examining it in your inventory. This Duralumin case contains handgun parts, which you can combine with your handgun to turn it into a wicked piece of machinery. The only other item you'll find in this room is a box of handgun ammo that is sitting on the edge of the table.

With these items collected, exit the room and get ready to find out what was in that wiggling body bag. Make your way through the room until the cutscene shows what's making that awful sound. Once the cutscene is finished, start blasting the two zombies as they come for you. Once you've capped both of the zombies, search the area around the one wearing the bloody doctor jacket. You'll find a fake eyeball, which you then take into the small office that's off the screen just to the right that has an anatomist's note sitting on a desk and a fake human dummy. Stand in front of the fake human dummy that doesn't have any skin. Now go into your inventory and use the fake eyeball you just picked up.

Claire will place the fake eyeball into the empty eye socket of the dummy, which then triggers a secret door to open. Go down the steps and enter the door at the end of the corridor, but be wary of the bats hanging from the ceiling. Once inside, you'll find yourself in a room with three zombies. After taking them out, pick up the arrows on the right-hand side of the room and the box of handgun ammunition sitting on the small table next to the chair. Now go through the doorway on the left-hand side of the room, make your way down the steps, and enter the door.

POISONOUS GAS ROOM

Inside the room you'll find several statues. Approach the one holding a sword at the back of the room. Take the sword and get ready to work fast. By taking the sword, you trigger several things to happen - the door locks, poisonous gas begins to fill the room, and the statue in the center of the room rises out of the ground.



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What you must do is go to the statue in the center of the room and push on the long bar that protrudes from its base. Pushing on the bar causes the statue to rotate counterclockwise. Keep pushing until the statue is completely turned around. Once it is, it will sink back into the ground, causing the gas to stop. It will also trigger the statue that you got the sword from to spin around, revealing an iron maiden.

Walk to the front of the iron maiden and use the sword in your inventory on it, causing it to open. Be ready to cap the zombie that comes spilling out. On the floor of the iron maiden, you'll find a piano roll that fits into a player piano. Take the item and go all the way back up to the room where the body bag was and exit.



Push this statue just a little further than depicted in this screenshot to solve the puzzle.





You're once again in the area where you took out the two zombies by shooting the explosive canister. You'll have to take out three more zombies that have found their way here. After doing so, go through the gate at the other end. Here you'll find a box of handgun ammunition and a storage box. By pushing the crate out of the way you can enter the room where you used the 3D scanner earlier to save your progress or pick up any of the ammo you may have left behind before.

SKELETON PAINTING

You'll want to make your way back to the courtyard where you had to fight the giant worm, so head back to the courtyard where you met Steve Burnside for the first time. Exit through the door where you placed the composite replica of the hawk emblem, make your way across the bridge, and go up the stairs.

At the top of the stairs, go through the door on the right. Once through, you'll be in the courtyard where you fought the giant worm. Enter the wooden double doors that lead into the checkered-floor hallway. Once here, turn to the silver door that's immediately to Claire's right. Access the panel to open the door, go up the stairs, and enter the door at the end of the hall.

Inside you'll find yourself once again in the room where the scientist got his head smashed against the glass window. Go to the green-light control panel next to the door and enter the password you saw on the painting of the skeleton, 1126, and enter the door.

Once inside, pick up the acid rounds, make your way over to the painting of the skeleton hanging on the wall, and take it. Now get ready to run! After taking the painting, a cutscene will show an Albinoid breaking out of its container. As soon as the cutscene is over, make a break for the door you entered the room from. Don't stop running! You've only got 43 seconds to get back down to the checkered-floor hallway. If you just keep running without bumping into the walls you'll be fine.

Once you're back in the checkered-floor hallway, enter the wooden door on the right. Now go over to the cabinet that has three drawers, which is just to the right of the desk. Claire will use her lock pick to open the drawer. Inside you'll find a box of handgun ammo.

With this in hand, return to the checkered-floor hallway and exit to the courtyard where the giant worm was. From here, go through the door at the end of the courtyard on Claire's left. You'll find yourself in the area where the tank is. Go through the double doors on the right. This puts you back in the room where Steve had to take out his zombie father. Exit through the door and get ready to take out two zombies waiting for you on the other side.

