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JILL VALENTINE

age/23 blood type/B height/5'5" weight/108 lbs.

VERSUS BOOKS

Volume 9

Layout/Design:
Casey Loe

Written by:
Casey Loe
Ryan Lockhart
Gerald Guess
Mateo Rojas

Maps by:
Roy Boholst

Cover, Back Cover, IFC, IBC, p.112:
Nick Des Barres

Capcom Correspondent:
Koichi Niida

Thanks to: Bill Gardner, Bob Lindsay,
Melinda Mongelluzzo and the RE3
Development Staff
Casey Thanks: Rachel, Kristie, Bryan,
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370 Altair Way #333
Sunnyvale, CA 94086



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Hard Mode and Easy Mode Differences

With no Normal Mode to default to, the first decision Resident Evil 3 players have to make is "Hard Mode or Easy Mode?" There are many significant differences, all of which are listed here.

The biggest changes in Easy Mode are the massive arsenal Jill begins with, and the addition of Auto Dodging.

Easy Mode Starting Items

(Includes items in Item Pico)



Assault Rifle (100%)

Reloading Tool



F. Aid Box (1 F. Aid)

Ink Ribbons (infinite)



Magnum (5 bullets)

Magnum Bullets (24)



Shotgun (7 shells)

Shotgun Shells (76)



Handgun (5 bullets)

H. Gun Bullets (250)



A.R. Bullets (2 clips (200%))

Knife (infinite)



The Mine Thrower isn't the only weapon you'll miss in Easy Mode, you also can't get the Eagle 6.0 and M19 Shotguns.

Hard Mode players will need to tap the R1 or R2 buttons (or Attack if R1 or R2 are already held down) at just the right moment to dodge an enemy attack. Easy Mode players can just hold down the R1 button and automatically dodge everything that gets near them. If you're new to the world of video games, or have trouble with this type of game, Easy Mode is probably your best bet.

But experienced gamers of sound mind and body have no excuse not to pick Hard Mode. You wouldn't want to play Easy Mode, anyway, since you would miss out on bonus stuff for beating the game, you wouldn't get any of the items for beating Nemesis, and you wouldn't get the Mine Launcher weapon. And while Easy Mode players can see all of the in-game events and endings, they'll be that much sweeter if you earn them in the Hard Mode.



Warning: Easy Mode always earns you these two costumes, but in Hard Mode you can earn up to 3 more.

This guide was written based on the Hard Mode. Still, virtually all of the information in it applies to the Easy Mode, except: The Mine Thrower and M.T. Rounds will all be replaced with Shotgun Shells, there will be no Ink Ribbons to find, and you won't earn anything by killing Nemesis.

HARD EASY

	HARD	EASY
Automatic Dodging	NO	YES
Number of Saves (ink Ribbons)	limited	unlimited
Health of Enemies	strong	weak
Amount of Ammunition (found or created)	normal	double
Amount of Inventory Slots (at start of game)	8	10
Mine Thrower Weapon	YES	NO
Nemesis Items (earned by defeating Nemesis in battle)	YES	NO
Rankings at End of Game	YES	NO
Epilogues at End of Game	YES	NO
Merc. Mode at End of Game	YES	YES
Bonus Costumes at End of Game	0-5	2

Hard Mode Starting Items

(Includes items in Item Pico)



Handgun (5 bullets)

Reloading Tool



Knife

The New Timed Decision System

Unlike past games in the series, the storyline in Resident Evil 3 will change significantly based on decisions you make. Don't expect to get a lot of time to make up your mind, though: Most of the decisions must be made in a split second, in the heat of battle or a dangerous situation.

Decision scenes begin when the game graphics go photo-negative, and you get a few seconds to choose between two different options. If you fail to decide in the time allotted, the game will pick for you, possibly putting you on a third course less desirable than the two selectable options, so think fast and decide for yourself.

Some of these decisions will affect no more than the next few minutes of game play. Some will affect the order in which you do certain areas, or the events you'll see in the next few hours. One decision will affect which of two endings you see. It can be difficult to tell how much a decision will alter, so we'll explain the options in the walkthrough section.



Dodging and the New Quick Turn

Resident Evil 3 introduces a major evolution in the play mechanics of the Resident Evil series. You can now dodge any enemy attack at the push of a button, and consistently sidestep projectiles, push away foes,



Dogs are among the easiest enemies to dodge, since they provide many cues: Hit the button right when they rear back to leap, before they bark.

be nearly invincible. We'll cover specific dodging cues for each monster in the Monster section (beginning on page 9).

As for the Quick Turn, Jill can now turn 180 degrees whenever you tap Down and Run simultaneously. Since Resident Evil 3 has built-in auto-targeting that will spin you around to face the nearest enemy just as fast, this is only useful when you're trying to escape.

or roll out of the path of harm without taking any damage. This is a powerful ability that figures prominently in the strategy of the game. There are two ways to perform a Dodge: If you don't already have your weapon drawn, you simply tap R1 or R2. If your weapon is drawn (i.e., you're holding R1 or R2 already), tap the Attack button instead. If Jill doesn't have a weapon equipped, she can't dodge at all.

Successful dodging is all about anticipation. If you see an enemy tensing up for a punch or rearing back to lunge at you, you're probably too late. You have to anticipate the attack, which means getting a feel for how far away enemies need to be to attack, and learning which attacks they're likely to perform in what situation. With practice (and it

will take a lot), you can























As soon as the zombie is close enough to attack you (first shot), hit R1 or R2 to knock him back.

Healing Items and Damage States

There is no life meter in the Resident Evil series, so you'll have to rely on the biometer reading in your status screen and Jill's posture to determine her status. When she dips below half of her life, she begins to limp, and moves more slowly. When she's on the brink of death, she can only stagger at half speed, and loses the ability to dodge. Jill can also be poisoned, which keeps her

Efficacy of Healing Items

 Heals 25% of HP		 Heals 100% of HP	
 Cures Poison		 Heals 100% of HP	
 Combine Only		 Heals 50% of HP, Poison	
 Heals 50% of HP		 Heals 100% of HP, Poison	
 Heals 25% of HP, Poison		 Heals 100% of HP	



Fine 50-100% of HP Speed is Normal Can Dodge	Caution, Poison 10-50% of HP Speed is 10% lower Can Dodge	Danger less than 10% of HP Speed is 50% lower Cannot Dodge
--	---	--

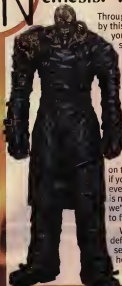
permanently at or below the Caution stage, and saps her health as time elapses.

Fortunately, there's a wide variety of healing herbs to cure what ails her. But to maximize the effects of your herbs, you'll want to mix them to create the healing items shown to the left.

The only new healing item in RE3 is the awesome **First Aid Box**, which allows you to hold three complete healing First Aid Sprays in one inventory slot.



Nemesis: When to Fight and How to Do It



Throughout the game, you'll be attacked repeatedly by this dapper fellow. While there will be times when you'll need to defeat Nemesis to proceed, there are seven Nemesis battles where you can choose between fighting and running away.

Since it's almost always easiest to run, why fight Nemesis at all? The main reason is to get the stuff he carries. We don't know where it comes from, but each time you beat Nemesis in Hard Mode you'll be able to get a different toy surprise (in Easy Mode, you get zilch). None of these items can be acquired anywhere else.

Note that the item you get depends on how many times you've defeated him before, not how many times you've fought him. If you run away for the first six battles and then defeat him on the seventh one, you'll still get **Eagle Parts A**. So if you want to get the 7th item, you need to beat him every single time you see him. And that, my friends, is no easy feat. Note that when we say "all 7 times," we're not counting the boss battles where you *have* to fight him and can't earn items.

We tell you exactly how many shots it will take to defeat Nemesis with each weapon in the Monsters section, but we can run down some of the basics here: 27 Handgun Bullets, 12 Shotgun Shells, or 8 Magnum Bullets. Freeze Rounds (Grenades) are the best, requiring only 6 shots. But all of these numbers are only to knock him down.

You won't knock him out until he gets up again, and then he'll require only about 80% of the ammunition you needed to use the first time (although you can get a bunch of free hits by firing at him while he's down).

We'll discuss specific battle strategies in the walkthrough, but here are some general tactics to get you started: Keep circling around him so he won't be able to suddenly lunge at you, and only fire one shot at a time, or you'll give him an opening to counter attack (it is safe to go for multiple shots when he clenches his fist and roars, or is on the ground). Always reload your weapons manually, or you'll be giving him a free hit during the reload animation. And try to lure him out to a wide open area so you'll have more room to dodge.



Running Away

Running is easier, but still dangerous. Nemesis will often follow you through dozens of rooms, sometimes even appearing ahead of you. You're only truly free of him

when you enter a new area and don't hear his theme music. He can't follow you into Safe Rooms (where you can save and use Item Boxes), but he's often waiting outside in a position where he'll be very difficult to dodge.



Instant Kills

Many Nemesis battles start with decision scenes. On the 3rd and 6th battles, making

the right decision will result in Nemesis getting knocked out in an event scene. You then have a few seconds to grab his item far free before he wakes up and the chase begins.



Ice Grenades are the most powerful weapon against Nemesis, but also among the easiest for him to dodge. Only fire at very close range or when his back is turned.

1st Item:



2nd Item:



3rd Item:



4th Item:



all at once. You can only get the Assault Rifle with Jill the first time you play; if you beat the game, save it, and start a new game on that file, you'll be able to earn the Infinite Ammo Case instead. Combine it with a weapon (we suggest the Magnum), and that weapon will have infinite ammo, but the briefcase will disappear.

Nemesis Items

The Eagle 6.0 and M37 Western Custom are both clear improvements over the standard Handgun and Shotgun. The refillable First Aid Boxes come with three First Aid Sprays, and allow you to save inventory space by holding them



5th Item:



6th Item:



7th Item:



7th Item:



Mixing Ammo for Maximum Effect

The ability to mix your own ammo is one of the most strategically significant new features in Resident Evil 3. While at first it may seem like an annoyance, the ammo mixing system allows you to customize your supplies to match your personal style of play. Meticulous players who like to kill everything can mix an endless supply of Shotgun and Handgun ammo (including enhanced bullets for later in the game), while players who are out to kill Nemesis every time they meet can make all the Freeze Rounds they want.

To start mixing, you'll need Gunpowder, which comes in two types: A and B. Mix them together (by using the game's Combine command) to make Gunpowder C. Combine jars of A, B, or C with your Reloading Tool to get Handgun, Shotgun, and Grenade ammo, respectively.

Before you use the Reloading Tool, you can Combine multiple jars together to create larger jars that yield larger amounts of ammo, or more exotic types. You can also mix Gunpowder with Grenades to make the three different "flavors" of Grenades.

Gunpowder Mixing Chart

Gunpowder Type	When Mixed w/Reloader	When Mixed w/Grenades			
A	x15	x6	C	x10	x6
AA	x35	x12	CC	x10	x10
AAA	x55	x18	CCC	x24	x18
A	x7	x6	AC	x10	n/a
B	x8	x10	BC	x10	n/a
BB	x18	x10	AAB	x20	n/a
BBB	x30	x10	BBA	x60	n/a

Experience Bonus Chart

The first few times you mix up ammo, you'll make the same amount. But soon you'll start getting bonuses, and on the 4th time you make Handgun bullets, the amount you make will increase from 7 to 8. The more ammo you make of each type, the faster your bonuses will rise!

ammo type	4th-6th time	7th-11th time	12th-21st time	22nd+ time
	+10%	enhanced +30% standard +10%	enhanced +50% standard +30%	enhanced +70% standard +50%
	+10%	enhanced +30% standard +10%	enhanced +50% standard +30%	enhanced +70% standard +50%
	+10%	+30%	+50%	+70%
	+10%	+30%	+50%	+70%

Making Enhanced Ammunition

On the 7th time you mix up Handgun or Shotgun ammo, you will be confronted with a choice: Make enhanced ammo, or standard ammo? Enhanced ammo does about 50% more damage than regular ammo, and while you'll get slightly less of it, it's still definitely worth using.

There are two problems with enhanced ammo. One is that it forces you to mix ammo in small quantities, since it counts as one Handgun mix whether you're reloading from a jar of A or AAA. The other is that you can only use it in your starting Handgun and Shotgun, not the Eagle Handgun or M37 Shotgun. Due to these factors, you should decide early in the game whether or not your strategy will be to fight Nemesis frequently. If you plan to do so, use the Eagle 6. and M37, and always mix ammo for quantity over quality. If you don't plan an fighting him, you can afford to mix your ammo in small quantities (since you won't need as much), and since you won't get the Eagle and M37, you'll have no problem sticking with your standard weapons.

Reloading the Smart Way

This trick has been around since Resident Evil 1, but in this challenging installment, it's even more important that everyone knows it. When shooting at enemies, there are two ways to reload: Automatically, in which your character pauses to reload her gun while the game progresses, and manually, where you go to your item screen, select the ammunition, and



Combine it with your weapon. This allows you to reload while the game is paused, so there will never be that pause in Jill's firing that so often gives her opponents a free hit. The only catch is that you have to be religious about counting your shots.



Jill could have handled this pack of zombies easily, but pausing to reload gave them the opening they needed to get to her first.

The Art of Blowing Stuff Up

Another new feature that figures prominently in the strategy of Resident Evil 3 is the addition of targetable objects in the environment. These include barrels, explosive charges, lights, valves, lamp posts, and hanging crates. You can target these items by pressing R2 instead of R1 (if nothing is targetable, you'll instead lock onto the nearest enemy), and they can all be destroyed with a single shot from any weapon.



When barrels or explosive charges blow, they take out whatever is nearby. The amount of damage varies depending on the enemy's proximity to them, but it should be enough to destroy a zombie, Stinger, or dog at any range. Unfortunately, they can also kill you, so be very careful about standing as far back as possible.

Barrels do the most damage, with explosive charges close behind. Steam valves do small amount of damages, but since they don't knock enemies back, they usually hit multiple times. Everything else either does too little damage

to be worth bothering with (like the hanging crate) or are too difficult to engineer a hit with. Blow 'em up anyway, though, just for fun.



they're rare and hard to see, but you can hit R2 and aim up to target lamps like these. It's really difficult to hit enemies with them, since the shrapnel does very little damage and the more powerful fireballs are unpredictable, but it sure is fun to blow 'em up.

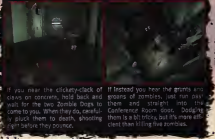
valves (shown in this case) appear in two different places. shoot out the spigot right before an enemy tries to pass.

don't take chances. It's hard to tell how close she is from this camera angle, but when that charge blows, it's taking Jill with it.

Randomized Items and Enemies

In an effort to make Resident Evil 3 interesting to play over and over again, the developers have added a number of random factors that ensure no two games are ever the same. Many of the game's areas now have two different sets of enemies, with the one you get chosen at random the first time you enter the room (as soon as you see it, it's set, so unless you want to reset and reload, it won't change if you leave and come back). Throughout the walkthrough you'll see black boxes like the one below listing the different "Enemy Patterns" for some of these random areas.

Item placements are also random, but in a different way. Unlike Dino Crisis, where item boxes appeared in random spots and had random contents, every-



If you hear the clickety-clack of claws on concrete, hold back and wait for the two Zombie Dogs to come to you. When they do, carefully block them to death, shooting right before they pounce.

If instead you hear the growl and groans of zombies, just run past them and straggle into the Conference Room door. Dodging them is a bit tricky, but it's more efficient than killing five zombies.



One of the most significant random factors is the weapon you get in the Police Station. While you'll get both the Magnum and the Grenade Launcher eventually, the one you find in the Station will be your most powerful weapon for the first half of the game.

one who plays through RE3 will get pretty much the same set of supplies. All that changes is where and when they appear: Many items, especially Herbs and Gunpowder, are capable of appearing in one of two locations. These items have grey number markers on the maps (instead of red), and an asterisk in the item box will direct you to its other possible location.

An example of an item box listing both random and set items. Matching numbered dots will also appear on the maps.





Drain Deimos

Drain Deimos and Brain Suckers are very similar enemies, with the same basic stats. Since they usually appear interchangeably, we often speak of them together as "Slingers."

Both are quick and deadly, with fast and annoying Claw Attacks.

Bullets or Regular Grenades are your best bet. If they grab you, shake the D-Pad and hit buttons to lower the heavy damage they deal. Fortunately their BrainSuck grab is fairly easy to Dodge.

Brain Suckers are the same as Drain Deimos, but with the addition of the new Poison Spray attack, and the ability to spawn basically harmless (but cute) mini-Slingers.



Brain Suckers



Body Swipe



Poison Spray



Brain Suck



Dodge!

dodge right when the Slinger makes a screaming sound

2-10	7-9	4	2	2	1	3-10	7-9	4	2	2	1
1	1	1	1	2	1	1	1	1-2	1	2-2	1



Hunter Beta

Hunters are faster than the Drain Deimos and about 25% more lethal. Their hard-to-dodge Scratch will wear you down until you're at Caution, at which point the Hunter will go for a quick flesh with an Instant kill decapitation move (from the Betas) or by swallowing you whole (Gammals).



Devour

Hunter Gamma



If you don't want to take too long with these formidable enemies, go for a one-hit Magnum kill.

dodge the Scratch when the Hunter is in your face and within his attack range.

dodge: Jump slashes right before the jump.

Dodge!



Jump Slash



Scratch



Decapitate

11	8	5	3	2	1	11	8	5	3	2	1
1	1	1	1	2	1	1	1	1	2	1	1



Spiders

Many weapons can kill the spiders with one shot, but the spiders' proclivity to hug walls makes them hard to tag. A good bet is the Wise Thrower, which can home in on the spider wherever it's hiding out. Spiders are most dangerous when they're above you, since that's usually when they do their poison attack.

When spiders are destroyed in certain violent ways, they'll unleash a ton of baby spiders. These little fellows are annoying, but easy to kill (you can just run over them). Whenever you leave the room, they disappear.



Spider Touch



Poison Spit



Poison Drop

3-12	6-8	5	3	2	1	3-12	6-8	5	3	2	1
2	1	1	1	1	1	2	1	1	1	1	1



Grave Digger

Three of these Crater Hellion-esque creatures reside somewhere in the game, but only two are actually alive and well (until you get through with them, that is). These monsters live underground and are extremely weak against acid. Neither boss poses much of a challenge if you make a commitment to stick with those Acid Rounds. The second time you fight him, you can also use objects in the environment to electrocute him.

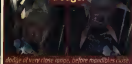
FIRST APPEARANCE

not likely	38	23	18	13	10
11	9	7	8	7/a	2

Lunging Bite



Dodge!



SECOND APPEARANCE

not likely	41	25	18	13	11
12	11	8	10	13	2



Nemesis

Sometimes Nemesis has a rocket launcher at his disposal, but surprisingly he's more dangerous without it because then he does have the rocket launcher, run around the corner before he fires so he doesn't have a clear shot and has to run at you. If you do give him a clear shot, eventually he'll waste all his shots and lose the launcher, making him more dangerous. Beware of close spaces where he can grab you easily. Run until you get to an open area, and kill him there. You can dodge any of Nemesis' attacks with practice.



Neck Grab



Dodge!



Running Punch



Dodge!



HITS TO KNOCK DOWN

51	27	18	12	10	8
10	8	8	6	13	7

HITS TO KNOCK OUT (AFTER HE RISES AGAIN)

41	22	15	10	17	7
8	6	7	5	10	7



Nemesis Type 2

This form has annoying new moves like the Leg Trip and the Standing Tentacle Whip. Nemesis will use the Leg Trip to keep you close to him and will use the Standing Tentacle Whip to keep you on the ground. If you dodge his attacks while close to him, he will

Tentacle Whip to keep you on the ground. If you change up his attack to the also Tentacle Strike. This attack is quick, so be ready for it. Your tactics should basically be the same as they were against the original type.

180° Strike



Tentacle Toss



Dodge!



Leg Trip



Dodge!



HITS TO KNOCK DOWN

58	32	18	11	10	9
9	7	7	6	10	7

HITS TO KNOCK OUT (AFTER HE RISES AGAIN)

58	32	18	11	10	9
9	6	8	8	10	7

Weapons and Ammunition

Using the right weapon on the right enemies has always been the key to Resident Evil strategy, and never more so than in Resident Evil 3, where you have the flexibility to make your own ammunition. Below is a list of all the weapons in the game with their special properties.



M92F Custom Handgun



Sigpro SP2009 Handgun

AMMO: 9mm Parabellum Rounds

HOLDS: 15 Rounds

PROPERTY: Your basic survival tool

OUR RATING: ●●

Enhanced Ammo On the 7th time you mix Handgun ammo, you'll gain the ability to make Enhanced Bullets that only work in these two weapons. These bullets do around 50% more damage.



The Knife

PROPERTY: Only for those who have something to prove

OUR RATING: ●



If you want to be a knife-wielding maniac, it's essential to master the Dodging ability. The Knife is good only when you're in a pinch and need to save ammo.



The best targets are zombies and dogs when they're on the ground and unable to attack. You can knock down a dog with a Handgun shot, run forward, switch to the knife, and stab 'em to death.



STI Eagle 6.0 Handgun

AMMO: 9mm Parabellum Rounds

HOLDS: 15 Rounds

PROPERTY: Faster rate of fire + power shots

OUR RATING: ●●●

Power Shot



Defeat Nemesis twice during the game to receive Eagle Parts A & B, and combine them to make the Eagle 6.0. This more powerful Handgun offers a faster fire rate and an occasional Power Shot which is equal in force to a Magnum shot. The Power Shot is randomized and appears around one in eight shots. The only drawback to the Eagle is that it can't use Enhanced Ammo like the regular Handguns.



Benelli M3S Shotgun

AMMO: 12 Gauge Shotgun Shells

HOLDS: 7 Shells

PROPERTY: close-range, high damage, 1 hit kills

OUR RATING: ●●●

This weapon is great for taking off zombies' heads or for killing multiple zombies. To score a decap, aim up and fire once the zombie's within 2 steps of your character. The Shotgun's dispersal is wide enough that you can sometimes decap two zombies at once. You can also blow away kneecaps by aiming down at the zombie's legs. Another neat trick is the group kill, when zombies are bunched up and close – aim at the middle to hit (but only rarely kill) multiple targets.

Decapitation



Kneecap Shot



Multiple Targets



Enhanced Ammo On the 7th time you mix Shotgun ammo, you'll gain the ability to make Enhanced Shotgun Shells that only work in this weapon. These shells do around 50% more damage.





