





Avoid/shoot zombies



GO

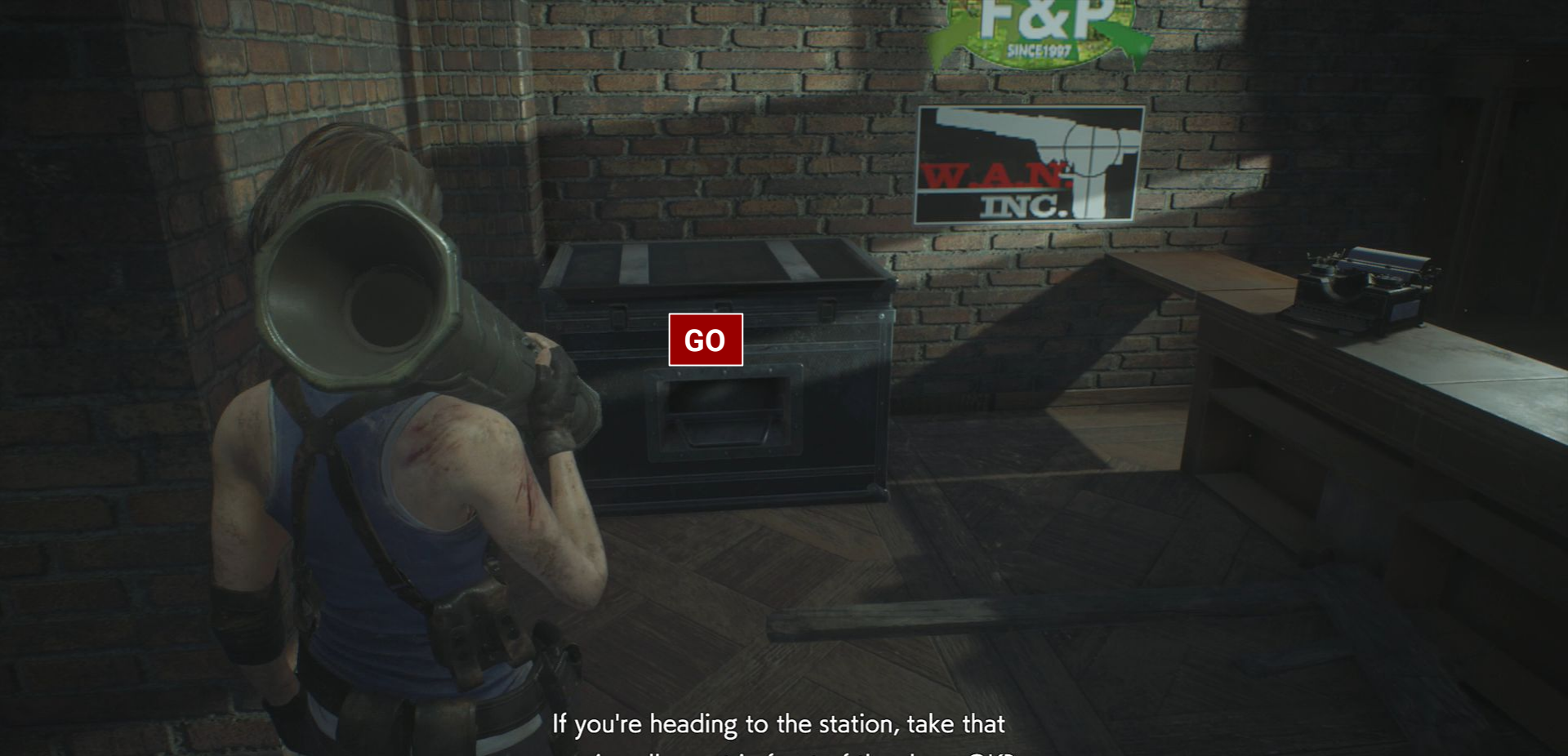


GO



If you're heading to the station, take that

Kendo's Gate Key



GO

If you're heading to the station, take that
... in the next part of the level. OK



Lock Pick



Bolt Cutters



G19 Handgun

9



Survival Knife



Lock Pick



First Aid Spray



Ballistics
AMMUNITION

GO





GO



Use

Examine

Combine



Kendo's Gate Key

Unlocks the gate outside of Kendo's shop, granting access to the alleyway.