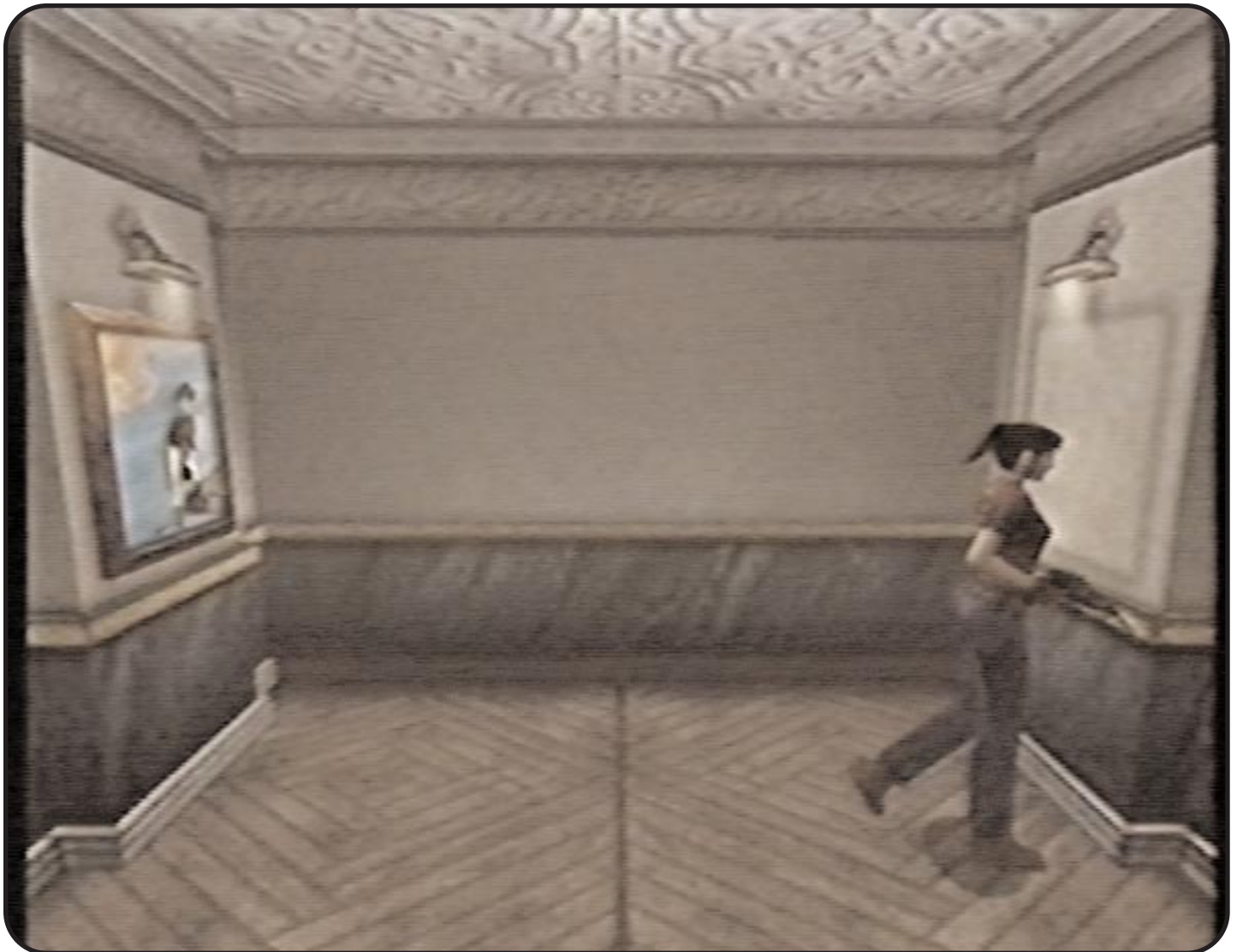


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Once you have finished off the zombies, go down the long hallway and into the room where you found the eagle plate on the wall. Go to the spot on the wall where you took the plate from, then go into your inventory and use the painting of the skeleton. Claire will place the painting on the wall, and a secret part of the room will be revealed.

Go to the front of the miniature of the complex and pick up the key. Check out the plaque on the left of the miniature and note the date on it: 12/8. Use the lock pick on the drawer to the right of the miniature and take the first-aid spray. At this point you must go all the way back to the mansion, so exit the room, return to the courtyard with the giant worm, make a right (Claire's right) at the burning barrels, and go up the path to the mansion.



Place the skeleton painting over the bare spot on the wall.





THE SEVEN-PAINTING PUZZLE

Once inside the mansion, go through the door at the rear of the first floor, the one you opened by using the ID-card password on the computer. From here, go down the hallway and use the key you just found on the miniature to open the room with the double doors. Inside, you'll find a room that has seven paintings hanging on the walls. The first step to this puzzle is to go up to the big picture and take the message to the new family master that's waiting for you.

Now press the buttons below each painting in this order: picture of the woman, picture of the man with two babies, picture of the red-haired man holding a tea set, picture of the man with the blue and white plate next to him, picture of the man sitting at a desk holding an open book where an earthenware vase is also illustrated, picture of the man with a candle stick next to him, and finally the big picture.

The wall where the big picture is hanging will turn, and on the mantel you'll find a vase. Pick up the vase and then go into your inventory and examine the vase. Look inside directly down the center of it and you'll find a red jewel that looks like an ant. With this item in hand, exit the room and return to the main floor of the mansion.

SECRETS OF THE ASHFORD MANSION

Climb the staircase and enter the door on the left-hand side of the mansion. Inside you'll find a room with card tables, slot machines, a box of handgun ammunition, bow gun powder, and a piano.

Go over to the piano and stand in front of it, then go into your inventory and use the piano roll, the item that you found in the iron maiden earlier. A cutscene will then show the bottom of one of the slot machines popping open, revealing a blue jewel that resembles an ant. Take the jewel and exit the room, but be sure to grab the green herb on the bar before you go.

Now head to the other side of the mansion and enter the door that leads to the small study. Once inside, go ahead and save your progress if you so desire, or press on, exiting through the door that you placed the golden Lugers in. Make your way down the hallway that is now inhabited by five zombies. Once you've dusted them, continue on and make your way to the entrance of the scary haunted-house-looking mansion where you eavesdropped on the conversation between Alexia and Alfred.





Once inside, you'll find four zombies to take out. After doing so, make your way up the staircase and go through the door. On the other side, you'll find more zombies to deal with. Once you've dealt with them, go into the bedroom on the right, stand in front of the music box, and use the red-ant jewel to open it. Then take the music box plate from the music box and exit the room.

Now head for the other music box in the bedroom down the hall. Once there, stand in front of the music box and use the blue jewel to open it, then use the music box plate that you took from the other music box in this one. Doing so triggers the bed to collapse, revealing a ladder that you can climb.

HIDDEN CAROUSEL

Once at the top, you'll find yourself standing in a carousel. Make your way around the carousel then get off of it. In the room you'll find a trinket, which looks like a dragonfly, sitting on a chair. Pick it up and examine it in your inventory. By doing so you'll discover that the trinket is actually a key. Make your way around the room until you find yourself standing in front of a section of wall that has a giant ant painted on it. Go into your inventory and use the dragonfly key.

This triggers the carousel to spin, lining up a ladder that leads to a secret study above. Climb the ladder and pick up the newspaper clipping lying on the stepping stool in front of the bookcase on the left. Then shove the crate to the bookshelf on the right so that you can hop up on it and retrieve the confession letter on top of the bookcase. Underneath the document you'll find the third and final puzzle piece called the Air Force Proof, which you need to get off of this island. Before you leave you should use the ink ribbons on the desk to save your progress before going any farther.

Once you save your progress, climb back down both ladders and exit the bedroom. A cutscene will interrupt you. After the cutscene you'll find yourself in the other bedroom. Examine the blonde wig sitting on the phonograph and another cutscene will roll. From this point it's a mad dash to the airport, so exit the scary haunted-house-looking mansion and get moving. When you pass through the small study, stop to access the storage box. Make sure you have all three puzzle pieces and some good weapons and ammo.





Place the dragonfly key into the wall seen here.

LEAVING THE ISLAND

When you exit the main entrance of the mansion, Steve will meet up with you and lead you most of the way. When you come into a room that has three zombies, take the door on the left next to the fish tank. Once through, you'll see Steve standing next to a platform.

Access the controls below the glowing screen and turn the power on. Once the platform has returned to its start-up position, get on it and stand in front of the panel that has three slots for you to put the three puzzle pieces in. Go into your inventory and use each puzzle piece. After you've placed the third you're asked to push the button. Do so.



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Claire and Steve will get on the plane at this point. Once you're on board, there's a problem. Steve informs Claire that they can't take off until the bridge is raised. Being the trooper that she is, she tells Steve that she'll take care of it. Before leaving the plane, be sure to pick up the handle that's lying on the floor.

Exit the plane and go back to the room where the three zombies were. Exit the room via the large rolling door, make your way across the bridge, and go through the door. This puts you back in the room where you moved the giant crate with the crane.

From here, go up the lift and make your way past the crane control panel and through the door. Once here, stand in front of the control panel, go into your inventory, and use the handle you picked up in the plane. This raises the bridge so the plane can take off, but unfortunately it also forces you to take a really long alternate path to get back.

ONE LAST TASK



Use the device shown here to raise the bridge.



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Make your way across the bridge and go through the door on the other side. Once inside, head over to the three bodies lying in the corner of the room and pick up the key. Before leaving the room, go to the cabinet next to the water and use the lock pick to find a can of first-aid spray. Now exit the room and retrace your steps back to the room where you moved the giant crate with the crane.

Once here, open the door on the left-hand side of the room with the airport key you just picked up from the dead guy. On the other side you'll find yourself in a room with a box of handgun ammunition, grenade rounds, two green herbs, a storage box, and a save point. It is extremely advisable to save the game at this point.

Once you've collected the items, just shove both metallic crates underneath the door so the door can shut and then reopen it. Claire will get on the freight elevator, and the official time to evacuate the base will begin counting down.