HK-p Grenade Launcher

AMMO: Burst, flame, acid & freeze rounds

HOLDS: Unlimited Capacity

PROPERTY: Powerful multi-use weapon

OUR RATING: ●●●●

The Grenade Launcher is back with new Freeze Rounds, and the ability to mix Grenades with Gunpowder to make the flavor you need. You can jam an unlimited amount of one type into the barrel, saving some inventory space.



Standard bullets that scatter fragments when they hit the target.



Leaves a ring of fire on contact. It travels the same trajectory as Reg. Rounds.



This sulfurous compound is great against the Grave Digger boss.



Leaves a trail of frozen mist in its wake, which lingers and damages enemies.



S&W M629C (Magnum)

AMMO: .44 Magnum Rounds

HOLDS: 6 rounds

PROPERTY: Best standard weapon

OUR RATING: ●●●●

This devastator slaughters almost any enemy in one shot. It's so powerful, it can even briefly halt Nemesis' charges. The one downside is that to get ammunition for this weapon, you will need to use a lot of gunpowder, giving you less ammunition for your other weapons.



Western Custom M37 (Shotgun)

AMMO: 12 Gauge Shotgun Shells

HOLDS: 7 Shells

PROPERTY: Shotgun power with Handgun speed

OUR RATING: ●●●●

This shotgun rocks the house – its T2-style reload makes it fire almost as fast as a handgun! You'll breeze through the game once you assemble this from parts Nemesis drops. The only downside is you can't load Enhanced Ammo.



Mine Thrower

The Mine Thrower fires "mines," explosive darts that can stick in walls, floors, and enemies. When the darts sense movement from someone other than Jill, they blow up. It's a lot of fun to play with, but too weak and unpredictable.

AMMO: M.T. Rounds

HOLDS: 6 shots

PROPERTY: Fun, but weak

OUR RATING: ●●●



M4A1 Assault Rifle

AMMO: 5.56mm NATO rounds

HOLDS: one clip (100%)

PROPERTY: Rapid fire weapon

OUR RATING: ●●●●

This gun has two modes – Manual (if you want to conserve ammo) and Auto (for Rambo thrills). This can keep almost any normal enemy at bay, but it's not a great choice for bosses because they will charge through the bullet shower to hit you. You can buy this weapon in the Mercenary mode.



M66 Rocket Launcher

AMMO: Rockets

HOLDS: 4 (or ∞)

PROPERTY: The best weapon

OUR RATING:

●●●●●



Purchasable in the mercenaries missions, this can kill nearly anything (even Nemesis!) in one hit, although it is slow, bulky, and can't be aimed up or down.



Gatling Gun

AMMO: Bullets

HOLDS: Infinite

PROPERTY: Rapid fire Fun

OUR RATING:

●●●●●

The weapon has to warm up for a few seconds each time you pull the trigger, but once it does, step back baby. You can earn this super-crazed powerhouse in the Mercenary Mode only.



UPTOWN

01 Escape from the Zombies and Find Shelter

A pack of zombies will be waiting for Jill outside of her apartment. You can gun them all down, but that would be a horrible waste of ammo. Instead, run past them towards the dumpster at the end of the alley. You may get bitten a couple of times, but that's not a problem:

Your life

meter will be refilled at the end of this little prelude, but your ammunition won't.

You'll need to climb over the dumpster (press towards it and the action button) and run towards the door on the other side. The game will take over from there.



02 Search the Warehouse for Supplies and the Warehouse Key

ITEMS



Wrenches Act



Ink Ribbon



Gunpowder A



Gunpowder A



ITEMS



Handgun Ammo



First Aid Spray



Ink Ribbon

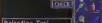
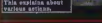
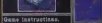
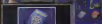


Gunpowder A

Locked in a warehouse with that ill-tempered slob Dario, it's no wonder Jill's in a hurry to get back onto the zombie-infested streets. Grab some supplies first: There's a box of Handgun Ammo and a First Aid Spray in the bottom floor, and the office near the top has an Ink Ribbon and two jars of Gunpowder A. Make sure to grab the Warehouse Key near the office door, or you won't be going anywhere at all.

You'll also find Jill's Knife in the Item Box in the office, but don't waste an inventory slot on that. The Item Box is exactly where it belongs.

Managing your Inventory



With only 6 slots available, you'll need to free up some inventory space to carry everything you need.

First, read the two books in your inventory, which will move them from your item slots to the File section. Then pull out your Reloading Tool and turn that Gunpowder into ammo. Combine them first to make more total bullets, or do them individually so Jill will gain experience and be able to make more and better ammo sooner (see page 7).

Save if you want to, then toss the Ribbon and Reloader into the Item Box.



(beneath platform)



(beneath platform)



03 Cut to the Y-Shaped Alley and Get the Lighter Oil and Shotgun

There's very little reason to venture into the huge, U-shaped street that's just east of the Warehouse, but we'll cover some of its more interesting aspects on page 18. For now, just cut westwards through its southern tip and enter the door to your left as you exit the alley outside the Warehouse. This will take you to the Y-shaped alleyway that contains a small storage room.



No point wasting ammo on these zombies. You'll need a full clip for what's just past that door.



There's a random event here: The first door in this area may burst open as you near it, or it may not. If it doesn't, open it yourself and get ready to start firing fast at the three or four zombies that follow Brad out the door. Stand your ground and fire fast, taking care to finish the zombies that fall but don't die. Count your shots: If you run out of ammo and have to auto-reload (as opposed to doing it manually in the item screen), you may get bitten.



There are five zombies total, so the ones that don't come up to greet you will be waiting downstairs or in the stairwell.

UPTOWN

Grab the Shotgun and Lighter Oil at the bottom of the Storage Area, then head southeast to the Market Street. There's a pair of Green Herbs on the way, but don't take them if you don't need them right now, since there are more just ahead.

1+2

He is lucky he died before his guts were mired out.

Wow! That IS lucky!

02 Follow Brad to the Back Entrance of the Bar Jack

ITEMS

1 Green Herb	2 Green Herb
3 Green Herb	4 Green Herb
5 Uptown Area Map	

There are six zombies here, but they're widely spaced so a careful runner can avoid them all. All of the shops are locked (You can get at the Bar from the other side), so don't stop until you get to the fire escape at the end. Climb up on the crates there to grab the Map, then head up the ladder for more Green Herbs. (Leave at least one space in your inventory for the Lighter, though!) As you turn the corner, quickly dash past the corpse-eating zombies before they can get up, and take the door into the Bar's back alley.

The door to the boutique is locked.

You'll won't find the key to this Boutique, but you can earn it when you beat the game. (see the Secrets page)

3+4

It's possible that the other side.

05 Chat with Brad and Grab the Lighter in the Bar

Run east across the alley, and head down the stairs by the dumpster. If you're quick, you'll see Brad gun down a zombie before he goes inside. You can finish the other zombies yourself if you want (an Ink Ribbon in the corner would be your only reward), or you can follow him right in.



When you enter the Bar, you'll find Brad in the loving embrace of one of Raccoon City's many T-Virus victims. You could help him deal with his aggressor, but why bother? He'll kill the zombie himself eventually, so you might as well just hold back, conserve your ammo, and lift Brad's spirits by shouting out smart-ass comments like "You're an Amazon, Brad!" and pointing out how gayly colored life-preserver-style vests haven't been in style since *Back to the Future 1* (and probably weren't even cool way back then).

When Brad's little post-combat fit is over, snag the **Lighter** (combine it with the **Lighter Oil** immediately to save space), the 30 rounds of **Handgun Ammo** under the register, and **File #3**.

The **Postcard** is the first file you can find, and you can refer to it in your 3rd File slot at any time. If you want to get Jill's Secret Diary (see **Secrets** section), you need to get every file in order, so pay attention to the numbers.

ITEMS



FILES



Bonus Event

Things play out a little differently if, instead of bothering to feign concern for her co-worker, Jill simply heads to the door and walks out. Brad will gun down the zombie much more quickly and both characters act a bit more snottily in the ensuing conversation. It's fun!

Optional Barrels, Gun Powder, and Civilian Chum

We haven't yet spent any time covering the large Main Street area in the southwest corner of town. You never need to come here (except when you cut through the southern tip on your way to the Lighter Oil), but there are a lot of fun things you may want to experiment with.

If you'd like to take a visit, turn right (to the South) at the fork outside of Bar Jack.

When you enter from this side, you'll hear a girl scream and run towards the other side (that event is covered in the Civilian Slaughter bar to the right).

You'll also find the first explosive barrel, a new feature in RE3 that allows you to kill enemies in even more violent, brutally efficient ways. Just lure as many zombies over to it as you can, stand a good distance back so you won't be caught in the blast, and hold R2 to target it (you can also hold R1, which will auto-target a zombie, and then manually move your sights to the barrel). When the time is right, fire a shot and watch the body parts fly.

To get the only item in this area, you'll have to clear out all of the enemies, then go back the way you came and re-enter. All the zombies will be gone, but when you pass the first police car, the door will burst open and a zombie will come rushing out. Once you've killed him, search the passenger side of the car for a jar of Gunpowder B, which you can save for future mixing or turn into Shotgun Shells immediately.



to the Barricaded Alley

to Main Street

UPTOWN



ITEMS



Gunpowder B



Civilian Slaughter

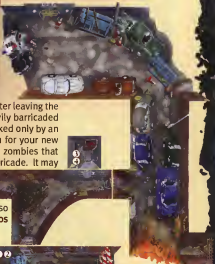


Whenever you enter a new area and hear screams or gunshots, it's not just part of the soundtrack. Someone is out there, being attacked or fighting back... But they're always a few steps out of your reach, and there's nothing you can ever do to save them.

The chase that happens here is particularly cool. If you hit the ground running when you enter the Main Street from the eastern fork, you can get a great look at a cute young girl, a few seconds before the zombies catch up and splatter her into the pavement in the alley just south of the Warehouse where your quest began.

There's nothing you can do but watch in horror and record her passing. Another uplifting moment in the feel-good game of the year!

06 Burn away the Rope in the Barricaded Alley



If you take the North fork after leaving the bar, you'll end up in this heavily barricaded street. The path north is blocked only by an oil-soaked rope... No problem for your new Lighter. The only hitch is the zombies that burst through the western barricade. It may happen before you ignite the rope, maybe after, but you'll probably want to hang around and kill them so you can get some **Red Herbs** and **File #4**.



Stand back, let 'em congregate near the oil barrel, then use R2 to target the barrel and blow 'em away. Then finish the stragglers and search the corpse behind the barricade for your file.



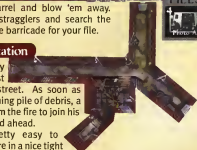
07 Fight your way to the Police Station



Tread carefully as you head west on the burning street. As soon as you pass the flaming pile of debris, a dog will burst from the fire to join his non-flaming friend ahead.

Dogs are pretty easy to defeat when you're in a nice tight area like this one. Take a few steps back so you're standing around where Jill is in the bottom picture. Using your handgun, pop the dogs with a shot each, then wait until they get up, growl, and start to pounce before you fire again. Since each shot knocks them back, they won't be able to get anywhere near you—Provided you count your shots and reload manually when you get low on ammo.

There's a Safe Room with one jar each of **Gunpowder A** and **B**. Dump your extra junk, combine some herbs, and save before you proceed north to the Police Station.



03 Survive the First Nemesis Battle

Poor Brad... The only character to appear in every Resident Evil is also the only character to get killed in two of them (I hope they dig him up so we can kill him again in *Code Veronica!*).

But there's no time to reminisce now. You have only a few seconds to decide: Avenge Brad's death, or run for your life? If you don't make the decision in time, you'll be stuck fighting Nemesis.

The smart thing to do is run. It is possible (though extremely difficult) to beat Nemesis at this point with 12-16 solid Shotgun blasts, but you'll take some serious damage from his

throws, punches, and holds. If you do fight, make sure to hit the buttons rapidly whenever you've been throw so you can get up quickly (if he does three in a row before you get up, you're toast, regardless of your health level).

The only things you lose by choosing to run inside is the opportunity to get all 8 of the Nemesis items (see page 6), and Brad's ID Card. But unless you're a hardened RE3 pro, beating this guy eight times is probably more trouble than it's worth. There's no shame in fleeing from a hopeless fight.

Brad's I.D. Card!

Those who knock out Nemesis and stick around long enough to search Brad's body will find the Card Case, a secret item. Examine it, and out pops Brad's S.T.A.R.S. Card. This works the same as Jill's S.T.A.R.S. Card, but since you can get it a bit sooner, you can use it to skip



over the first few minutes of the Police Station (the quest for Jill's Card, beginning on the next page).

Of course, you don't need to beat Nemesis to get it. You can simply choose to fight him, run to Brad's body, grab the Card Case, then dash inside before Nemesis can get his hands on you. Sneaky!

Fight with the me
Enter the police s

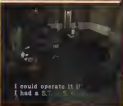
Fight with the r
Enter the police

09 Fight to the Conference Room for Jill's ID Card

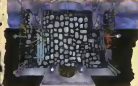
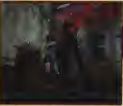
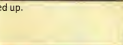
If you somehow defeated Nemesis, you're free to come and go, but those who escaped are now trapped in the Police Station. You might as well make the most of it and head up to your old office in the S.T.A.R.S. Room... If only you had a key.

The key is in an evidence locker, and to get that you'll need today's code. I'd love to tell it to you, but it changes at random, so you'll have to go get Jill's S.T.A.R.S. Card (or use Brad's if you got it) to find out the code of the day.

In the mean time, grab some Handgun Ammo off the counter, the Map off the desk, and three Green Herbs by the door. Then head to the West Office through the only door that's not boarded up.



I could operate it if I had a S.T.A.R.S. Card



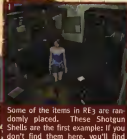
ITEMS



"I'm sorry... Leon... But it looks like your party's been... Cancelled..." Ah, brings back memories, doesn't it? Of course, this is RE3, and it seems that someone has already cancelled Commander Marvin's party by blowing his brains out in the office alcove. In his hands you'll find File #5, and there might be a box of Shotgun Shells on his desk.

But first you'll need to kill some of the meandering zombie cops. Some are up and staggering around, but others are lying on the ground, just waiting for you to step within biting range. Look for the blood puddles before you step on any corpses.

To the north is the Locker Room, where you'll find two locked drawers and an unlocked one containing the Blue Gem. That will be important later, but at this point it's just a waste of space. Dump it in the next Item Box you find.



Some of the items in RE3 are randomly placed. These Shotgun Shells are the first example: If you don't find them here, you'll find them in the Conference Room.

POLICE STATION



The Locker Room connects with the West Stairwell, an area guarded by a particularly lethargic pack of zombies. It seems easy to run, but you'll want to kill them with well-placed Handgun bullets, so you can gain access to the Safe Room just beyond the staircase (if you leave them alive, they'll nail you every time you come out).

The Safe Room contains a Box and a Typewriter, plus an Ink Ribbon, a jar of Gunpowder A, and the heartwarming bedtime story known as **File #6**.

The door west of here leads to the Northwest Hallway, where you'll encounter one of two randomly selected sets of enemies. See the details below.



ITEMS	
1 Ink Ribbon	2 Gunpowder A
3 Red Herb*	4 Red Herb*
5 Ink Ribbon	6 STARS Card
7 Staples	8 STARS Key

*Herbs may be in an red floor. (Red Herbs may be in West 1 floor)

Northwest Hallway Enemy Patterns

There's another set of randomly placed items in the Police Station, and that's the pair of Red Herbs at the end of this hall. If you killed the pair of dogs, you might as well check and see if they're there, but if you ended up dodging the zombies you should probably just forget about it. The two Red Herbs aren't going to be worth the opposition you'll have to face. The other place they could appear is the hallway outside of the S.T.A.R.S. Room in the 2nd Floor.

The door at the end of the hall is barricaded, so slip through the first set of double doors into the Conference Room.



If you hear the clickety-clack of claws on concrete, hold back and wait for the two Zombie Dogs to come to you. When they do, carefully pluck them to death, shooting right before they pounce.



If instead you hear the grunts and groans of zombies, just run past them and straight into the Conference Room door. Dodging them is a bit tricky, but it's more efficient than killing five zombies.

10 Access the Police Computer and Unlock the S.T.A.R.S. Room Key



All is quiet in the Conference Room. Pick up an Ink Ribbon in the corner and Jill's S.T.A.R.S. Card on the desk, and get your box of Shells if you haven't already.

Then retrace your steps all the way back to the Main Hall and slide your S.T.A.R.S. Card into the computer. You'll get the day's password, which you can take back to the Locker Room. Enter your code at the prompt in the second



If you didn't find a box of Shotgun Shells in Marvin's Office, you'll find them on the mantle in the back of the Conference Room.



row of lockers, and you can finally get that S.T.A.R.S. Key.

If you haven't saved the game recently, you'll definitely want to stop off in the Safe Room before you head upstairs.

RESIDENT EVIL 3
WACKY FUN LAND

17% Wackier! • 38% Funner! • Part 1 in a Series!

RESIDENT EVIL 2 FLASHBACK



Continuity Check I: Brad Vickers

This much makes sense: Brad was bitten in the Bar, and caught the T-Virus. Then, after he was killed by Nemesis, the virus took effect and revived him. He stumbled down to the Police Station courtyard in RE2, where Leon or Claire were able to find him (by not picking up any items) and brutally kill him a second time. So clearly Resident Evil 3 takes place before Resident Evil 2.

Familiar Ground in Raccoon City

The Police Station isn't the only landmark RE 2 and 3 have in common! The events of RE3 are going on just west of where RE2 happened, and if you check the background near the Downtown Cable Car, you can see the same Amiset store that you walked by in the beginning of RE2.

More weird similarities: The characters pass by the same Advanced Graphics building in the intro to both games, and the FAX in the S.T.A.R.S. Office FAX machine is from the piggish guy who got killed at the Gun Shop right at the beginning to RE 2.



Continuity Check 2: Marvin Branagh

Or does it? Marvin was alive in RE2, then transformed and was killed by Leon or Claire in his office, where his body now lies in Resident Evil 3... So then this game takes place after 2, right? But then who boarded up all the doors? And scattered new items? And repainted the burnt painting? And took away the 2nd floor statues? Our advice: Try not to think about it.



POLICE STATION

II Get Jill's Lockpick in the S.T.A.R.S. Room

Enemies have moved into the second floor landing that was always so safe in Resident Evil 2... Their placements differ at random, so be ready for either possibility, described below.

The hallway outside the S.T.A.R.S. room is quiet, and you can find the two Red Herbs here if they weren't outside the Conference Room earlier.

Inside the S.T.A.R.S. Room is where all the action is. You'll find a box of Handgun Ammo on Barry's desk, a First Aid Spray in the first aid kit, File #7 in

2F Enemy Patterns

Sometimes the four zombies in this area like to jump the gun and meet you on the stairs. Stand at the landing and, aiming upwards, carefully pick them off.

Other times they'll wait in the hall and come at you from all sides. If you see this pattern, beware: The 4th zombie may be waiting to ambush you from around the corner near the statue.

Random Weapons

5 - Magnum

Though ammo is rare, the Magnum is possibly the best weapon in the game. It can't shoot through a row of enemies like it used to, but it does a ton of damage and can be fired fast. If you plan on beating Nemesis when next you meet, this is your best bet.

5 - Grenade Launcher

The versatile Grenade Launcher can fire four different types of ammo, provided you're willing to spend the Gun Powder necessary to make them. It fires slowly and regular Grenades are fairly weak, but Ice Grenades are the strongest weapon against Nemesis.



ITEMS

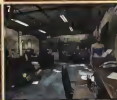
1 Red Herb*	2 Red Herb*
3 Handgun Ammo	4 F. Aid Spray
5 Magnum**	5 Grenade Launcher**
6 Lockpick	*Herbs may be on and floor **The Other weapon is in the Police Station

FILES



the FAX machine, and most important of all, the Lockpick on Jill's desk. You'll also find either the Magnum or the Grenade Launcher (described at the left) in the weapons locker. You won't get the other weapon until the Power Plant (much later), so if you have a preference for either weapon, you may want to reload and replay from your last saved game until it gives you the one you want.

You'll catch a bit of an intercepted radio transmission when you leave, and you'll hear the sound of breaking glass as you progress towards the stairs. This means that something very bad is about to happen, so be on guard.



12 Dodge (or Fight) Nemesis and Get out of the Police Station Alive

Nemesis is back, and apparently he's not playing the Mercenary Mode or something, since he's got himself a nifty new Rocket Launcher and five rockets with your name on them. There's no easy solution this time... You either gun him down here or run out to the Police Station's Main Hall, dodging him in each room in between.

Personally, I like to fight, since you have better weapons now, and Nemesis is actually a bit easier to beat when he has the Launcher. The rockets can be dodged, and if you mess up, they don't do that damage.

One warning: you can duck into the Safe Room behind the stairs to use the typewriter or load up on gear if you want (he can't follow you into Safe Rooms, fortunately), but you'll most likely be giving him a free hit when you come out.

Dodging Rockets

Dodging is an incredibly useful feature in Resident Evil 3, but it can be extremely difficult to get the hang of. Fortunately, the rockets Nemesis fires are easy to dodge; Compared to enemies, whose attack range can be difficult to judge, the timing on rockets is relatively straightforward. When Jill's just about to take a Surface-to-Air-Missile in the face (and as I learned in my fraternity days, that's only fun once),

Simply hit R1 to sidestep out of the way. This is especially useful when fighting, since there's time in between each dodged rocket to get in a Magnum shot of your own.

Running

No doors can stop Nemesis, so your ordeal won't be over until you make it to the safety of the Main Hall. Don't go into the Conference Room corridor or back upstairs (unless you want to see Nemesis blow away some zombies). Instead cut straight through the Locker Room, then try to lose him by circling around the mass of desks in the West Office until you have a clear path to the door.

Fighting

First unload your Magnum or Grenade Launcher while Nemesis runs at you or between dodged rocket blasts. Then switch to Shotgun blasts—one or two more should knock him out, and you'll get a bunch of freebies by firing at his body while he's down, and when he roars after getting up. If you fire Shotgun headshots, you may even blow up his Rocket Launcher!

He'll go down more quickly the second time, and when he does he'll drop the first part of the Eagle 6.0. When next you kill him, you'll be able to complete the gun.



Whether you chose to run or fight, stop at this locker on your way out and use your Lockpick to snag a jar of Gunpowder B.



running to 2F! NOT a good idea



run in zig-zag patterns to dodge his hits



first Magnum, then Shotgun...



note the destroyed Rocket Launcher!



