



Introduction

Night has fallen. Rain is falling in the cemetery, smearing the fresh dirt plots into a soupy morass. A plaintive moan cuts through the thrumming rainfall-the guttural growl of dead returning to life. The evil Umbrella corporation has poisoned the ground, tainted the sky, culled life from death with its bio-nightmare, the T-Virus.

Trapped on a remote complex, tortured veteran Claire Redfield struggles to remain alive, to get off the island, to finally rid herself of the sinister Umbrella that has hung over her life.

Resident Evil: Code Veronica has come to life on the PlayStation2, with a cast of new beasts, unnerving puzzles and high danger. Help Claire escape the island fortress she's imprisoned in. Rescue the fallen Claire with her brother Chris. Conquer two highly-detailed locations, attempting to eliminate the Umbrella threat once and for all.

Code Veronica is a sprawling, beautifully-crafted nightmare vision that admirably carries the Resident Evil torch. Use this guide to squeeze every last ounce of life out of the game. We've included a full walkthrough, detailed weapon and enemy descriptions, boss battle strategies and secrets. This guide is based on the Normal game mode. Use it well, Claire. Take down Umbrella.



This guide was written by Chris Carle -- before he was run over by a truck driven by an undead madman. He put a lot of work into it. Please don't steal it. IGN cannot guarantee that Chris won't return from his grave and hunt you down.

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Game Basics

If you've played other Resident Evil games, you will be perfectly at home with the controls—from maneuvering the characters to manipulating the Inventory screen. If not, they may take some getting used to.

If you're a novice, the signature control for moving your character is tricky. In order to walk forward (no matter which way the camera is facing), press up on the directional pad or analog stick. Walk backwards by pressing down. Turn by pressing left or right.



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It is often wiser to skirt past foes rather than fight. Run by pressing up and holding the CIRCLE Button. Another useful feature is the quick turn. This comes in handy in evasive endeavors. It's also helpful when enemies are closing on both sides. To execute the move, press down and tap CIRCLE.

Pushing R1 brings the equipped weapon to the ready position. Pushing X while holding either button will fire that weapon. Once pressing R1, you can aim higher or lower using the directional pad or analog stick. Pushing L1 locks on the target you've selected. Use this against foes who move around a lot. If you are using paired weapons, press L1 to change from shooting at two targets to focusing on merely one.

Some objects can be modified or climbed on to. To push a movable object, simply stand behind it and press up. To get on an object, face the object and press X. To get off of an object, go to the edge and press X. To climb or descend stairs, press X as well.

The R3 button accesses the current Inventory list: the items you carry on your person, ready for use. On this screen, characters can Combine compatible items, learn more about an object by selecting Examine, or Equip a weapon. In addition, you can Use a selected item if the situation calls for it.

Pressing the TRIANGLE button will bring up the current area map.



Items

Managing items is a huge key to successfully navigating the game. At the outset, Claire and Chris have eight spaces in their Inventory Lists. Each can gain extra storage spaces as they progress. The things on this list are the only items they have access to away from the Item Box. To preserve space on the list, combine Herbs, but be careful: once items are combined, they cannot be separated.

Scattered throughout the environments are several Item Boxes, which are located inside Safe Rooms. Having the correct items with you at the appropriate times will save you hours of backtracking gameplay, so think ahead.

Ink Ribbons

Ink ribbons are used to save your character's progress in the game at various typewriters throughout the various areas of Code Veronica. With few exceptions, typewriters are located in Safe Rooms, so it is usually wise to stow Ink Ribbons in Item Boxes, since they will almost always be used there. Ribbons are located in various places, but can often be found next to typewriters.

Healing Items

Green Herb - heals about 1/4 of a character's health.

Blue Herb - cures poisoning.

Green Herb + Red Herb - heals all of a character's health.

Green Herb + Green Herb - heals about 1/2 of a character's health.

Green Herb + Green Herb + Green Herb - heals all of a character's health.

Green Herb + Blue Herb - heals 1/4 of a character's health, cures poisoning.

Green Herb + Green Herb + Blue Herb - heals 1/2 of a character's health, cures poisoning.

Green Herb + Blue Herb + Red Herb - heals all of a character's health, cures poisoning.

In addition to Herbs, a character can collect First Aid Sprays, which heal all of his/her health.



Weapons

Effectively using the weapons in Code Veronica is the key to navigating your way out of the bio-hazardous cesspool you've been dumped into. Use them as tools, carving your way through this nightmare world of living dead-but use them wisely.

Conserving ammunition and using the correct weapon on each enemy is paramount to surviving the trials of your harsh environment. Conserve heavy firepower for the big battles, but don't mess around with tricky foes (for instance, it is better to go after a Hunter with the Grenade launcher than the Bow Gun).

Know your weapons' limits and count your shots. If a weapon is nearly empty, instead of waiting for the on-screen animation to play, go into the Inventory screen and reload while paused. Do this by selecting the ammo, selecting Combine from the Inventory menu, then selecting the weapon you'd like to combine with. This will save valuable health and allow you to get further, faster.

Knife

The combat knife is your basic chunk of sharpened steel. No frills. Unless you are a master with this weapon, you will take more damage trying to use it than by simply leaving it in the Item Box.

M93R Handgun

Ammo: Handgun Bullets

The M93R Handgun is the first pistol Claire encounters in the game. A trusty tool, but very weak, the M93R should not be used against any serious enemies-its firepower can't handle big jobs.

Upgrade with: M93R Parts

When you have added the M93R parts to your weapon, the pistol becomes semi-automatic, firing three quick rounds with a single press of the button. Once upgraded, the M93R becomes a force to be reckoned with.

Glock 17 Handgun

Ammo: Handgun Bullets

Chris Redfield begins his portion of the mission with this basic handgun. Like Claire's M93R, it is a good utility weapon, but should not be used in any serious conflict.

Upgrade: There is an opportunity to upgrade this weapon when Chris reaches the military training facility in Antarctica. You will never see the added parts-all of the action occurs off screen. When the weapon is enhanced, it will be a bit faster and more powerful.



Weapons

Bow Gun

Ammo: Bow Gun Arrows

The Bow Gun rapidly fires small, precise arrows at its target. This crossbow-style weapon is ultra-weak (taking ten to twelve arrows to drop a single zombie), but it allows you to save your more powerful weapons for stronger foes. Its main advantage is its rate of fire, which matches how quickly you can pound the buttons.

Explosive Arrows

By combining Bow Gun Powder with ordinary Bow Gun Arrows, this weapon becomes a serious threat to undead everywhere. Fire an explosive arrow to strike with concussive force, taking some of the bigger creatures down with a couple shots.

Sniper Rifle

The Sniper Rifle allows you to target a foe at long range. It's high-powered ammunition is a great ally in taking down the Nosferatu boss early in Disc 2. Use L to zoom in, and target your foe with the analog stick.

Shotgun

Ammo: Shotgun Shells

The shotgun is a powerful and useful weapon. Shooting a deadly spray of shot, this bad boy is great for close combat. Aim up against a zombie to remove its head with one shot.

Magnum

Ammo: Magnum Bullets

Dirty Harry packed one of these for a reason: it will make a mess of anything standing in your way. Save the Magnum for serious threats only. The Magnum holds six bullets at a time. Make sure they all hit their target.

Grenade Launcher

The Grenade Launcher blasts various flavors of grenade, and its attacks should be tailored to the specific enemy you encounter. The Launcher is slow and laborious, but very powerful. Make sure you have a bit of room and ample time, or you can be caught reloading.

Turn the page to see the different types of Grenade Launcher ammunition...



Weapons

Grenade Launcher Ammo

Grenade Rounds

Get nice and close and blast a foe with these explosive rounds. The closer you are, the more damage you do. Great for putting down Hunters.

Acid Rounds

Pop your foes with a close blast to eat through skin, bone, fur, whatever.

Flame Rounds

Release a flame round to burn your target to a crisp.

B.O.W. Gas

Shooting this round will open a canister of Anti-B.O.W. Gas on the room. This is often enough to wilt a biological freak so you can scoot to safety.

M-100P Pistols

This pair of semi-auto pistols allows you target two enemies at the same time. These suckers have a lot of pop-save them for powerful foes.

Sub Machine Guns

A pair of uzis! Like the M-100P Pistols, these weapons can mow down two targets at once. Press R to target, and L to change your target. In Steve's mission, blaze away with these guns. You play with him for such a short period of time that ammo is not an issue.

Assault Rifle

Ammo: Assault Rifle Bullets

The most powerful bullet-based weapon in the game, the Assault Rifle is a great asset. Make sure you stow it in an Item Box before Claire's stretch is over, or Chris won't have access to it. Find the extra clip (in the island lab) to bolster its ammo by 50%.

Linear Launcher

The last weapon you'll get, the Linear Launcher is a one-shot deal. You'll use it to send the mutated Alexia packing. Press R to target, then use L to zoom in and out.



Enemies

Zombie

The most plentiful enemy you'll encounter, zombies can be found virtually anywhere. Luckily, they are fairly slow, so are usually easy to deal with. Either run by them or target them from a distance. If a zombie gets close, it will smell your flesh and speed up, reaching for your neck. When a zombie gets too close, it will grab you and begin to gnash on your skin. Kill zombies with the Handgun or Bow. They aren't worth anything more powerful.

Zombie Dog

These rabid pooches have eaten some T-Virus kibble and are hankering for a hunk of human. They usually travel in groups of two or three. Knock them down with a shot from the Handgun, then polish them off while they're on the ground.

Albinoid Baby

You'll first encounter the Albinoid Baby in a short cut-scene that introduces its adult counterpart. Albinoid Jr. is quite a bit smaller, but still delivers an electrical jolt when you get too close. You can kill it, but the best strategy is to simply run away.

Bat

These pesky mammals hang out in the rafters, waiting to swoop down and spoil your life. They are easily frightened with the Lighter, but if you're in the mood to stand and fight, make sure you're pressing the target lock button (L), or you'll waste time and ammo trying to take them down. The Handgun will do the trick.

Giant Spider

Enormous, hairy, poisonous...what's not to like? Giant Spiders are a treat. In addition to scuttling along the ground (making you have to manually target them), they can cling to ceilings and walls. Giant spiders attack by either spitting poison or clutching their victims in hairy legs and attacking with mandibles. Once poisoned, you'll need to find a Blue Herb to cure the effects. The Shotgun and Grenade Launcher work well on these virus-enhanced arachnids.