At this point a cutscene will roll showing Alfred releasing the new and improved Tyrant that you'll have to face very soon. When this is over, Claire will get off the lift, and you'll find that she is once again in the courtyard where the giant worm was. From here, exit the courtyard and make a right (Claire's right) at the burning barrels.

FACING THE TYRANT

A cutscene will play showing Claire getting knocked down by an explosion and the Tyrant showing up. Once the cutscene is over, start blasting the Tyrant with gun powder arrows or grenade rounds. It takes about ten shots with either weapon. After three he'll go down on one knee, but don't be fooled - he'll get up for more, so keep shooting.

Once he falls face first on the concrete, it's safe to run past him and go through the gate toward the mansion. From here, just go down the steps and return to the submarine. Take the submarine and get back to the plane.

A long cutscene will play showing Claire and Steve rejoicing. But as always, things in the world of survival-horror aren't what they seem. Steve tells Claire that something is wrong in the cargo bay, so she goes to check it out. Before you do, make sure you have some good weapons equipped and some health items. When you're ready, go through the door and battle the Tyrant once again.





The key to this battle is the panel just to Claire's left as she enters the cargo bay. This panel sends the crate speeding toward the open door of the plane. If you can weaken the Tyrant by shooting him for a while and then press the button to launch the crate, you can knock him out of the plane.

First things first: As soon as you enter the cargo bay, hit the panel to shove the Tyrant to the back of the plane, which gives you more time to shoot at him before he attacks. The best game plan to use against him is to stick and move. When he rears his arm back and rushes toward you, move out of the way and then quickly aim and shoot while he's composing himself. Repeat this process, and if you're careful not to let yourself get cornered, you'll be set.

If he does start to close in on you when you're in the corner of the cargo bay near the panel that activates the crate, simply hit the button and let the crate push him away. It'll take about sixteen grenade rounds and ten shots from the bow gun loaded with gun powder arrows to weaken the Tyrant enough so that the crate will shove him out of the plane. Once you've succeeded in throwing him from the plane, return to the cabin of the plane, and you have completed the first disc of the game.

ANTARCTICA

After the cutscene at the beginning of disc two, Claire and Steve split up. Go down the ladder at the end of the walkway and head for the stairs on the right. At the bottom of the stairs go into the room directly in front of Claire.

Inside the room you'll find some arrows on the table in the center of the room, ink ribbons, a green herb, and a document titled 'Alexander's memo' next to the phonograph. After collecting these, go to the bookshelf at the back of the room and shove it until you can pass through into the secret passageway. Approach the rattling door and open it. Once the rat has scurried off, take the butler's letter and exit the room.

Go down the corridor to the left. Watch out for the big moths flying around, and enter the door at the end on the right. Once here, you'll find yourself standing in a warehouse that has quite a few zombies occupying it. Kill all of the zombies and enter the doors with the letters B.O.W. marked on them.



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Once inside, you'll have to deal with a couple of spiders. After you have, go to the crate in the corner of the room. You'll find a box of handgun ammunition sitting on top of it. In the other corner you'll find a blue herb and a green herb, as well as some bow gun arrows. Near the spider web you'll find a bar code sitting on top of one of the cases. Pick these items up and exit the room.



Shoving this bookcase out of the way will reveal a secret passageway.





WEAPON ROOM

Directly across from the doors with the letters B.O.W. on them you'll find another set of doors with the word "weapon" on them. Enter the door and take out the two zombies who greet you on the other side.

Once the coast is clear, go a bit farther into the room. On Claire's left you'll see a key glistening in the darkness. Pick up the key and continue through the room. You'll run into a zombie to take down. After doing so, go to the green lockers. Inside one of the lockers you'll find a machine gun to take, which is perfect timing since there's a zombie just ahead who was looking to be put to rest. After capping him, continue around the corner and pick up the detonator lying on the floor next to the dead guy. On the left there is a locker that is, surprisingly enough, locked. Stand in front of it and use the detonator you just picked up. Claire will place the detonator in the keyhole of the locker, but that's it for now. You'll come back to finish the job later.

Now return to the main floor of the warehouse and go to the door that's up the steps. Use the mining room key you just picked up to open the door and enter. Go forward along the ledge and enter the double doors on the left. Once inside, head over to the left and take out the three dogs that try to attack Claire. Continue to the left and make your way to the back of the room. Go underneath the platform that the generator is sitting on top of, and throw the switch below the pale blue light. A cutscene will show the generator starting up.

Next, retrace your steps back to where you blasted the dogs. You'll see a big panel with all kinds of gauges on it. Stand in front of the panel and turn the power on. The lights in the complex will turn on, helping you to see the green herb that's sitting on the floor nearby.

BUSYWORK IN THE WAREHOUSE

If you then go to the back of the room, you'll find a couple of boxes of handgun ammunition and a couple of green herbs. Once these are collected, exit the room and return to the main floor of the warehouse.

With the power on, you can now operate the equipment. Go to the panel in the center of the main floor of the warehouse. Activating this panel turns on the conveyor belt, so activate it. Next, go to the control switch directly in front of the conveyor belt and push it. The box that was sitting there will



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be sent on its way and another will come down the line to replace it. Wait until the conveyor belt stops, then use the bar code you have in your inventory on the box. Now activate the conveyor belt once again and the second box will get sent on its way.

At this point, you want to go into the B.O.W. room again and pick up the gas mask in the case directly to Claire's left as she enters the room. Now exit the room and return to the room where you shoved the bookcase out of the way to reveal the hidden locker. With the power now on, you can press a switch that triggers the lockers to move, revealing yet another secret area.

Enter the area and a cutscene will show someone locked up beneath the grating. After the cutscene, go to the top left corner of the room and pick up the plant pot. Once you have the plant pot, go into your inventory and examine it. If you look at the underside of the pot, you'll discover a machine room key. Exit the room and go back out and up the stairs to the walkway. Make your way to the double-door entrance near the bottom of the ladder where you first came down from the plane.

Once inside, you'll find yourself on a platform above the main floor of the warehouse. Go to the door on the right side of the platform and use the machine room key you just picked up to open it. Once inside, approach the control panel directly in front of Claire. A cutscene will interrupt and, thanks to Steve, both he and Claire have a new problem to solve.

GAS LEAK

After Steve runs off and the cutscene is over, try to reenter the room. You'll be asked if you want to put your gas mask on. Say yes, of course, and then simply head into the next room. At the end of the platform you'll find a valve handle. Pick it up and exit the way you came into the room. Exit the gas filled room and go through the double doors in the center of the platform suspended above the main floor of the warehouse. Once outside, head for the stairs on the right that will take you back down to the main floor of the warehouse. Now go into the door that's at the top of the steps. You'll be asked if you want to put your gas mask on again. Say yes. Once inside, head over to Claire's right, hop up on the two big steps, and go up the stairs to the left of the drilling machine. Stand in front of the pipe and take a look at it, the description will tell you that the shape of the valve handle needed to stop the gas is octagonal. With this known, head back out of the room and exit the warehouse. Next, go back up the stairs and make your way to the double-door entrance near the bottom of the ladder where you first came down from the plane and enter. From here, make your way around to the door on the left side of the platform suspended above the main floor of the warehouse.