DOWNTOWN

B Pick the Lock at the Entrance to Downtown

Now that Nemesis is behind you and the Lockpick is in Jill's able hands, you can open the door southeast of the Police Station and past the Book Store.

Beyond that you'll find the corpse of a Mercenary, who's holding onto File #8, a whimsical little romp that asks more questions than it answers (like, why did he write his diary in a book labeled "Daily

Report of Chris Redfield?"). Give his body another search before you move on: He apparently didn't swallow *all* of his ammo.

You'll also notice a weird spidery creature crawling up the building behind you. He's just passing through, so don't do anything rash like blowing up the barrel: You can't hit him, and you'll get more use out of the barrel later.

The next hallway has a Fire Hose, but it's securely bolted in and unavailable to you now.



ITEMS	
1	2
3	4
5	6
7	8

FILES	
8	0, 8



You'll also find two **Blue Herbs**, and possibly three **Green Herbs**. Blue Herbs only cure poison, and are pretty much completely useless, since you almost never get poisoned and there are about a trillion of them in the game. So save your inventory space for something more useful, like the **Gunpowder B**

in the pocket of chewed-up guy in the next area.

Before you get that, you'll want to finish off his killers. There are lots more dogs ahead, so get a feel for the timing of pecking them to death with Handgun shots.



Grab the Power Cord in the Parking Garage

There's another pair of fuzzy, huggable Dobermans inside the Parking Garage, and they can be a bigger problem than the three outside, since this is a relatively open area and they won't always line up like good little doggies. If they start coming from both sides, don't hesitate to whip out more powerful artillery to kill one of them. It's better than being knocked from dog to dog

while you struggle to get in an occasional shot.

Grab the **Power Cord** out of the car with the open hood, and dump that in the Item Box in the Safe Room (you won't need it for a long time). Load up, save if necessary, and move on.



RESIDENT EVIL 3
WACKY FUN LAND

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STREET SIGN INSANITY PART 1

"Otom... for U.S. Senate"



I don't know who this Otomo (?) guy is (he's not in the game credits), but I do have one tip for the would-be Senator: Learn how to spell the name of your own frigging country! I think there's actually only one dot between the "U" and the "S". With congressional representation like this, it's no wonder Raccoon City is such a mess.

"RIVERWIDE"



This ad pops up a lot too. The text beneath the title is unreadable, except for "Capcom" (first word) and "Omega" (last line). What could it be? An Irish dance experience starring Michael Flatley and the RE3 development staff? The poor folk of Raccoon City, sadly, may never know.

"OMOTHSDY: Science, Muscl, Cognition..."



This sign shows up frequently but is frustratingly difficult to read. It seems to read "Omothdy," and the close up outside the Bar reveals the tantalizing subhead, "Science, Muscl [sic], Cognition..." How can one product, person, or service represent so many disparate concepts? And where can I sign up to change my life with the power of Omothdy?

"Mo' Money"



I suppose the pinball machine is a bit hard to read and the Arcade Shop could actually be a "Mo' Muffins" or something (note to self: Good name for mall franchise!), but I know this is *Mo' Money*... The same phrase (in the same font) appeared in RE2! Why, Capcom, why?

DOWNTOWN

15 Continue on to the Downtown Shopping Area

Another three pack of rotting dogs awaits in the next area. The street is too open to fight, especially at those odds, but you can easily dash right between them on your way to the northeast exit. They'll be gone the next time you pass through here anyway.

The enemies in the next area are a bit trickier to deal with. This new type of Stinger usually takes two Shotgun shots to kill, and behaves unpredictably.

The designers did provide a neat little trick to kill one of them, though. Stand where Jill is in the lower picture, aim to the sky, and shoot out the chain holding up the crate. If there's a Stinger beneath it when it comes crashing down, you'll have a one-shot kill on your hands.

Unfortunately, the Stingers don't seem too interested in participating in your little sharp-shooting display, and maneuvering them into position is hardly worth the risk. It's smarter just to grab the **Downtown Map** near the entrance, then run away. Even if you do kill the enemies, they'll just be replaced by two new Stingers later.



New Enemy: Drain Deimos

The first of two new Stinger variants, Drain Deimos (named after the Martian moon Deimos, perhaps?) are dangerous and unpredictable foes. They can crawl on walls, skitter and leap rapidly, and only get up on their hind legs when they're ready to grab Jill and impale her with their many sharp, pokey bits (so when you see them start to rise, hit that Dodge button). If you want to fight, your weapon of choice is the Shotgun. Its wide dispersal can hit them even if they try to skitter out of the way of the blast, and it never takes more than two shots to kill one.

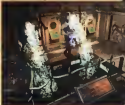


ITEMS



If you do kill the Stingers, or are daring enough to try to search the nearby corpse while they still live, you can snag a jar of **Gunpowder A**. Ignore the elevator to the west, and head out the north exit. The mercifully enemy-free next area should be a welcome respite from the constant action of the last few rooms. Two convenient **Green Herbs** will heal you back up to spec, and as you can see on the map, there's a **Safe Room** nearby.

You can snag the **Bronze Compass** out of the bizarre war memorial in this area, but that will trigger the elaborate security system of waterfalls and exposed electric currents. The shocks don't do any damage, but there's no way you're getting out of here with the stolen **Compass**, so give it up for now.



ITEMS	
1	Green Herb
2	Green Herb
3	Bronze Compass

Choose Your Next Destination

Where you go from here is up to you. This is the first of a number of times that we'll split this book up, *Choose Your Own Adventure*-style, to cover two different possible directions your quest can take.

This decision is less significant than a lot of the future ones, but it will have a big impact on the next few events in the game. The choice is simple: Do the events in the nearby **Restaurant** first, or go directly to the **Newspaper Building**, where things will play out differently? The two plot streams will rejoin on page 38.



Route A Restaurant
begins on page 30



Route B News Bldg.
begins on page 34

DOWNTOWN

16 Route A Restaurant Use Lockpick to get Fire Hook

Between the stunning variety of condiments on the tables and the nudie mags on some of the seats (1), this seems like a pretty cool restaurant. But Jill's primary concern is the two jars of **Gunpowder A** that may or may not be on a back table, and **File #9** at a nearby booth.

In the kitchen you'll find a cabinet locked with a "simple lock," which means you'll need your Lockpick. If you don't have it, or simply want to save before you-know-who attacks, head out the back door and around to the Safe Room. Lots of zombies patrol this area, but they tend to be all bunched up, and it's not difficult to kill two or more zombies with a single Shotgun headshot.



Mag, or something dirtier!



The Safe Room has a box of **Shotgun Shells** to replace the ones you lost on the way, and a **Rusty Crank** you can dump straight into the Item Box. If you have any **Magnum** or **Grenade** rounds left, you may want to fish 'em out of there now, along with some healing items. This is also a lovely time to use an **Ink Ribbon**.



Use your **Lockpick** on the cabinet in the restaurant kitchen, and you'll find the **Fire Hook**. Pry open the trap door on the floor with this, and events will start happening at a rapid fire pace.

17 Route A Restaurant

Survive Nemesis Attack #3

Like the 2nd Nemesis encounter, this one won't end until Nemesis is dead or you're a long way away. Remember that if you killed him in the 2nd fight, Nemesis will now be holding the 2nd Eagle part, and you can complete the gun if you manage to get his item away from him.



A Critical Juncture

If this is your first time playing Resident Evil 3, then do whatever feels right. But if you're playing for a second time, know that this is one of the crucial junctures that determines how events play out in the middle part of the game. If you chose to escape (through the basement) you'll see a different set of story events than those who hid in the kitchen, or simply fought off Nemesis.

Hide in Kitchen

A gas leak plus a cheap lamp equals a free knockout against Nemesis when you hide in the kitchen. Nemmy will even drop his Item, but he'll get up in a few seconds, so either grab it and run or get ready to finish him off.

Run into Basement

If you chose the basement, you'll have a few seconds to find an escape route or be forced back to the surface where Jill and Carlos will have to do battle with Nemesis (see "Go For the Kill" to the left).

The escape route is through a ventilation shaft way up high in the far corner. Carlos will give you a boost, and then you'll have a short, different conversation in the Arcade area, after which less-than-chivalrous Carlos will leave you to fend off a

pack of zombies. If you choose this route, you can't get the Item Nemesis was holding unless you defeat him later, and then you won't have the assistance of Carlos (Nemesis will continue to pop up in all sorts

of nasty places, never leaving you alone until you kill him or open the door to City Hall).

Go for the Kill

If you waited too long after the explosion, defaulted on the decision, or didn't make it out of the basement in time, a Nemesis battle begins. This is a unique opportunity to take Nemesis down two-on-one style, so you'd be wise to take advantage of it if you didn't get the Item yet, or simply don't want to have to spend the next twenty minutes dodging Nemesis as he dogs you all over town. The game will end if Carlos gets killed, but you can still prevent a lot of damage to Jill by putting him in between you and Nemesis while you both unload your weapons.

DOWNTOWN

18 Route A Restaurant Search for the Green Gem

Depending on what choice you made during the Nemesis fight, and whether he's still alive or not, you may have more zombies to fight here. But if Nemesis is alive, don't kill any more than you have to get to the Safe Room. Getting rid of normal enemies is the one thing Nemesis is good for.

Unfortunately, he dogs you everywhere around here, and likes to wait outside that Safe Room for a free shot when you come out.

Those thin halls are dangerous! Of course, if you've already killed him, you have nothing more to fear.



The corpse near the gate to City Hall has a box of Handgun Ammo, but there's not much point playing with the security clock until you get the second Gem.

You'll find that in the Newspaper Building, where you would have met Carlos



had you chosen to take Route B. Fortunately, you too can enjoy all the thrills of pushing the step ladder over to the vending machine, and climbing up to hit the switch to open the Fire Shutters. But grab the Ink Ribbon, Health Spray, and File #10 before you rush upstairs. And don't worry about the raging inferno above: Jill's asbestos tube top and hip-hugging miniskirt are completely fireproof.

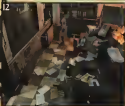


The Newspaper Building seems quiet (well, except for that whole fire thing), but there are two things you'll need to watch out for. One is the zombie waiting by the desk. You can't see him from the first angle as you enter the office, and when you move to the



position where you can see him, you'll only have time for one shot before he's all over you. If you don't have a Shotgun or aren't willing to use it, you'll have to stand near the doorway and fire your Handgun from off-screen. Auto-targeting sees everything.

The other is Nemesis himself. If he's still alive, he'll appear the instant you pick up the Green Gem on the counter. So don't even touch that Gem until you've picked up everything else in the room. That includes File #11 and #12 (remember to do them in order), and the Gunpowder A you might not have found in the Restaurant.



ITEMS



FILES



Got Nemesis?

Then you got problems. As soon as you touch that shiny Gem, he'll appear in the hallway, ready to smack Jill around or snatch her up if she even thinks about running past him. Your best bet is to lure him back to the burning office, hide near the window, and try to dash past him as soon as he passes through the doorway.



19 Route A Restaurant Unlock the City Hall Doors

If you don't have the Blue Gem on you, you'll have to dodge more Nemesis blows as you run back to the Item Box to get it. Take both gems and set them in the clock outside of City Hall. The clock is actually just another weird Raccoon City security system, no doubt designed by the same lunatic city contractor who created the electrified waterspouts to protect the Bronze Compass. And once you've set the two Gems, the door will open, and your quest can proceed.

Of course, any action to restart the clock should get Nemesis a-running (if he's still alive), and he probably won't be coming to offer his congratulations. But once you slip through those gates, the evil music will stop and Jill's life will again be Nemesis-free... For now.

Resume Quest on Page 38



DOWNTOWN

16 Route B Newspaper Bldg. Explore the Newspaper Bldg.

We showed you the quickest route to the Newspaper Building on page 29, but you may want to take the long way and stop in at the Restaurant first. Here you'll find **File #9** and possibly two jars of **Gunpowder A**. If you don't find the Gunpowder, that means they'll be in the

third floor of the Newspaper Building instead.

Whichever route you take, you'll find the Arcade (the shopping kind of arcade, that is) full of pesky zombies. Try to get them to clump up so you

can kill more than one with each Shotgun Shell.

If you're trying to get Jill's Diary by picking up all the files in order, make sure you grab this one before the 3 files in the Newspaper Building.



ITEMS

1	2
3	4
5	

City Info

Shotgun Shells

Handgun Bullets



The Safe Room near the Arcade exit has a box of **Shotgun Shells** to replace the ones you spent on your way there, and a **Rusty Crank Dump** that right into your Box, and save your game here if you have **Ink Ribbons** to spare.

You can't enter the City Hall just yet, but the corpse outside has a box of **Handgun Bullets** you can take. The Raccoon City Newspaper Building is just ahead.

You can't get past the Fire Shutters here until you manually disengage them. You'll find the controls for that high above the vending machine, so give the stepladder a hearty push in that direction, then climb aboard and hit the switch.

Before you go to the top, grab the First Aid Spray off the front desk, and check the boxes nearby for a discarded Ink Ribbon. File #10 is on



ITEMS

1 Ink Ribbon

2 F.Aid Spray

10

FILES

10

10



top of the phone near the vending machine. There's lots of fire and explosions on the



way to the third floor, but none of it can scorch jill through her thick protective overgarments.

RESIDENT EVIL 3
WACKY FUN LAND

Vaguely Amusing • But Mostly Just Pitiably • Part 3 in a Series

RACCOON CITY STREET GRAFFITI



"NIGHT PEE"

We have an "Under Pine" and a "141" here, but the real treat is one delinquent's stirring tribute to nocturnal emissions. Well, all you can see for sure is "...ght pee," but I defy you to come up with any other logical interpretation.



"KILL 'EM ALL"

While it's not entirely clear whether this is referring to an act of genocide or simply a paean to Metallica's first commercially released album, it's pretty damn cool either way. And it sure beats the lame Michael Jackson reference in Resident Evil 2.



"...of Dr. Humer"

I love Graffiti spotting in the Resident Evil series. It's like playing Hangman with a schizophrenic! I've spent hours with this one... We've got something, something, "of Dr.," something, "Humes," something. Is there an answer? I'll get it someday.



"Above the Rim"

This lovely Graffiti mural from Resident Evil 2 (the large 'shot') has been redrawn in an uptown alley, then photographed, framed and placed at least two other locations in Resident Evil 3. It seems like an ad now, but the text is too small to read.



"Give me my PC Back!"

This isn't entirely clear, but we definitely have "...ve me" with an angry face on the top, what could be "new PC" in the middle, and "Back!" at the bottom. Now, I know it's frustrating to have a new computer stolen, but is that really any reason to vandalize a cherished RC institution like the... um... "Knaok!"



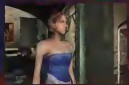
"WHEE!"

And we'll end with this particularly colorful display of youthful exuberance. It's too bad we can't see enough of the picture behind it to make out what it is, but the message alone puts a spring in my step and a song in my heart.

DOWNTOWN

17 Route B Newspaper Bldg. Survive Nemesis Attack #3

The Newspaper office is the first in what could be a long series of Nemesis appearances that won't end until you succeed in unlocking the Raccoon City Hall gates. "Hiding in the Back" will result in a temporarily stunned Nemesis, and knock the item out of his hand (if you killed him last time, too, you'll now be able to complete the Eagle 6.0), but he'll be up and on your tail again in no time.



A Critical Juncture

If this is your first time playing Resident Evil 3, then do whatever feels right. But if you're playing for a second time, know that this is one of the crucial junctures that determines how events play out in the middle part of the game. If you chose to escape (through the window) you'll see a different set of story events than those who hid in the back, or chose to fight Nemesis (the default choice).

Hide in Back

After picking a pathetically obvious hiding place, fortune smiles upon Carlos and Jill when a freak fire-burst knocks Nemesis through the adjoining window. Hurry—Unless you plan to go for the kill (see right), you have only a few seconds to grab the item he drops (the same thing you would have gotten

from actually killing him), and any items or files you want in the 3F Office before Nemesis wakes. Hint: He won't be in a good mood.



Go for the Kill



Fighting Nemesis here (by waiting until he wakes up after getting stunned, or simply refusing to make a choice) is a unique opportunity to take Nemesis down two-on-one style. Sadly, there is very little room to maneuver in this area, but it is possible to get Nemesis stuck behind the doorway and such.

You can also use Carlos to take a lot of Nemesis' hits while Jill fires from a safe position, but don't overdo it. If Carlos dies, the game will end.

Killing Nemesis is difficult (and perhaps a waste of ammo), but it will save you the trouble of dodging him in the next few areas.

Jump out the Window

Out the window and into the dumpster. This choice allows you to see a different series of events as you continue with the game, and it's also the only way to get into this small alley (with two Red Herbs).

But now if you want the items in the 3F Office, you have to go back and dodge Nemesis. And if you want his item, you have to kill him from scratch, without Carlos' help.



18 Route B Newspaper Bldg. Search for the Green Gem

If you defenestrated yourself before you had a chance to get the Files and Gunpowder A in the 3F Newsroom, you have no choice but to head back up and deal with Nemesis. Of course, if you don't care about the Files and already got the Gunpowder in the Restaurant (or snagged them after choosing to Hide), there's no point in sticking around here.

What you need now is the Green Gem. You'll find that in the Restaurant, but first you'll want to stop at the Safe Room and grab your Lockpick. You should also get the Blue Gem, if

you have free space, since using this Safe Room too often can be dangerous. Nemesis has a nasty habit of waiting outside and grabbing Jill as soon as she exits, so hit the ground running when the door opens.

The good news is that Nemesis won't bother you in the Restaurant. The bad news is that it's full of zombies, but that's still an improvement. Most can be dodged, and the rest are easy enough to kill.

In the back (to the west), you'll find a locked cabinet. Pick it, then use the Fire Hook inside to pry open the trap door in the same hallway. The underground area is infested with zombies, but the Gem is easy to get: Just grab it off the corpse and run, or Shotgun the clump of zombies first and watch their bloated corpses float to the surface.



ITEMS



FILES



19 Route B Newspaper Bldg. Unlock the City Hall Doors

All that's left is to take the two Gems and slip them into the clock at the entrance to the Raccoon City Hall. Nemesis will try to stop you, appearing here and there at random (my favorite is when he jumps off the top of the Newspaper Building), but if you avoid him and do your business at the clock quickly, you'll manage to get the gate unlocked. When you cross the threshold to the next area, rejoice! The creepy music will stop, and the Downtown block he once haunted will again be Nemesis-free, at least for the time being.



DOWNTOWN

20 Proceed West to the Cable Car

So this is City Hall, huh? Perhaps the mayor should be spending a bit more of his budget on office space and a bit less on statues of himself and Wile E. Coyote-esque security systems.

Well, Jill's not here for Jury Duty, so she can hurry on down the southwest fork to the Cable Car.



ITEMS



The zombies in the next road are a lethargic bunch, and only around half will rise to greet you. Beware of the others: They might be in that dead-to-undead transitional state (if so, you won't even

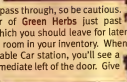
be able to shoot them), but they might also be waiting to sink their teeth into Jill's taut little legs. The ones that aren't active now may be on your next pass through, so be cautious.

Cable Car Station Enemy Patterns

Maybe you'll get three dogs here. Maybe you'll get eight zombies. But one thing is for sure: When you blow up the barrel, you're gonna get a big bloody mess.

If you time it right, you should be able to catch all of the enemies on this side of the barricade in the blast. You'll still have to worry about a lone dog or a couple of zombies once you climb to the other side, though, so take it slowly.

There's a pair of Green Herbs just past Lonsdale Yard, which you should leave for later if you don't have room in your inventory. When you get to the Cable Car station, you'll see a corpse to the immediate left of the door. Give him a thorough search (after clearing out the enemies) and you'll find a double box of Shotgun Shells (14 total).





Inside the Cable Car you'll find **File #13** and the ransacked engine panel it refers to. As Carlos and Nicholai will tell you in the next car, getting this train going is your new mission. It will require four missing pieces scattered around Uptown and Downtown, but one of them (the Power Cord) should already be in your possession, and the **Wrench** on one of the train seats is the key to two others. You can go a lot of different directions from this point, but they're all back the way we came.

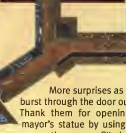


Strap on that fanny pack, and suddenly Jill's tube top and miniskirt ensemble can carry ten cubic feet of tools and munitions instead of the usual eight. Those two extra slots will come in handy very soon.

21 Return to the City Hall Area for the Bronze Book and other Supplies

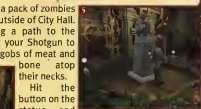
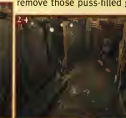


The passenger door of the green car in this dark alley pops off when you try to pass, and out comes one of them speedy runner zombies. Give him a hearty decapitation, and search the seat for yet more proof that no self-respecting citizen of Raccoon City ever leaves home without a jar of **Gunpowder B** in their car.



More surprises as a pack of zombies burst through the door outside of City Hall. Thank them for opening a path to the mayor's statue by using your Shotgun to remove those puss-filled gobs of meat and bone atop their necks.

Hit the button on the statue and the mayor will hand over his **Bronze Book**. You'll also find a row of **Green Herbs** nearby, unless you already saw them in that first Downtown hallway.



DOWNTOWN

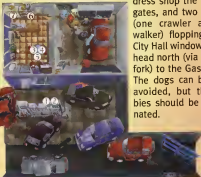
22 Search for Machine Oil at the Gas Station

You can do the next three missions (Machine Oil, Oil Additive, and Fuse) in any order, but we recommend you start with the Machine Oil, since you're already in the right neighborhood. All you need is the Rusted Crank and your Wrench, so grab both out of an Item Box and follow the north fork in City Hall.

But be ready for surprises. There are two random enemy events that could trigger in the areas you'll pass: A trio of dogs bursting through the front of the

dress shop the City Hall gates, and two zombies (one crawler and one walker) flopping out of City Hall windows as you head north (via the right fork) to the Gas Station. The dogs can be easily avoided, but the zombies should be exterminated.

ITEMS



Nicholai Event

If you escaped from the last Nemesis battle by jumping out of the Newspaper Building window or slipping through the duct in the Restaurant's sewers, you'll see a short, two-part event in which Nicholai learns that in America we have something called "Electricity" and something called "Gasoline," and that they don't necessarily mix.



You'll find a pair of Red Herbs (possibly outside of the Gas Station, but the real treats (sometimes three jars of Gunpowder A and always a First Aid Spray) are all inside. To get in, you'll first need to try your Rusted Crank on the locked shutter. When the handle breaks off, switch to the Wrench, and use that to pry it the rest of the way open.