GO



GO



GO



GO



GO

Objective

Escape the creature

FOLLOW PATH

Shoot Nemesis



Shoot vehicle under Nemesis



GO





GO



GO



GO



RUN AWAY



Shoot Nemesis



GO



AISET

EXIT

GO

ERE!!
30
du.75
7e
GRAPES
26
F 78



FOLLOW



FOLLOW



GO



GO



Knock Brad down



GO

C



Hip Pouch x2



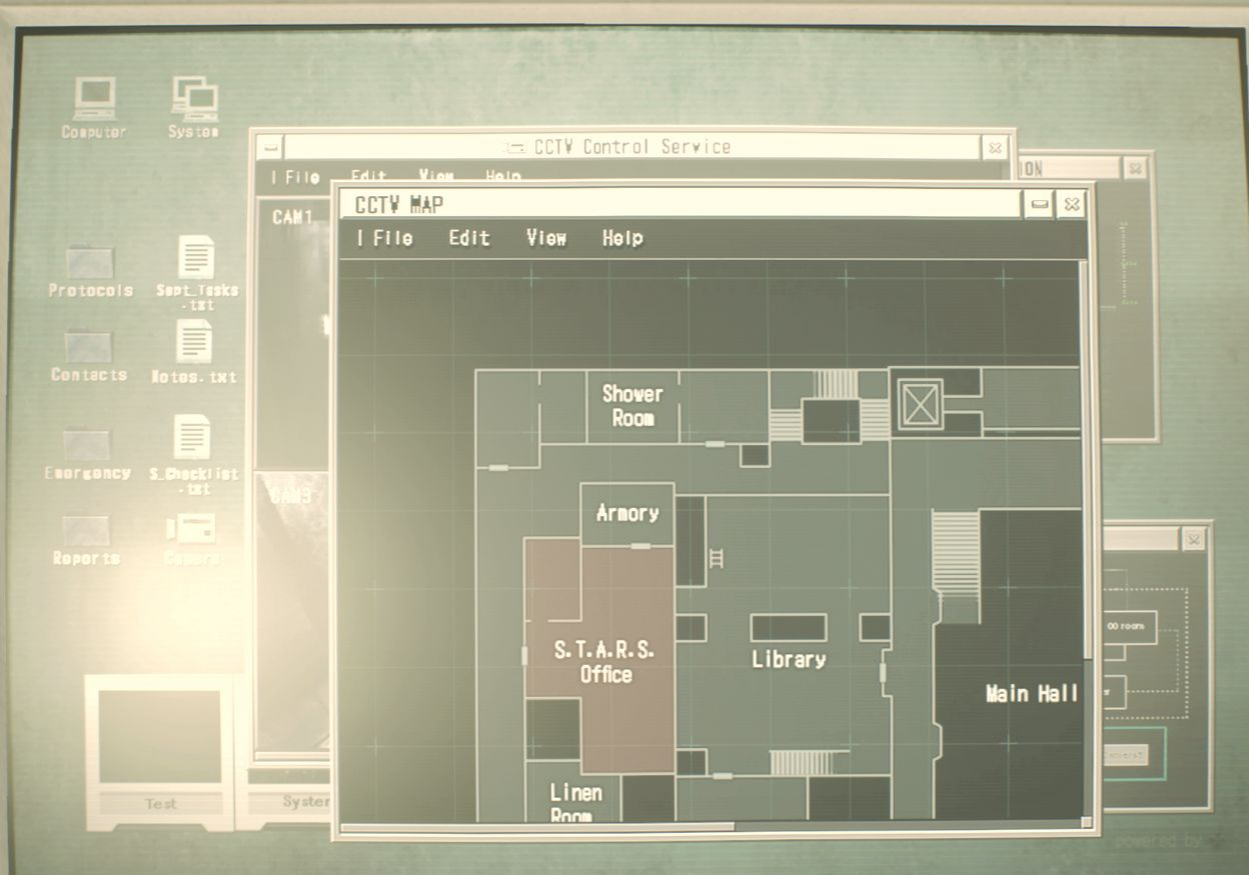
GO

	Combat Knife	
	G18 Handgun	18
	CQBR Assault Rifle	32
	Assault Rifle Ammo	152
	Handgun Ammo	15



Infinite Rocket Launcher

A recoilless rocket launcher that fires 84mm projectiles. The piercing power of the rocket causes more damage than the explosion.





GO



GO



FOLLOW HALLWAY

Watch out for the Licker that jumps through window in front of the door leading to the Operations Room



GO



GO



LEFT



Watch out for group of zombies in the next area





Watch out for zombie around the corner

GO



GO





Key



GO DOWNSTAIRS



Shoot to kill Licker around corner



SAFETY DEPOSIT ROOM

GO



 E ∞			
			
			
			

Key

A well-worn key.



Kill zombie inside the caged area
104



Battery



Kill Brad



LEFT



GO

GO





GO

2F



GO



GO



Electronic Gadget

Find Dr. Bard

Go to the S.T.A.R.S. Office



Key

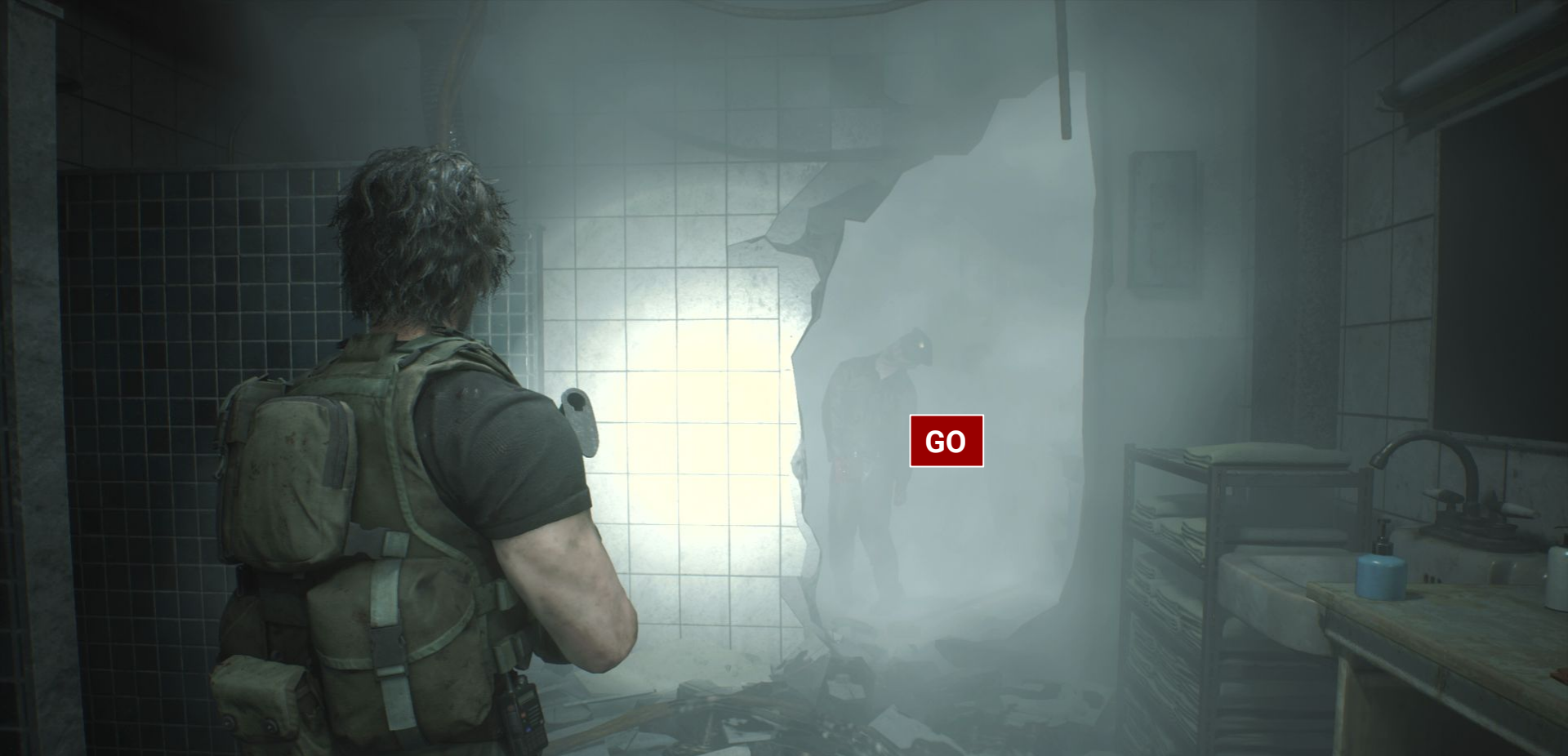
A well-worn key.