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Inside you'll find a zombie who's locked up in a secure storage area. Go to the back of the room. There you'll find a machine that looks like the one you used at the beginning of the game to make a composite replica of the hawk emblem. Stand in front of the machine, go into your inventory, and use the valve handle on the machine. The machine will shave off the end of the valve handle so it will fit into the proper hole. Once this is complete, pick up the handgun ammunition on the desk and the green and blue herbs on the floor. Exit the room and go through the double doors in the center of the platform suspended above the main floor of the warehouse.

Once outside, head for the stairs on the right that will take you back down to the main floor of the warehouse. Once there, you'll discover that some more zombies have found their way in. Clean up the undead workers and go into the door that's at the top of the steps. You'll be asked if you want to put your gas mask on again. Say yes.

Once inside, head over to Claire's right, hop up on the two big steps, and go up the stairs to the left of the drilling machine. Stand in front of the pipe, go into your inventory, and use the octo valve handle. A cutscene will show Claire turning the valve. Once she is finished, Alfred shows up once again.



Use the machine seen here on the right to shave off the end of the valve handle.





CLAIRE'S ROOFTOP MASSACRE

Once the explosive cinema sequence is finished and you are once again in control of Claire, hop down and pick up Alfred's rifle. Steve will then call for Claire to rejoin him, and another cutscene will play. Once the cutscene concludes, you'll find yourself on top of an icy rooftop. Before continuing, test out the zooming-in capabilities of your new weapon. The left trigger lets you zoom in with the scope. Once you have it down, go ahead and make your way down the stairs. A cutscene interrupts, and Claire must face yet another boss.

Once you have control of Claire, run away from the creature and stand just past the circle around the H on the ground. From here, zoom in with the rifle and aim for the exposed heart in the center of the creature's chest. Some of the purple spray may hit you, but don't worry about it - just wait for the shot to come. You only have seven rifle cartridges, so make every one of them count. (Note: Several direct shots to the heart of this creature will give you a special cinema and will cause the creature to die instantly.)

By the time you've expended the rifle ammo, the creature should be getting pretty close to you, so go ahead and run to the other side of the roof. Pull out whatever you've got. If you still have the machine gun, use it; if you have gun powder arrows and the bow gun, use them. This creature can take a good amount of damage before he finally goes down. After he does though, a long cutscene will roll, which shows some unexpected events that will leave you hanging.

CHRIS REDFIELD

Once the long cinema sequence is over, the game will leave you in control of the long-lost hero from the first Resident Evil game: Chris Redfield.

NOTE: The main items that are required to finish Chris' portion of the game will be in the locations described in this walk-through. However, unless you closely followed this walk-through playing as Claire, you may find the number or availability of items, such as ammo and health, may vary in your game. This is because the items you picked up or left behind when playing the first part of the game as Claire are mostly the same items Chris runs across in his adventure.





FROM THE BEGINNING... AGAIN...

After spending hours getting off the island as Claire, you are rewarded with the chance to battle your way off the same island, yet again. The difference is that this time you get to do it playing as Chris Redfield, and while you'll travel through many of the same areas Claire did, you'll also reach areas she couldn't. And you'll find an explanation and closure to Claire's adventure, or will you?

Start out by picking up the green herb directly in front of Chris and then approach the man that Claire gave the medication and lighter to. The conversation will be cut short by a giant worm.

After this happens, access the storage box and typewriter and prepare to get that poor man back from the belly of the worm. Enter the only door you can. On the other side you'll find yourself in a cavern with the giant worm that just ate the man who helped Claire.

You can kill it just like the one before. When the worm pops out of the ground, push the right trigger button to take aim and fire. Once it ducks back below the surface, run in the direction where you last saw it. The worm will pop up somewhere behind you. When it does, push the right trigger button to take aim and fire. Repeat this process about ten or twelve times, and the worm will spit out the man and die. If you get hurt or need some ammo, there are a couple of green herbs, a box of handgun ammo, and some arrows in the cavern with you.

Once the worm is dead, the man will give you the lighter that Claire gave to him. Take the lighter back to the room where you first came in and examine the carving on the wall. Use the lighter on the carving and you'll get your hands on a pair of sub machine guns. Now return to the room where you just brought down the giant worm and exit via the elevator.

GETTING STARTED

After the ride, you'll find yourself in the room where Steve had to cap his zombified father. More zombies have been imported for Chris to kill. Take the zombies out and exit the room. Once outside, pick up the arrows and make your way to the rear of the tank. Press the red button, and the tank will start up and roll forward, revealing a box of handgun ammo, as well as a lift to ride down below the surface. Take the lift below and pick up the case of shotgun shells and the green and blue herbs in the hallway.



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Now that your inventory is full, enter the door on the right of the screen and use the storage bin to dump off some of your unnecessary goods. Before exiting the room, you should make your way to the four drawers in the cabinet below the painting. The bottom drawer remains locked until you open the other three drawers in the correct order. The correct order is red, green, blue, and then the bottom drawer. Take the golden Luger and just stick it in the storage box. It's just for a secret at the end of the game, so pay it no mind for now. Also be sure to pick up the cases of ammo lying around the room and the green herb.



You'll find a secret golden Luger hidden in the bottom drawer seen here.



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With these tasks accomplished, exit the room and continue down the hallway. On the floor you'll find what looks like a car battery. Pick it up, but be ready for the spiders that come running toward you when you do. After you take out the spiders, ride the lift you came down on back to the surface. Head back into the room where Steve blasted his zombified father.

Now make your way to the yellow machine on the left-hand side of the room and stand in front of the machine where the red blinking light is. Now go into your inventory and use the car battery-looking item. This activates the lift. Now hop onto the lift and press the button on the panel to make the lift rise.

OLD ENEMIES

Once at the top, go to the left of the walkway and pick up the chemical storage key and alloy document sitting on the shelf. Once these are collected, go through the door on the other side of the lift. As you make your way into the room, a cutscene will play showing Alexia and an old foe from the first Resident Evil. After the cutscene, turn around and enter the elevator down the hall on Chris' left.

Once in the elevator, go down to the B1 floor, then go down the metal stairway that wasn't accessible in Claire's adventure. Once at the bottom of the steps, you can take the shotgun hanging on the wall and the box of handgun ammo and the ink ribbons lying on the ground. Now enter the door and head inside the room. Make your way up the stairs and go over to the control panel past the frosted-glass cylinders. Access the panel and lower one of the glass cylinders. On top of it you'll find a clip for the machine gun.

Now exit the room through the silver double doors to the right of the control panel. On the other side, walk forward until the camera angle changes, then enter the area on Chris' right. On the ground you'll find a door handle. Collect this item and get ready to take care of some old enemies. Immediately after picking up the door handle, a cutscene will roll showing Chris being spotted by a roaming camera, which alerts two hunters to your presence.

TURNING UP THE HEAT

Take them out with either the shotgun or with some grenade rounds. Don't fool around with these guys - they'll tear you up. Once you've killed the hunters, go through the single door just opposite of



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the area where you found the doorknob. Go through the automatic door ahead, and inside the room you'll find a red herb, a green herb, and a box of handgun ammunition sitting on the workbench, as well as a box of shotgun shells sitting on the table.