As soon as you cross behind the counter, a storyline event will occur. This is the first of two events that differ depending on what choice you made the last time Nemesis attacked, but it's always either Carlos or Nicholai who show up.

One warning: If you don't have space in your inventory for the items here, go back to a Box before you do the puzzle. Once that's done, you won't ever be able to return.



Carlos Event

If you fought Nemesis or caught him in an explosion and then ran, you'll meet Carlos at the Gas Station. There are a couple of parts to his event, and things play out differently depending on whether you go outside to see him (after the zombie fight) before the fire begins or afterwards. Try both

The Machine Oil is locked in a cabinet secured with a puzzle lock. Like all the puzzles in RE3, the solutions differ randomly, so we can't give you the code, just tell you how it works.



One of the four letters will always be brighter than the other three, and to clear each of the three passes, you need to make sure that only the button above that letter is lit. Each button you press toggles the lights of that button and the two on either side of it. You have unlimited tries, so you shouldn't have too much trouble with this one.



RESIDENT EVIL 3 WACKY FUN LAND

Showing Deep Respect via Bitter Sarcasm • Part 4 in a Series

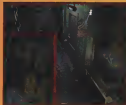
STREET SIGN INSANITY PART 2

The Dog Excrement Plaque



Forget all that crap about Wisdom and Guidance... Turn the Bronze Book's plaque upside down and reflect it in a mirror and you see what it really says... It's the "[Dog Walkers?] and [Runners?] Must Remove Dog Excrement" sign from Uptown! Ah HA! Caught reusing and flipping an unrelated texture. You guys are SO busted.

The "Barbar" Shop



I know old-fashioned names are a popular trend among small businesses, but the Hair Time (next to the "Cafe Tea") goes one step further by declaring itself to be a Barbar shop. The Æ symbol, called an "ash" and pronounced like the a in that word, fell out of use in every where, but Raccoon City a few centuries ago.

The Don M. Joe War Memorial



Another flipper only a few feet away! This one's even weirder. It reads: "Don M. Joe, RC US Navy, World War II, [1920-1984?]" Don M. JOE? The "RC" US Navy? (Raccoon City? Royal Crown?) A US WWII Navy memorial in a Japanese game? Why is it written backwards? And what kind of war memorial consists of a fountain and two horse statues?

The Shoue Store



I'll leave the rest of the section blank so you can fill in your own Dan Quayle joke.

DOWNTOWN

Mikhail Event

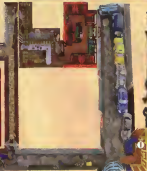
Mikhail has his own cool, optional event that you can see any time after you've found the 2nd Cable Car part, but only before you've found all three. When you're in the mood, head down to the Cable Car to see Mikhy kick some zombie ass.

There are two versions of this scene. If the barrel near the train door is still intact, Mikhail kicks it and detonates it from afar. If you blew it up, he uses a hand grenade.

23 Take the Bronze Compass and Get the Battery

As you've probably figured out by now, the Bronze Book held by the Mayor's statue is used to get the **Bronze Compass** in the fountain. Take that back to the Mayor's statue, drop it into his outstretched hand, and the statue will turn to reveal the next key item in your quest.

So let me get this straight... The weird memorial fountain, the electrified water-spouts, the mechanized statue, the custom crafted Book and Compass... All of it was made to guard a \$15 Car Battery? The Mayor has some big problems, and I'm not talking zombies.



Okeydokey, then. Take that precious **Battery** down to the area where you first met those Stingers, and head to the elevator in the Southwest (map on facing page).

Plug that baby in, and you'll have access to the last little chunk of Downtown. But first you'll have to get past those pesky Stingers, who will be back guarding the elevator

whether you've killed them previously or not. As usual, it's quickest just to run.



24 Search for the Fuse in the City Power Plant

There are two ways to deal with the horde of zombies milling around in this area. One is to run forward from the elevator, either blow away or carefully dodge the female zombie nearest to you, and take a shot at the big red explosive charge set on the wall. This doesn't have quite the range of a barrel, but all the zombies clustered around that corner won't know the difference. You can then finish off the rest or simply run ahead to the Plant.

The second method is to stand near the ruined cars and wait for the zombies to come to you. They get stuck in all the debris, and you usually get a large, slow-moving clump right around that point. It should be easy to de-brain them by the twos and threes with well aimed Shotgun blasts.

The only item on this desolate street is the box of **Handgun Ammo** on the body near the elevator.



ITEMS

- 1 Handgun Ammo
 - 2 Hand Heals
 - 3 Hand Heals
- *Hand Heals may be used on all the zombies in this area.*

In the Plant's main room you'll find three jars of **Gunpowder B** (if they're not here, they'll pop up during the quest for the Oil Additive), and not much else except for the equipment needed to run this area's puzzle. Go to the main power switch and turn that on first. Then enter the solutions to open both doors at the switching terminal in the corner.



To hit your first target of 320 volts, do RED, RED, RED, BLUE. That will unlock the right door, containing whichever weapon (Grenade Launcher or Magnum) you're missing.

The left door, containing the Fuse, opens at 20 volts, a RED-BLUE-BLUE sequence.

Voltage Puzzle

This is one of the few puzzles without a random element in the solution. The RED buttons always add 35 volts, multiplied by whatever number is above the lights. In BLUE subtract 1/3's, multiplied by the same number.



ITEMS

- 1 Gunpowder B
- 2 Gunpowder B
- 3 Gunpowder B
- 4 Fuse
- 5 Grenade Launcher
- 6 OR
- 7 OR
- 8 OR

**Gunpowder B may instead be in the Upstairs (requires ORN). *Magnum may also be in the ORN. *Fuse may be in the ORN.*

DOWNFOWN

25 Collect Fuse and Weapon and Escape

Before you leave the Power Plant you'll have to deal with a pack of zombies that suddenly throw themselves at the gates. This event happens as soon as you pick up an item in either of the two rooms you just unlocked, so if you're planning on doing some fighting, make sure to grab the weapon before the Fuse.

In addition to the two choices described below, you can do nothing and let the zombies charge in for some zombie killing action.



Heading for Exit

If you just want to get your toys and get on with it, your best bet here is to choose to increase the electric output, frying the pack of zombies where they stand. But if you want to see one of the coolest events in the game and get an early crack at the fourth Nemesis battle, heading for the emergency exit is your best bet.

Now, if you've already killed Nemesis as a part of the Oil Additive event (we'll cover that beginning on page 46), you'll simply run outside and then have to fight through the zombies on your way back to get the other item. But if you haven't gone that way yet, you'll get a surprise visit (and an unlikely helping hand) from your old friend Nemesis.

Increasing Electric Output



Take Nemesis Down

The area outside the Power Plant is a pretty good place to fight Nemesis, since there's lots of space to run around and lots of things for him to get stuck behind. To begin the fight, run towards the elevator so you'll be out of his rocket range and he'll be forced to jump down and fight you hand-to-hand. Don't forget about that explosive charge stuck to the

wall; if you didn't already use it to kill zombies, you can use it to knock a couple of points of damage off Nemesis.

The advantage to killing him here is that you won't have to deal with him later in Uptown, and you can get whatever item he holds a bit earlier (if you've killed him all but the first time, you'll

get a First Aid Pack, complete with three First Aid Sprays).

Blatant Filler Masquerading as Content • Part 5 in a Series

HOW TO PROTECT YOUR COMMUNITY

Raccoon City clearly was not prepared for the zombie onslaught. Overrun and consumed within 24 hours, the citizens of this small town failed to take even common sense precautions against a zombie rampage. It's not hard to see why: Every aspect of the Raccoon City legislative system was riddled with corruption and insanity.

While Mayor Warren funneled tax dollars into insanely complicated traps and mechanisms to protect whatever shiny objects caught his eye, the city council apparently spent all day enacting byzantine parking and bicycle-locking legislation when they should have been debating how best to handle the possibility of a horde of man-eating zombies.

You think zombies are a pain? Try parking your bike in Raccoon City! There doesn't seem to be a single fence, post or light pole in the whole city where that's allowed! How much of a problem can chained bikes really be?

The smoking laws are even stricter... Smoking is specifically prohibited or permitted in virtually every room in this city (count the signs yourself). All that time spent legislating tobacco use room by room, but not a single law on the books about zombies or zombie-related cannibalism. Typical.



And what of the police department? They're apparently so corrupt that they didn't even bother to demote Captain Wesker or take away his desk after he betrayed and murdered half his squad two months earlier in the events of Resident Evil 1. No wonder they're powerless to save Raccoon City from master criminal "Trip Lee," Raccoon City's #1 Most Wanted.

So who really controls the RCPD? Boot-leggers! Read the signs outside of the Bar... They still have Prohibition from Manday to Friday! That's why they had to resort to selling Milk + Donuts at the Bar Jock!

Don't Let This Happen to You!

Raccoon City is not alone! The Federal Emergency Management Association (FEMA) reports that less than 40% of major metropolitan areas are in compliance with the Federal Zombie Onslaught Preparedness Code. What can you do to help? We encourage you—Nay, implore you—To attend your local City Council meetings, and shout at the top of your lungs: "To hell with new parking legislation! What about the zombies? WHAT ABOUT THE ZOMBIES?" Don't mention my name.

RESIDENT EVIL 3
WACKY FUN LAND

the manes ribbit

UPTOWN

26 Return to Uptown for the Oil Additive

The Cable Car won't take that Machine Oil unless you mix it with the Oil Additive first. And to get that, we need to take our Wrench and head Uptown.

At least there are a ton of fun events on the way. If you saw zombies at the intersection, you can look forward to another car door burst, and a 6-pack of Grenade Rounds on the passenger seat.



ITEMS



Downtown Intersection Enemy Patterns



If you saw Carlos at the Gas Station, you'll always get zombies here, and hear Nicholas fighting with them just around the corner. The zombies are easy to run from, but killing them makes it easier to get the Grenades.

If you saw Nicholas at the Gas Station, you may end up having to fight three Stingers instead. You'll have to kill them all and come back through the same entrance before the car door will burst open.

The fun continues when a flock of crows burst through the windows of the bus! Crows are easy to avoid but oh-so-fun to kill. Sadly, we have neither time nor ammo to waste, so let's just move on.

Head past the gate in the next alley and use your Wrench to unscrew the Fire Hose in the back. Now you can put out the fire in that Downtown fork outside the Safe Room, and drop the Wrench.

Before we open the door to Downtown, we'll have to deal with the two Stingers that crawled up the building the last time we visited this area. The pair have finally decided to show themselves, so run ahead to the curve (near the body) and blow them away with the barrel you so wisely left intact. You'll need to do it quickly if you hope to catch both in the same blast, so don't dawdle.



from Downtown



ITEMS



to Uptown



27 Extinguish the Blaze at the Uptown Garbage Heap



The previously quiet strip outside of the Police Station is now full of zombies. Luckily for you, there's only one of them between the east and west doors, so if you quickly run to the west, hugging the wall on Jill's left, you should be able to miss the first zombie and make it to the door before the rest of the hoard figure out what's going on.



ITEMS



Set your Hose into the wall-mounted Fire Hydrant across from the Safe Room, and snuff out that fire to gain access to the final block of Uptown.

You'll find a pair of Blue Herbs in the otherwise empty first passage. Whenever you see those you know there's a poisonous enemy nearby... In this case, it's a pair of Brain Suckers, although you're just as likely to find plain old Drain Deimos, since the enemy selection is random. There's an explosive charge set on the wall here, but if

you plan on using it, you'd better hit it from off-screen. If you're close enough to see it, as in the picture below, then you're close enough to get killed in the blast yourself. It's easier and safer to just grab the Crank and run to the door.



New Enemy: Brain Sucker

Brain Suckers are basically the same as Drain Deimos, but with one key difference: They can fire poison blasts at long range. So stay close when you fight or run in unpredictable patterns when you dodge.



UPTOWN

Carlos Event

If you escaped from the last Nemesis battle by jumping out of the Newspaper Building window or slipping through the duct in the Restaurant's sewers, you'll see a very cool, exclusive Carlos event here, in which we meet 27-year old Murphy Seeker for the first (and last) time. The poor bastard lives for all of seven seconds, which is actually a pretty lengthy lifespan by the standards set by supporting characters in previous Resident Evil titles.



28 Crack the Umbrella Password



Benign pharmaceuticals! Horrifying biological weapons! It's one-stop shopping at this convenient Umbrella branch office. And you can learn a lot about Umbrella's legal and illegal operations from the two files here. Hit them in order: First File #14 under the remote on the desk, and then

File #15

spilling out of the drawer near Murphy's body. In the cabinet next to that, you'll find a hidden First Aid Spray, and looping around the desk will reveal a difficult-to-see Ink Ribbon amidst the tabletop clutter.

Then use the remote to flip on the tube to the all-Umbrella channel, make a note of the product depicted in what-

ever ad was playing, and input its name into the nearby computer to unlock the Storage Area.



ITEMS



*Compound A may be found in the Side Station
*Compound B may be found in the Storage Area

ITEMS



Nicholai Event

Nichy's event occurs if you fought Nemesis or blew him up and ran when he attacked you in the Restaurant or Newspaper Building. All you really get to see in this one is Nicholai brooding and using his laptop to upload pics of Murphy's corpse onto the internet, or something.



FILES



29 Retrieve the Oil Additive and Escape to Safer Ground

Shrewdly sensing the potential market for drugs that don't mutate and kill their users, Umbrella has unveiled an exciting line-up of presumably non-lethal pharmaceuticals. One of these three ads (chosen at random) will play when you hit the remote, and that product name [SAFSPRIN, AQUACURE, AORAVIL] will double as the password at the nearby computer terminal.



Dreaming of "Escaping to Ecstasy" with Umbrella's cute, busty spokesmodel? You can actually meet her in the Mercenary Mode bonus missions!



Umbrella's back room is full of chemicals, but the ones that interest you are the Oil Additive and the six jars of Gunpowder A and B that may randomly appear in this area.



If you don't see the powder, then it all already

appeared elsewhere. But if you get both, you'll probably need to either combine it into one big jar of Gunpowder CCC (for Magnum ammo), or plan to take two trips.



As soon as you start to leave, a pack of zombies invade the building. Fortunately for you, this storage room has natural defenses: Two steam pipes that will kill the zombies for you if you time things right.

Stand your ground when they invade and hit R2 to target the valve on your right. Wait until the pack is just about to pass that point, then fire a shot to blow off the handle and hit the zombies with a blast

of deadly steam. If that doesn't finish them all, head back towards the shelves, and you'll see a second valve. Use that to finish off the survivors, and then head for the exit.

There are zombies in the Umbrella office, too. Run towards the door to avoid the ones coming up behind you from just off-screen, and then use your Shotgun to knock down the pair guarding the exit (if the shots leave them twitching, don't bother to finish them. Unless you plan on coming back for items you missed, there's no reason to ever return here). There's one more zombie waiting in the entranceway, but she's easily avoided.

When you get a chance, combine the Additive with the Machine Oil you found at the Gas Station to make Mixed Oil, the final Cable Car part.



UPTOWN

Optional Return to South Uptown for Supplies

Instead of going straight to the Cable Car, this is a good time to head deeper into good ol' Uptown for some newly available supplies. This side quest is optional, but if you're tempted by the prospect of 18 Grenades and four jars of Gunpowder (as well as an exclusive File), you'll want to make the trip. To do this before Nemesis appears (see next page), take

a sharp right at the fork without first visiting the Safe Room (he'll appear when you pass the Fire Hydrant). If you need to use a Box, you can always use the one in the Uptown Warehouse.

Watch out for zombies in the first alley: They're numerous, but slow enough to run past.



ITEMS

1

Grenade Rounds

2

Grenade Rounds

3

Grenade Rounds

16

Dave's Menu

16

Gunpowder

16

Gunpowder

16

Gunpowder

16

Gunpowder A

5

Gunpowder A

6

Gunpowder B

7

Gunpowder B

Back of Bar Enemy Patterns



The flock of crows can get annoying, so be quick about your business and get out of there before they get a bead on you.



It's a tight area with some awkward camera angles, so you'll probably want to gun down this pair of zombies before you use your Crank.



The first step is due south: the dumpsters behind the Bar Jack. Use your Crank to open the shutters in the corner, and collect three packs of Grenade Rounds for the trouble (if you left the Crank in a Box, you can do this on the way back).



Poor Dario. The zombies will attack if you go to take a look at his slit-open corpse, but you can hear the sounds of zombies masticating, see the open truck doors, and figure out what happened.

The trailer contains his final missive, **File #16**, and two jars each of **Gunpowder A** and **Gunpowder B** (That creep was hoarding ammo!). If you need to use an **Item Box**, head back to the **Safe Room** here, but beware of the zombie lying in front of it... He's just faking.

As for Dario, you could avenge him by taking down his attackers, but when you weigh the value of a handful of bullets with the fact that he was kind of a jerk, I'm sure you'll find that you're totally comfortable with letting the zombies continue to brutalize him indefinitely.



30 Nemesis! Again! Fight! Escape! Whatever!

Fighting

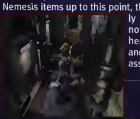
You know the drill... Unless you killed Nemesis at the Power Plant, you're going to have him on your tail until you blow him away or make it out to the Downtown Garage area.

If you've already killed him twice to get the **Eagle Parts**, I strongly recommend you fight him here to get the **First Aid Pack**. This incredible Item can hold three **First Aid Sprays** in just one inventory slot (and yes, it's full when you get it). But this forked alley, with its close up camera angles, isn't a great place to fight. I like to take him to the curved area shown to the left, where you can always run behind a corner to dodge a **Rocket** or set up an ambush.

If you completed the optional **Uptown** quest, you should now have enough **Gunpowder C** to make more **Magnum** rounds (3 jars) or turn some of your **Regular Grenades** into **Ice Grenades** (6 per jar). Both of these will make your fight a lot easier.

But if you haven't been collecting the **Nemesis** items up to this point, there's really

no reason not to just head east and run your ass off.



"S.T.A.R.S..." Yes, right, that's very perceptive. "S.T.A.R.S..." Really. We got the idea. "S.T.A.R.S..." Yes, yes, got it. S.T.A.R.S. indeed. "S.T.A.R.S..." YES, fine, you actually mentioned that already. "S.T.A.R.S..." Okay. SHUT THE HELL UP. Moron.

Running



DOWNTOWN

31 Make an Unexpected Decision in the Garage

A surprise event forces you to make a quick decision as you pass through the Downtown Garage. This won't affect anything later in the game, but if you choose to jump Off, you'll get to see a tiny exclusive area with a new enemy and a disgusting omen of things to come (you can then climb a ladder back up and end up in the area with the bus).

Choose to "Climb Up," and Jill goes on with her life, oblivious to the horrors below.



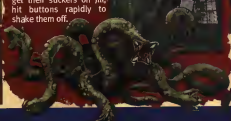
Climb Up

Jump Off



New Enemy: Sliding Worm

These icky, lamprey creatures swim in packs, which makes them fairly easy to avoid. When they get their suckers on Jill, hit buttons rapidly to shake them off.

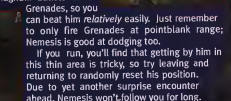
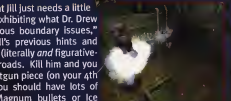
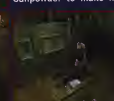
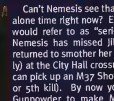


32 Ditch Nemesis One More Time

Can't Nemesis see that Jill just needs a little alone time right now? Exhibiting what Dr. Drew would refer to as "serious boundary issues," Nemesis has missed Jill's previous hints and returned to smother her (literally *and* figuratively) at the City Hall crossroads. Kill him and you can pick up an M37 Shotgun piece (on your 4th or 5th kill). By now you should have lots of Gunpowder to make Magnum bullets or Ice Grenades, so you

can beat him *relatively* easily. Just remember to only fire Grenades at pointblank range; Nemesis is good at dodging too.

If you run, you'll find that getting by him in this thin area is tricky, so try leaving and returning to randomly reset his position. Due to yet another surprise encounter ahead, Nemesis won't follow you for long.

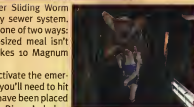


33 Escape From the Grave Digger's Tunnel

The Grave Digger and her Sliding Worm spawn rule the Raccoon City sewer system. You can deal with mommy in one of two ways: Fire until she decides a Jill-sized meal isn't worth the trouble (which takes 10 Magnum Rounds), or simply run for it.

To escape, you'll need to activate the emergency ladder. And to do that, you'll need to hit both of the red buttons that have been placed so sadistically close to the Digger's holes.

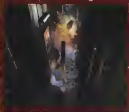
She'll come out when you go to them, but if you're fast (the quick turn, used by pressing back and run, comes in handy) you can get out of there before her attack. You can also dodge, causing Jill to roll to safety, although the timing is tricky. One way of buying yourself time is to trick her into coming out from one of the other holes, then quickly dashing to a far away button. This is an especially good idea when you're trying to activate the elevator switch, since the point where you need to stand to do that is much closer to her



hole than it looks. Or mix some normal Grenades with Gunpowder B to make highly effective Acid Rounds (see sidebar).

Acid Grenades

Acid Grenades don't come in handy too often, but against the Grave Digger, they rock. Not only are they the quickest way to kill her (7 shots), they also make her pull back into her hole for a few seconds. So if you give her a face full of acid before you flip the switches, you can end the fight in two shots, without being touched.



34 Repair the Cable Car and Get Out of Downtown



When you pull yourself out of the Grave Digger's pit, you'll be right near the Cable Car. But you still might want to backtrack a room or two to see the destruction that's since befallen Lonsdale Yard.

Use all three of your items (in any order) in front of the control panel, and Carlos will come running up to start the train. If you had previously met him during the Gas Station event, he'll also hand you a six-pack of Flame Rounds for your Grenade Launcher. If it was Nicholai you saw there, tough luck.

Take Carlos to the conductor's chair, and he'll fire things up. But only a few hundred yards out of the station, you'll hear a strange noise...

CLOCK TOWER

hero and fight Nemesis, but there's no point to it. After Nemesis falls the first time, Jill will still automatically run away. Since you won't get anything for it, why not save some ammo and let Mikhail get a head start on martyrdom?

Don't panic: Nemesis may be back, but this time Jill is able to exploit her elite S.T.A.R.S. training ("Lesson 1: Sending the Sick and Wounded to Die in your Stead") to end this fight quickly. As soon as Nemesis appears, give Mikhy a thumbs up for luck and beat feet out of there.