Small Spider

When a Giant Spider is killed, often it will drop baby spiders. They aren't worth your time. Step on them if you wish, but don't waste any rounds on them.



Enemies

Bandersnatch

The Bandersnatch is one of the nastier creations Umbrella has come up with. These behemoths attack with a single long, muscular arm. If a Bandersnatch gets a hold of your noggin, it will try to squash the brains out of you. Take it out with Explosive Arrows, the Shotgun, or avoid it altogether. It's fairly pokey, and announces its attack, so can be easy to avoid, especially in open spaces.

Moth/ Moth Cocoon

It can be argued that the Moth is the most annoying enemy from any of the RE games. It is weak but quick and attacks from every direction. Moths fly above and drop curtains of poison from the air. But wait, there's more. If a moth attacks you from behind, it will lay a cocoon on you. Then, you will have to walk around with the cocoon on your back until the organism decides to hatch. Upon hatching, you will be immediately poisoned. Avoid these attacks by always facing toward them. Shoot them with the Handgun or Bow Gun from a position of safety. Trying to negotiate a room full of moths will often result in poisoning.

Tentacle

Encountered in the military training facility, tentacles bar your path. Peck at them with the Handgun or Bow until they retract.

Parasite

Like the moth cocoon, a parasite will attach to your back and basically... suck. It will drop off in its own good time.

Hunter

Veterans of RE1 and RE3 will recognize these bad boys. Roped with scaly muscles, Hunters are deadly, deadly, deadly. They are extremely fast, but thankfully weak... if you can hit them. Use the Grenade Launcher or Shotgun at close range to eliminate a Hunter threat. If you are standing too near one, you may have to aim down, as Hunters are vertically challenged.

Sweeper

Basically purple-coated Hunters, the Sweepers are strapped with a poison attack. If they swipe you, you'll need a Blue Herb...stat! Fight them as you would a Hunter, at close range with the Shotgun or Grenade Launcher.



Enemies

Boss Characters

Tyrant

This biological defect is all muscle-a solid killing machine. With livid eyes and a serious skin condition, the Tyrant is a bad looking dude. It attacks with its two solid meathooks and a shouldler bowl. Take it down with serious ammo... and other items at your disposal.

Nosferatu

The mutated father of Alexia Ashford, the Nosferatu is a menacing beast, indeed. This monster's arms are pinned behind its back, so it attacks with a shoulder tentacle and sprays purple poison all the while. That exposed heart could be a problem for him, though.

Gulp Worm

For a spineless creature, the Gulp Worm certainly has a lot of backbone. Patrolling the courtyard in front of the research facility on Rockfort Island, the Gulp Worm is easily avoided. Watch as the ground ripples to guess where the beast will surface, then head a different way. If you do stand and fight (you'll want to in Chris' mission), pump some Grenade rounds into its craw as it surfaces.

Albinoid Adult

The grown-up Albinoid is a cross between a salamander, coffee table and live wire. It lives in the water and emits a burst of electricity if you get too close to it. Fortunately, you don't have to go toe-to-toe with this beastie. Simply take aim at it from a safe position. It will take a while, but you won't have to tangle with it.

Mutated Steve

A huge green mutant, Steve has morphed into something special. He's got a huge axe that he'll use to slice and dice you with. Don't try to fight him. Just run.

Giant Black Widow

A large version of the Giant Spider (so that's giant giant), the Black Widow lives below the ice in the Antarctic. Like Steve, it is a foe that is best run from. It attacks with poison vomit and its huge furry legs. Avoid it. Big spiders=no fun.

Alexia

Once mutated, she comes in three flavors in all: ugly, uglier and ugliest. Check out the Boss Battles in the walkthrough for more information.



Walkthrough

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Military Facility - Prison

You begin the game trapped in a prison cell. Equip your lighter on the inventory screen. When you spark the lighter, Rodrigo, the jailer just outside of the cell will open the door for you. He'll preach some gloom and doom about not being able to get off of the island. Then, Mr. Pessimism will slump into a chair and you'll be alone with your thoughts (and the sound of dripping water).

Return to your cell and grab the Herb in the corner. Exit the cell and pick up the Handgun bullets to the right of the door. A Knife is on the desk in the adjoining room. Take it if you want to, then exit.

The next area is a Save Room. Grab the Ink Ribbon next to the typewriter and the Handgun Bullets on the floor. Continue down the hall and turn right, then follow the stairs up.

This will put you outside in the rain. Isn't this place supposed to be run by Umbrella? What's up? Proceed forward and take a right (near the smashed, sparking car) into the graveyard. Walk a little further and a cutscene ensues, introducing your most consistent threat in this (and any other Resident Evil) game: zombies. You'll see a briefcase fall out of the exploded truck. Don't bother trying to fight the zombies yet. Instead, simply run through them to the metal gate. Exit through the iron door.

Military Facility - Meet Steve

Cutscene: As you step into the next area, a cutscene introduces you to Steve, another island prisoner. When he first sees you, he tries to off you with a barrage of machine gun fire. Claire dodges the bullets and returns fire, and the two call a shaky truce. Steve comes down from his perch and introduces himself, then quickly takes off, searching for the airport that will transport him away from the island.



When Steve leaves, you'll be have the M93R Handgun (it holds 12 rounds). Search the body next to the overturned Jeep for another box of Handgun Bullets. The large, double gate (with tire tracks leading under it) is inaccessible at this time. Proceed through the other door.



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This door leads to an open corridor between two brick buildings. Going straight ahead leads to a path around the building. You'll return here later. First, follow the wooden walkway and take the steps up. Before going through the door, grab the Green Herb at the end of the platform. Return to the door and go in, bracing for another zombie attack.

Military Facility - Barracks

Three deadheads will attack the moment you enter, so make sure your weapon is loaded and equipped. Take out the one to the right first, then focus on the two others (either killing or avoiding them). Skirt around the central table and claim the Handgun Bullets on the bookshelves. Then, take a left into the kitchen and snag the Map from the wall.

Mount the wooden stairs and get the Green Herb on the other side of a cluttered table. There is a bathroom through the open door near the bookshelves, but it contains nothing of interest (although it could use a good cleaning...)

Go back to the room where you entered and head through the other door. Track through the dilapidated barracks. This area is littered with corpses and painted in blood. Be careful. Proceed forward and grab the Prisoner's Diary on the top bunk to your left. Then, take a right around the corner. Here, you'll encounter a frustrated zombie attempting to head-butt his way through the window. Grab the Handgun Bullets from the ledge.

When you return to live action, the zombie bursts through the window, and is joined by two of his friends indoors. The first zombie will drop the M-100P pistols. Shoot the zombie in front of you first, then turn to waste the crawling zombie in the doorway. Finally spin and shoot the zombie coming up behind you.

When all the undead have been rendered...well...dead, pick up that pair of Pistols and go forward,





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heading into the shower area. Take the Handgun Bullets in the last stall. After you grab the ammo, leave the bunk area. As you are exiting this room, you will encounter another zombie. Blow by it, then exit the building.

As you reach the bottom of the wooden stairs, a short cutscene will play from a beastly perspective beneath the walkway. Move forward along the right wall, then turn the corner right. As you move ahead, you'll see a corpse get pulled under the building. Eeew!

Keep moving forward, making a couple of right turns, until you reach a fenced-in cul de sac. Take the door left into the next area. Move ahead, disregarding the zombie in the cage to your left. Don't try to shoot him--apparently bullets can't pierce chain-link fences in this world.

Take on the two zombies you encounter, using the Knife (this will save ammo). Ahead a little ways is another zombie. Kill him, then follow the path to the right and enter the door on the left.

Military Facility - Secured Area

Proceed forward to the metal detector and place all of your metal gear inside. Walk to the box, press X, then press X for each item, moving the Box list down to accommodate. When all of your metallic objects have been placed inside, move through the detector. If you try to move through while holding metal objects, the subsequent areas will lock down, and you will not be able to go further. If you did trip the switch, you'll need to reset it by pressing the button to the right of the detector.



Step out of the metal detector and follow the corridor until you reach a second deposit box. In the next room, grab Flame and B.O.W. Rounds from the cluttered cabinets on the left side of the room. Then, snag the First Aid Spray and 3D Scanner Manual from the table.

Leave the machine next to the table for now. You'll be coming back to it. Instead, proceed to the door



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near the metal detector. In the next area, take the Fax from the edge of the counter.

Cutscene: As you round the corner, you'll run into Steve again. Hacking into the computer, he's found that Chris Redfield is being monitored by Umbrella. Claire uses the computer to send messages to both Leon and Chris, giving them her coordinates. When Steve suggests that Chris couldn't possibly come save her, she disagrees and Steve leaves in a huff.

In the computer desk drawer is the Hawk Emblem. Grab it and the Ink Ribbon near the typewriter. Then, walk to the panel near the blocked door and flip the switch. This will activate power to the outdoor shutter.

Return to the 3D scanning machine and place the Hawk Emblem on the scanning tray. The machine will hold on to the Emblem for you, storing a 3D scan of the item. Return to the metal detector and place the metallic items you've found inside. Head back to the first deposit box and grab all of your gear.

Exit the building. Activate the shutter mechanism to open both the shuttered door and the chain link cage. Opening both doors will bring out four zombies: two in front and two behind. Target the oil drum behind the first two and take them down with one shot. Then spin to waste the other two.

Head into the garage to collect the Fire Extinguisher. Then, go to the fenced-in area and take the Padlock Key from under the guillotine. Man, someone sure made a mess in here! Go back to the iron door and exit.



As you round the corner of the brick building, two dogs will attack--one from either side. Whirl and knock down the first canine, then spin back and pop the other. Run past them once they are down.

Proceed back to the area with the wooden walkway. Beyond the building (near the door where you entered), take a left and unlock the door with the Gate Key. This will give you easy access to the



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computer lab area later.

Head through the iron door back to the burned-out Jeep area. Dispatch with the two zombies here and proceed to the door near the Jeep.

Military Facility - Graveyard

Through the door is the graveyard, and yet another zombie party. Waste the undead (three total) on your way to the other end of the yard, then take out the last one right before you reach the burning van.

Equip the Fire Extinguisher and use it on the blaze. Then, pluck the Briefcase from the ashes. To see what's inside, select the Briefcase in the inventory screen and Examine it. Make sure the handles are facing directly toward you when you examine it, or it will not open. Once it is open, take the TG-01 Material and Report inside.