4
FINE

Discard Key

Combine Electronic Gadget with Battery = Detonator



GO



Watch out for Licker and Pale Heads in the next area



GO





GO






LT
MAP

INVENTORY

RT
FILES

> Find a way above ground

 E ∞			
			
			 Examine
			 Combine
			 Discard

 ∞		
		
		

Kendo's Gate Key

Unlocks the gate outside of Kendo's shop, granting access to the alleyway.

FINE

Discard Kendo's Gate Key



GO



GO



GO



GO



Objective

Escape the creature

GO







Keep running to avoid Nemesis



Shoot with Rocket Launcher roughly 4 times



GO



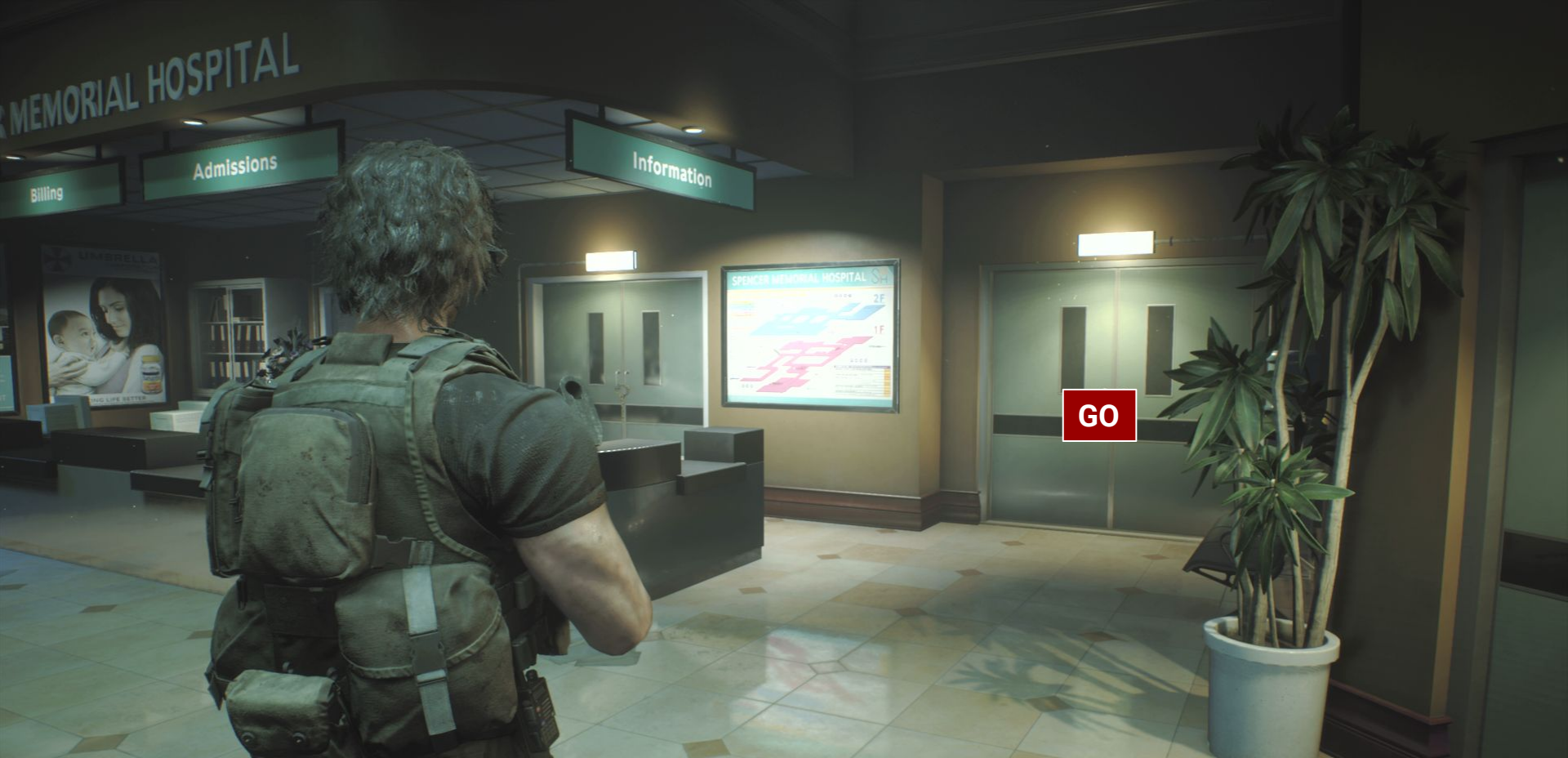
0:45:00 / target time

Save - Hospital / Makeshift Sickroom



GO

WHEN YOU
SEE THIS



Watch out for Licker on the ceiling in the Reception Room



RIGHT



Emergency
Vaccine Research

GO



Tape Player



RIGHT





↑ Nurses' Station

Patient Room 1 ↑

Patient Room 2 ↑

GO



GO



GO



GO



RIGHT



GO



GO



GO

Green Herb
Locker Room Key



GO





GO



GO



LEFT



GO



Green Herb
Combine Green Herbs = Mixed Herb (G+G)



Watch out for the Hunter roaming the hallway (possible)



↑ Nurses' Station

Patient Room 1

Patient Room 2

GO



GO



GO



Use

Examine

Combine

Key

It's seen a lot of use.