You can try to be a



Choose Your Next Destination

This split-second decision will affect both your starting point at the Clock Tower and the boss you



Route A "Jump Out"
begins on page 55

Route B "Use Brake"
begins on page 58

will fight there. They're roughly equivalent, although if you choose to jump you'll end up getting more grenades from Carlos (but if you choose to hit the Brakes, you'll get to see Jill slap him!).

RESIDENT EVIL 3
WACKY FUN LAND

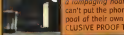
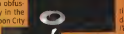
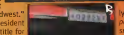
Freakishly Obsessed • A Desperate Plea for Help • Part 6 in a Series

RACCOON CITY: DISCOVERED AT LAST!

Where is Raccoon City? It's a question that has baffled video game researchers for centuries. The development team has always been less than forthcoming with the answer, painting only to the line in the Japanese *Intra* of *R.E. 2* that describes R.C. as being "a small city in America's Midwest."

As a researcher on the forefront of *Resident Evil* fandom, I have scoured each and every *R.E.* title for clues. But Capcom has always been too clever in obfuscating the truth: The highway sign shown briefly in the *Intra* to *RE 2* lists no destination other than Raccoon City (exhibit A), and the license plates have the word "Raccoon" instead of a state name (exhibit B). The most tantalizing clue was the phone number on a billboard in the *Intra* to *Resident Evil 2* (exhibit C). Sadly, there was no area code included, and the orderlies at my mental institution suspended my phone privileges when I tried calling that number in every code in the country.

Now, finally, a breakthrough! Careful study of *Resident Evil 3* reveals not just a phone number, but an AREA CODE as well! (exhibit D) The phone number is hard to read and partially obscured, but after cross-referencing it with exhibit C (apparently the same number!) I was able to find two possibilities: (212) 388-6905, and



(212) 388-6945. Aimed with a phone book and the area code 212, we can now figure out exactly where Raccoon City is... The Midwestern state is... Um... Lessee... Manhattan! Yep, 212 is definitely... uh... Manhattan... So, um... clearly the whole midwestern thing was nothing but a petty ruse to hide the fact that Raccoon City is smack dab in the middle of Manhattan Island!

I have called both number numerous times, and I always get a busy signal, 24 hours a day, 7 days a week... In other words, exactly what I'd expect to get when calling a city overtaken by a rampaging hoard of zombies! The proprietors of Grady's Inn can't put the phone back on the hook because they're lying in a pool of their own blood and entrails! There you have it: CONCLUSIVE PROOF THAT RACCOON CITY LIES IN THE CENTER OF MANHATTAN!

The doctors here seem unwayed by my newly discovered evidence, and continue to assert that the characters, places, and events depicted in the *Resident Evil* series are "obviously fictional." But I know the truth, and now, so do you.

35 Route A "Jump Out" Search for Winder Key

If you chose to jump out of the window, you'll find yourself at the rear of the wrecked train, in the Clock Tower East Bedroom.

There may or may not be jars of Gunpowder A and Gunpowder B here, but the Winder Key will always be here... As soon as you leave the room and come back.

As you head to the door, a pack of zombies emerges from the flames, so when you leave and re-enter the room (causing the painting to fall, revealing the key) things won't be quite as easy. The one near the bed should probably be killed, but you can get the item and be out of the room before the rest lumber over to you.

You can use a Typewriter and a Box in the otherwise empty room north of your starting point, and then use the Key to open the Library door.



36 Route A "Jump Out" Reunite with Carlos in the Library

Carlos will meet you here, and give you a valuable set of Ice Grenades to show his approval of your choice. You can also find a case of Regular Grenades on the table, but only if you got the Gunpowder earlier, since they're part of the same randomly placed set.

This is File #18, so if you're trying to get them in order (for Jill's Diary), do NOT pick this one up until after you get File #17 from the fallen mercenary in the next room first.

ITEMS



*Gunpowder may instead appear in the Clock Tower.
**Flame Rounds given to you by Carlos, not shown on map.
***Grenade Rounds may instead appear in the Dining Room.



CLOCK TOWER

FILES

17

Cp. Instructions

37 Route A "Jump Out" Collect Items and Proceed to the Chapel

The Tower's Main Entranceway contains a number of treats: The new Mine Thrower weapon (discussed on the next page), a First Aid Spray, File #17, and the Clock Tower Map. On either side of the staircase you'll find two starkly different music boxes, which presage a puzzle ahead.

From here you can head further west to the Dining Room, or south to the Courtyard.



ITEMS



17 Clock Tower Area Map
To unlock, see the file instructions.



Courtyard Enemy Patterns



If you can't carry all the herbs in one trip, you may want to avoid. If you keep your distance from the fountain and don't fire any shots, they probably won't bother you.

Dining Room Enemy Patterns



The three Stingers that may appear here are a potentially serious problem. With the ability to skitter on ceilings and flip from wall to wall, they're great at getting behind you for a brainsuck. It's safest to run straight to the exit, unlock the Courtyard-Music Room door in the next room, and use that in the future to avoid the Dining Room altogether.

The other possibility is three zombies: two crawlers and one faker. Shoot the crawlers, but you can ignore the faker if you don't plan on going near the fireplace.

There are three Green Herbs and two Blue Herbs in the Courtyard, so grab 'em and combine the Blue and Green to save space. There are some Reds upstairs, so don't waste too many of the Greens by using them now.

There's nothing much of interest in the Dining Room, unless you didn't see a pack of Grenade Rounds in the Library. If that's the case, you'll find them on the mantel in the west wall.



38 Route A "Jump Out" Search for Winder Key



You've opened the door.



The side door in the Music Room leads to the Clock Tower Courtyard, but you'll need to unlock it from this side before you can use it. If you left a trio of Stingers in the Dining Room, this will make a convenient escape route on your way back.

Further south is the Chapel, where you'll find the Bezel Key, an Item Box, and a Typewriter. If you didn't get the four jars of Gunpowder A and Gunpowder B in the East Bedroom, you'll find those here as well, on top of the organ near the altar.

When you turn to leave after grabbing the Bezel Key, you'll hear a rumble of enemy activity outside.

That activity may be the work of the large zombie hoard that breaks through the Music Room windows as you pass.



ITEMS



Gunpowder may instead appear in the East Bedroom.

Mine Launcher

The Mine Launcher has some interesting properties. It fires darts with sensors at the tip, and the darts then explode when they sense motion from anyone other than Jill. They can be fired into the ground or walls to set traps, but the explosions do relatively little damage;

You're better off firing the darts straight into your foe.

It's a neat weapon and fun to play around with, but not as effective as the Magnum or Grenades. Additionally, it can be dangerous on quick moving enemies like Nemesis, since an enemy with a dart in his chest may rush at you before the dart explodes, catching you in the blast too.



While I used this opportunity to demonstrate the Mine Launcher (see sidebar, left), you'll probably just want to keep running. That will leave this room in zombie hands, but you won't need it anymore. You can always use the Safe Room on the third floor or in the East Wing instead.



Resume Quest on Page 61

35 Route B "Use Brake" Search for Winder Key

Welcome to Saint Michael's Clock Tower. If you don't know who Saint Michael is, you might want to get acquainted; He's actually the patron saint of police officers, and Jill's going to need all the help she can get.

If you slammed on the brakes during

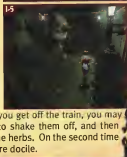
the Cable Car event, you'll end up in the Clock Tower Courtyard. The door to the Main Entrance is locked, but you can take a side door to the northwest.

There are some lovely Green Herbs and Blue Herbs in the Courtyard that you'll want to pick up, but since the crows begin to attack as soon as you get off the train, you may want to rush inside to shake them off, and then come right back for the herbs. On the second time around, they'll be more docile.

The Music Room is quiet when you pass through it on the way to the Chapel. There you'll find the Winder Key, which will unlock the door to the Main Entrance, and possibly two jars each of Gunpowder A and Gunpowder B. If you don't see those, you'll see them soon in the East Wing.

On your way to try out the key in the north door of the Music Room, a hoard of zombies bursts through the windows. Considering their numbers, and the fact that you won't need to return to this Wing any time soon, your best option is to just keep running.

CLOCK TOWER



Remember: don't touch the glass in the East Bedroom!

ITEMS

1 Blue Herb	2 Blue Herb	3 Green Herb	4 Green Herb	5 Green Herb
6 Winder Key	7 Gunpowder A	8 Gunpowder B	9 Gunpowder A	10 Gunpowder B



You've used the
Winder Key

36 Route B "Use Brake"

Reunite With Carlos in the Dining Room



It's not that I have anything against Carlos *per se*, it's just that he's the kind of guy who needs a thorough slapping now and again. Jill is ostensibly doing it to snap him out of his despair, but you know she's thinking, "this is for that 'all zee foxy ladies love my accent' crap."



Anyway, once you've knocked out a filling or two, you might as well move on to the Clock Tower's Main Entranceway. There's nothing else to see in the Dining Room, save for a set of **Grenade Rounds** that may or may not be on the mantel.



FILES



ITEMS



*Mine Thrower will appear in either Library or Dining Room.



1) Clock Tower Area Map

37 Route B "Use Brake"

Collect Items and Proceed to East Wing

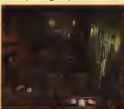
The Tower's Main Entranceway contains a number of treats: The new **Mine Thrower** weapon (discussed on the next page), a **First Aid Spray**, **File #17** (also on the body of the fallen mercenary), and the **Clock Tower Map**. On either side of the staircase you'll also find two starkly different music boxes, which presage a puzzle ahead.



The Library, further east of here, also has some handy items. You'll find **File #18**, an **Ink Ribbon**, and the set of **Grenade Rounds** if you didn't find it in the Dining Room.

Unfortunately, walking away with them won't be so easy this time. This room is usually filled with zombies, which you'll need to wipe out from the safety of the doorway before you start filling your bag (beware of a fourth zombie faker

near the File and Ink Ribbon). If you don't see zombies, then the room is probably crawling with tiny baby spiders that can be easily killed or safely ignored.



CLOCK TOWER

38 Route B "Use Brake" Collect Items and Proceed to East Wing

Once you've cleared all of the useful items out of the Library, head further south. You'll find a Safe Room, which will come in handy now that the one on the West Wing has been overrun by zombies.

The final room in this wing is the East Bedroom, where you'll find the mother lode of Gunpowder A and Gunpowder B if it wasn't already in the Chapel. And as soon as you take a few steps forward, the painting will fall to reveal the Bezel Key.

Proceed at your own risk: If you go much further, a pack of flaming zombies will emerge from the wreckage of the train. And while I took the opportunity to demonstrate the nifty new Mine Launcher, you're better off just running back to the Main Entrance.

4 18 see map on previous page



5 see map on previous page



Mine Launcher

The Mine Launcher has some interesting properties. It fires darts with sensors at the tip, and the darts then explode when they sense motion from anyone other than Jill. They can be fired into the ground or walls to set traps, but the explosions do relatively little damage; you're better off firing the darts straight into your foe.

It's a neat weapon and fun to play around with, but not as effective as the Magnum or Grenades. Additionally, it can backfire when used against quick moving enemies like Nemesis, since an enemy with a dart in his chest may rush at you before the dart explodes, catching you in the blast too.

ITEMS



39 Head Upstairs to Examine the Clock's Inner Workings

The second floor is literally crawling with spiders, but an explosive charge on the west wall makes them a snap to deal with. Kill the one near the stairs however you like (putting mines on the ceiling is hilarious fun but not as effective as two close range Shotgun blasts). Then hit the charge with a Handgun bullet to take out the other two. Don't waste time trying to kill the baby spiders that appear when their parents are blown up; just leave the area and they'll disappear.

One warning: Never let a spider on the ceiling walk directly over you. That's when they start spitting poison.

Insert your Bezel Key into the lock in the center of the outside balcony to lower the Clock Tower's third floor ladder. But don't go upstairs without grabbing the Red Herbs in the corner! If you're running low on inventory space, you'll find an Item Box (and a Typewriter) upstairs.

You'll also find an Ink Ribbon (near the Typewriter), the Silver Gear, and either two jars of Gunpowder A or a box of Mine Thrower Rounds. If you slide the Silver Gear into the exposed clock panel, you'll note that it doesn't have enough teeth to restart the clock by itself. Since you'll need the clock's bell to summon the helicopter, as per the Mercenary's operation instructions, you'll need to look elsewhere for another gear.



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ITEMS	
1 Red Herb	2 Red Herb
3 Gunpowder A	4 Gunpowder A
5 Silver Gear	6 Mine Thrower Rounds
7 Ink Ribbon	8 Typewriter



CLOCK TOWER

40 Solve the Puzzle and Make the Chronos Key

The music box in the corner of this room plays a pleasant tune when you start it up, and you'll need to match that tune by manipulating its pegs to reveal an important item.

The solution is random, but the puzzle is quite simple. Simply choose to place a peg up or down, listen to the snippet it plays to see whether it matches a part of the correct melody or sounds a discordant note like one of the downstairs

music boxes. If it's good, leave the peg there. If it's not, put it in the other slot and move to the next letter. When you've done all six, play it back and, if the tune matches exactly, the Chronos Chain will be revealed. Combine that with the Winder Key that's already in your possession to create the Chronos Key.



41 Evade Nemesis on Your Way to the East Wing Library

Using the Light



him this time. You can choose between two dramatic methods of getting rid of him: Blind him and knock him over the railing, or electrocute him on the spot.

The advantage to "Using the Light" is that you get rid of him semi-permanently, while he'll eventually get up and follow you for a bit if you electrocute him. But you only get his item if you "Use the Cord," and if this is your fifth Nemesis item, you'll get the part to complete the speedy M37 Shotgun. Besides, having him follow you isn't so bad, since it clears out random enemies and he doesn't dog you for long this time anyway. So use the cord, Luke!



Using the Cord

Nemesis will be waiting when you step down the ladder with your Chronos Key, but there's no need to fight



42 Solve another Puzzle in the East Wing to Reveal the Golden Gear

The Chronos Key unlocks that weird green door in the Library, but if you electrocuted Nemesis on the second floor, he'll be right on your tail. Still, it's only a couple of rooms away, and it's fairly easy to stay one step ahead of him.

You should also be able to avoid the three spiders that inhabit the hallway past the door. But if they get in the way of the door or the corpse with the Grenade Rounds, don't hesitate to nudge them out of the way with your Shotgun.



After you get the M.T. Rounds and the tragic File #19 from the star-crossed lovers in the corner, turn your attention to the oft confusing clock puzzle.

Grab the Amber, Obsidian, and Crystal Balls from the statues in the corner, and place them in the trays beneath the past, present and future clocks. Your goal is to get the middle clock to read 12:00,



and each Ball in each position will add or subtract different amounts of time to that clock. The modifiers are, in past/present/future order:
 Crystal Ball: -1 Hour/+1 Hour/+2 Hours
 Obsidian Ball: -2 Hours/+2 Hours/+4 Hours
 Amber Ball: -3 Hours/+3 Hours/+6 Hours

So if the clock reads 7:00, put Obsidian in the past slot (making it 5:00), Crystal in the present slot (6:00), and Amber in the future slot (12:00). The clock will then open to reveal the Golden Gear.



CLOCK TOWER

CB Use Your Gears to Restart the Clock

Neither gear can do the job on its own, but combined, the Chronos Gear will get the clock ticking and the bell tolling. Save your game before you go out to greet the chopper, though... An unwelcome visitor may be waiting for you downstairs.



Route A
(jumped out)

CB Defeat Nemesis Again in the Courtyard

Route B
(hit brakes)

There's no running away this time—This is a true boss fight and the toughest Nemesis battle yet. A combination of awkward camera angles and your inability

Route B
(hit brakes)

to judge Jill's life status (she will always be staggering, and it will always read "Virus") will complicate things, so make sure you count his hits and dodge to the best of your ability.

There are two different versions of this encounter: If you jumped from the train, this will be basic Nemesis with his Rocket Launcher. If you hit the brakes, Carlos will destroy the Rocket Launcher first, and you'll have to fight a partially mutated Nemesis with a new, long-range tentacle whip attack.

Route B
(hit brakes)

Use the best weapons you've got: Magnums or Grenades. Freeze are the best since they do strong damage and slow him down, but Fire, Acid, and Regular will do in a pinch.

Route A
(jumped out)

Jill can still dodge in her Virus state, but her speed will be slightly reduced.

55 Push Aside the Bell Blocking the Clock Tower's North Exit

With Jill infected by the Virus (what letter of Virus are we up to now? T? G? Something new?), it's up to Carlos to make it to the Hospital and find a cure. Unfortunately, he couldn't figure out where Jill was stashing that massive arsenal, so he has to do it with only a full Assault Rifle, his trusty Sigpro, and the Knife in his Box (Let's hope it won't come to that).

Save your game here, as there are many new threats in the Clock Tower.



Library Enemy Patterns



The only reason to fight these zombies is to knock down the ones between you and the green door. If you get baby spiders (below), just ignore them.



Dash past the zombies in the Music Room and save your Assault Rifle ammo for the pack in the Dining Room. You can run from them (hug the wall to the right and be quick), but it's easier to just stay in the doorway and wait for them to all bunch up. It won't take much ammo if you can hit multiple zombies with every shot.

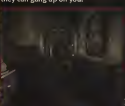
The random enemies in the East Wing range from the laughable (baby spiders) to the deadly (Stingers), so be prepared for anything and run when possible to save ammo. Note that Carlos can head south into the Bedroom (where new dog enemies may prowl), but there's no reason to do so. His goal is the Statue Room, where he can push the bell Jill was too frail to budge.



Hallway Enemy Patterns



The spiders that may appear here are easy to run past. But the Stingers are too quick and too mobile... Gun them down with your Assault Rifle before they can gang up on you.



46 Clear a Path to the Raccoon City Hospital

Without a Lockpick or Park Key, Carlos' only option is to visit the Hospital to the north. But first you may want to take a few steps to the south, lock the barrel in your sights, and see how many zombies you can blow away. Wait for them to clump up, and don't worry if you miss a few. You should be able to easily evade any you missed.

When you enter the hospital, go straight to Carlos' right, and inch forward against that wall until the cut scene begins.

New Enemy: Hunter (Beta)

Say what you will about these new-type Hunters (the Alphas appeared way back in RE1), but you've got to admit they know how to make an entrance. When fighting Hunters, always separate them and take them one-on-one, or you'll end up like that poor, innocent zombie.

Two Hunters coming at you is one too many for my tastes. Slip into the Office door directly to Carlos' right. Then, if you want the Red Herbs the Hunters were guarding (or to explore this otherwise empty room), cautiously come back out and blow away the Hunters one-by-one with a steady stream from your Assault Rifle. If both come at you from different directions, leave and try again, or risk losing your head.

Maybe Carlos should have thought about that before the mission...

"Your guide to Health Insurance."

but what policy is going to cover this sort of thing, anyway?



HOSPITAL

47 Stock up on Supplies in the Hospital's First Floor Staff Areas



FILES

20

Doctor's Diary

ITEMS



The Office area has a couple of staples that will aid

Carlos in his quest: A very welcome First Aid Spray and a second Ink Ribbon. In the Staff Lounge, to the west, you can find a box of Handgun Ammo in the locker, a Blue Herb near the door, and File #20 near the doctor's gutted corpse. There isn't much in the way of extra ammo or healing items in Carlos's quest, so use them sparingly.

1+2



48 Use the Tape Recorder to Unlock the IF Elevator



On a desk near the board where you found the Hospital Area Map, you'll find a shiny Tape Recorder. Head over to the elevator, punch the button on the voice analysis lock, and then go to your inventory screen to select and play the Recorder. The elevator will accept the doctor's voice data and open, but we never do get to hear what happened to the patient's fractured fibula.



The elevator, mysteriously, only goes to two different floors: The fourth floor, and level B3 of the basement. You'll need to solve a little puzzle in each of these floors, but the order in which you do them doesn't matter. It will affect which of two events you get to see, however, so if you want to see both (they're very easy to get to), go back into the Office area now and save your game. We'll cover the fourth floor first, but you can skip ahead to the B3 coverage on page 70 if you prefer.

HOSPITAL

Hospital Event I

Poor Tyrell. You know the actor's agent was all, "It's a Resident Evil game! This will totally jump start your voice acting career!" And then this is what he gets.

Get the Sickroom Key in the 4F File Room

If you don't find a pack of zombies waiting for the elevator here, they'll be at level B3. Wherever they appear, let them group up, then whip out that Assault Rifle and hold the trigger until they all hit the ground.

Our first stop is the File Room, which will be the door to Carlos' right as he heads down the hall. If you haven't yet visited the basement area, you'll see the event shown to the left. If you have, a pair of Hunters will come at you from either side. If the first one is on you already, blow him away,

then quickly move to the north, lock onto the bomb on the wall, and wait for the 2nd Hunter to appear.

ITEMS



*Ammo and Green Herbs may instead appear in the B3 Experiment Room.



Further exploration of this room will reveal File #21 and the Sickroom Key, which unlocks one of the two Hospital Rooms at the other end of the hall.

You may or may not also find a randomly placed box of Handgun Ammo.



50 Expose and Unlock the Hidden Safe in the Sickroom

West Room Enemy Patterns

If you see Sliding Worms, just point your Assault Rifle at the ground and let them slither into the blast. If you see zombies, tread carefully: You can't attack them until they rise, which they won't do until Carlos is very close. Take a few steps back and use your Handgun to conserve ammo.

First visit the unlocked West Room, deal with the enemies, and then search the doctor's body for the safe combination. Grab the two random Green Herbs if you see them, and also note in which of the room's four corners the gold-colored cart has been placed.

Use the Sickroom Key to unlock the East Room, and then utilize Carlos' meaty brawn to push the eerily similar gold-colored cart into the corner that would mirror its placement in the West Room. For example, if it's in the Northwest corner of the West Room (as in these shots), it should be put in the Northeast corner of the East Room. Get it wrong, and you'll get a mild shock (you can leave and re-enter to reset it). Get it right, and the safe will be revealed. Enter the doctor's combination to unlock the Vaccine Base.



RESIDENT EVIL 3
WACKY FUN LAND

Itchier! • Tastier! • Part 7 in a Series!

STREET SIGN INSANITY PART 3

Juicy Raccoon

Raccoon City's proud tradition of eating roadkill meets the go's smoothie craze in this delicious beverage! Kids love the thirst-quenching mix of fruit and meat flavors, while Mom knows it's good for them 'cause it's made with real raccoon!



Cool Pizza

Nothing refreshes on a hot day like a nice slice of Cool Pizza. Bleeaarggh! Why not try cooking it first?