Head back through the graveyard, past the Jeep and to the gate you recently unlocked. Proceed back into the computer lab by entering the iron door through the gate to the right. Reenter the metal detector building and once again check your metal in the deposit box. The only thing you should have left in your inventory is the TG-01 material.



Once your metal's been accounted for, take the TG-01 to the 3D scanner. Place the material on the duplication machine next to the scanner to produce a perfect, non-metallic copy of it. As you leave the room with your new Emblem, you'll hear the sound of breaking glass. You know what that means!

Dodge the three zombies in the hallway between the metal detectors. You should be able to scoot by the first one on the left and the others on the right. Then, back at the first detector, grab all of your gear and exit the building.



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Head back to the area with the overturned Jeep. There are three zombies here. Run past them, then place the new Emblem in the large, iron double doors. As you open the doors, you'll encounter a partial bridge. A wrecked, torched-out Jeep bars passage to the other side.

Military Facility - Walkway

Instead, take a jaunt down the metallic walkway to the left. At the end of the walk, grab the two Green Herbs. Then, approach the Jeep from the opposite side and take the ammo from the driver side.

To get past the fire, push the crate on the bridge forward, then to the right to cover the blaze. Then mount the crates and walk to the long, metal stairway leading up the sheer rock face. At the top, you will encounter a pair of zombies. Eliminate them and continue to the left.

Follow the path past the fiery, fenced area to the right and mount the stairs to a wrought-iron gate. Upon entering, you'll be attacked by a trio of rabid zombie dogs. Dispatch them and continue to an open courtyard.

Take a left and head toward the wrecked pillars, picking up the blinking Proof. Up the stairs, on the steps leading to the palace, snag the Green Herb. Then, go through the detailed double doors.

The Palace

Once inside, the camera will momentarily zoom in on the portrait hanging in the stairwell. We call this foreshadowing. Proceed up the carpeted stairs to the right. Take a short jog to the right and mount the short set of stairs to another Save Room.

Grab the Secretary's Note from the coffee table. Take the Ink Ribbon near the typewriter and the box of Rounds on the bookshelves near the desk. Save progress at the typewriter if you'd like. In the hallway leading to the door with dual golden guns, snag another Green Herb. Move the small table her to reveal an Umbrella ID card.

Pick it up and examine it (you'll need to flip it around to see the back) to reveal the ID number: NTC0394. Go down the stairs and to the front desk. Take the Handgun Bullets. Enter your ID number in the computer to unlock the arched door in the far left corner of the room.



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Don't go into it yet. Instead, go to the blue door and proceed into the restroom. Keep your Lighter lit to scare the bats and collect the First Aid Spray from the sink. Search the stall to find Bullets. In the rear of the restroom is a Briefcase. You can't open it yet, so just stow it at an Item Box the next time you go.

Go back to the door you unlocked and through, bracing yourself for the 3 zombies you'll encounter. Eliminate the zombie threat, then claim the Handgun Rounds in the alcove near the door. Move down the long, tiled hallway. Take the Red Herb near the bench. Before you reach the door, kill the zombie to your right. Then, proceed through the door and down the steps.

In the study, take the Handgun Rounds from the coffee table. Find the glass enclosure housing a large ant and press the blinking button. This will trigger one of the creepiest cutscenes you are likely to see. When the FMV concludes, the case on the wall moves back to reveal a door.

In the uncovered room, grab the Steering Wheel. Leave the Gold Lugers where they are for now.

Make your way back to the main doors of the mansion. As you touch the door, you'll hear Steve scream. Head back to the room where you watched the creepy movie and access the computer on the same wall as the case you recently moved (it's back in its original location). On the screen, you'll see Steve trapped in a room. To get him out, you have to select two guns from a display of six. Select C and E to free Steve. Head back outside the mansion.



Cutscene: When you get back to the lobby, you'll run into Alfred Ashford, the bitter grandson of the gentleman in the portrait-one of the founders of Umbrella. He'll take a couple of shots at you as you listen to his banter. He's concerned that his base is under attack, and holds you to blame. Eventually, he'll leave, cackling like a ninny.



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Taking the Steering Wheel and Proof with you, head right from the mansion stairs and through the arched gate. Take the stairs down to the path that follows along water's edge. Follow the path to a green barrel and grab the quiver of Arrows there.

Then make a 180 and follow along the stairs to a small room. Pick up the Handgun Bullets and Map here. When you've gotten the items, go back to the green barrel and turn right, approaching the console on the short pier overlooking the water. Put the Steering Wheel there and turn it. This will bring a submarine to the surface and extend the platform across to it.

The Submarine

Go across to the sub and enter (by pressing X). Once inside, search the area behind the ladder for the brown Side Pack, which will expand your inventory by two spots. By all means, pick it up. Then, go to the main control panel and flip the switch to make the sub descend.

Climb out of the sub and into a small underwater cubicle. This leads to a flight of stairs. Go down the stairs and follow the path around (cool underwater shots on the way) to the small, metal door. Enter the office and take out the two zombies in front of you. Then, spin to kill the one who comes up behind.

When the deadies have been dealt with, grab the Handgun ammo from the leather wrap-around couch. Go behind the desk to find an Ink Ribbon perched on a cardboard box. Then, go to the corrugated metal door and lift it. This will once again place you outside. Run across the bridge to the next metal door.

In the next room, go to the far right corner and use the elevator to go up to the next level. Operate the crane at the glowing blue control panel. Move it forward and to the left, picking up the boxes blocking the doorway below.



Return to the elevator and go down, then activate the switch. This will bring a tray of zombies down



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to you--five in all! Run around the railing and take up a safe position behind the guard rail, killing the zombies as they come down the passage at you. Once they've been wasted, go to the platform and take the Arrows and Biohazard Card on the boxes in the corner.

Go back to the office where you first came in and enter the door near the huge fish tank. You'll notice several bats hanging in the rafters. Equipping your lighter will scare them off. Go to the glowing computer at the far end of the room and press X. This will activate the platform to the right.

Go to the platform and place the Green Proof in the machine. Go back to the submarine and head to the surface. It's probably not a bad idea to go back to the mansion to save your progress.

Return to the bridge area and take a right, toward the military training facility.

Gulp Worm

Cutscene: When you enter the dirt courtyard, you encounter the Gulp Worm, a huge, mutant slug bent on your destruction. After the FMV concludes, run to the double iron doors and proceed into the building.

Go immediately to the right and up the stairs. Take a left at the top and enter the door at the end of the corridor. From the desk, take the Bow Gun and Memo. To save room in your inventory, you can immediately combine the Arrows with your Bow Gun. When you attempt to exit the room with these items, an alarm will sound and a short cutscene will unfold. In it, a lab worker behind strong plexi-glass is horrendously murdered by an unknown assailant. Notice the creepy painting in the room. We'll be coming back for that.

Upon exiting the room, another FMV will play. This time, a "contamination alert" sounds, and Claire narrowly avoids being trapped upstairs. She is now back in the lobby and the stairs are sealed from her.

In the lobby, take the Red Herb on the bench and the Arrows from the nearest phone booth. Head to the door on the far end of the room and enter. This leads to a locker room. Eliminate the zombies that greet you and move deeper into the room. You'll encounter two more zombies as you go further.

From the open lockers, grab another couple quivers of Arrows. On the dead body near the far door,



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there is yet another quiver. Open the door and run past the first zombie, then, sticking to the right wall, dart around the second zombie and step down into the water. From this position, you can kill the zombies easily without threat of attack.

Locate and turn the large red valve to stop the flow of water. Now, pick up the glimmering Key near the lion's head spout. Head back to the lobby.

Go through the door opposite the phones. There are three zombies here: one faking on the floor next to the door and two on the opposite side of the room. Take out the faker first. Then, kill the two standing zombies. Once they're dead, head to the control panel near the copy machine and press the blue button. This will create a Map. Grab it from the copier tray.

Make sure you grab the Green Herb behind the dead zombie near the door. Combine it with the Red Herb you found in the lobby to create medicine. Take the Arrows from the counter and move into the other office. Use the Key you found in the pool to open the locked cabinet at the far end of the room. Inside, you'll get a suitcase full of Explosive Arrow formula. Combine the contents with your arrows to get 10 Explosive Arrows.

Use your Biohazard Card and open the right door at the far end of the hall. This will give you access to a new hallway. Enter the door at the end of the hall and walk into the courtyard.

Courtyard: Alfred Attacks

Cutscene: As you enter the courtyard, Alfred takes aim at you again. When it concludes, dodge that laser beam (clinging to the near wall) and head up the stairs. When you do, Alfred will run away.

Take a right to enter into a dusty hallway. Proceed toward the vending machines. Grab the two boxes of Handgun Shells near the stand-up, then go through the gray door. This is a Save Room. Take the Green Herb near the typewriter table, the Green Herb on the floor near the couch, and the Hemostatic





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Medicine on the cushions. There is an Ink Ribbon near the typewriter. Save if you wish.

Cutscene: When you attempt to enter the next room, Alfred (the freak) comes over a loudspeaker and tells you that the next area is a trap designed specifically for you. The door locks you in the room. Your only option now is to continue to the brown door on the vending machine wall.

The Bandersnatch

When you enter the next area, take a left and pick up the two uzis in the corner of the walkway. Before taking a step, equip your Bow Gun with the Explosive Arrows. As soon as you move past the door, a short cutscene ensues, introducing a new kind of mutant--the Bandersnatch. Dodge its arm and fill it full of explosives. It should take about four hits to kill. As you walk toward the stairs, a green door will open.

Cutscene: When you get to the bottom of the stairs and go through the open door, another mutant attacks, dangling you off of the ground and nearly crushing your skull. Luckily, Steve comes to the rescue, two barrels blazing. You trade him the two uzis you just got for the two Lugers he received when you let him out of the room in the mansion. He tries out his new weapons, only to find that they don't have ammo. He gives you a boost so you can snag the clips on top of the nearby crate, then loads the guns. As he does this, Alfred comes over the speaker again, boasting he'll now kill both of you. Then, the platform descends and you begin to play as Steve.

Playing as Steve:

In the room you're plopped in right after the cutscene, there are four zombies--two in the room with you and two behind a fence. It's a real treat to eliminate them with the dual uzis. Kill them all and go through the gray door. Eliminate the zombies in this room. You can't take the gear in the side room. Don't worry, you'll be back. Now go back to the room where you came in and head through the rusty metal door on the right wall. Wax the zombies and proceed to the stairs at the other end of the room. Go up and through the door.