Hospital ID Card



GO



Watch out for Hunter after cutscene



RIGHT



Watch out for Hunter roaming the hallway



GO

← Nurses' Station Main Entrance and Lobby ↑



Watch out for Licker in the next room behind the reception desk



GO

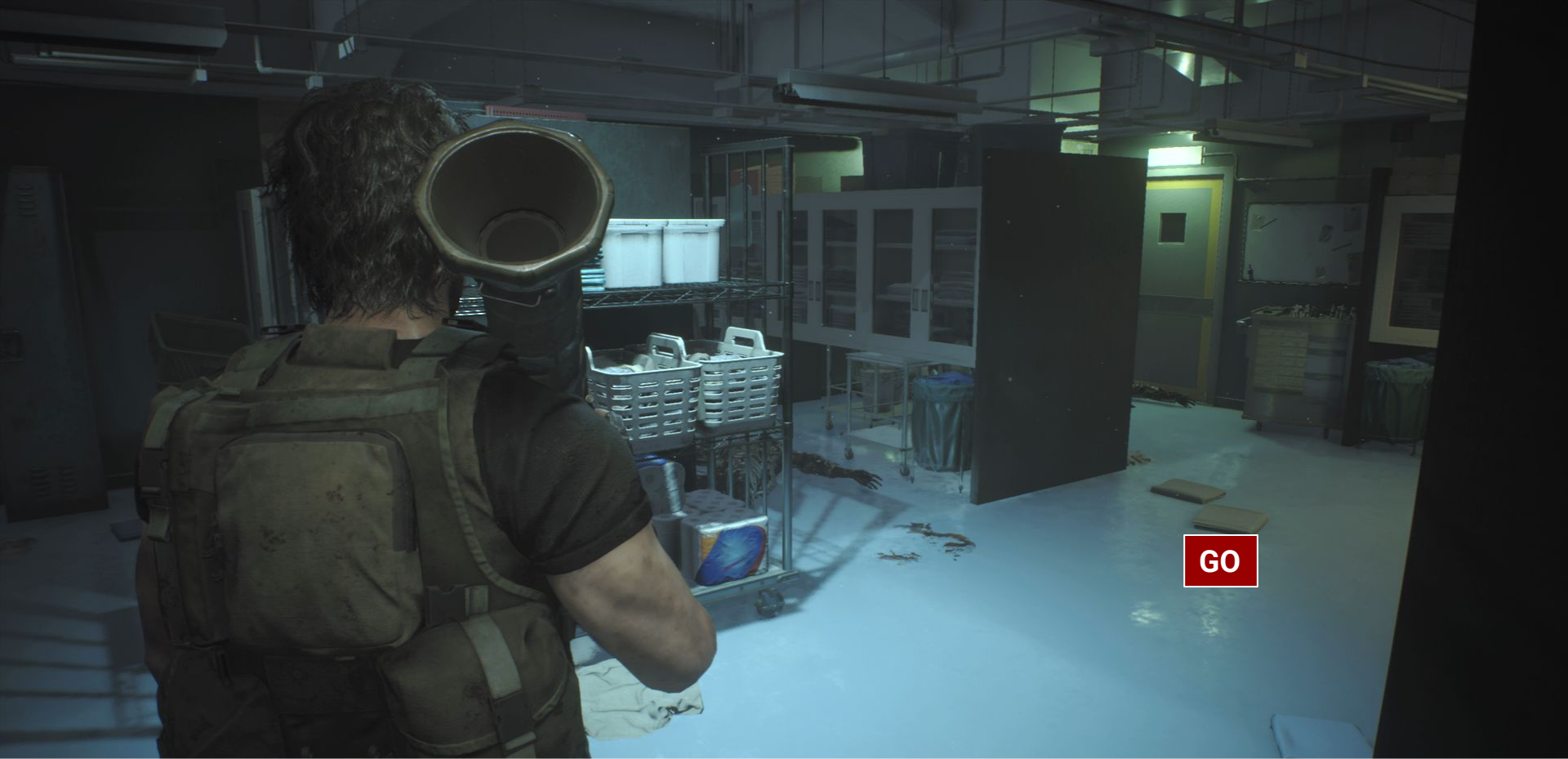


Hospital ID Card

A security card for Spencer Memorial Hospital.



Watch out for Pale Head



GO



Watch out for two Hunters in the next room



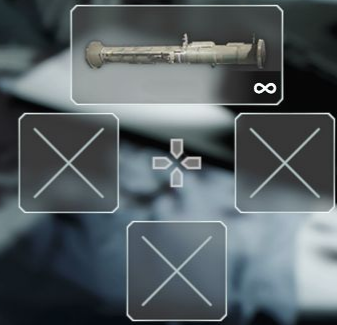
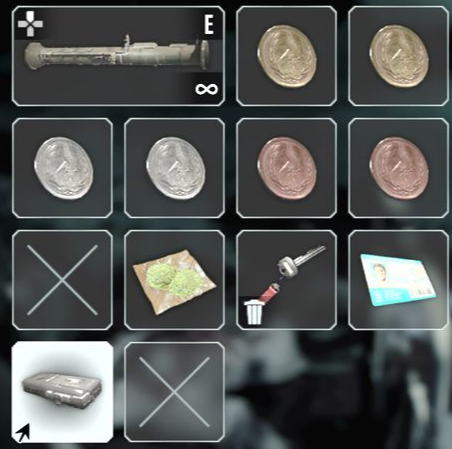
Audiocassette Tape

LT
MAP

INVENTORY
...

RT
FILES

Search for a vaccine
Search for an audiocassette



Tape Player (Tape Inserted)

A player for audiocassette tapes.
A tape labeled "Dr. B Recording for HR" is inside.

FINE

Combine Audiocassette Tape with Tape Player = Tape Player (Tape Inserted)



GO



RIGHT

Be careful / Hunter may attack you before jumping off the ledge





GO



GO



GO



GO



GO




GO



GO



-  Use
-  Examine
-  Combine

Tape Player (Tape Inserted)