On the left side of the room you'll find a specimen cabinet with a glass door. When you open the door you'll be asked if you want to set the temperature setting. Say yes, and set the temperature to 128 degrees. You'll see the jar of green liquid change color, and then you'll be able to take it. Collect the jar and get ready to take out another hunter. Once the hunter is dead, exit the room and return to the basement level where you took the shotgun from the wall.

Put the shotgun back on the wall to make the metal stairway come back down. Climb the stairs and head to the elevator on the right. Once inside, choose to go to the 2F level. Take a right (Chris' right) and go into the door on the left. Make your way to the door directly in front of Chris.

Once inside, avoid the sensor beams from the cameras roaming around, for if you step into the beam a hunter will come after you. Be sure to pick up the bow gun arrows and the side pack. This will allow you to carry more items. Go to the door at the back of the room. Go down the hallway and stand in front of the door on the left side of the hall. Next, go into your inventory and use the door handle you found to open the door. On the other side you'll find yourself on a platform. Pick up the box of handgun ammunition lying on the floor of the platform. At the end of the platform on the right, you'll find a miniature tank sitting on a shelf. Take the tank, return to the elevator, and choose to go down to the 1F level.

ALBERT WESKER

Take a right and run down the long hallway, being sure to avoid the sensor beams from the roaming camera on the ceiling. Enter the door and on the other side you'll find yourself in the room with the miniature of the complex. Stand in front of the miniature, go into your inventory, and use the miniature tank you found. This triggers the painting behind Chris to slide out of the way, revealing a secret compartment. Go to the compartment and collect the turn table key and the secret passage note sitting there.

Now return to the elevator and go down to the B1F level. Once there, go down the metal stairs and take the shotgun. Next, go into the door on the left and make your way up the stairs. As you pass by the panel past the frosted-glass cylinders, a cutscene will show a conversation between Chris and Albert Wesker. Once the cinema is over, you'll have to face another arm stretcher. After you've killed the creature, exit through the silver double doors. Once on the other side, go to the panel with the red light, near where you found the door handle.

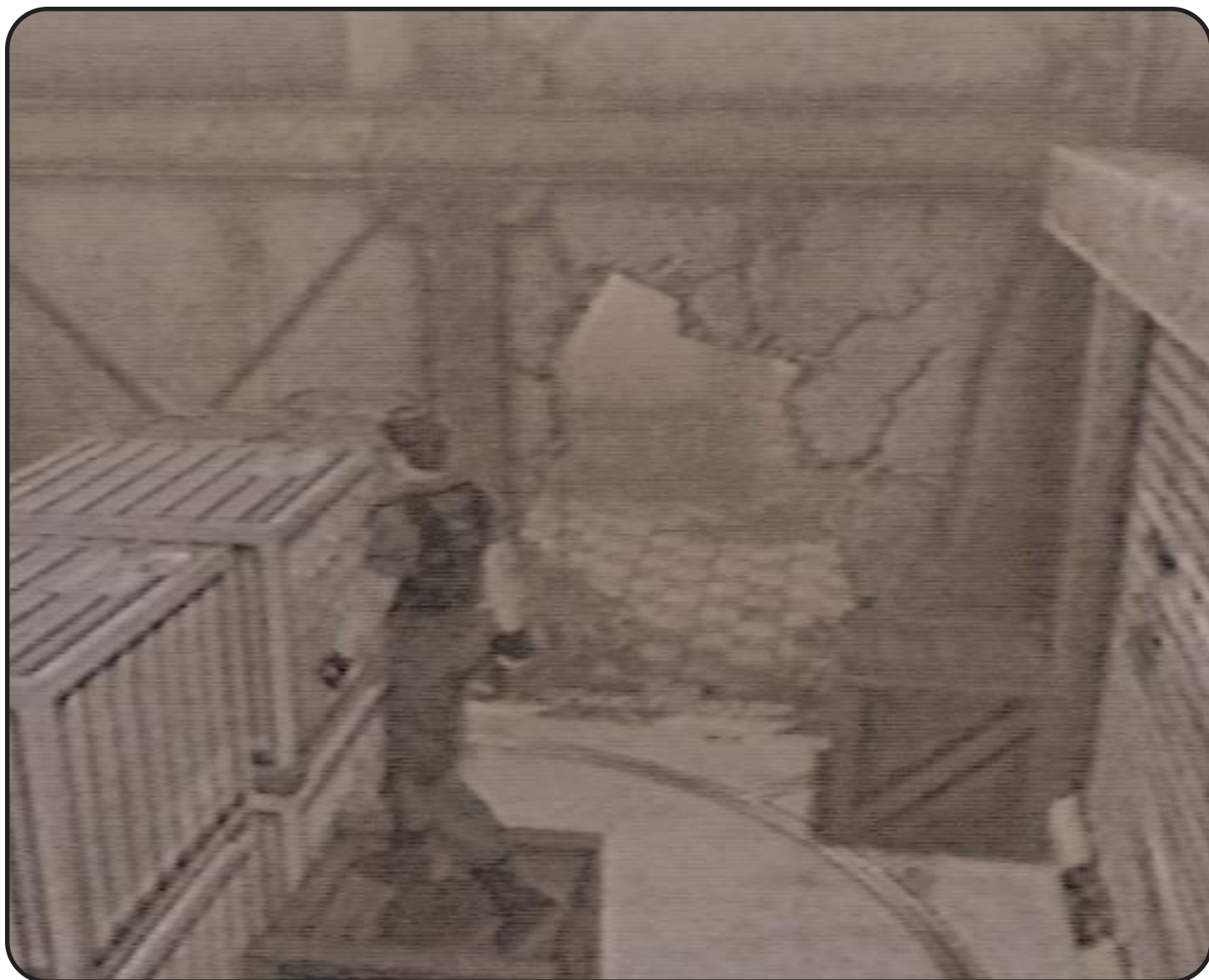


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Access the panel and use the turn table key you picked up from the secret compartment behind the painting to activate the cargo elevator. Once the elevator comes to a stop, hop up and over the crate, and shove it toward the screen so you can use the crate to reach the bow gun powder on top of the silver crate that's the closest to the screen.

Now exit the room through the large hole in the wall, take a left, and enter the wooden door on the right-hand side of the checkered hallway. Inside you'll find three zombies, shotgun shells, acid rounds, a blue herb, and a giant hole in the wall in the back room. Collect the items, go through the hole in the wall, and enter the door at the end of the hallway.



Use the crate to reach the bow gun powder here.





MORE HUNTERS

Make your way through the open fenced-in area and climb down the ladder. To the left of the ladder on the wall is a switch. Activate the switch and a cutscene will show the fan clear the toxic fumes from the room. Once the air is clear, make your way through the area, taking out all of the zombies along the way, and enter the door at the back of the room. Immediately after you enter the room a hunter will try to attack you. Cap him with the shotgun and then go into the door on the opposite side of the room from which you first entered.

Inside this room you'll find another glass jar of green liquid sitting on the shelf next to the desk. Take the jar and then go into your inventory and combine the two jars into one, creating a powerful acid. Search the desk for some handgun parts that will up the power of your pistol. Now exit the room and return to the area you just cleared of the toxic fumes. Go to the hallway on the right of this area, climb up the ladder, and go through the wooden door.