Cutscene: As you move over the next walkway, Claire will rejoin you. She confronts him about why he's on the island and he gets upset. Then the two head into an elevator and up.

Steve departs and you're Claire again.



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Steve's Father

Playing as Claire: Go into the brown door and through. When you attempt to rejoin Steve, you both fall through the weak walkway and another cutscene occurs.

Cutscene: As you both get up, a zombie comes toward Steve. The zombie advances toward him, but he cannot shoot. Claire attracts the attention of the beast and it moves toward her. When it bends to feed, Steve snaps out of his trance and peppers the monster with bullets. It was his father. Steve tells the story behind his father's demise, and Claire leaves him to rest for the time being.

When the cutscene concludes, circle around and grab the Handgun Rounds on the high barrel near the door (stand on the crate to get them). Move to the wooden door next to the Jeep. Unlock it and enter the facility. Grab the Handgun Bullets near the door then eliminate the zombies here. Walk forward until you reach the iron door directly ahead.

Go through the door and into a weird picture room. Be sure to grab the Ink Ribbon near the typewriter and the Blue Shield on the wall.

Return to the area where Steve is waiting and exit through the double doors, avoiding the zombie dogs as you unlock and exit through the door on the right. Go back through the worm courtyard and enter the double doors. Move to the end of the main hall and use your Biohazard card on the second door on the right. Go through the door to the courtyard, running past the two zombie pups laying in wait. When they've been stopped, mount the stairs and place the Blue Shield in its receptacle on the stone overlook. Grab the Emblem Card inside.

Return downstairs and go through the door on the fence near the burning barrels. Take the ladder down. In the ensuing hallway, use your new Emblem Card on the gate barring your path. Move through the room, avoiding the steam pouring from the broken pipe. Continue to your right and up the stairs, entering the door at the top.

Remember this area? Take your Emblem Card to the scanner near the gate. When it lifts, you'll have access to the Grenade Launcher. Grab it and head through the door in the back. Two Bandersnatches will attack you here. Use the Grenade Launcher on them. When they're gone, grab the Arrows in the corner.



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Now return to the room with the ruptured pipe. Head across the room and go up the opposite stairs. This dumps into a watery area. Make sure you take the Handgun Bullets from the gargoyle's mouth, then track to the end of the hallway and enter the elevator.

Head up to level 2F. Move to the locked shutter and open it with the Emblem Card. As it opens, a zombie will slump out in front of you. Go into the lab and take a short jog up the stairs to the right. Pick up the Grenade Rounds near the chair.

Albinoids

Move to the lit display on the right to learn all about Albinoids. Scared? You should be. Go back down the stairs and take the Red Proof from the computer terminal. Then, activate the security camera at the terminal. Locate the skeleton painting on the right side of the room and zoom in. Remember the number 1126 (which is written on the lower left corner of the painting).

Grab the two Green Herbs near the end of the computer banks and exit the room. Run by the zombies and head back to the elevator. Return to the double doors in the worm courtyard and enter, this time using your ID on the first shutter on your right. Discard the ID and go up the stairs.

Go to the door at the end of the hall and enter. Use the code (1126) you got from the painting on the lab door (where you saw that first long-armed mutant cutscene). Take the Acid Rounds from the desk and the Painting from the wall.



As you touch the painting, a short cutscene will be triggered, in which you will be introduced to the Abinoids first-hand. The adult version will escape through an air vent (think you'll see it later?) and several babies will spill out on to the floor. Don't waste your time with them. Simply run out of the room and get downstairs. That clock in the corner of the screen is counting down the time before that shutter closes!



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Head out of the building, through the worm courtyard again, through the tank area, into the double doors and back to the weird picture room, killing zombies en route. Place the skeleton Painting on the correct spot on the wall to reveal a secret room.

On the model of the research complex, grab the Key. Read the message on the podium and record the number "12 8." Now go back to the palace. On the walkway leading to the mansion, you will be attacked by two more Bandersnatches. Run past them and up the steps.

Once inside the palace, you'll find it crawling with zombies. Return to the brown door at the rear of the mansion. Follow the hallway, then take a right turn and use your new Gold Key on the gold doors.

Art Gallery

Inside, you are confronted with more art and another puzzle. First, go to the large picture of Alfred (up the stairs). Grab the Message to New Master and read it. Then, focus your attention on the portrait puzzle. The object here is to pick the paintings in the correct order. Select them in the following sequence:

- 1) Lady Ashford
- 2) Stanley Asford (Man holding two babies)
- 3) Thomas Ashford (Man holding a cup of tea)
- 4) Arthur Ashford (Man with red hair)
- 5) Edward Ashford (Old man seated near a vase)
- 6) Alexander Ashford (Man leaning on a mantle)
- 7) Alfred Ashford (on steps)

Completing the puzzle will yield a vase. Examine it in the Inventory to get the Queen Ant Object.

Now, head to the door and place the two Lugers in it (press Use in the Inventory). This will unlock the door. Go inside and grab the Handgun ammo. Then, look at the memo on the desk. It gives the key to a puzzle you will face shortly:

- 1) Left,Right
- 2) Left
- 3) Right



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4) Right, Right, Right

Go to the music box near the desk and press the two buttons in the sequence above. Remember the four digits you arrive at. After a short replay of the creepy dragonfly episode plays on the laptop, then the computer asks you for a password. Enter the number the clock gave you (four digits to set the musical clock chiming, and open a secret passage behind the clock.

As you move toward it, a Bandersnatch will burst through the window. Dispatch it with a couple of explosive arrows. Then, duck into the passage and cross the bridge, picking up the Blue Herb if you have room.

Mansion on the Hill

Proceed to the courtyard of the mansion. Here, you will encounter two more Bandersnatch. If you have enough explosive arrows, kill them. Otherwise, run through the yard and up the stairs. The long-arms will follow. Just bypass them and enter the door.

When inside, use your lighter to deter the bats. Move to the room to the left of the stairs and enter. Grab the Handgun Rounds in the corner. Kill the Bandersnatch here and skirt around the table, picking up an Ink Ribbon from the small cupboard near the fireplace. Light the fireplace, if you wish.

Exit the room mount the stairs and follow the walkway until it dead ends. On a small table, get the Handgun Rounds and First Aid Spray. Then proceed through the red, padded door.

Cutscene: the sadistic brother and sister Ashford are discussing their plans as you spy on them. Luckily, Claire does not give herself away.

When the FMV ends, grab the Handgun Rounds on the table near the door and the Green Herb in the hallway to your right. Then, head inside the door to the left. Go to the music box and activate it. This will move the bed, revealing a Key. Pick it up and head back downstairs.

Then, exit the mansion and return to the palace. If you ran past the grabbing mutants the first time, now three will be waiting for you. Unless you have adequate firepower, dodge them and escape.

Back in the mansion, exit the Save Room (first saving, if you wish) and move across the upstairs



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hallway, killing zombies where appropriate. Use your newly-acquired Key on the opposite door.

This takes you to a casino room with plenty of goodies. Take the two Green Herbs from the bar, the Handgun Rounds behind the host stand, and the Explosive Arrows at the end of the green table.

Go back to the Save Room and stash items, making sure you grab the Hemostatic Medicine.

Return downstairs. Head through the brown door near the back of the lobby. Then, use your key on the door directly across the hallway. Equip your Bow Gun with Explosive Arrows and enter the room. Kill the two Bandersnatch (two shots each) and explore the room, finding the HUNK Report in the U-shaped desk, the Handgun Rounds on a chair, and the Eagle Plate from the carpet in the middle of the room. Leave the room and the mansion and head toward the prison where the game began.

Back to the Prison

Cutscene: As you enter the prison (providing you have the lighter), Rodrigo gives you a Lockpick in exchange for your Lighter and the Medicine.

Return to the guillotine, killing zombies as necessary. Use the Blue Shield on the door and prepare for a two-zombie-ambush. When they have been eliminated, proceed through the next door. Target the oil drum, explosively destroying the zombies. Then, turn to the left and claim the Green Herb near the barrels.



Go back out to the main path and head forward, entering the door. Claim the Handgun ammo near the barrel, then climb over the stack of crates. There is an Item Box behind it. Use it if you need to, then move the crate away from the door so you can enter. This is the back door to the research facility you entered earlier. Go claim your checked items and return them to the Item Box outside. Return to the other side of the building and claim the items from the other metal detector, and place them in the Item Box. Do NOT forget the fire extinguisher, no matter what you do. Then track back to where you exploded the zombies with the barrel.



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Enter the wooden door. You're in the infirmary. Take the Handgun Bullets on the table near the door. In the glass cabinet, score another First Aid Spray. Head into the small office and take the Red File from the desk.

Follow the partitions around until you reach the body bag, then exit the door and watch the bag twitch. In the next room, dispose of the two zombies, then grab the Red Herb in the corner of the room. Take out the other two zombies, and explore further. Grab the Handgun Rounds near the bloody torture bed. Then, grab the White Case on the mantle. Examine it to reveal Handgun Parts. Immediately combine these with the Handgun for a faster-firing gun that now holds 20 rounds at a time. In addition, your new weapon can now be set to auto in the Inventory Item menu.

When you return to the infirmary, you will hear a truly disgusting sound. Moving into the room, you'll discover a doctor feasting on his patient. Use your brand new Handgun to neutralize the zombie threat. When the doctor falls, grab the Glass Eyeball that falls from his pocket.

Take the Eye back to the office and place it in the medical model. This will open a secret passage in the room. Go down the stairs. In the ensuing corridor, run past the bats and claim the Green Herb in the corner. Then, continue down the hall and into the wooden door.

Torture Chamber

Welcome to yet another torture chamber! Boy, Umbrella sure knows how to treat their guests. Eliminate the three zombies. Grab the Arrows on the brown bench and the Handgun ammo on the small, circular table, then go through the door next to the portrait and down the stairs.

The following room has four statues in it. Take the sword from the statue near the wall. This will trigger a sequence where the room fills with poison gas. Rotate the center statue (using the extended lever) to stop the flow of gas and turn the sword statue to reveal an iron maiden.





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When the gas stops, place the sword into the iron maiden. This will trigger a zombie attack. Kill the undead, then take the player piano scroll from the opened maiden.

Now that you have the Lockpick, return to the weird picture room in the Military Facility and use it on the candelabra cabinet to yield a First Aid Spray. Return to the palace, eliminating undead on the way.

Palace - Musical Ants

Go back to the casino room, and place the Scroll in the piano. This will trigger the nearest slot machine to open, revealing a Blue Ant. Take it and return to the Save Room.