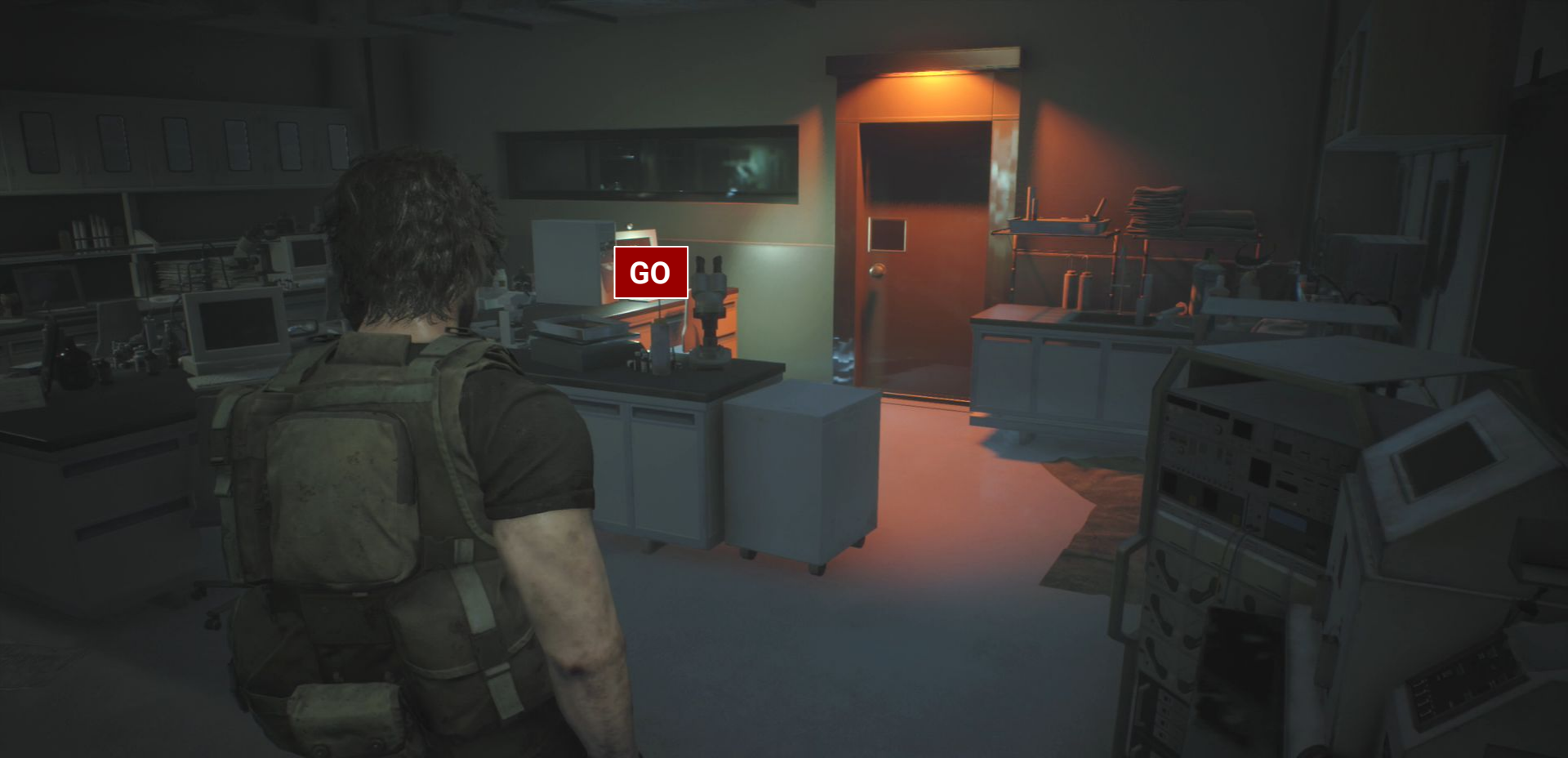
A player for audiocassette tapes.
A tape labeled "Dr. B Recording for HR" is inside.



I'm the best biologist you'll ever meet,



GO



GO





Vaccine Sample



Watch out for Hunter in the next room



GO



GO



GO



GO

SPENCER
MEMORIAL
HOSPITAL

FULFILLING LIFE
COMES
FROM GOOD HEALTH

GO



GO



 E ∞			
			
			
			

- Use
- Examine
- Combine

Vaccine Sample

A vaccine which can cure a victim of the T-Virus. There's just enough vaccine inside for one person.



> Defend Jill

LT
MAP

INVENTORY
• • •

RT
FILES

 E ∞		
		
		
		

	 ∞	
		
		

Key
It's seen a lot of use.

FINE

- Discard Key
- Discard Hospital ID Card
- Discard Tape Player (Tape Inserted)





Detonator



Spam Rockets in the Lobby to kill zombies until the lights go out



Spam Rockets in the Lobby to kill zombies and Hunter / hold L2 + R2



The inventory grid contains the following items:

- Top-left: A detonator with a crosshair icon, labeled 'E' and an infinity symbol.
- Top-right: Two gold coins.
- Second row: Two silver coins, two red coins.
- Third row: A detonator icon, a 'Use' button (hand icon), and two 'X' buttons.
- Bottom row: Two 'X' buttons, and a 'Combine' button (plus icon).



Detonator

A detonator for use with C4 explosives.



Spam Rockets to kill zombies / hold L2 + R2



GO



G19 Handgun

0



Survival Knife



Bolt Cutters



Lock Pick



Green Herb



Lock Pick

GO

WHEN YOU
SEE HIS





GO



GO



-  Use
-  Examine
-  Combine

Lock Pick

A specialized tool which allows a skilled user to unlock simple locks when no key is available.



Watch out for Pale Head in the next area



EXIT

LEFT



GO







GO



GO



GO

Hip Pouch



GO





GO







Fuse #3



Watch out for enemy below in the storage unit



GO



GO



GO



GO



GO



Fuse #1



GO



GO



GO



GO



Fuse #2
Watch out for Hunter



UMBRELLA
CORPORATION

GO



GO



GO



GO



GO

Use all 3 Fuses





GO

X
v

DANGER



GO



GO



GO



GO

Watch out for zombie and Pale Head



RIGHT



GO

Flash Drive



RIGHT





LEFT



GO



Flash Drive

A portable USB memory drive.