Random Weirdness



The street sign mystery that keeps me up at nights is the red white and blue sign that appears at least 20 times in the game. The first line reads something like "Tah1ct5444" and the second "Sasazto matto." It sounds like gibberish, but since matto is Italian for "insane" I'm wondering if this could actually mean something.

Equally mysterious are all the signs advertising "Mons." A travel campaign for the city in Belgium? A public health campaign designed to raise awareness of the (tee-hee) mons pubis? I wish I could read the text!

And what's up with the warning sign that appears frequently in places like the



Newspaper Building's shutter unlock panel. Is the first line not clearly "FOOD TOYS?" Baffling!



HOSPITAL

Hospital Event 2

Blowing up Tyrell was so much fun that the development team decided to do it twice. At least this time the poor bastard gets a line or two in before the bomb goes off.

51 Search for the Medium Base in the Lab

If you weren't assaulted by zombies when you stepped out of the elevator on the 4th floor, you will be here. Machine gun them to death, then head north into the Experiment Room.

Here you'll see the other version of the Hospital Event, but only if you didn't see the first version on the 4th floor. If you did see it, then you'll get two Hunters instead.



Quickly kill the one that rushes at you, then lock onto the C4 charge near the shelves and use that to incinerate the other.

ITEMS

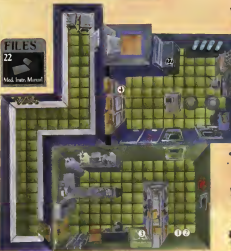


*Armo and Green Herbs may appear in the 1st floor Waiting Room and 1st floor Hospital Room, respectively.

FILES

22

Med. Base Manual



If you didn't find either of the random items on the fourth floor, they'll all be in this room. In the corner behind the shelves you may find the pair of Green Herbs (which combine nicely with the Reds in the 1st floor waiting room). Then search the cabinet on the other side of the shelves for the Handgun Bullets.



The Laboratory contains a number of weird machines, but you can find the instructions on how to operate them in **File #22**. Note that File #21 is on the 4th floor, so if you haven't done that area yet, and want Jill's Diary, you'll want to get that first (and you'd be wise to do it now).

The only item in here is the **Medium Base**, which can be inserted in the machine on the east wall, once you've turned on the power.



52 Synthesize the Vaccine Medium and Mix it With the Vaccine Base

It sure was nice of Umbrella to bankroll this hospital, but couldn't they afford equipment a little more advanced than this steam-powered brass contraption? Use your **Medium Base** near the machine, and manipulate the levers so that the lights are even with the arrows on the left. Nothing random this time: just select levers I, III, and A. Mix your **Vaccine Medium** with your **Vaccine Base** and the **Vaccine** is yours.

When you start to leave, out pop the **Gamma Hunters**. Run for the door and never look back.



New Enemy: Hunter (Gamma)

These adorable little froggies are basically identical to the **Beta Hunters**, except that their **Instant Kill** attack, shown below, comes from close range, not far. Like the **Beta's** long range head chop, they only do it when you're low on health.

53 Escape From the Hospital and Return to the Clock Tower



You'll find a pair of **Beta Hunters** waiting for you on the ground floor (once again, stay in the elevator and use the **Assault Rifle** when you have a clear shot), but that's not the nastiest surprise you'll find. When you enter the waiting room, you'll find yourself with 7 seconds to get out of the **Hospital** (30 seconds in **Easy Mode**). Fortunately, the exit is about a foot and a half away, so **Carlos** won't have to strain himself.

CLOCK TOWER

54 Return to the Clock Tower to Cure Jill

You'll encounter a number of new enemies on your way back through the Clock Tower. The first room is usually filled with Sliding Worms, but occasionally you'll see crawling zombies instead. Either way, you're better off simply running past.

The hallway has nastier enemies, frequently Stingers (of either type). Running

is risky, so kill them unless you

want to save ammo for the boss fight ahead.



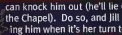
55 Get to the Chapel Before Nemesis Does

Carlos has two goals in his fight against Nemesis: Don't die, and don't let him get to Jill before you do.

Nemesis has followed you before, but now for the first time ever, he'll lead the way, moving room by room towards the Chapel whenever he tires of beating on Carlos. Of course, if you run straight to the Chapel, he won't stand a chance of getting to Jill first. But as long as you have some extra ammo and life to spare, you might as well try to stop him yourself. After all, Carlos' health and items won't carry over to Jill.

It's game over if you let

Nemesis get this close to Jill



can knock him out (he'll lie on the ground until Carlos goes to the Chapel). Do so, and Jill will have a much easier time beating him when it's her turn to fight.



Nemesis' new long range attacks are weak, so run far away and use suppressing Assault Rifle fire to keep him from closing the gap.

his new short range throw is a serious beating.



66 Kill Nemesis or Flee to the Park Via the North Exit

This is your last opportunity to kill Nemesis for an item, so if he has anything you want, you're going to need to fight. But Nemesis is also stronger now... He takes more shots to kill with most weapons, and his pick-up-and-slam attack will cost Jill about half of her life. But he's also easier to deal with, since his long range attack is slower. The trick is to get mid range away from him (far enough that he has to use a tentacle whip, but not so far he runs after you), fire a shot (all grenades, particularly Ice Grenades, are just as powerful against him as they ever were), and then run around him in a circular motion. His tentacle will miss, and while he's turning to face you, you can get in another shot and repeat the process. Aim for his back, since he's still good at dodging, and don't begin the battle until you've lured him out to the Main Entranceway, where he's easiest to circle around.

Nemesis will fall after about six Ice Grenades, and then get up again and require six more. If Carlos already beat him, he'll fall after just one or two shots (but still be at full strength the 2nd time).

If you decide to run instead of fighting, make sure to pick up your Lockpick from a Box before you make it back to the street.

RESIDENT EVIL 3
WACKY FUN LAND

Peculiar Funny • Not Really "Ha Ha" Funny • Part 8 in a Series!

HOORAY FOR UMBRELLA! AN EDITORIAL

Yes, it was an error in judgment for Umbrella to let loose a lethal zombie virus on a major metropolitan area. And yes, it was wrong for them to cover up their error by exterminating hundreds of thousands of innocents.

We don't condone what Umbrella did in Raccoon City, and in fact we agree that they should be, at the very minimum, publicly reprimanded and possibly even fined. But that doesn't mean Umbrella's many positive contributions to the community should be ignored simply because of a few cases of murder, torture and genocide. Since the story writers of RE3 decided to focus so much on the negative

Superior Consumer Products



When shopping for beauty and medical products, you can't beat the Umbrella seal of quality. Escape to Ecstasy with the knowledge that your pharmaceuticals were illegally tested on captured human "guinea pigs" to ensure your family's safety and satisfaction.

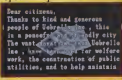
aspects of certain Umbrella corporate practices, we decided, in the interest of equal time, to present this list of things we feel the Umbrella corporation should be applauded for.

Progressive Hiring Practices



Let's not forget that Umbrella is home to one of the most progressive systems of equal opportunity employment in the country! They hire people of all races, creeds, and nationalities (the sillier the accent the better, apparently), and give them good jobs at good wages until the day the company murders them execution-style and their generous pensions kick in.

Sponsorship of Public Works



File #9 graphically illustrates the extent to which Mayor Warren sold his city out to Umbrella. And without the generous Umbrella Corp. funding it refers to, do you think R.C. could have afforded to have not one, but two Catholic Student Centers? I think not! And you have to admit that before Umbrella killed everyone and razed it, that was a pretty nice Hospital they sponsored.

Keeping Disadvantaged Mercenaries Off the Street



Remember: A mercenary that's off the street and under Umbrella's bountiful employ is a mercenary that is not scanning Soldier at Fortune want ads for jobs contract-killing you and your loved ones! Thank you, Umbrella!



57 Get the Park Key in the Maintenance Room

Grab the Lockpick on your way out, and use it on the door to the small room between the entrances to the Park and Hospital. Inside you'll find **File #23**, the Main Gate Key, an Ink Ribbon, and either two sets of Grenade Rounds or two sets of M.T. Rounds, randomly selected.

Use your Box, save your game, and get ready for a stroll through the Raccoon City Park.

You've used the Lockpick.

ITEMS



Choice of herbs is random, based on what the dog sees.



The expansive main area of the Park is beautiful, but potentially dangerous. Carefully deal with all the threats (described below) before you explore. Note that you can shoot out the four lamps in the lower part, and while engineering that to kill enemies is difficult, it's fun to destroy them just for the sake of vandalism.

To the east you'll find Blue Herbs and Green Herbs, but nothing else that interests us at this point.

Main Area Enemy Patterns

You'll either get six Sliding Worms here, or two Hunters. Both like to hide in the pools and jump out when you pass, so be on guard.

Sliding Worms are easy to deal with, and the Hunters aren't much tougher if you know what to do.

Gun down the first with a Shotgun, and then climb up on the bridge over the pool, point down in the water at the 2nd Hunter (he won't jump out 'til you go around) and blow him away by aiming down.

If you want to be cool, try killing the first Hunter by blowing up the lights!



58 Search for the Graveyard Key in the Park's Eastern Path

Once you've filled your pack with Herbs, cut east through the Main Area and out the other exit. There you'll find a thin bridge through a pond full of statues. Beware: If you

don't see any zombies, you know you'll be in for a surprise attack from some Gamma Hunters.

More random enemies await on the other side of the bridge, but if you run forward quickly you might be able to use the barrel to kill some of them.



Pond Bridge Enemy Patterns



The four zombies here aren't much of a threat, since they basically just stand around. Just don't try to run past them... The bridge is too thin. Gamma Hunters are a much bigger threat. I'd recommend switching to Grenades and killing them as soon as you get a clear shoot.



Both of the corpses in this area have items you'll be interested in. The one by the barrel has **File #24** and the **Graveyard Key**, which will unlock park areas far to the northwest. The one by the gate at the end has a

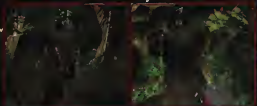
ITEMS



rare auto-reloader with six **Magnum Bullets**, definitely a precious prize you won't want to miss.



East Path Enemy Patterns



The three dogs are too fast for you to be able to use the barrel, but you can line 'em up and gun 'em down with any weapon in these thin paths.

Three Hunters are always harder to deal with than three dogs, but at least you can stake out the barrel in the corner to kill one of them.

The path to the Graveyard is back in the fountain in the area where we saw the Herbs, so cross back there now. If you killed the enemies on the way, they won't be back to bother you.

PARK

59 Drain the Fountain and Cross the Sewer

There's a simple puzzle in the Fountain area west of the main entrance. By opening the Gear Box and rearranging the gears, you can change the configuration of the fountain's spouts, or drain the pool altogether.

The solution to draining it can be found if you wade into the water and look at the sign on the end. Then go back to the Gear Box, and within the five turns allotted to you, move the gears to match. The water will drain, and you'll find a tunnel at the end that connects the fountain to a well in the Graveyard.

The tunnel is protected by a literally endless stream of Sliding Worms, who drip down from the ceiling near the ladder to the well (or swim up from the water). Since you can't kill them all anyway, it's better just to dodge the ones you can and shake off the ones you can't as you run to the exit.

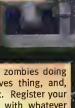
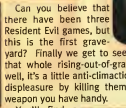
ITEMS



60 Open the Graveyard Tool Shed

Can you believe that there have been three Resident Evil games, but this is the first graveyard? Finally we get to see zombies doing that whole rising-out-of-graves thing, and, well, it's a little anti-climactic. Register your displeasure by killing them with whatever weapon you have handy.

You'll find a pair of Red Herbs in the corner, but if those don't interest you, you can simply walk around the perimeter to the Tool Shed.



61 Break into the Hidden Room for Files and the Rear Gate Key

You've used the Graveyard Key.

For such a tiny area, there sure is a lot of stuff here. Two jars each of Gunpowder A and Gunpowder B are sitting on the table, and the Iron Pipe is lying against the back wall.

In the nearby Safe Room, you'll find a First Aid Spray on the crate next to the Box. Use the Box to clear up some inventory space, and grab your Lighter. Then take that to the fireplace, flick your Bic, and finish the job with your Iron Pipe. This will open up a hidden path to the secret Umbrella command bunker just beyond.



ITEMS



FILES



Many more items await on the other side. Shimmering on the table is the final Park Key, the Rear Gate Key. There's also set of Grenade Rounds on the shelf, and an Ink Ribbon hidden in the pocket of the jacket on the hook.

There are two different files here, File #25 on the table, and File #26 on the board (as always, watch the order). When you've taken your fill, crawl out and greet your mystery guest.

There's a boss ahead, so save your game, mix up some Gunpowder (Acid Grenades would be a nice choice), and bring all the healing items you can comfortably carry.

PARK

Electrocution

The alternate method of defeating the Grave Digger comes about a minute and 45 seconds into the fight. You'll see a brief cinema where the streetlights begin to shake, and then fall a bit. That's your cue that you can now target these lights with the R2 button, and shoot them down into the pool below. Now just stand near the edge of the pool (but not too close, lest Jill get electrocuted) and wait for the Worm to attack. No need to Dodge or anything; when he gets anywhere near the pool, the battle will end.

62 Kill the Grave Digger for Good



The Grave Digger is back in his natural cemetery environment, and this time you won't be able to escape until you've killed him for once and for all.

There are two ways to do this. One is with regular weapon fire (Acid Grenades and Magnum rounds are the best). When he appears, run back to the corner, and let loose with everything you've got. When he goes back underground, he'll resort to cheap little attacks where he bursts from the ground, lunges, and then slips back under. Evade these by standing in an area where you have lots of room to run, waiting for the ground to tremble, and then running in the opposite direction from the way he's coming.

If he doesn't go under after missing, you'll have to run to the end and fire 'til he goes back down.


Try to spend most of the battle in areas like these, where you can at least see a couple feet in either direction. That way you'll see him coming, and can run away before he breaks ground.

63 Head Back to the East Path to Unlock the Rear Gate





After the battle, a metal grate will tumble down from higher ground, which Jill can use to clamber out of the sinkhole and back into the Cemetery well. A few new enemies have appeared to complicate the trip back: Spiders have taken up residence in the sewer path, and a pack of zombies is now meandering about in the Park's main area. Clear them out if you have ammunition to spare.

At this point, you may want to take a detour



back to the Maintenance Room to save your game, for a major decision is just ahead. Don't forget the Rear Gate Key, since you'll need that to unlock the door at the end of the East Path (the area where you found the Cemetery Key).

Past the gate you'll find a long, rickety bridge that leads to the Factory, the game's final area. You'll also find an old acquaintance who's been patiently waiting for you to pass through...



You've used the Rear Gate Key.




Choose Your Next Destination




Yet again, Jill is forced to make a split-second decision that will have long term consequences. What you do here will affect not only your starting point in the Factory and what events you see there, but also which ending you'll get. Neither ending is more desirable, so do what you feel like and remember to pick the other option next time.



Push him off.
Jump off.



Route A "Push Him"
begins on page 80



Route B "Jump Off"
begins on page 84

64 Route A "Push Him Off" Disengage the First Control Room Lock

Once you've knocked Nemesis off the bridge, you can proceed directly into the Factory. You'll find the Central Hallway to be empty, and all but a single door to be locked. Inside that door you'll find the Resting Room, and Carlos.

After Jill and Carlos share a week-old

hamburger and a carton of warm "Hara K," search the room for the Facility Key, an Ink Ribbon, File #27, a First Aid Spray, and possibly three jars each of Gunpowder A and Gunpowder B (enough to make 24 Magnum rounds).

Proceed east into the Steam Room. Here you'll find two Blue Herbs, and a simple puzzle.

You'll see a little button before each of the many steam jets in this room. Each button basically toggles one steam jet on and

one off, so hit the buttons until you get to the two at the south end, hit both of those, and then loop around to the north side. By pressing the two buttons there, you can turn off the steam jets that are blocking the control panel.

Use that to disengage the first Control Room lock.

Will you push the switch?
Yes No

Will you push the switch?
Yes No



ITEMS

1 Facility Key	2 F. Aid Spray
3 Gunpowder A	4 Gunpowder B
5 Gunpowder A	6 Gunpowder B
7 Gunpowder A	8 Gunpowder B
9 Ink Ribbon	10 Gunpowder (enough to make 24 Magnum rounds)

FILES

27 Manager's Diary

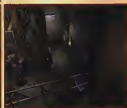
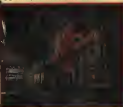
ITEMS

10 Blue Herb	11 Blue Herb
12 System Disk	13 Green Herb
14 Green Herb	15 Green Herb
16 Factory Area Map	

65 Route A "Push Him Off" Take the Elevator to the Basement

When you venture back into the Central Hallway outside of the Resting Room, you'll find two Brain Suckers have moved in. They appear a good distance apart, so kill the first one as soon as you can, and then head deeper into the hall to kill the second so he can't surprise you later. There is an explosive charge on the wall near the factory entrance, but Brain Suckers are too quick and like to stay too close to Jill, so I'd ignore it and kill them with Grenades or Shotgun Shells.

The Control Room is opposite the Resting Room. There you'll find a small group of zombies (wiping them out with your Shotgun would be a good move), the **Factory Area Map** by the door, a **System Disk** on the table, and three **Green Herbs** by the railing. You'll also see the double locked door that we're currently in the process of trying to open, and right beside it, the elevator to the lower level.



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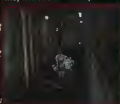
See Page III For Order Form!

FACTORY

Sewer Enemy Patterns



To exterminate the Hunters easily, run to a ledge and fire from there. They won't be able to hit you.



Underwater worms are difficult to kill, unless you want to stand on a ledge and fire handgun rounds for a few minutes. It's easier to just run.

66 Route A "Push Him Off" Fight Your Way to the BI Monitor Room

You'll face a lot of opposition on your way to the Monitor Room, but the exact nature of that opposition can vary drastically. You'll meet either Stingers or Zombies in the Waste Management area, and while you'll want to clear them out so you'll have an easier trip back, you may want to evade them this time and kill them with

the aid of the barrel near the south door on your way back.

Whenever you do kill them, you'll find the reward of 14 Shotgun Shells certainly justifies your effort.

Beyond that is a thin strip of sewer that is usually populated by Sliding Worms, but occasionally hosts a pair of Hunters. Deal with them as described in the box to the left, and continue traveling south.



Waste Management Area Enemy Patterns



Kill the Stingers quickly before they can gang up on you. Grenade rounds are great for a quick kill, but the M37 Shotgun does nicely too.



The six zombies that stagger out of the cesspool are much easier to deal with. If you stand at the steps where they come out of the water, you can usually get multiple kills with one Shotgun shot. Or head down to the barrel and wait for them to line up.

ITEMS

1	Shotgun Shells	2	Shotgun Shells
3	Red Ribbon	4	Water Sample
5	Granade A*	6	Granade A*
7	Granade A*	8	Granade B*
9	Granade B*	10	Granade B*
11	F. Aid Syring		

*Granade may instead appear in the BI Sewing Room.

FILES

28

Security Manual

67 Route A "Push Him Off" Disengage the Second Control Room Lock

On the other side of the sewer tunnel you'll find the Monitor Room. If you can convince the machines here that the water in this compound is clean, the second lock on that Control Room door will disengage.



To do this, you'll need the Water Sample in the first part of the room, and you might as well grab the Ink Ribbon and the highly disturbing File #28 while you're at it. Then go downstairs, where you'll find the jars of Gunpowder A and Gunpowder B if they weren't in the upstairs Resting Room.



Turn your attention to the machine in the corner, and insert your Water Sample. To clear this puzzle you'll need to make a graph along the bottom that matches the one on the top, by manipulating three rows of on-or-off dots (for example, if all three rows have a dot in the same place, the graph at the bottom will be three dots high when you run the test). The puzzles are random, but the best way to approach it is to look for a pattern of spaces in the top graph, such as two in a row, or a series of alternating dots and spaces. Then match the three rows so they have spaces in the same place. You may not get it the first time, but usually you'll be close, and will only have to tweak it a bit.



Nicholai Event

The main difference between the two choices at the bridge is how Nicholai figures into the end of the game. In this version, his subplot comes to a dramatic early end.

While you're down here, turn to the card machine with the "tiny slot" in the corner. Use your Facility Key, and it will reformat its plastic tag. Then save, load up, and head back upstairs to that Control Room door to confront Nicholai in the room that lies beyond.



Resume Quest on Page 88



FACTORY

64 Route B "Jump Off" Disengage the First Control Room Lock

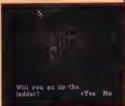
With the Main Entrance far above, people who chose to Jump Off will have to make their way up to the Factory via the sewers. Fortunately, you're not the only one down here, as Carlos is right behind to provide some much needed support.

You're actually starting at a very convenient location. To advance your quest, you'll need to clear the two locks of the Control Room door on the first floor. The puzzle that disengages one of the locks is right through the South door.

First, you'll need the **Water Sample** in the Safe Room, and you might as well grab the **Ink Ribbon** while you're at it. You'll also notice a file on the table here, but if you're trying to get them in order, don't get it yet. This is **File #28**, and File #27 is in the upstairs Safe Room (known as the Resting Room).

When you go downstairs, you'll find a **First Aid Spray**, and possibly three jars each of **Gunpowder A** and **Gunpowder B**. If you don't see them here, they'll also be found in that upstairs Resting Room.

Will you go up the ladder? Yes No



ITEMS

1 Ink Ribbon	2 Water Sample
3 Gunpowder A*	4 Gunpowder A*
5 Gunpowder A*	6 Gunpowder B*
7 Gunpowder B*	8 Gunpowder B*
9 F. Aid Spray	10 Shrapnel Shells
11 Shrapnel Shells	*Gunpowder may instead appear in the Resting Room





The machine that disengages the first Control Room lock is on the east side of the downstairs room, and can be activated by entering the Water Sample. To clear the puzzle and unlock the door, you'll need to make a graph along the bottom that matches the one on the top, by manipulating three rows of on-or-off dots (for example, if all three rows have a dot in the same place, the graph at the bottom will be three dots high when you run the test). The puzzles are random, but a good strategy is to look for a pattern of spaces in the top graph, such as two in a row, or a series of alternating dots and spaces. Then match the three lower rows so they have spaces in the same places. You may not get it the first time, but usually you'll be close, and will only have to tweak it a bit.

Further exploration of this area will reveal another machine, with a "tiny slot." This is part of an optional quest, but you'll need to come back with the Facility Key to activate it.



65 Route B "Jump Off" Take the Elevator up to the First Floor

Waste Management Area Enemy Patterns



When you enter from this side, the zombies will usually be scattered randomly. Get as many near the barrel as you can, then blow it up and finish off any survivors with light ammunition.