Once in the hallway on the other side, go through the hole in the wall on the right side of the screen. Make your way through the room and exit. At this point, you'll find yourself back in the checkered-floor hallway. Go down the hallway and exit through the double wooden doors at the end. On the other side, you'll find two hunters waiting to pounce on you. Whether you fight them or run away, you want to go to the freight elevator that's below the green light on the left side of the screen.

HYDRAULIC-FLUID HAVOC

Once at the bottom, you can use the typewriter to save your progress and use the storage box to get some equipment. Just be sure you have at least three open spaces in your inventory. Once you're done, exit the room through the silver door.

On the other side, you'll find a hunter that's eager to free your head from your body. Take him out using the shotgun and then go up the lift. Make your way past the crane controls, go out the door, run across the bridge, and enter the room on the other side.

Go to the panel of lights that's just to the left side of the door you came in. The panel has four glass bulbs, although one is broken. The remaining three have the numbers 3, 5, and 10 on them. The objective here is to fill the bulb with the 10 on it with the hydraulic fluid until it hits the red line, which is at 7. So how do you make 7 out of 3 and 5? Press the button below the bulb with the number 3





on it four times, then press the button next to the bulb with the 10 on it, then press the button below the bulb with the 3 on it once more, and then finally press the button below the bulb with the number 5 on it once.

At this point, the three zombies napping in the corner of the room decide to wake up and give you some trouble. After putting them to rest, collect the box of shotgun shells near where the zombies were. Now exit the room and make your way across the bridge. Stop at the control panel, which is now activated, thanks to your hydraulic fluid-mixing skills, and throw the lever to lower the bridge.

COLLECTING THE THREE PUZZLE PIECES

Go through the door, go back down the lift, exit the silver door on the right, and make your way across the bridge you just lowered. Halfway across the bridge a hunter will make his presence felt. Take him out with the shotgun, continue across the bridge, and head through the door on the other side.

As soon as you enter the room, blast the zombie right from where you're standing. He has a bomb strapped to his back, and if you shoot him from close range you'll take some severe damage. Continue through the room and take out the zombies lumbering about by the fish tank. With the path cleared, exit the room through the door next to the fish tank. Be ready to take out the hunter waiting on the other side of the door.

Once you take out the hunter, go to the controls below the glowing screen and turn the power off. Now go to the console on the platform and take the three puzzle pieces from the console. With these puzzle pieces in hand, retrace your footsteps all the way back to the room on the 1F level of the complex where the miniature of the complex is.

Go to the secret compartment that's not so secret anymore and place the three puzzle pieces into it to deactivate the laser beams guarding the lever. Once you do, pull the lever, and the miniature will move, revealing a hidden ladder. Before you climb down the ladder be sure to grab the two boxes of shotgun shells and the green herb. Now head down the ladder and make your way down the dark corridor, taking out the spiders on the way. Be sure to pick up the grenade rounds and the green herb as well.

At the end of the corridor you'll come to another ladder to climb down. After doing so you'll find yourself in a brightly lit hallway with more herbs for you to pick up.





SECRET ALBINOID ROOM

Just up ahead you'll come to a pool of water. A cutscene will roll showing the blue eagle plate you need at the bottom of the pool, which is being guarded by a full-grown Albinoid. The Albinoid can take some heavy damage and makes delivering it hard by continuously moving. It'll stop every so often and let you get a good shot at it but then will quickly move away. As long as you stay out of the water it can't hurt you, so take your time. Or you can be impatient and just dart into the water, pick up the blue eagle plate, and hop out before the Albinoid has a chance to shock you. Whichever method you choose, once you attain the blue eagle plate, return to the hallway where you first came into the complex as Chris and found the car-battery-looking object and had to fight off the spiders once you picked it up.

Once in the hallway you can go into the room to the left, save your progress, and use the storage box to retrieve weapons and ammo (you'll need it). Now return to the hallway and combine the jar of acid with the blue shield you just recovered. Once you've reduced the shield to the golden halberd, go to the end of the hallway and use the golden halberd on the door to open it. A cutscene will roll showing Chris climbing into a harrier and starting out on a course for Antarctica.

ANTARCTICA 2

Once you land in Antarctica, exit the room and attack the tentacles until they retract and let you make your way to the end of the platform. Climb down the ladder and head for the door to the left of the stairs at the end of the platform. Inside you'll find a case of grenade rounds sitting on the bottom half of a bunk bed on the left-hand side of the room. In a locker there will be a can of first aid spray and a box of handgun ammunition. If you look around, you will also find a box of bow gun powder and another box of handgun ammunition on a bookshelf, as well as a map on the wall. After picking up the bow gun powder, you'll have to act fast to take care of the zombies that decide to wake up and come for you.

Now exit the room, go down the stairs, and enter the room directly in front of Chris. Once inside, walk to the diamond marking on the wall that's just to the right of the cupboard, which is on the right side of the room. While standing in front of the diamond marking on the wall, go into your inventory and use the golden halberd that you used to open the final door on the island. Chris will place the item into the wall, which triggers the cupboard to open, revealing a paperweight with strange markings on it, Alfred's diary, and some ink ribbons. With these items collected, pick up the green herb on the floor and exit the room.





Go across the hall, make your way up the steps and across the platform, and enter the double doors at the end, near the ladder you first climbed down. Go into the door on the left and collect the Duralumin case and the box of shotgun shells.

Next, exit the room and make your way around the platform to the door on the right side of the room. Walk out onto the ice, past the zombies just lying around, and retrieve the valve handle Claire used earlier in the game to shut off the toxic gas. Begin to exit the room. Your progress will be impeded when the zombies lying around decide to wake up. Just take out as many zombies that are necessary to exit the room.

REFILLING THE EXTINGUISHER

Make your way around the platform to the door on the left side of the room, and hop down onto the ice and hop back up to the damaged platform and enter the door immediately to your right. As soon as you enter the door, a cutscene will show Chris spotting one of the roaming cameras that Wesker used to alert the hunters.

There's no time to waste. Once you're spotted, duck into the door on the right. Once inside, walk toward the panel with the flashing blue light, directly in front of Chris. This will raise the barrel of the fire extinguisher. Once the barrel is raised, stand right in front of the barrel and use the fire extinguisher. Chris will then refill the fire extinguisher.

Now go to the lift on Chris' left, take it down below, and approach the fire. Stand directly in front of the fire and use the fire extinguisher to quench the flames. Once the fire is out, continue through the room. On the left you'll see the magnum sitting on top of a box. Pick it up and continue to the back of the room. Once you reach the locker where you had Claire place the blasting cap in the lock, stand directly in front of the locker and use the lighter from your inventory. The lock will blow open, and inside you'll discover three boxes of handgun ammunition. After collecting these items, take the lift back to the room above. Now it's time to go take care of that hunter that's waiting for you in the hall where the camera spotted you.

Once you blast him, continue down the hallway and enter the elevator at the end of the hallway. Once you exit the elevator, enter the room that's directly in front of Chris. On the other side you'll find yourself in a frosty hallway. Enter the door directly to Chris' left - it reads "danger high voltage" on the door.