GO

DECK
A
LEVEL
3

CAUTION

ATTENTION
DO NOT TOUCH
ELECTROSTATIC
SENSITIVE
DEVICES

WARNING

WARNING

GO



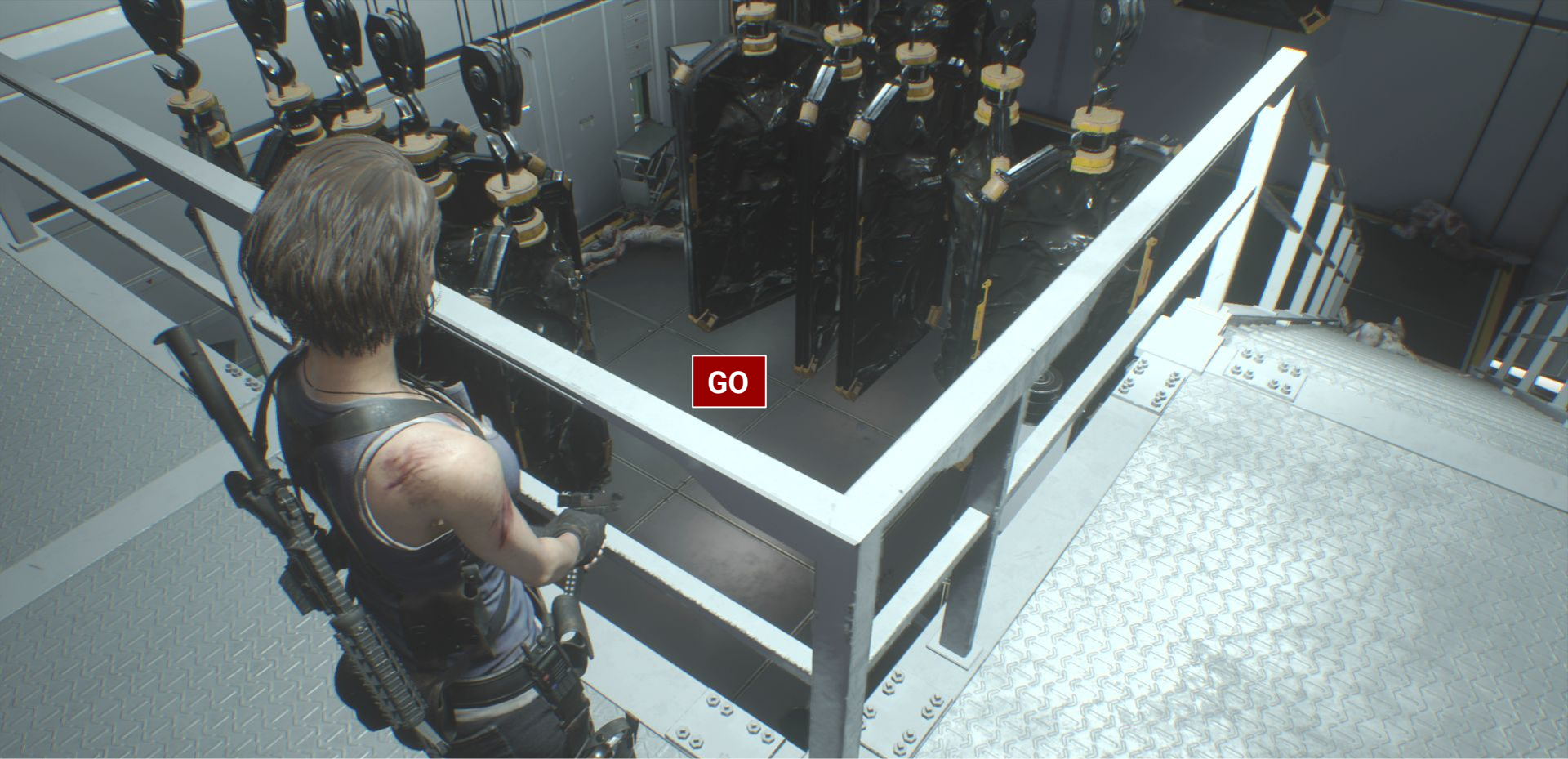


GO

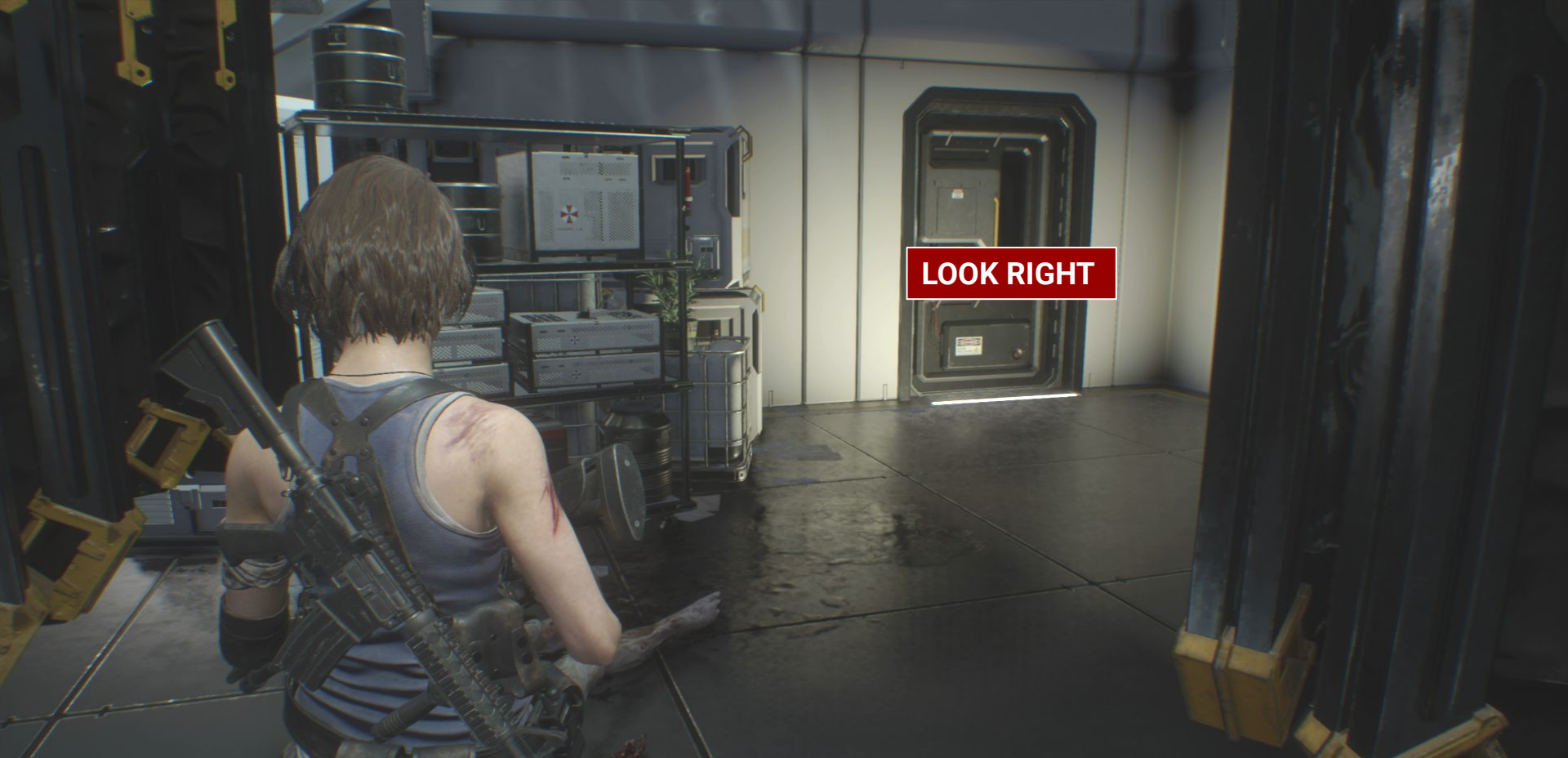
Watch out for zombies in the next room



Culture Sample



GO



LOOK RIGHT

Kill Pale Head



GO



RIGHT



GO



GO



GO



GO



GO



Liquid-filled Test Tube

Combine Liquid-filled Test Tube with Culture Sample = Vaccine Base



Red Herb



Watch out for five Hunters

GO





RIGHT



RIGHT



GO



GO



 Use

 Examine

 Combine

Vaccine Base

This is technically a vaccine, but it needs to be processed for distribution. Perhaps there is equipment for that purpose.



Vaccine Chamber / Mid-High-Low



Vaccine



GO





First Aid Spray



GO



Lock Pick



Bolt Cutters



G19 Handgun

9



Survival Knife



Lock Pick



Iron Defense Coin

Greatly increases your defense when held.
Carry more to increase the effect.