The three Hunters are a bigger problem. Kill one with the barrel, then load up something heavy to kill another that may be coming down the stairs. The third likes to hide in the area shown above.



Cross back through the sewers and take the door to the north this time. This connects to the Waste Management Area, a huge cesspool that's either crawling with icky naked zombies or infested by a trio of Stingers.

There's a barrel as soon as you enter, but the enemies usually aren't placed to take advantage of that. If there are zombies, you can wait for them to come down the stairs, since the one standing by the barrel doesn't move much. If they're Stingers, well, take a shot and just kill one of them if it's the best you can get. When the killing's over, check the cart by the machine for two boxes of Shotgun Shells.

The elevator leads to the first floor Control Room, where you'll find a small hoarde of zombie researchers in addition to the **Factory Area Map** (by the door), the **System Disk** (on the desk), and three **Green Herbs**. First kill the zombie to your left with a Shotgun blast, then use small arms fire on the ones in the distance.



FACTORY

67 Route B "Jump Off" Disengage the Second Control Room Lock

An old friend (no, not *that* one) will be waiting when you step into the Factory's Central Hallway. Since you can't follow him without a Key Card, head into the Resting Room ahead and to your right. Here you'll find the Gunpowder A and Gunpowder B if it wasn't in the Monitor Room, the Facility Key, an Ink Ribbon, File #27, and a First Aid Spray.



Use the Item Box and Typewriter if necessary, then head east into the Steam Room for two Blue Herbs and a simple puzzle.

2+6, 7-12



ITEMS

- | | |
|--------------------|--|
| 1 System Disk | 2 Green Herb |
| 3 Green Herb | 4 Green Herb |
| 5 Facility Key | 6 F. Aid Spray |
| 7 Gunpowder A | 8 Gunpowder B |
| 9 Gunpowder A | 10 Gunpowder B |
| 11 Gunpowder A | 12 Gunpowder B |
| 13 Ink Ribbon | 14 Blue Herb |
| 15 Blue Herb | *Gunpowder may instead refer to the Ink Ribbon |
| ① Factory Area Map | |

You'll see a little button before each of the many steam jets that block your progress in this room. Each button basically toggles one steam jet on and one off, so hit the buttons until you get to the two at the south end, hit both of those, and then loop around to the north side. By pressing the two buttons there, you can turn off the steam jets that are blocking the control panel. Use that panel to disengage the second Control Room lock. Now when you return to the Control Room (the one with the elevator) you can open the east door.





There's danger ahead, so use the Typewriter and stock up on ammo and healing items before you proceed.

The Central Hallway will now be infested with the rare Brain Sucker type of Stingers, so bring your Grenade Launcher if you can. The first one will be on you quickly, so kill it before his partner fig-

ures out what's going on. Then find and kill him (he'll be further down the hall) so you won't have to worry about any surprises the next time through. There's an explosive charge on the wall near the entrance, but Stingers are fast and unpredictable, so don't try to do anything fancy unless the Stinger makes it easy for you. When both are dead, cross into the Control Room, and through the newly unlocked East door.



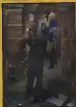
**RESIDENT EVIL 3
WACKY FUN LAND**

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ANOTHER SHOCKING REVELATION!



Now, we wouldn't want to jump to any hasty conclusions or anything. As you may know, the Wacky Fun Land™ Staff Writers would be the absolute **fast** people on Earth to jump to a hasty conclusion. But have you noticed any, I don't know, vague similarities between Nemesis and Sagat from the Street Fighter series? Above: Nemesis and Sagat's face hold We sure have. Let's see...both have only one functional eye (the left one)...both are over seven feet tall...both are featured in not one, but two pieces of official Capcom art as they cradle the heads of their victims...they use similar grab and hold moves... Yes! Yes! We're not insane! Are we? The Man, The Legend, Sagat, and Big, Nasty Nemesis...hey, we're hoping Street Fighter vs. Resident Evil happens someday soon! Someone at Capcom's development staff better be reading this carefully!



Above: Nemesis and Sagat's face hold

We sure have. Let's see...both have only one functional eye (the left one)...both are over seven feet tall...both are featured in not one, but two pieces of official Capcom art as they cradle the heads of their victims...they use similar grab and hold moves... Yes! Yes! We're not insane! Are we? The Man, The Legend, Sagat, and Big, Nasty Nemesis...hey, we're hoping Street Fighter vs. Resident Evil happens someday soon! Someone at Capcom's development staff better be reading this carefully!

Below: The same... Well, slightly similar glow-around fist charge-type thing.



Left: Each has two pieces of official Capcom art where they fandle the heads of their victims! Disturbing!

FACTORY

68 Battle Nemesis in the Biological Waste Dump

The Card Key you need is waiting amongst the biohazards in the dump south of here... And so is Nemesis: This is another true boss fight, and if you don't kill him in the time allotted, you die.

There are two ways to take him down: Fire at him until he dies (he's not as tough as he was in the Clock Tower, but he falls three times before dying), or burn him to death with acid. There are spigots located along the walls in this area, and if you shoot them, they'll open and spew out powerful acid (note that it then takes them a while to recharge, and you'll only get a full spray if the lights above the spigot are green). Nemesis is too smart to walk into the acid, so you'll need to time it so they spray right when he walks past. Not only does the acid do a ton of damage, but it also debilitates him, burning off his arms or even his head! And you haven't truly won 'til

you've had the hilarious experience of fighting a headless Nemesis, who keeps attacking blindly in random directions. Enjoy!

the acid sprays have cost him his head and left arm, but he keeps coming back for more

if you're using acid, get him to stand near a spigot, run around his tentacle whip, then shoot the spigot

no need to conserve ammo if you're going for the normal kill, use the Magnum or Ice Grenades

69 Get the Umbrella Card from the Corpse and De-activate the Timer

The Card Key will slip out of the dead doctor's body as soon as the battle ends, so grab it and use it to unlock the door. Head back around to the Resting Room to save your game, but watch out for the new pack of naked zombies in the Control Room!

ITEMS

1 Ice Grenades Card Key	2 Grenade Bands
3 Grenade Bands	4 Baked Lunches
5 Green Herbs	6 Green Herbs
7 Magnum Bullets	

70 Get Radar Receiver and Open the Emergency Ladder Trapdoor

The Typewriter in the Resting Room is your last chance to save, so take advantage of it. But you may want to venture down into the Umbrella

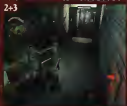
Arsenal to pick up the hidden Rocket Launcher first.

When you're all set, use your Card Key to unlock the shuttered door in the Central Hallway. Blow



The Hidden Rocket Launcher

2+3



You may recall passing one other Card Key reader, and that was the elevator in the Steam Room. If you took Route A, you probably already modified your Facility Key by sliding it into the mysterious machine in the Monitor Room (where you did the Water Sample puzzle), but if you took Route B, head back to level B3 and do that first.



Bring the modified Facility Key and your Card Key to the Steam Room, use the Card at the elevator, and go down to the hidden arsenal. You'll find two sets of Grenade Rounds, and a locker at the back. Use your Key, and you'll get the Rocket Launcher.

You only get four rockets, but it's a blast to screw around with, and great against Nemesis and Nicholai.



Route A

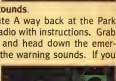


Route B



away the zombies that come stumbling down, grab the Green Herbs if you need them, and then search the cabinet directly to the right of the door for some Magnum Rounds.

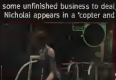
If you chose Route A way back at the Park Bridge, Carlos will radio with instructions. Grab the Radar Receiver and head down the emergency ladder when the warning sounds. If you chose Route B, you take the Receiver, try to leave, and do the event shown below. Afterwards Talk to Carlos, then try the ladder.



Route B Only "Jump Off" Say Farewell to Nicholai

Route B players have some unfinished business to deal with before they go on. Nicholai appears in a 'copter and opens fire, leaving Jill with the choice of negotiating or firing back.

Hey, if you want to end the whole Nicholai thing with negotiations, be my guest. But the rest of us are gonna blow that bastard out of the sky. He'll take five Magnum shots or a single Rocket Launcher blast, and can't hurt you much, provided you're quick enough to Dodge his poorly aimed twin rockets.



Now fight with Nicholai.
Return Fire to the 'copter.

Can you handle all of the rocket negotiating action?

If not, get that turkey down.

FACTORY

71 Search for a Way Out Behind the Factory

Don't let the range finder of your Radar Receiver get you nervous: The first three digits represent the total number of seconds you have to escape, and that should be plenty.

Don't miss File #29 as you step down the ladder. You'll also find twin boxes of Shotgun Shells near the exit, but first you'll have to deal with two zombies: one standing, one faking (it's the second one, but if you just stay away from his arms you'll be fine). You'll find

File #30 in the middle of the garbage pit, so if you got them in order and earned Jill's Diary (it will be the #1 slot in your File folder), enjoy that while you can.

1+2

30

29

30

29

FILES

ITEMS

29

Incinerator Manual

30

Classification

1

Shotgun Shells

2

Shotgun Shells

Reference Env 3
Mini Fun Land

Check Full of Fancy Book Learnin'!

PARACELSUS WHO?

As you may have noticed, File #30 refers to the Rail Gun as "Paracelsus' Sword." What could this possibly mean? Let's consult that invaluable desk reference, *The Wordsworth Dictionary of Phrase & Fable*. Let's see... Paracelsus... Ah, here we go! I will quote verbatim:

"PARACELSUS - The name coined for himself by Theophrastus Bombastus von Hohenheim (1493-1541), implying that he was superior to Celsus, the famous writer and physician of the 1st century. He studied chemistry and alchemy and after experience of mining became a medical practitioner. He made many enemies owing to his disputatious temperament and flouting of academic traditions, and wrote numerous treatises propounding his theories which showed a keen concern for the development of medicine... He did much to encourage innovation, but his work was marred by a certain element of charlatanism and superstition."

Well I guess I'm speaking for everyone when I say, "Oh, that Paracelsus." I'm sure we can agree that not only was that a riveting read, but that it also gave us ABSOLUTELY NOTHING in the way of insight as to why Umbrella would name a Rail Gun after him. But I personally do feel enriched by the knowledge that there actually was, at some point in Earth's history, a man named "Theophrastus Bombastus von Hohenheim." Theophrastus Bombastus von Hohenheim! Say it aloud! Ha ha! Wheee!

72 Defeat Nemesis in his Final Form and Escape Before Time Runs Out

A massive rail gun would be overkill on any other lifeform, but for Nemesis, it's your last and best hope to be rid of him for good.



Head to the controls to start things up (3), then push in the #1 battery (2). As soon as you do this, Nemesis will begin to form (3), so quickly run down and push in battery #2. He'll leap atop the pile of trash and rain poison down on you, so carefully avoid the green puddles (yep, they will damage you) as you go to push in battery #3 (4) and start the countdown.

There are two ways of ensuring that Nemesis gets in front of the blast. One is to lure him there, by standing near battery 2 and shooting (5). The other is to fight back; after 20 Magnum shots, or 10 Ice Grenades (or a very small fraction of that if you unload your Rocket Launcher first) he'll go huddle in the corner (right in the Rail Gun's path) and eat (17) the old fashioned Tyrant there.




The first blast will cut a path through the garbage, and if he isn't in the corner yet, you can stand at the end

of that path to lure him into the Rail Gun's beam (6). Two direct Rail Gun hits (7, 8) will finish the battle. You'll then have one last decision to make...



The Final Decision



Okay, this decision won't make any difference whatsoever in the long run, but as any RE fan knows, a Resident Evil game isn't well and truly over until the main character delivers that goofy last line before killing the final boss. Now Jill does a bang-up job with her final quip, but you'll only get to hear it if you choose to finish off Nemesis.

Look, I don't care if it the delay causes you to get caught in the missile blast. KILL IT!

Five Secret Costumes

Jill has not one, but five different bonus costumes in Resident Evil 3. You can get, in order, (1) her old duds from Resident Evil 1, (2) Regina's clothes (and wig?) from Dino Crisis, (3) a sleazy biker suit, (4) a disco suit that makes her look alarmingly like Dana Scully from the X-Files, and (5) a mermaid-esque Japanese policewoman costume.

All of these costumes are located in the numbered dressing rooms of the Boutique, the locked shop right next to the Bar Jack. When you beat the game with an E or better, you'll earn the Boutique Key, which you'll find in your box whenever you start a new game off of that saved game. You get access to one costume for each ranking. So if you get an A, you get all 5. If you get a C, you'll get 3. F gets you zilch. And they're cumulative, so if you get a D on your first game you'll get the first two, and if you then get a C on your next game you'll get the other three.

If you're playing on Easy Mode, however, you'll earn the S.T.A.R.S. and Regina costumes whenever you beat the game, but won't ever get the other three.



S.T.A.R.S. Type



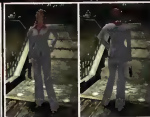
Regina Type



Biker Type



Disco Type



"Miniskirt Police" Type



Bonus Epilogues and Jill's Secret Diary

If you're playing on Hard Mode, you'll also earn an Epilogue whenever you beat the game. These epilogues consist of an original piece of art and some text explaining what became of one of the characters from Resident Evil 1 or 2. You'll have to beat the game eight times in a row to see them all, but if you don't, how will you ever know what happened to your old friends from previous installments? You can view earned epilogues at any time by selecting the Epilogue option after loading a saved game.

-EPILOGUE FILES-



Jill's Secret Diary also gives you a peek at some of the behind-the-scenes storyline of the Resident Evil series, particularly concerning events that will be further explored in Resident Evil: Code Veronica. To get this, you have to collect every file in the game, in order. When you get number 30, your first file will change from the Game Manual to Jill's Diary, which you can then read. And no, it doesn't contain anything dirty, you perv.



The Ranking System Explained

Hard Mode players will get an A-F ranking (including E) at the end of the game. These rankings determine not just how many Secret Costumes you get, but also your value as a person and your worth to society in general. So you'll probably want to try for that A.

The rankings factor in three different things: How many times you saved, how much you had to heal, and how long it took to beat the game.

The charts below indicate how much each of these factors in. The only one that may require additional explanation is healing; these are measured in percent of health Jill has regained. So since First Aid Sprays refill 100% of your health, and Green Herbs refill 25%, you can afford to use 7 First Aid Sprays and two herbs without being penalized. After that, the penalties start mounting.

You do have 30 points of grace in the A range, though, so if you can beat it in under 2 and 1/2 hours, go ahead and save before the Clock Tower Nemesis or have that extra mixed herb... You can afford it.

Serious Resident Evil 2 players will be surprised to notice that special weapons are no longer factored in. So yep, you can buy an infinite Rocket Launcher in the Mercenary Mode, tear through the game, and earn a solid (if less than honorable) A.

Just a side note, since we didn't want to spoil an aspect of the ending by showing it: Easy Mode has no rankings, but it does give you your total play time and show you an exclusive piece of art that differs from the one in the Hard Mode ranking screen. You may want to check it out.

Total Points	Ranking
270-300	A
230-260	B
180-220	C
120-170	D
50-110	E
under 50	F

Ribbons Used	Points Earned	Healing Used (%)	Points Earned	Clear Time	Points Earned
0	100	750	100	up to 2:30	100
1	90	850	90	2:30-2:40	90
2	80	950	80	2:40-3:00	80
3	70	1050	70	3:00-3:30	70
4-5	60	1150	60	3:30-4:30	60
6-8	50	1250	50	4:10-5:00	50
9-12	40	1350	40	5:00-6:00	40
13-17	30	1450	30	6:00-7:30	30
18-23	20	1550	20	7:10-8:30	20
24-30	10	1650	10	8:30-10:00	10
31+	0	1650+	0	10:00+	0





Mercenary Mission and Infinite Weapons

The first time you beat the game, regardless of Ranking or Difficult Mode, you earn the Mercenary Mode bonus game, a whole new game with three missions (in the same one large area) starring your three mercenary pals, Carlos, Mikhail, and Nikolai. You can play it at any time by loading up a saved game and choosing "Mercenary Mode" instead of "Continue Game." And with the money you earn by playing it, you can buy the traditional RE infinite weapons, and use them in the regular game! The final item, the infinite Ammo Briefcase, gives you unlimited ammo in *all* of your weapons!

To start a Mercenary Mode game, save your game after you beat it and load that game. Instead of choosing to continue, choose Mercenary Mode. Then pick your character (the three have drastically different levels of difficulty) and get to work. Your goal is to get to the end of the game in a limited time, where you'll be awarded a ranking and a wallet full of cash.

But you won't be able to do it in the two minutes you start with. You'll have to earn time by killing enemies, saving hostages, and Dodging. These tactics also earn you money, and your extra time at the end of the game rolls over into more money. When a game ends, you'll go to the Results screen, where you can buy weapons for use in the regular game. Whatever you buy will then appear in your Item Boxes when you start a new game.

Our extensive coverage of this exciting mini-game begins on the next page!

-  ∞ Assault Rifle
\$2,000
-  ∞ Gatling Gun
\$3,000
-  ∞ Rocket Launcher
\$4,000
-  ∞ Ammo Case
\$9,999



C ombos, Bonuses, and Penalties

You get a preset amount of time and money for each enemy you kill. But there are also a number of factors that alter that amount as you play.

Combos are the #1 most significant factor, strategically. If you can kill multiple enemies in a row, your time bonuses grow exponentially. For instance, (1) kill one zombie and you get +3 seconds, (2) immediately kill a second and it will be +7, (3) immediately kill a third and it'll go to +14. Thus, three zombies killed separately total +9, but three in a row is +14 for a total of a five second combo bonus. One trick to help you score combos is to (4) shoot the red barrels when enemies are close to them - BAM! Note that the bonuses are, tragically, always rounded down.



You also get serious bonuses for killing enemies with the Knife (x8 time bonus!) and with exploding barrels (double time and money). But Mikhail won't get much cash using his Rocket Launcher: He suffers a 2/3 cash penalty.

Combo Bonuses on Time & Money (per hit)

1st Hit	2nd Hit	3rd Hit	4th Hit	5th + Up
Normal Price	x 1.5 (+50%)	x 2.5 (+150%)	x 3.5 (+250%)	x 3.5 (+250%)

Time & Money Bonuses

Enemy	Time Bonus	Time Bonus
Zombie	+3	\$5
Zombie Dog	+4	\$6
Crow	+1	\$2
Hunter Beta	+6	\$10
Hunter Gamma	+6	\$10
Drain Deimos	+5	\$8
Brain Sucker	+6	\$10
Baby Brain Sucker	+0	\$0
Giant Spider	+4	\$7
Baby Spider	+0	\$0
Sliding Worm	+0	\$0
Nemesis	+20	\$40
Nemesis Type 2	+120	\$250

Modifiers by Weapon

Weapon Used	Time Modifier	Money Modifier
Knife	x8	x2
Rocket Launcher	same	x1/3
Exploding Barrel	x2	x2

Mercenary Mode Rankings Explained

In the Mercenary Mode, as in real life, it's all about the Benjamins. Money is the only thing that factors into your Ranking (who cares if you saved all those hostages?), and not all money counts. If you complete the mission, you'll get a buck for every 2 seconds left on your clock, but that won't be factored in. If you get the \$100 touch spot bonus, that won't be factored in either (although you will, of course, get to keep that to spend on your stuff at the shop). The two dollars you get for Dodging are factored in, however, so you can earn A ranks by cheating with the Dirty Trick (next page). Note that if you die before the end of the mission, your cash is cut in half (approximately), but you still get the ranking you would have gotten had you finished. Thus, if you die with \$1500 in your pocket, you'll only get around \$750, but you'll still get an A ranking.



The game records your best ranks and cash prizes per character in the Results screen. Note that our impressive A with Nicholai is totally fake, as we could never get an A on his game without using that Dirty Trick to cheat our asses off.

Money Earned	Ranking
\$1500+	A
\$1200-\$1499	B
\$900-\$1199	C
\$600-\$899	D
\$300-\$599	E
under \$300	F

A Advanced Tactics for Carlos and Nicholai

Knife Fighting with Nicholai

You **MUST** master the knife if you hope to become one with Nicholai. The good news is knife kill bonuses are huge: 8 times the seconds and double the cash! For instance, killing a zombie with your gun gives +3 seconds, but the knife scores +24 seconds. Your knife's range is about arm's length. Here's a general overview of fighting a zombie with your knife.... (1) Do one stab when it enters your range, at which point he'll try to grab you. (2) Quick Turn and run a few steps, Quick Turn again (or autoaim) and (3) stab it 'til it falls to the ground. (4) Stab it on the ground to finish it. For more mobile enemies, a variation of this trick is used. For instance, on the second form of Nemesis, don't try more than 2 stabs at a time. Depending on your position in relation to the enemy and your surroundings, either Quick Turn and run or simply run without the Quick Turn. Another nice tactic with Nicholai is to use the Handgun to wear an enemy down, then quickly switch to knife to finish them off for the big bonus.

Carlos' Machine Gun Trick

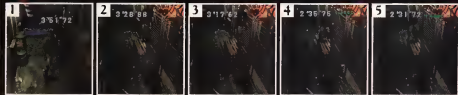
Carlos' Assault Rifle comes into play often, so know its best uses: killing Hunters, and scoring combos. To nail a combo, point and hold down the button while aiming into a mob of monsters. Hunters are trickier. Don't just aim at them and hold the button or you'll waste ammo. The most efficient tactic is to stutter the shots by tapping the button, which will make it sound like a semi-automatic. This will conserve ammo!

Paths and Skipping

We've outlined a recommended walkthrough which covers all three characters. We take Mikhail through all 44 rooms, however, we skip over certain rooms, hostages, enemies, and touch points with the other characters. You can see each character's recommended route on the map. For Carlos, time is the most important factor, while for Nicholai it's degree of difficulty. Therefore, if we skip a hostage or touch point, it's because we think that it's not worthwhile given time or difficulty constraints. If you think you're hardcore enough to rescue every hostage, hit every touch point, and not get hit once with Nicholai, go ahead. We dare you.

T The Infinite Money Dirty Trick

The ninjatei masters at Versus Books have figured out a way to collect infinite money, and no, we're not talking about publishing Pokémon books. When you reach room 37 (Zombie Dog Domain), finish off two of the three dogs immediately. (1) After that, lure the remaining dog towards the pallet against the wall and quickly get on top of the pallet with the dog following you. (2) Once you are on the pallet, get to the back edge opposite the dog and watch as Fido makes feeble attempts to hit you with jumping attacks. (3) Take a small step forward and then press R1 right before he jumps. (4) Your character will dodge backwards giving you a nice dodge bonus. Immediately after your character dodges (5) hit R1 again to combo your dodge bonus. Repeat that process and rack up tons of money and time. Even though it is possible to have the dog on either side of the pallet, the ideal place for him to be is on the side with the touch point.