Grab the other Ant from the Item Box. Now is a good time to open the white case with your Lockpick. It will give you explosive Bow Gun Powder. Now head through the Luger doors and up to the mansion. There are about four zombies on the bridge over, so make sure you're loaded for bear. Another pair of long-arms will be waiting for you as you reach the top of the stairs. Bypass them and cruise into the mansion.



Break up the zombie soiree happening in the foyer, then proceed upstairs, wasting two more deadies on the way. Two more zombies will be waiting in the hall. Dispatch them and enter Alexia's room (off the right hallway). Place the Queen Ant Object on the top of the Music Box. Take the Music Disk and go to the other hallway and enter Alfred's room. On his music box, place the Blue Ant. This will open it. Now, put the Music Disk inside.

The music box will play a tune, revealing a ladder above the bed. Hop aboard and climb up. You are now on a carousel in a very suspicious-looking room. I think we can surmise at this point that little Alfred and Alexia didn't have an ordinary childhood. Get off of the carousel and claim the Green Herb near a stack of books along the wall. Then take the Dragonfly on the chair near a leaning cello. Examining the Dragonfly will reveal that it is, in fact, a Key. Place it in the mouth of the ant



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on the mural.

Hop aboard the carousel again, this time taking the central ladder up. This takes you to a Save Room. Snag the Handgun Bullets near the desk and the Ink Ribbon near the open book. Then grab the Newspaper Clippings from the broken steps. Push the crate all the way to the glass display, then climb atop it to grab the Confession Letter and the Blue Proof. Return to Alfred's bedroom.

Cutscene: As you attempt to leave the room, Alexia confronts you with a rifle. Steve bursts in and saves you, taking one for the team, but injuring Alexia in the process. As Alexia is shot, she falls through a secret passage. When the cutscene concludes, you find yourself on the other side of the wall.

Take a look at the blonde wig on the music box to trigger another cutscene.

Palace: Alfred's Secret

Cutscene: Alfred is hiding on the top of the bed as you touch the wig. He leaps down and confronts you and Steve. We learn that he has been posing as Alexia the whole time-he thinks he's two people. As he exits the room, a self-destruct warning comes over the speaker.

Head back to the mansion, saving in the Save Room if you wish. Make sure you have the two Proofs and go to the submarine.

Cutscene: As you go down the stairs of the mansion, Steve runs up, noting that planes are flying overhead. You both decide that it would be a good time to leave. As you go to the sub, you run into Steve again. He says "We gotta get to that airport."

Follow Steve down the steps to the underwater lab. Run by the two zombies in the office and through the next door. Steve will be waiting near the lift. Place both Proofs into their places on





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the console. Then, operate the switch to board the plane.

Cutscene: As you mount the stairs, another FMV occurs. Steve cannot launch the plane until the bridge is lowered. Claire says she will take care of it while Steve attempts to get the plane going.

Note that the plane cockpit is also a Save Room. Grab the Ink Ribbon near the typewriter to save your game, if you wish. Then, grab the Lever on the floor.

Return to the underwater office, go around the desk, then out the corrugated metal door. Go across the walkway, through the door, up the elevator and to the crane room. Head to the door at the other end of the walkway and enter. Use the Lever on the control panel.

Run across the lifted bridge and inside. As you enter, take a right and head to the furthest locker. Open it for a First Aid Spray. Then, grab the Key from the middle corpse. Exit the room and go back across the bridge, entering the other door.

Go back down the elevator and use the Key on the K-402 door. Open the galvanized door into another Save Room. Snag the Grenades, Handgun ammo and two Green Herbs here, then save progress on the typewriter.



Now, push both crates into the elevator. Start by pushing the right crate all the way left, then in. Then, push the left crate all the way right and in. When you do this, and attempt to enter the lift, a five minute countdown begins.

Cutscene: As you ride the elevator up, another cutscene happens. Alfred will not let you leave the island-and he's whipped up quite a beastie to keep you there. When the scene concludes, you're back in the Gulp Worm's lair.

Enter the Tyrant



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Head toward the mansion, avoiding the worm. As you go over the bridge, you will encounter the tyrant. Keep your distance and blast him with Grenade Rounds, aiming up to maximize the effect. Make sure he does not knock you into the fire or over the bridge. If he does, you will die. After a barrage of Grenades, he'll fall flat, defeated.

Go back toward the airplane, taking the sub, down through the underwater office and on to the plane.

Cutscene: Steve fires up the plane and the two take off, and Steve apologizes to Claire for his behavior on the island. We see Alfred take off in a secret jet, plotting his revenge. It seems like everyone's out of danger. Of course, there's that other disc, and you know that's not honeymoon footage...

So, there's one last encounter before the disc ends.

Boss battle: The Tyrant

Make sure you save, then head through the door to the fuselage of the plane. Somehow, the tyrant has gotten onto the aircraft and it's Claire's responsibility to stop him. Note the control panel right next to the door. Pushing the button will send a crate shooting across the floor of the plane. Push it once immediately to sap the mutant's strength. Then, move into the body of the plane and prepare to take on the creature.



Explosive Arrow and Grenade attacks work best, but the auto Handgun is a good back-up.

The tyrant has mutated a bit-not he has an enormous claw instead of a hand. He will attack in two ways: slashing attacks with his talon and charging knock-down attacks with his other hand or shoulder. The slashing attacks are much more damaging, but easier to telegraph. When the beast rears back, run by him on the claw side. Then, assume a safe distance and fill him full of Grenades.

When the creature is leaking blood badly (leaving a trail on the floor), go to the control panel and press the button. If you have depleted the mutant's strength enough, he will get bowled out of the plane by



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the crate you propel at him. If he stops the crate, you'll have to beat on him some more. You won't be able to push the button again until the beeper sounds. Avoid him until then, striking if you can, then run back and send another crate at him.

Cutscene: You report your victory to Steve and the two of you rejoice...for a moment. Someone has taken control of the plane. Guess who? Alfred comes over the television and says that he will not let them get away. Claire and Steve fall asleep together. There is a bit of sexual tension as Steve awakens and looks like he's going to kiss Claire. Then, we learn that the plane is headed to Antarctica. It crash-lands and the two are unconscious. End of Disc 1.

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Antarctica - Claire and Steve

Cutscene: Claire and Steve awake from the crash. The nose of their plane is stuck in the side of a building. They exit and there is another awkward exchange. When Claire does not respond to Steve's perceived "moment," he leaves, saying they should split up to look around. This guy definitely has some issues.

Follow the walkway to the right and go down the ladder, then enter the next door. Follow the next walkway to the right until you reach the stairs.

Enter the door next to the stairs. Head to the rear of the room and take the Handgun Bullets from the shelves, the First Aid Spray and Handgun Bullets from the open locker. As you snag the Explosive Arrows, a zombie will drop from the cot. When you take a step forward, the room will come alive and all the zombies in the room will attack. Stay back in the locker area and let them come to you. When they've been killed, take the ammo from the bunk and move to the desk, taking the Blue File there and the Handgun rounds on the shelves behind, and a map of the terminal on the wall. In the area near the bloody, overturned bed, get another Ink Ribbon. Exit the bunkroom and head down the stairs next door.





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Go through the room and head into the Save Room. Here, take Alexander's Memo near the Item Box, the Ink Ribbon on the desk, the Arrows on the table and the Green Herb along the wall.

Then, move to the rear of the room and push the bookcase back to reveal a secret room. As you open the locker here, a rat will leap out at you. When it is gone, grab the Butler's Letter from the locker.

Leave the room and dodge the Moths. Do not let them land on you. If a moth perches on your back, it will plant a larva on you. The larva will be with you for a few moments. Then, it will attempt to burrow in your skin. This will cause Claire to grab it and destroy it, but not before taking some damage.

If they aren't dropping larva, they're flying overhead, dropping mists of poison. If you walk through a poison shower, go to the Blue Herb to in the left branch of the room. It will be there each time you need it-and you'll need it a lot. Even if you kill the moths, they'll be back when you return to the area. Still, it isn't a bad idea to take them down each time you go through the room. It seems like you're burning ammo, but in the long run could be saving lots of time and life.

Go through the double doors into the warehouse. Inside, you'll encounter three zombies. Either kill them or avoid them and go to the door labeled marked "Weapon" and enter.

Kill the two zombies that greet you at the door, then take a left and grab the Key. Kill two more zombies as you follow the path around to a fallen zombie near a locker. Take the Detonator from his icy grip and place it in the slot on the locker. Then, on your way out of the room, grab the Assault Rifle from the green lockers.

Warehouse - B.O.W.

Return to the warehouse and enter the door marked "B.O.W." Destroy the two spiders here. Don't get too close-they won't hesitate to spray acid at you. Go to the far end of the room, dodging the acid spray from the spider below the grate, and pick up the B.O.W. sticker from the box. Then, collect the rest of what this room has to offer: Arrows on the conveyor belt, two boxes (finally!) of Handgun Rounds on the crate to the right of the conveyor, a Blue Herb in a side alcove and a Green Herb next to that.

Return to the warehouse and put the sticker on the B.O.W. box on the conveyor belt. Then, jog up the



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short flight of steps and use your new Key on the locked door at the top. Discard the key and enter. Take a hard right and climb two large steps and a flight of stairs, examining the valve at top. Don't worry, you'll be back. But this is an important step in getting the ball rolling.

Now go to the next door in the icy cave. Kill the two zombie pooches you encounter. There is one more as you walk on, so beware. Kill it, then scoot around the grating and locate the glowing blue button under a raised, metal platform. Return to the alcove where the last dog was hiding and hit that blue button. This will switch the lights in the complex on.

With the lights on, scan this room for Green Herbs-five in all. Make sure you grab the two boxes of Handgun ammo here as well. Return to the warehouse. Head back to the B.O.W. box area and press the blue button to move the conveyor belt. Grab the lever near the B.O.W. box and pull it, sending the box down the conveyor.

Go back into the B.O.W. room and claim the gas mask behind the glass case. Then return to the Save Room, dodging moths on your way. Return to the locker and press the button in the back. The locker will move away, revealing a secret area.

Cutscene: As Claire enters the secret room, she drops to all fours and sees a tied-up zombie in a chair.

Go to the corner of the room and grab the flower pot. Examine it to reveal a Blue Key taped to the bottom. Leave the Save Room and exit the area, going through the moth room and up the stairs. Move along the walkway to the double doors near the ladder. Follow the walkway to the right door and use the key on the door. Discard it and enter. Go through the room and into the next door. Take the Valve Wheel from the grated floor.