Get all Healing Items



1:10:00 / target time

Save - NEST 2 / Workers' Break Room



RIGHT





GO



1. Shoot Nemesis roughly 2 times
2. Shoot Nemesis roughly 3 times



LEFT



First Aid Spray



GO

1:11:00 / target time

Save - NEST 2 / Staff Break Room



LEFT



Objective

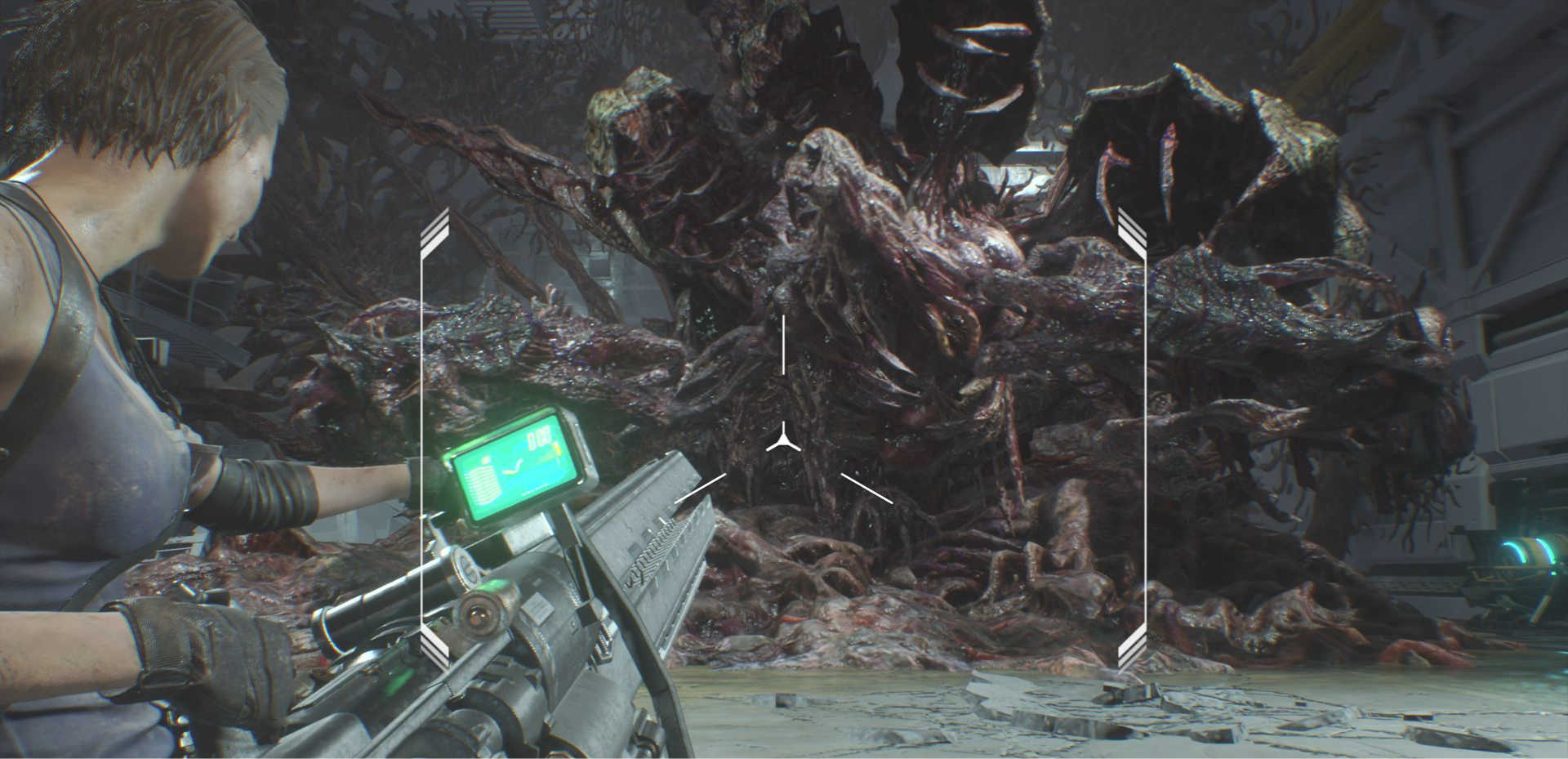
Defeat the creature

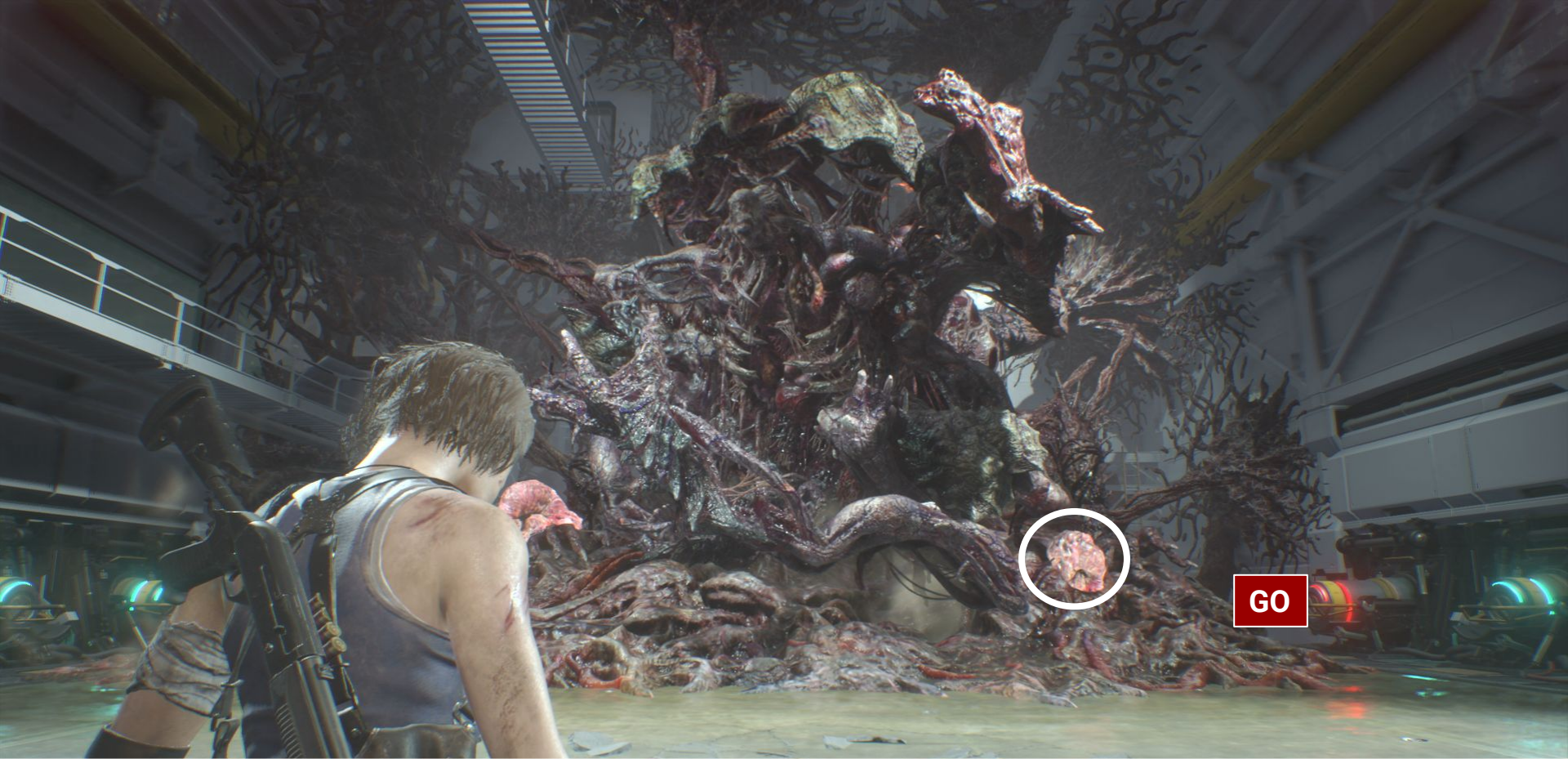
TURN AROUND



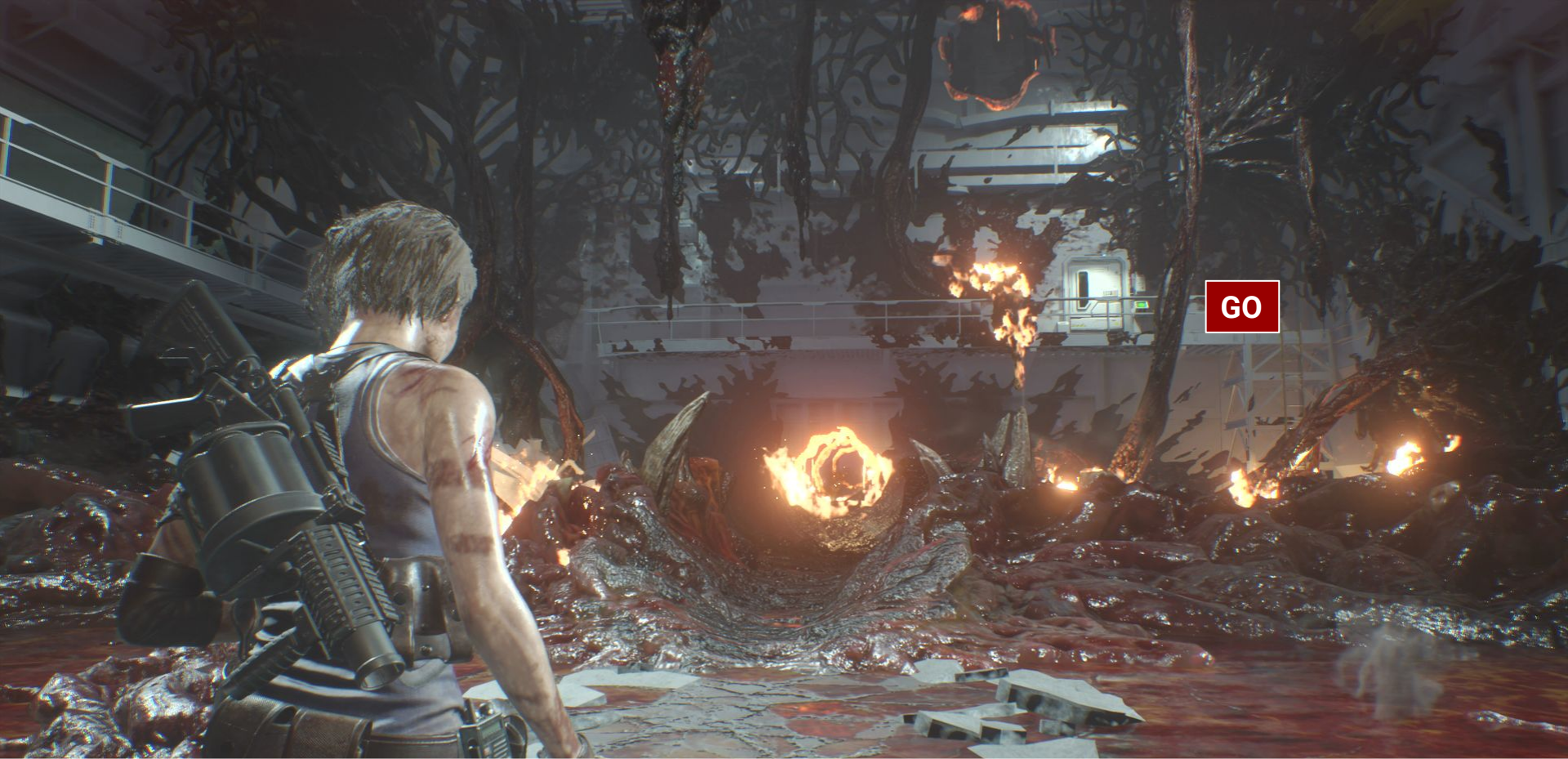


First Aid Spray x2 (right and left side)





1. Move slightly to the left and wait for Nemesis to attack / counterattack weak points and activate Power Cell on the left
2. Attack and heal as you move to the right of the arena / use perfect dodge if possible but not necessary / activate Power Cells
3. Use the Electric Gun to defeat Nemesis



GO



GO



GO



GO



RESULTS

TOTAL PLAY TIME 25:00:47

GAME MODE INFERNO

CLEAR TIME 01:19:01

TIMES SAVED 5

DEATHS 3

RANK **S**

- ! DOMINATOR - Complete the game on "Inferno"**
- ! JILL VALENTINE - Complete the game with an S rank on "Inferno"**
- ! SENSATIONAL WORK - Complete the game with an S rank**

RESULTS

TOTAL PLAY TIME 25:00:47

GAME MODE INFERNO

CLEAR TIME 01:19:01

TIMES SAVED 5

DEATHS 3

RANK **S**

! SO LONG, RC - Obtain all trophies