Refill your fire extinguisher here.

POWERING UP THE COMPLEX

Head to the panel that's illuminated by a green glow. Stand in front of this panel, go into your inventory, and use the valve handle you picked up earlier. Chris will crank the handle and the circuit will close. Now go to the panel on the left side of the circuit and turn the power on.

Once the lights are on, you can easily see the boxes of handgun ammo and shotgun ammo, the green herbs, blue herbs, ink ribbons, typewriter, and storage box that are in this room. Exit the room and continue down the frosty hallway. Take out the zombies you encounter.





Enter the door at the end of the hallway. On the other side you'll find yourself in a room that looks like one of the rooms from the original Resident Evil. Shove the statue so that it rests right on top of the crack in the floor next to the cabinet in the corner. By doing this, the floor will give way and the statue will slump over, letting you reach the map resting on top of it. Once you have the map, pick up the box of handgun ammunition on top of the cabinet and the shotgun shells and head down the red hallway just ahead. Make your way to the end of the red hallway, where you'll come to a statue of a lion. Take the blue stone out of the left eye socket of the statue and the statue will spin around, revealing a strange round item. Take the item and then put the blue stone back into the eye socket of the statue. Now go into your inventory and combine the valve handle with the item you just found behind the statue. Now take the red stone out of the right eye socket of the statue. The statue will spin the other way this time revealing some bullets for the magnum. After collecting the magnum shells, replace the red stone and go through the door directly behind you.

ALFRED'S RING

Make your way to the end of the hallway. Lying on the ground among all the bugs you'll find an item that looks like an insect wing. Pick this item up, go down the walkway on Chris' left, and enter the room around the corner. Immediately after entering this room you'll run into two zombies. Kill them and pick up the research report on the desk and the green herb on the floor. In the adjacent room, you'll find two more zombies and a box of handgun ammunition. After picking up these items, exit the room and make your way down the insect-infested walkway to the room on the other side.

Go up the steps and access the panel on the right. It will ask you to input a code. The code is on the strange cube you got earlier. Go into your inventory and examine the cube by rotating the cube counterclockwise, or left to right - the symbols are displayed in the correct order you need to input the code. Here's the order: AA, Crown, Heart, Spade.

Once you input the code correctly, a little drawer will open. Place the cube into the drawer, which triggers a chamber containing Alfred's body and causes it to rise out of the floor. Once the cutscene is over, go to Alfred's body and take the ring he's wearing on his hand. Once you have the ring in your inventory, examine it. This will cause the band to come off, leaving you with just the blue stone. Exit the room and return to the frosted hallway.





THE GIANT SPIDER

Make your way to the end of the frosty hallway and exit the door. Now go through the door directly in front of Chris. After the elevator stops, run down the hallway, being sure to keep clear of the camera's sensor beam. Enter the door on the right and return to the room where you filled the fire extinguisher earlier.

Once inside, head to the lift at the back of the room. Go to the pipe on the right side of the screen and use the modified valve handle you have in your inventory to drain the water in the tank below. With the tank now dry, climb down the ladder and retrieve the crane key sitting in the middle of the floor. As soon as you do, a hunter will leap through the glass of the tank. Simply blow him to pieces with the weapon of your choice and climb back up the ladder. Take the lift back down to the other side and exit the door.

From the entrance of the hallway, take a right (Chris' right) and exit through the door at the back of the hallway. On the other side, you'll find yourself on a platform in an ice-filled room. Go down the platform, duck inside the crane operator's shack, and operate the crane. Use the crane to lift the dead boss out of the ice and into the air. When you do so, a shiny green item will fall to the icy floor. A giant spider will attack the crane operator's shack, but don't worry - it's too big and slow to do anything. If you're careful and light-footed, you can simply run by the spider, pick up the green ring lying on the ice beneath the body (that's now hanging from the crane), and exit through the door you first entered from.

REUNITING CLAIRE AND CHRIS

Make your way to the end of the hallway and enter the door leading to the elevator. Once at the top, take a left (Chris' left) and run down the short corridor. A poisonous hunter will run to greet you, but be sure to greet him first with a volley of shotgun blasts. Once he's dead, make your way around the courtyard to pick up another small insect wing near the small carousel. Hop down into the water and search the area just to the right of the fountain. You'll find a third insect wing there. With the wings collected, enter the wooden double doors on the other side of the water.

Once inside, if you have the knife in your inventory, head behind the staircase. If not, go up the staircase and pick up the knife that's lying on the floor, then return downstairs and explore the area behind the staircase. After looking back there, you'll find Claire stuck up against the back of the





staircase. Go into your inventory and use the knife. A cutscene will roll showing Chris cutting Claire down. The two will have a brief conversation at the end of which, two things can happen depending on how fast you've made it to this point. Claire will either collapse, or Alexia will appear and you can disregard the following events that deal with Claire's illness.

If Claire falls ill, the map pops up on the screen showing where Chris needs to go to get the blood for a transfusion. It's in the room where you used the fire extinguisher to quench the flames. To get there, exit the mansion, go down the corridor, and enter the elevator door on the right. Then run down the hallway and enter the room on the right. Take the lift down, kill the zombies in the room, and pick up the little plastic bag of blood on the shelf. With this in hand, return to Claire in the mansion, but before you do, drop the shotgun off in a storage box on the way (trust me).

PREPARING FOR BATTLE

When you return to the mansion and give Claire the transfusion, everything is OK, for about two seconds. A cutscene rolls showing the two being separated. After the cutscene, you'll begin playing as Claire once again. You'll find yourself in a room with a green herb, a red herb, handgun ammo, shotgun ammo, and a storage box. Take the shotgun out of the storage box and shove the bookshelf out of the way so you can place the shotgun on the hanger to trigger the painting to reveal some more ammo for the grenade launcher. Collect all of the ammo in the room and put it in the storage box. Take out the silver briefcase you have in the storage box and have Claire examine it. She'll open it using her lock pick. Inside you'll find some more ammunition. The only weapons or items Claire needs to have are the bow gun, regular arrows, and gun powder arrows, unless of course you're out of those, in which case you simply have to use the weapons you have ammo for. (Note: if you don't have the shotgun in the storage box at this point-don't worry, you can come back later as Chris and retrieve the ammo)

Once you're properly equipped, exit through the door and run down the hall. A tentacle will come bursting through the wall. If you just keep running it won't hit you. The next tentacle that bursts through the wall up ahead will hit you, however. Take the hit, then back up a bit and shoot the tentacle with the arrows (if you have them) until it pulls back through the wall. Once it does, continue down the hallway and exit through the door at the end.





STEVE'S BATTLE

Take out the one lively zombie in the open cell and then make your way up the steps toward all of the small barrels. Once you're here, enter the cell on the right and pick up the arrows that are lying on the ground at the back of the cell. Then approach the cannon and take the security file sitting underneath it. After flipping through the pages of the document, tilt the cannon forward - a crystal will roll out of the end of the barrel of the cannon just as the giant cement block falls from the ceiling. Wait until the cement block begins to rise, then run underneath it and pick up the crystal.