Cutscene: Steve is in there when you reenter the room. He has found an Australian Observation base located near the facility. They come up with a plan to use the earthmover to leave the base, but as Steve is operating the crane controls to operate the machine, he is struck with Claire's beauty again and ends up smashing the vehicle into the wall. This causes a gas leak, and Steve has a little fit, saying he screwed up again. Claire tells him not to worry.

Return to the walkway just inside the double doors. This time, go left instead of right and enter the door. Ignore the zombie in the cage for now. Collect the Blue Herb, the Green Herb and two boxes



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of Handgun Bullets and an Ink Ribbon. Place the Valve Wheel on the machine in the corner near the desk to modify it.

Go back to the warehouse and kill the zombies there. Then, go back up the stairs and put the Valve Wheel in its rightful place, shutting off the gas flow.

Warehouse: Alfred

Cutscene: Alfred is there to greet you as the gas shuts off. He holds Claire at bay with a sniper rifle, but Steve (ever the intangible) shows up and shoots him, sending him careening over a railing and eventually into the mist below. Cut to: the creepy zombie we saw earlier. He breaks from his restraints and is on the loose. Can you guess what's coming up real soon?

Go back to the Save Room and load up on gear: health and ammo especially. Take only one extra weapon and a healing item. Leave the rest of the stuff in the Item Box for Chris. Then return to Steve, go down the two large steps and claim the Sniper Rifle.

Cutscene: After Claire picks up the Sniper Rifle, she and Steve attempt to get out of the joint in the earthmover. They get outside and devise an escape plan, climbing a ladder, hopefully to safety. You find yourself on top of a heli-pad. As you move to the stairs to go down to safety, the Nosferatu comes up the stairs, knocking Steve over the edge. Steve is hanging by one arm, but Claire decides to fight the beast first, then come back for him.

Boss Battle: Nosferatu

The hyper-mutant will grow a single long tentacle, which he'll use to whip at you through the mist. Immediately after the cutscene concludes, put some distance between yourself and the creature. Head to one of the corners--the objects there will bolster you and stop you from falling if you get hit by a stray tentacle. Then, hold the right trigger to activate the Sniper Rifle. The beast does not move quickly, so you can pump all seven sniper bullets into his heart before he reaches you. You'll know you scored a good hit when he drops a bunch of blood and slumps forward a bit. You'll have to avoid the purple poison puffs he sends your way, so keep moving around the perimeter, keeping some space between you at all times. When the Sniper Rifle's been spent, dance around the beast, peppering it with rounds from the Upgraded Handgun. Avoid the edges and his tentacles and fire until he drops. When he falls, it's over.



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Cutscene: Claire rescues Steve from his precipice and the two get into a half-track, presumably on the way to the Australian research facility. Inside the complex, Alfred Ashford has been mortally wounded and crawls into a lab. With his dying breath he mumbles "Alexia," and his sister, naked and in a state of suspended animation, comes to life. She cradles Alfred in her arms as he dies. Meanwhile, a tentacle goes shooting across the snowy plain, overtaking and eventually upending Claire and Steve's half-track. The two lay in the snow helpless and all fades to black.

Chris Redfield

Starting gear:

Knife

Handgun

30 Handgun Rounds

First Aid Spray

Cutscene: Chris has wrecked his boat and is climbing to safety when we join him. He is determined to help Claire. Again, we run into the man from the prison. He gives Chris information about Claire's whereabouts. In the middle of a tender moment, the Gulp Worm shows up again and consumes Chris' new buddy.

When the scene concludes, it is probably wise to save your game. Grab the Green Herb near the hole in the wall. Then, follow the path to a Save Room, picking up an Ink Ribbon and 30 Arrows. Ditch the Knife and Ink Ribbon in the Item Box. Then exit the side door into another Gulp Worm stomping ground.

Boss Battle: The Gulp Worm

It's time to take it down. Explosive Arrows work well for the task. Stay in the first room, or the bend of the cave just after. This will allow you the best angles for fighting. Surprisingly, close quarters are a little easier to negotiate. It also helps to be near the beast when you plug it. Follow the worm's trail, then dodge it as it surfaces and plug it. It should only take four to six Arrows to do it in.

Cutscene: As the beast dies, it coughs up Rodrigo. As he fades away in Chris' arms, Rodrigo gives him the Lighter that Claire had brought him (with the Medicine). Then, Rodrigo dies.

Go back through the Save Room and find the statue around the corner. Use your new Lighter on the



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statue to yield a pair of Sub Machine Guns. Take them and head back to the area where Rodrigo was killed.

Grab the Green and Blue Herbs, then head through the cave until you reach an elevator, dodging the worm. Push the button to bring the lift down to your level. Then, collect the Arrows and Handgun ammo and wait for the elevator to arrive.

When it does, it will automatically take you to the surface. You're in the garage. Kill the three zombies, then go through the wooden double doors. In the next area, push the red button on the rear of the tank to move it, exposing an elevator. Make sure you take the Handgun ammo, then take the elevator down.

Follow the hallway around, grabbing the Green and Blue Herbs and Shotgun Shells (if you can hold it all). If not, go into the orange door. It's a Save Room. Take the Ink Ribbon from the desk, the Green Herb, the Acid Rounds from the open cabinet, the Handgun and Shotgun ammo from the desk. Note the Blue Herbs growing here. Return to you them as many times as you wish when you need to be de-poisoned.

Still in the Save Room, go to the chest of drawers near the Blue Herbs. Access the drawers in the following order: Red, Green, then Blue. This will unlock the gold drawer. Remove the Gold Luger from the drawer and place it in your Item Box. You've just unlocked Steve in the Battle Game.

From the Save Room, take a left and head down the hall, collecting the Battery. When you touch it, two poisonous Spiders will attack. If you are poisoned by the Spiders, return to the Save Room and use the Blue Herbs.

Then, return up the elevator and go through the double wooden doors. Place the Battery in the compressed yellow elevator. Climb aboard and push the button to raise the platform. Head left and take the Chemical Storage Key and Alloy Report. Go through the wooden door to trigger a cutscene.

Chris Under Surveillance

Cutscene: Chris runs into a control room and sees Alexia singing on a monitor. The scene switches and we see another person watching Alexia...someone who is also watching Chris. You may recognize him-his name rhymes with Fesker. He unleashes yet another foul creature to stop Mr. Redfield.



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Exit through the brown door. You'll see a Blue Shield break through some rotten brick and land in the water below. Move to the other end of the walkway and go through the door. Kill the zombies and grab the Pouch from the crate. It will expand your Inventory to 10 items. Then take the Arrows from the floor.

Go back to the elevator and take it to B1F. Go down the stairs near the gargoyle and collect Handgun ammo and an Ink Ribbon. Remove the Shotgun from the mount on the wall and the metal steps raise. Take it for now. You'll be back.

Go under the raised stairs and into the shallow water, taking out the wading zombie. Move through the water to the other walkway, grabbing the Red Herbs on your way. Then, mount the ladder. Recognize this hallway? Go to the Save Room and do what you must.

Return down the ladder and enter the door, finding yourself in a blue-lit lab. Grab the Green Herb in the corner and head upstairs. Activate the control panel to lower an upstairs pod into the floor. Grab the Assault Rifle clip that you find atop the collapsed pod.

Head through the doors next to the control panel. Ignore the blinking object on the floor and instead head through the entrance to your left. Through another couple of doors is a wrecked lab room. Take the Handgun rounds, Shotgun Shells and . Then, unlock the refrigerator with the Key and discard. Remember the number on the podium in the weird picture room? Set the temperature inside the fridge to that number. This will turn the Insert Capital Sigma blue.

Return to the previous room and collect the Doorknob. This will cause one of Wesker's floating security cameras to spy you, triggering a two-hunter attack. A couple shotgun blasts to the breadbasket will cool their heels.

Go back to the movable stairs (through the lab) and put the Shotgun back. Go up the steps and take the elevator to 2F.

Kill the zombies, then head through the brown door in the lab and across the walkway. Be careful. There's a security camera in the next area. If it spies you, you'll have another Hunter to contend with. Go through the single wooden door in the alcove. Then, head down the tiled hall and use the Doorknob on the passage to your left. Head to the left to claim some Handgun Rounds, and to the



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right to grab a Model Tank from the table there.

Avoid the floating camera on the way back to the elevator. Take it to 1F. Move forward in the hallway, scooting past the security cam and into the door. You're back in the creepy picture room! Place the Model Tank in the miniature complex model. This will cause a painting to move back, exposing a Passage Note and a Key. Take them both. When you exit, the floating camera will be gone.

Take the elevator back to B1F and go down the stairs, grabbing the Shotgun on your way to the lab. Head to the second floor of the lab.

Chris Meets an Old Friend

Cutscene: Wesker reveals himself to Chris. He tells Chris he came to the island to find Alexia, then relates the whereabouts of Claire. Just as he's about to kill Chris, he notices Alexia on the monitor, and throws Chris across the room, shattering a glass tube and releasing a grabbing mutant.

Take the creature down with five sprays from the Shotgun, then head back into the area where you first met the hunters. Use the Key on the panel with the blinking red light, then discard it.

Ride the elevator up, then climb over the crate and through the gash in the wall. Push it all the way back into the elevator and then into the metal crates. Collect the Bow Gun Powder. Now head out the gash in the wall. You're in the now-destroyed lobby of the research facility. Go to the brown door and through. Dispose of the zombies inside, then collect the Shotgun Shells from the first room and some Acid Rounds from the locker in the adjoining room.

Proceed through the gaping hole in the wall and on to the wooden door. Exit and move left. Smoke the crawling zombie in your path, then go through the gap in the fence and down the ladder. Toggle the switch next to the ladder to, firing up the large fan that removes poison gas from the compound.

Destroy the three zombies below before you drop into the room. Head up the stairs near the large elbow pipe and enter the door. Take out the hunter inside and grab the Grenades from the shelves.

Go in the door nearest the shelves. Move through the room and around the corner to the right. From the right shelves, get some more Handgun ammo. Take the Clement from the left shelves. Combine it



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with the other solution to produce a purple elixir. Open the drawer on your desk, and your Handgun will be immediately upgraded.

Exit through the front doors of training facility, bracing for a hunter attack. Kill the two hunters in the courtyard with the shotgun, then collect the Shotgun Shells. Enter the external cargo lift (the one Claire rode up at the end of Disc 1) and ride it down.