MERC MAP 1



Mercenary Mission Character Profiles



Mikhail

Mikhail is by far the easiest character to use in the mercenaries game because of his incredible firepower. He's definitely the one you're going to want to start out with, but even he doesn't have enough ammo to kill absolutely everything. His only downside is his lack of healing items (although he can find two First Aid Sprays), so play with him first to familiarize yourself with the terrain and enemies in Mercenary Mode.



Carlos

Carlos, the mid-level character, is the equivalent to Hunk in RE2. He starts with a solid arsenal, and what he lacks in firepower he makes up in healing items. Carlos requires not just skill, but luck as well, in that he starts with the Eagle 6.0. As you may recall, roughly one shot in eight comes out with Magnum Force, and that shot coming at the right time could mean the difference between victory and defeat.







Nicholai

Nicholai is a throwback to RE2's Tofu with his lack of weaponry. While his two comrades are blasting zombies left and right, Nicholai is stuck stabbing them. More Handgun ammo is available in his mission, but First Aid Sprays are not. Nicholai also takes more damage from zombies and other enemies. At least he gets a hefty time bonus from killing enemies with that knife of his (except Nemesis).



Map Key

-  Room Number (corresponds to same numbered section in walkthrough)
-  Touch Point
-  Hostage Point
-  Path taken by Mikhail
-  Path taken by Carlos
-  Path taken by Nikolai



H

ostages and the Secret Touch Points

In addition to killing enemies, you can earn time, money, and supplies by saving Hostages. There are six hostages in the game, but each only exists for a limited "lifespan", as shown on the graph to the right. This time is counted from the beginning of the game, and has nothing to do with the time you earn, so if you're not quick you may be too late (the hostages simply aren't there if you don't make it in time... I like to think they're all killed and eaten, except for the cute girl from the commercials...I'm sure she escapes safely). Hostages also give you supplies, which is the one and only way of gaining items in the Mercenary Mode. The only downside is that they're all a bit out of your way, so it can be a major inconvenience to save them. Check your character's route on the map to see if we suggest that character make the detour to save them or not.

The other call out on the map is "tp," for Touch Point. These are areas in the game where you can search (such as a pile of garbage, a fire hydrant, etc.) and receive a time bonus. You get +2 seconds for the first, +4 for the second, and the amounts double each time you get one. There are six total, and the sixth one gets you a whopping +64 seconds! Get all six, and you'll also get \$100 bonus, although it won't count towards your ranking.

Hostage	Location	Mikhail	Carlos	Nicholai	Lifespan
Dario Rosso	Gas Station (7)				2:00
Girl from Umbrella TV Commercials	Newspaper Building (12)				9:30
Brad Vickers	Restaurant Basement (16)				4:30
Marvin Branagh	Power Plant (22)				7:00
Nicholai, Mikhail, or Carlos	Umbrella Pharmacy (36)				12:00
Nicholai, Mikhail, or Carlos	Bar Jack (39)				14:00



Touch Points

Bonus (if you get them in order)	Location
+2	Enter the second door of the newspaper office and check the garbage in the back. (Room 10)
+4	Check the very back tables to the right side of the entrance of the restaurant. (Room 17)
+8	The Control panel in the Low voltage room of the Sub Station. (Room 22)
+16	Check the Fire Hydrant in the area with one Nemesis and Zombies. (Room 29)
+32	Check the barricade to the right in the area where you first used your lighter. (Room 37)
+64	Down in the basement in the exact same place where the shotgun was found. (Room 41)

MERC MAP 2



Map Key

- 29** Room Number (corresponds to same numbered section in walkthrough)
- tp** Touch Point
- H** Hostage Point
-  Path taken by Mikhail and Carlos
-  Path taken by Nicholai

1 Cable Car

MIKHAIL: Proceed to your right and exit through the door.

CARLOS: Same as Mikhail.

NICHOLAI: Same as Mikhail.

2 Cable Car Area



Turn right out of the cable car, head around the corner, and climb over the pallets. (1) Pass the zombie and run to your left, (2) up against the alley wall all the way to the door (bypassing the other zombies).



3 Alley



MIKHAIL: Run straight and the instant the screen changes (1) fire your Shotgun to take out both zombies. Run and hug the left wall to avoid the invisible zombie on the ground who's hiding near the corner, and as soon as you turn the corner, (2) level both zombies with your Shotgun.

CARLOS: Same as Mikhail, only use your Handgun instead of Shotgun.

NICHOLAI: Hug the wall on your left as you run past the first zombie, then curve around the second. Cut the corner to avoid the ground zombie, and then either get grabbed or Dodge the 2 zombies around the corner and exit.



4 Crow Haven



Just run straight through the murder of crows, take the sharp right turn and exit.

5 City Hall



MIKHAIL: Decap the first zombie with an upward Shotgun blast. Run forward 2 screens and when you see the barrel, use R2 to aim at it, and (1) wait for all 7 zombies to approach the barrel before you (2) fire for a 72-98 second combo! Exit via the left fork.

CARLOS: Use the Handgun instead of the Shotgun.

NICHOLAI: Stab the first zombie to death. Quick turn, exit, and re-enter. Arm your Handgun, take



aim at the barrel, and blow up the zombies. Run past the flames and take the left-hand fork.

6 Gas Station Area



As soon as you enter the second screen, wait. When the dog charges, (1) run around him to the left, along the wall. Run around the path as it curves right and left, (2) staying close to the inside on the 2nd turn to the left to avoid the next two dogs. Hit the door and smile!



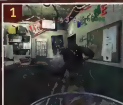
7 Inside Gas Station



MIKHAIL: If you're in time to save the hostage, there will be a zombie to your right. Decap it with the Shotgun, and when you get to the next screen, (1) blow away the ground zombie. Go through the door, and in the next room, you'll see a zombie barely off screen. (2) Auto-aim and Shotgun it, then re-auto-aim and fire to kill the two remaining zombies. Then go rescue the hostage, take your reward, and leave.

CARLOS: Basically the same as Mikhail, except with the Handgun instead of the Shotgun. Shoot fallen zombies to finish them.

NICHOLAI: Shoot the zombie to your immediate right with 3 or 4 bullets, then switch to your knife and finish him off for the big bonus. Knife the ground zombie by the desk to death. Carefully stab all of the zombies in the next room, rescue the hostage, grab the goods, and leave.



8 Gas Station Area Again



Run directly behind the green car. Whether the dog jumps or not, proceed to the right around the gas pumps and run to the exit.

9 City Hall

Head down the path to your left.

10 Shopping Arcade Annex



MIKHAIL: Stand near the white line on the ground, (1) aim towards the center of the mass of zombies, and when they get close, start firing your Shotgun, shifting your aim toward any that are still standing. You can (2) combo up to +64 seconds. Head forward past the corpses and take the second door to your right. Inside is a pile of junk - (3) the first touch point. Hit it, leave, and take the other door.

CARLOS: Same as Mikhail, only use the Machine Gun. We suggest you skip the touch point and go down the alley to your right.

NICHOLAI: Upon entry start (1) running along the wall to the right of the group of zombies. Halfway through the group, (2) hook left and then right around the last four. To the door it is.



11 Newspaper Building 2

MIKHAIL: Equip the Magnum and as soon as you enter, (1) shoot the Hunter to your right. Turn left, run toward the stairs and wait at the bottom. (2) When the second Hunter appears, shoot it, then head up the stairs and leave.

CARLOS: SKIP

NICHOLAI: Immediately run left toward the stairs. Near the top, hug the wall to your right and change to a walk. (1) The Hunter at the top to the stairs will swipe at you and miss. Then, as you come closer to the top of the stairs, (2) he will jump at you. AS SOON as he starts his jump, (3) run around him to your left and he will jump down the stairs. Continue to the door.



12 Newspaper Building 2F #2

MIKHAIL: Switch to Shotgun and decap the first zombie. Turn left, go through the door. Try for a combo on the four zombies that await you. Rescue the hostage, collect your loot, and leave.

CARLOS: SKIP

NICHOLAI: (1) Wait at the flames and start shooting. This will lure 2 zombies from the nearby door; keep shooting 'til they're down. (2) Then run up and knife them to death. Run through the door, shoot at a zombie there, and run back out

to the hallway. The last 2 zombies will follow you out and you can finish them off. Grab the hostage and loot, and leave the building, carefully dodging the 2 Hunters on the stairwell.



13 Shopping Arcade Annex #2

MIKHAIL: Go back the way you came and take the other route (down the alleyway).

CARLOS: SKIP

NICHOLAI: Same as Mikhail.

14 Shopping Arcade 2

MIKHAIL: Run down the long hallway, 'til you see a sign along the top of the awnings that says "Barber Time". Once you reach this sign, stop. (1) Turn 90 degrees to your left, and (2) run along the wall past the 2 dogs and make a beeline for the door.

CARLOS: Same as Mikhail.

NICHOLAI: Turn right at the corner and hit the door.



15 Inside the Restaurant



MIKHAIL: Switch to Magnum, run forward to the wall, then hit R1 and (1) fire to kill the Hunter off-screen. Then run down the hall, wait at the (2) corner for the next Hunter to appear and kill it. Go down the ladder.

CARLOS: Same as Mikhail, except use the Machine Gun instead of the Shotgun. Don't forget to use the stutter technique mentioned in the Mercenary Training section for the Hunters.

NICHOLAI: SKIP



16 Under the Restaurant



MIKHAIL: Equip Shotgun and (1) kill the zombie to your left, then quick turn and run down the hall and (2) take out the rest of the zombies with your Shotgun. Rescue your hostage, get your loot, and leave.

CARLOS: Same as Mikhail, except use the Handgun instead of the Shotgun.

NICHOLAI: SKIP



17 Restaurant 2nd Room



MIKHAIL: Equip the Magnum, run straight, turn the corner to the left, turn the corner to the right, and as soon as the screen changes, (1) hold R1 to aim at the Hunter. Kill it and don't use the door, turn the left corner and (2) hit the table for another touch point. Then Quick Turn and exit.

CARLOS: Use the Machine Gun instead of the Magnum, and we suggest you skip the touch point.

NICHOLAI: SKIP



18 Grill 13?!



MIKHAIL: Use your Shotgun to combo the first two zombies. (1) Run slightly left to avoid the next two zombies, follow the right path in the T in the road, and (2) combo the next four zombies when the screen changes. Use the door on your left.

CARLOS: Use the Handgun to headshot the 1st pair of Zombies, run past the 2nd pair, and combo the zombies in the hallway with your Machine Gun.

NICHOLAI: Nicholai enters this area from a different door than listed above, so just take the first door on your right.



19 Nemesis 1st Appearance



MIKHAIL: (1) Get CLOSE to Nemesis and (2) use two Rocket Launcher shots. Run past him, and take a left. Go up the stairs, take another left, and use the red elevator.

CARLOS: Run right past Nemesis and take the first right turn instead of the elevator.

NICHOLAI: Same as Carlos.



20 Power Plant Area



x 3

MIKHAIL: Run, dodge to your right around the first spider, your left for the second spider, and either way for the third. Head for the gate!

CARLOS: SKIP

NICHOLAI: SKIP

21 Power Plant Alley



x 2

MIKHAIL: Auto aim with the Magnum to combo the two Drain Deimos. Head out the gate on the right side of the alley.

CARLOS: SKIP

NICHOLAI: SKIP

22 Power Plant Control Room

H #4

TP #3



x 7

MIKHAIL: Turn right and Shotgun the zombie. Take a step forward and shoot his offscreen friend. Turn back toward the camera and (1) combo the next three zombies. Run to the second control room and (2) nab the touch point on the right side of the control panel. Quick turn out and shoot the zombie in front of you. Run straight, take a left through the door, be on the lookout for the last zombie, and rescue the hostage and take the loot. Exit back the way you came.

CARLOS: SKIP

NICHOLAI: SKIP



23 Power Plant Area #2



x 3

MIKHAIL: (1) Run in a curve to your right around the first spider. Curve back left to (2) clear the second, and then avoid the third spider. Take the elevator.

CARLOS: SKIP

NICHOLAI: SKIP



24 Nemesis (Already Dead)

MIKHAIL: Follow the path back around to the intersection and take a left, go to the door, and enter unknown territory.

CARLOS: SKIP

NICHOLAI: SKIP

25 Hunter Hallway



MIKHAIL: Immediately Magnum the first Hunter directly in front of you. Turn left and start (1) WALKING forward toward the 2nd Hunter. When he is about to leap, (2) run straight underneath his jump. He will land behind you, use R1 to autospin and shoot him dead. Quick turn and use the same tactic on the 3rd Hunter.

CARLOS: Use the Machine Gun instead of the Magnum of course, and instead of juking, just shoot all 3 hunters before exiting.

NICHOLAI: Walk slowly toward the Hunter directly in front of you. When he starts to move forward, (1) start running and curving right, looping around him and running toward the door. (2) Juke the next Hunter to your left and hit the door before the 3rd Hunter can hit you.



26 "Safe" Room



MIKHAIL: Point your Shotgun at the wall straight ahead of you, aim down, and shoot twice for an up to +24 seconds combo. Run toward the white door to your right, but hug the left wall as you do (the white shirted zombie is dead, but the dark shirted one isn't).

CARLOS: Using your Handgun, kill only the zombie closest to you on the floor, then exit.

NICHOLAI: Arm your knife, and run into the center of the room, (1) making sure to get hit by every ground zombie. The small amount of damage they cause is (2) well worth the time they give.



27 Parking Garage



MIKHAIL: Run to your left and pass the 2 zombies near the entrance. Three screen changes later, (1) use R2 to aim at the barrel for a combo. Then stand near where the red barrel was for a second to lure the remaining zombies. Run forward to the grey wall, (2) and hug it all the way down toward the camera.

CARLOS: Same as Mikhail

NICHOLAI: Same as Mikhail



28 Nemesis Type 2



MIKHAIL: You must have 2 minutes left for this Nemesis to appear. Just run left two screens and fire the Rocket Launcher when he lands from the leap. Then when he stands up and he starts running at you hit him again. Make sure to keep your distance. Hot two minute bonus!

CARLOS: (1) Shoot Nemesis with your Handgun until he attacks, (2) then carefully dodge around him to HIS LEFT, away from the side with the tentacle. Do this until he goes down on his knee. Once he gets up, either dodge and shoot more, or (3) lure him near one of the three barrels in the area for explosive damage.

NICHOLAI: Make sure to have your Handgun armed with the enhanced rounds you found. Dodge and shoot, Dodge and shoot. You should make sure to lure Nemesis near all three barrels to save bullets. And don't bother killing him with a knife, it's the same bonus no matter what.



29 Nemesis Again?!



MIKHAIL: Decap the first zombie with your Shotgun, run forward, arm the Rocket Launcher, and (1) wait for Nemesis to kill the zombie. Just as he does, (2) shoot Nemesis for up to a 17 second combo. While Nemesis is down, Shotgun the zombie, switch back again to Rocket Launcher, and finish Nemesis when he stands up. Run past the exit door to the fire hose mount and (3) nab the hidden touch point. Quick turn and exit through the door.

CARLOS: Using your Handgun, kill the first zombie you see, quick turn, exit, and re-enter to reset the other enemies' positions. (1) Run forward and hug the wall to your left to (2) dodge the Nemesis and the zombie ahead. Exit ASAP.

NICHOLAI: Shoot the first zombie you see. If timed right, he should die at the same time as the zombie that Nemesis kills, resulting in a 7 second bonus. Quick-turn, exit and re-enter. (1) Walk forward until you can see the zombie. Wait until Nemesis charges you, (2) and run around him to your left along the wall, past the zombie to the door.



30 Drain Deimos Dementia



Dodge around the Drain Deimos in this room and don't bother wasting ammo.

31 Free Room

Go through the door.

32 Zombie Fest!



MIKHAIL: Run and take the left-hand fork of the Y split, and when the screen changes, (1) fire the Shotgun three times for a massive zombie combo. Run back up the path, turn around, and (2) hit the barrel to combo the rest of the zombies. Go down the right side of the Y and exit.

CARLOS: Same as Mikhail, using your Handgun instead of the Shotgun.

NICHOLAI: Same as Mikhail, except use your Handgun instead of the Shotgun and take the left path instead of the right.



33 Snake Shortcut



MIKHAIL: Zig zag through the snakes in a left-right-left manner, then exit.

CARLOS: Same as Mikhail.

NICHOLAI: SKIP

34 BrainSuck Corner



MIKHAIL: Immediately run left and when the screen changes, Magnum the Brain Sucker on the floor. Run past the other sucker and exit.

CARLOS: Instead of fighting, Dodge through the two brain suckers and exit.

NICHOLAI: SKIP

35 Doctor Zombie Clinic!



MIKHAIL: Shotgun decap the first zombie, run through the door, then (1) Shotgun combo the three zombies. Run around the desk to your left and (2) shoot the next zombie. (3) Run over his remains without pause and turn to your right. Kill the last zombie before the door and exit.

CARLOS: Shoot down the first zombie with your Handgun and wait on top of his corpse. When the next two zombies come through the door (1) shoot to kill. Cross through the doorway, (2) stand behind the desk on your left, and snipe the rest of the zombies. Exit.

NICHOLAI: SKIP



36 Triple Hunter Heaven



MIKHAIL: Run to your right and when the screen changes, Magnum the first Hunter. Then (1) wait for the next two Hunters to appear and (2) Magnum them both. Rescue the hostage, get the goodies, and backtrack three rooms, being careful of the snakes and the one remaining Brain Sucker. This time, of course, take the other fork.

CARLOS: Same as Mikhail, except use the Machine Gun instead of the Magnum.

NICHOLAI: SKIP



37 Zombie Dog Domain

TP
#5x
3

MIKHAIL: (1) Kill the 3 dogs with your Magnum, then (2) search the body on the ground to the right of the door (another Touch Point). Quick turn, run, and leave.

CARLOS: Dodge the dogs and exit. (We recommend you skip the Touch Point).

NICHOLAI: Same as Carlos.

SPECIAL NOTE: This is the room of the DIRTY TRICK (see Mercenary Training for more info)



38 Nemesis Twins

x
2

MIKHAIL: Run straight down the hall and (1) wait for Nemesis to turn the corner (his buddy is right behind him). (2) Combo them with your two remaining Rockets. Proceed around the corner to the right and down the stairs and through the door.

CARLOS: Take the right fork and run right down the stairs. As you do this, (1) 2 rockets should miss you narrowly. Continue running, (2) past the Nemesis with his still-upraised rocket launcher. Exit through the green door.

NICHOLAI: Same as Carlos.



39 Zombie Bar & Grill

H
#6x
6

MIKHAIL: Take a small step forward, turn right, and Shotgun combo the zombies like Ken Masters. Go rescue the hostage behind the bar, and then leave through the other door.

CARLOS: Same as Mikhail, but use Machine Gun.

NICHOLAI: As you enter, (1) quickly run to your left and around to the far side of the bar. This gives you room to shoot zombies. (2) Kill a few with your knife. Get the hostage, loot, & leave.



40 Monster-Filled Alley

x
2

MIKHAIL: OMG! (1) Magnum the Hunter, then make a U-turn to your left and (2) exit through the door.

CARLOS: Run past the Hunter to the exit.

NICHOLAI: Hold up as you enter this room to immediately climb the stairs. Curve around the corner to your left and head down the hall to the door.



41 Zombie HQTP
#6X
9

MIKHAIL: Run straight and as you come to the corner, Shotgun the first zombie. Turn to your left and Shotgun (1) combo the next three zombies. Walk forward until you see more zombies and slaughter them. Turn to your right and enter the first door you see, go down the stairs, and (2) hit the last touch point (a body on the ground). Go back up the stairs, turn left out the door, and exit.

CARLOS: Same as Mikhail, but use your Handgun instead.

NICHOLAI: (1) Use your handgun to dispatch the zombies in this hallway, if possible (2) finishing most of them with your knife.

**42 Hunter Hideout**X
3

MIKHAIL: Immediately hit R1 and auto-aim to combo kill three hunters with your Magnum.

CARLOS: Run along the far wall to dodge the 3 hunters and exit.

NICHOLAI: (1) Walk slowly forward until the first Hunter jumps over your head. As soon as he does, (2) run to your right and hit the door.

**43 Empty Hall??**

Run to the door.

44 Make My Day!X
9

MIKHAIL: Clear out the enemies with your remaining ammo. Congrats! You're a semi ninjal!

CARLOS: Use up your remaining ammo. Congrats! You're a True Ninja!

NICHOLAI: Use your ammo; if you don't have enough, (1) run forward into the mass and (2) push them all down and continue running to the door. CONGRATS! You are the macskillz-of-the-year, more-burns-than-backdraft, beeznaughty boombastic, rfcoculous, public enemy #1, incredible, amazing, NINJATEI MASTER!!!!



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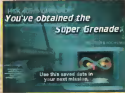


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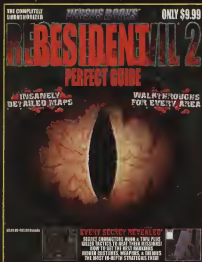
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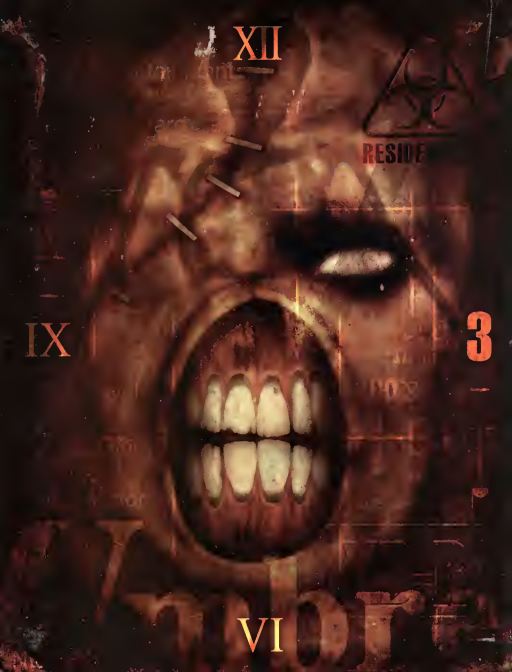
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RESIDE

IX

3

VI





the Biohazard Emergency Service



Carlos OLIVEIRA

age/21 blood type/O height/5'11" weight/183 lbs.

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