Once you have the crystal, carefully stutter step so you trigger the cement block to fall without getting crushed. Once it falls, wait for it to rise, then quickly run underneath it and stand right in the center. Next, go into your inventory and use the crystal. Claire will place the crystal on the ground and move out of the way. The cement block will then crush the crystal, shattering it and leaving only the security card that was trapped inside. As the cement block rises, quickly run underneath it and pick up the security card. Once you have the card, enter the door that's located near the open cell where you killed the zombie. In the corner of the room you'll find a panel. Use the card you just received to open the door. There's no going back now.

Equip your best weapon, preferably the bow gun loaded with gun powder arrows. Then make your way to the end of the room. You'll find Steve, and a cutscene will show him transform into a horrible creature. Once the cutscene is over and you are given control of Claire. Fire one shot, use the 180-spin maneuver to run away from him for about three steps, push the right trigger button to take aim, and fire. Repeat this process without a mistake four or five more times and you'll make it out of the room. Once you do, a cutscene will roll.

FIGHTING ALEXIA

At this point, the focus of the story will shift back to Chris, who is still back at the staircase. After the cutscene that shows Wesker and Alexia exchanging a few words, Alexia and Chris square off. But don't worry - if you have the right weapons Alexia's a big pushover. If you have the magnum, lay as many slugs into her as you can before she flicks her wrist. When she does, move out of the way! Three shots with the magnum, one grenade round, and a couple of shots with the pistol are all that it will take to put her down. Here's a tip: **DON'T LET HET GET A HOLD OF YOU!!** If she does, it's all over for you.





After you murder her, pick up the red jewel she dropped near the foot of the staircase. Examine it to reveal the red jewel by itself. After picking this jewel up, you should now have three jewels - a red, a blue, and a green. Take all three of the jewels up the first flight of stairs and stand in front of the painting. Go into your inventory and use each jewel. Chris will place the jewels into the picture. Once all three are in position, the picture will move, revealing a secret door.

Enter the door, and once inside the hallway, go through the door on the left. Once inside the room, make your way to the lift located at the rear of the room and take it down. Go to the computer panel next to the glass-covered bed, and open the glass. Inside, on the bed, you'll find the fourth and final insect wing. After collecting it, ride the lift back up to the room above and exit the room the way you came in. Then walk toward the screen and blast the four zombies waiting for you. Go down the hallway on Chris' left. You'll find a door just a ways down on the left. Enter the room and go to the desk along the back wall of the room. You'll find a sterile room key inside the drawer on the right side of the desk.

TURNING THE POWER OFF

Take the sterile room key and collect the shotgun shells, ink ribbons, and first-aid spray, and exit the room. Return to the main floor of the mansion and head for the double wooden doors, which you can now unlock with the sterile room key you just found. Go through the doors and you'll find yourself in the room where you shoved the statue over the crack in the floor. Exit the room through the single door on the right.

On the other side you'll find yourself back in the frosty hallway. Make your way to the end of the frosty hallway and enter the door that says "high voltage" on it. Go inside and turn the power off.

Once this is accomplished, exit the room and return to the frosty hallway. Now exit through the door right next to the one you're at. Take a right (Chris' right) and enter the mansion from the main entrance. Once inside, head through the double wooden doors you just unlocked a moment ago. Head to the red hallway, then run to the end of the hallway and stand before the lion statue that has the red and blue stones for eyes.





Use the panel seen here to turn the power off.

THE LION STATUE PUZZLE

With the power off, you can take both stones without the statue rotating. Once you have both of the stones, go back to the main floor of the mansion and head up the staircase. Go through the door you uncovered just a moment ago. Once through, shoot the zombies in your way and make your way to the bedroom at the end of the hallway on Chris' left.

Once inside, go to the music box and use the blue stone you got from the eye of the lion statue. The music box will open. Now go through the secret passageway at the back of the room. This will take you to the other bedroom. Place the red stone in the music box there and then take the metal



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music box plate out of it. With the metal music box plate in hand, return to the other bedroom and place the music box plate into the other music box. This will cause the bed to collapse, revealing a secret ladder to climb.

Head up the ladder and go to the table in the room where the bucket is sitting. Take the dragonfly object from the bucket. Once you have the dragonfly object in your inventory, combine it with the four insect wings to form the dragonfly key. Before heading back down the ladder, make sure to collect the handgun ammo and herbs in the room. Head down the ladder, exit the room, and go through the door next to the one you entered the hallway from.

On the other side of the door you'll find yourself in the lab where you took the lift down to get the final wing for the dragonfly key. This time, go up the stairs at the back of the room and exit through the door. This puts you in the hallway where Claire was when she and Chris were split up. Exit through the door at the end of the hallway. A cutscene begins immediately, showing Chris frantically trying to open the door Claire is trapped behind.

CODE VERONICA

At the end of the cutscene Claire passes Chris a security file notebook underneath the door. Take the security file notebook and examine it in your inventory. You'll find an access card inside. Discard the rest of the security file notebook. Make your way to the end of the walkway and up the stairs. Go to the door on the left and use the dragonfly key to open it. Enter the room and kill the one zombie in your way. Continue on up to the computer terminal. The computer asks you for a code to activate the destruct sequence. Enter the code: Veronica.

After the brief cutscene plays, exit the room and watch the awesome sequence that unfolds when Claire and Chris meet up again. After Chris tells Claire to run and leave this fight to him, there is a moment when Alexia/Veronica moves toward Claire. Right after this, the game gives you control of the action. Once it does, you have just a split second to save Claire by shooting Alexia/Veronica before she knocks Claire off the platform. If you do it, a cutscene will show Claire getting away. At this point, Alexia/Veronica mutates into a huge creature. As soon as the cutscene is over, begin launching everything you've got at her. Don't bother with the little creatures that she sends to attack you. Instead, watch for the moment when she tries to hit you with her tail - when she does, quickly move out of the way. After you've been blasting her for a while, a cutscene will show her split in two, and she'll begin to fly. Just then, the linear launcher will be done charging. Run to the launcher and pick it up. Equip the launcher and start firing. All you have to do is hit her once and the game is over.





HIDDEN FIRST-PERSON

Once you beat the game, a new option will be available at the title screen: battle mode. This battle mode can be played from a third-person view or from a first-person view. If you followed our walk-through you found the golden Luger, which seemed useless, at the beginning of Chris' adventure. This item was simply put in the game to be found. If you did, then Steve Burnside will be a playable character in the battle mode. You can unlock more characters and profiles like Albert Wesker by doing well in the battle mode.

To do well in the battle mode, take the zombies and creatures out as soon as possible. You can do this by actually waiting sometimes for as many of the zombies as possible to gather around the explosive canisters that can be found in many of the rooms in the battle mode. There are also some zombies lumbering around that have bombs strapped to their backs. Shooting these zombies first will often save you time in dealing with the others since they take splash damage from the explosion. Also note which doors lead where and the locations of health items.



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You must find the seemingly innocent girl, Wee Ming, and stay alive long enough to collect your reward. That's the plan. Here's the solution. This official Fear Effect game guide. Get this official guide for video tips (for a truly interactive experience), combat and weapon strategies, comprehensive walk-throughs, and cheat codes.