You're in a Save Room. Stock up on ammo and heal if need be. This is probably a good time to save, if that's your thing.

Go through the corrugated metal door around the corner and waste the Hunter there. Go up the elevator in the corner, head around the walkway and exit. Move across the bridge and enter the next door. When you enter, access the oil gauge machine to the left. In this order: press the 3 Button four times, the 10 Button once, the 3 Button again and the 5 Button once. This will restore power.

When you attempt to leave, three zombies will rise to attack. You can get some Shells if you stay, but if you are all right on ammo, just head out the door and across the bridge. Access the bridge controls to lower it.

Go back inside, down the elevator and out the door on the right side of the room. Head across the bridge, killing the hunter en route. You're back in the underwater office. Waste the zombies here and exit through the door near the fish tank. Kill the Hunter here, then access the computer to turn the power off. Then, grab the three Proofs.

When you get back to the courtyard in front of the facility, you will be attacked by two poisonous hunters. Waste them and enter the front doors of the facility. Go to the last door on the right and follow the rooms through to the courtyard. Go down the ladder, through the fan room and to the elevator. Take it to 1F.

Exit the elevator and go right, into the creepy portrait room. Put the three Proofs into the compartment guarded by lasers. Depress the lever to move the miniature compound back and reveal a ladder. Pick up the two boxes of Shells and Green Herb in the exposed corner, then take the ladder down.



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There are two spiders waiting for you on the ceiling when you reach the bottom of the ladder. Waste them, then grab the Grenades and Green Herb in the hallway. Take another walkway across to a second ladder.

Climb down the ladder and take the two Green Herbs and a Blue Herb in the corner. As you move down the hallway, a short cinema will occur revealing our long-lost friend, the Albinoid. It's guarding the pool that the Shield you need is in.

Boss Battle: Albinoid

The Albinoid will stay in the pool, so you are in no danger if you do not enter the pool with it. Instead, run around peppering it with shots until it dies. Getting in the pool with it is simply inviting electrocution. As soon as it senses you're in its area, it will send out a shock wave over the surface of the water. You can wait until the creature is at the opposite end of the pool, dash in and grab the Shield, but this is a touchy maneuver. It is better to hang out on the perimeter and slam it with rounds from the safety of the ground.

The creature will swim around the pool, coming right up to all four edges. When it circles near you, point your weapon down and plug away. The Sub Machine Guns work the best. Soon, the Albinoid will leak blood. Another couple of hits and it will croak. Then, splash into the pool and collect the Shield. Combine the Shield with the purple Chemical to make a Halberd. After the fight (or during, if you need it), grab the Handgun Rounds in the corner.

Return to the surface and exit the portrait room. Pick your way back to the Save Room downstairs. You should encounter no impediments. Use the Halberd on the door near the Save Room to locate the VTOL jet.

Cutscene: Chris discovers an airplane, and takes off, eventually landing in Antarctica.

Antarctica - Chris

Follow the raised walkway until you reach the double gray doors. Enter and shoot the tentacles laying across your path. You'll notice Claire and Steve's crashed plane overhead. Now, go down the stairs and into the Save Room. Look ma, no moths!

Use the Halberd on the cabinet in the Save Room. Grab the Paper Weight, Ink Ribbon and Alfred's



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Diary. Save your game and grab the Extinguisher from the Item Box. Return to the bunkroom, snagging the Grenade Rounds.

Go into the double doors near the ladder, and head to the right side of the screen (Chris' left) and into the door. It's the place Claire and Steve busted out of. Head to the new ice rink and find the Valve Handle. Take it and head back, avoiding the zombies who want to stop your fun. You may be attacked by a parasite. Just let it do its thing. Eventually it'll fall off.

Return to the frozen walkway and follow it around to the opposite door. It's the zombie cage room that Claire encountered. Wax the three zombies here (Shotgun blasts to the head work nice), then grab the Case and Shotgun Shells behind the cage. Head back to the Save Room and dump some gear in the Item Box.

Then, return to the frozen room. Go to the destroyed walkway and hop down (press X) Is that a gargantuan Spider under the ice? I think it is... Walk across the gap and up, heading into the first door on your right.

Obviously, our old friend Wesker is about. A spotter gets you just as you cross the threshold. Take out the Hunter with your Shotgun and move through the double doors. Hit the blue button straight ahead to raise a container of extinguisher. Use the Extinguisher next to it to fill your fire-fighter.

Find the elevator near the yellow barrels and take it down into the Weapon room. Extinguish the fire blocking your path and move to the crate on the conveyor belt. Finally...a Magnum! Save it. Do not use it on any enemies yet. Head through the chain link doorway, wasting the zombie in your way and find the detonator Claire stuck on the cabinet. Use the Lighter to blow the door open and grab three boxes of Handgun Rounds.

Ride the elevator up and exit the double doors. Avoid the spotters and cruise to the gray door to Chris' left. You're in an elevator. Head across the hall and through. Then enter the door immediately next to where you entered. This is a Save Room. Use it if you need to.

Use the Valve Handle in the machine opposite the Item Box to crank the fuse on. Then go to the power switch near the door and flip it. Collect the Blue Herb, two Green Herbs and the Handgun Rounds on the desk. There's an Ink Ribbon and Shotgun Shells here, too.



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Exit the room and prepare for a zombie assault. Then snag the Blue Herb in the icy hallway and move on. Wax another gaggle of undead and take the two Green Herbs. Then, move into the door on the left.

Once inside, grab the ammo on the cabinet. Now, move around the statue and push it toward the crack in the floor. The statue will drop through the weak floor and you can access the contents of the urn.

Go down the red hallway, passing some biohazard suits until you reach the statue of a tiger. Grab the Blue Eye of the tiger to reveal an 8-sided Socket. That will come in handy later in congress with the Valve Handle. Replace the Blue eye and grab the red, revealing Magnum bullets. Return to the Save Room and stash some items (the Valve Handle and Socket for sure).

Then go back to the red hall and enter the brown and gray sliding door. This leads to an elevator that takes you down into a truly creepy chamber full of ants. Move forward to see the large column of ants. Then grab the Wing Object near your feet.

Go down the left hallway, grabbing a Green Herb on your way in. Waste the zombies and head for the desk, picking up the Research Report. Snag the Herbs near the small tabletop lamp, then track into the other room, taking down the three zombies here. Flick on your Lighter to explore. Grab the two boxes of Handgun ammo on the table. Take a look in the tube. It looks like the queen ant is dead.

Exit the room and go to the other side of the walkway, taking the Green Herb on your way in. Move into the room and take a right. Quickly read Alexia's Virus Research Report. Now, mount the stairs and go to the small podium to the right. Look at the Paper Weight to get the correct sequence of symbols. Rotate it clockwise and remember the order. Enter it into the computer. This will open a drawer. Put the Paper Weight inside.

Cut-scene: the dead Alfred Ashford falls out of a tube, dead. Grab the Ring from his dead hand, then Examine it. Keep the Blue stone. Head back up the elevator to the Save Room.

Exit the Save Room and take the door to the right. Through the door, turn right and head into the open area, preparing for a Sweeper attack. Nail it with the Shotgun and proceed. Grab the Herbs next to the double doors. Head around the pool and snag the Wing Object near the carousel. Splash into the pool and pick up the third Wing Object next to the vase.



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Return to the wooden double doors and go through. Boy, doesn't this look familiar! Go straight to the stairs and up. Grab the Combat Knife from the upstairs walkway, then go back downstairs and behind. As you check behind the stairs, you'll discover Claire, plastered to the wall with a bunch of yellow-green bio-spackle. Cut her free with the Combat Knife.

Chris and Claire Reunited

Cutscene: Claire and Chris are reunited! She tells him that Steve is still there, and they pledge to find him before taking off. If she got poisoned in the fight with the Nosferatu, she will slump to the ground, and Chris will race to find the Serum to save her.

Before anything, return to the Save Room and grab the Magnum and all of its ammo. Ditch the Shotgun in the Item Box. You'll soon be playing as Claire.

Go back to the elevator on the right side of the courtyard path. Avoid the spotters on your way back to the single door to the west. Go to the elevator near the barrels and down. Grab the Serum from the shelves, then rush back to Claire.

Cutscene: Back in the mansion, Chris heals Claire. Alexia is afoot in the mansion, and she's got Steve. She cackles from the balcony. Suddenly, as Claire and Chris mount the stairs, a giant tentacle rips through the walkway, and Chris falls to the first floor. Steve screams from behind a door and Claire rushes on to save him.

When the FMV concludes, Claire is in safe territory. Likely, she's in pretty bad shape. Heal her right away, then take what the room has to offer: Handgun Shells, and Shotgun Shells. Then access the Item Box. Remember that case that Chris picked up? Open it with the Lockpick and put the Magnum Bullets inside back into the Item Box, for Chris later. Grab the Shotgun, two healing items and a powerful weapon (Bow Gun with Explosive Arrows). Whatever you take will be unavailable to Chris, so choose wisely.

Push the bookcase next to the Item Box toward the hallway. On the brackets on the wall, place the Shotgun. A picture will slide up at the end of the hall, revealing Flame and regular Grenade Rounds. When you have them, grab your Shotgun again.



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Then exit through the left door. As you head down the hall, a Tentacle bursts through the wall and cracks Claire upside the head. Make it retract with a few pops from the Handgun. Push the center cabinet to get a quiver of Arrows. Cautiously, turn the corner and another tentacle pops through. Peck at it until it leaves, then move the middle cabinet and grab the Grenade Rounds.

Go through the door at the end of the hall. You're in a hallway of cells, with tons of zombies behind them. Only one is open. Take it down, then climb the short staircase. Go into the open cell and grab the Bow Gun Arrows. Then, take the Security File. Face the cannon and turn the wheel, bringing a Glass Cannonball out of the barrel. As you run past the cannon, a stone slab will crash down from above. The next part's tricky.

Get the slab to fall again, then as it's raising, go into the center of its touchdown point and access the Inventory. Choose the Ball, then back off. The slab will come down and smash it. Now repeat the process to get the Inventory Card. Once it's yours, the stone will cease slamming you.

Take the Inventory Card and go down the stairs, into the door on the same wall as the open cell. Access the panel in the empty room, using your Card to open the gate. As you step through, the door behind you locks. Walk all the way down the passage.

Cutscene: Steve is at the end of the path. Alexia has plans for him--she's going to do the same experiment on him she did on her father. He begins to transform and finally morphs into quite a beast. Chasing Claire with a halberd, Steve is a force to be reckoned with.

Boss Battle: Steve Monster

As soon as the cutscene concludes, do a quick turn and book, avoiding his swinging axe. If you get hit, use a First Aid spray or Mixed Herb immediately. If he hits you twice in a row, you'll be dead. Don't get hit twice. When you near the door, the action will again become FMV.

Cutscene: Claire dives under the gate as it slams down. The Steve Monster continues to clang against the gate, finally busting through. The monster shoots a long tentacle, wrapping Claire up. The monster finally crashes through the gate, and just as it seems that Claire is toast, the old Steve comes through and takes over the body, severing the tentacle. Steve transmogrifies into his original form and dies in Claire's arms, but not before saying "I love you." Claire collapses in a heap. Cut to: the mansion. Wesker wants a sample of the T-Veronica Virus, and he wants Alexia to give it up. Unfortunately, the only sample left is inside her body. She's not going to be cooperative. To prove her point, Alexia



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transforms into a fiery mutant, scaring off Wesker. As she descends the stairs, she sees Chris and approaches him.

Boss Battle: Alexia

As soon as the cutscene ends, load up that Magnum. Do not let Alexia touch you. If you do, you will die. This battle is easier than you might expect. She's slow and you're not... and you have a Magnum. Pop her three times right off the bat, then run to a new position and pepper her some more. She'll need about five to seven hits from the Magnum to crumble. Avoid the red liquid she emits--it will soon turn to fire. She'll also spit acid at you, so avoid that too.

When you are through with Alexia, take her Choker near the stairs and examine it, revealing a red Jewel. Head up the stairs and place the two Jewels into the portrait on the landing. Looks like you need one more. Go back downstairs and exit the mansion. As you try to leave, Alexia stirs. Looks like she isn't done yet.

Return to the Save Room. Grab the Valve Handle and Socket, combining them to save room in your Inventory. Go down the elevator across the hall and head into the dual elevator room. Take the elevator in the east corner of the room. Use the Valve Handle on the water pipe, then take the ladder down. Grab the Crane Key below. As you take the Key, a Sweeper busts through the glass. Remove it from the world.

If you were poisoned by it, quickly return to the Save Room and heal the poison. Then return to the two-elevator room and go through the single door. Follow the catwalk around into the control booth. Use the crane key here. Look--it's our old friend Nosferatu. As he is lifted from the water, something falls from his body. You guessed it, the third jewel. But, wait! This Black Widow has finally decided to make an appearance. This could get ugly.

Boss Battle: Giant Black Widow

Like the Steve Monster fight, the object here is not so much to win as to survive. You can kill the Spider, but it is wiser not to. Jump off of the broken walkway down onto the ice, avoiding the Spider's leg and puke attacks. Skirt the hole in the ice and grab Alexander's Pierce. Then, head back to the door you came in and through.

Examine the Pierce in the next hallway to get the final jewel. Then, return to the Save Room and save your game.



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Return to the mansion. Mount the stairs and place the last jewel in the portrait at the top. The portrait slides down to reveal a secret door. Move to the door opposite the marble bust and through. There is a typewriter here. Grab the Shotgun Shells and First Aid Spray in the corner near the coat rack. From the desk drawer, take the Sterile Room Key.

Now return to the frozen Save Room downstairs. Grab the items you need, then flip the red switch to shut off the power. Return to the mansion and go to the double doors on the ground floor. Use the Sterile Room Key, then discard it. Return to the red hall and locate the tiger statue. Take both of the tiger's eyes.

Go back to the secret door at the top of the stairs. There's another zombie shindig going on. Take them out and go to the green door to the south. It's an Ashford bedroom! Run to the statue next to the wall and press X to open another secret passage. Hmmm. This all looks mighty familiar. Stop the music box from playing by shutting the lid.

Complete the ant on top with the red Tiger's Eye. The box will open again. Grab the Plate and head to the other music box. Use the blue Tiger's Eye and this one will open. Place the Plate inside. This will cause the bed to descend. Mount the bed and climb the ladder.

In this portrait room, there are two Green Herbs, a box of Handgun Shells and an Ink Ribbon. Take what you can carry, but leave room for the next item. Move to the large center table and take the Dragonfly object from the ant farm. To save space, combine this object with the Wing Objects. Looks like it's missing a wing!

Vacate the bedrooms and return to the door behind the portrait. Instead of exiting, go through the door on the left. Grab the Code:Veronica report on the computer console. Oooh, shocking. Take the Green Herbs near the railing, then take the lift to the lower level.

Take Handgun Rounds between the capsules, then press the glowing blue button to raise the glass case. Take the last Wing Object and combine it with the Dragonfly Object. Go back up the elevator and head up the stairs.

Through the next door, you'll find yourself in the hallway where Claire was attacked by the tentacles. Return to the Item Box if need be, stocking up on ammo and health. Be sure to have some heavy



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duty weapons--the Submachine Guns and Magnum for sure. Then, exit and go to the end of the hall, going through the door to the cells.

Cutscene: Chris runs into the cellblock, then discovers that Claire is trapped. Chris cannot break her from the cell. She is still broken up over the death of Steve and tells Chris that if he starts the self-destruct sequence, the locks may be disabled. She slides a Security File under the door.

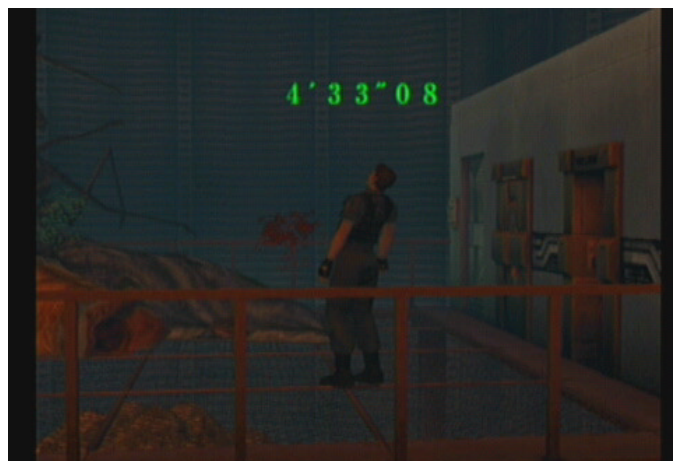
Examine the file (tilting it toward you as you would open it) and a Security Card comes out. Move all the way down the hall and take the southwest stairs up. You should see the ant hill below you. Look at the middle glass door. There's the Linear Launcher. That will come in handy a bit later.

Go to Chris' left and access the panel near the door. It's got an indentation of a dragonfly! Place your Dragonfly Object there to unlock this door. Blast the zombie here, then mount the catwalk to your left. Grab the Green Herb here if you need it. Then access the self-destruct control panel. When the Release system prompts you, type in "Veronica." Get it?

Cutscene: You know the drill. The locks are released, the facility's about to blow. Everything glows red and there's a countdown.

Exit the control room.

Cutscene: Claire rejoins you and you are about to leave when Alexia bars your path. She comes sliding out of some tentacle slime chute and looks nasty. Chris tells Claire to turn a key and the two begin the process of charging the Linear Launcher. Then, Chris tells Claire to head for the VTOL. As she attempts to leave, Alexia throws a stripe of fire in her path.



Shoot Alexia once. She will fall to her knees and transform yet again. Eeew.

Cutscene: Alexia morphs into her final form, a huge queen ant form, full of puss and bile. Mutants don't age well, apparently.



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Final Boss Battle: Alexia

This is the big one. Alexia will try to get you in four separate ways. She will slap at you with whipping tentacles that come from the base of her body. She will throw fire and spit poison. Finally, she will send out troops of parasites. They will either attack you outright or grow into tentacles that whip at you from the ground.

This fight is surprisingly easy, if you're properly strapped. To seriously compete, make sure you have a Magnum and another heavy weapon (Grenade Launcher, Bow Gun with Powder, or the Sub Machine Guns). Three full healing items will also help.

When the fight begins, empty all of your Magnum rounds into Alexia, making sure you keep moving to avoid the stuff Alexia throws at you. If you have more than 15, you will already have done major damage. When this is spent, move in with your second weapon and pump rounds into her.



The best positions to be in this battle are between the ovipositor-like chutes that dispense tentacles and parasites. You won't be entirely safe there, you'll still have to be careful, but it's better than being right in front of a slashing tentacle.

The parasites can be annoying, but don't focus on them. Ultimately, they won't do enough damage to warrant attention. Focus on Alexia and heal when needed and you'll have no trouble winning this fight.

When you have filled her full of every kind of ammo imaginable, she'll be attacked by the pillar of ants below. Stripped, she'll leave her clunky bottom and begin to fly. Fortunately for you, this is the time when the Linear Launcher becomes available.



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Run to the wall and grab it, equipping it immediately. Then, press R to aim and L to zoom (like the Sniper Rifle). One shot anywhere on her body will cause her to explode in a mist of blood. Strangely enough, the easiest way to win this fight is also the quickest. Grab the weapon, equip it, then immediately aim, zoom and shoot. You should get her in less than five seconds this way. The Launcher has unlimited ammo, so keep blasting until she falls. Remember to heal if she sprays you with fire.

Relax and watch the final cutscene. It's payback time! Congratulations, you've beaten the best Resident Evil game yet. Now gear up for the Battle Game you've just unlocked.

Secrets

Unlock the Battle Game by completing Code Veronica once.

Unlock Albert Wesker when you complete the Battle Game with Chris Redfield.

Get an A ranking with the two Claires, Steve, Chris and Wesker in the Battle Game to unlock the **Linear Launcher**. Once you gain it, it will automatically appear in your inventory when you begin the Battle Game again.

Go to the slot machine in the palace each time through the Battle Game (with the same character). Usually, on the third try, a **special journal** will be there. It belongs to someone named D.I.J. Who could that be?

Complete the main game of Code Veronica with an "A" Ranking to earn the **Rocket Launcher**. To do this, you must not use First Aid Spray, not save your game, not retry, save Steve from the Luger room quickly, give the Medicine to your jailer Rodrigo... and finish in under four hours, thirty minutes. Then, when you begin another game, the Launcher will be available from the first Item Box you run across.

Unlock Steve in Battle Game by solving a puzzle in the main game. In the underground Save Room in Chris' walkthrough, complete the drawer puzzle in the corner. Grab the Gold Luger to unlock Mr. Burnside.