



GO



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.

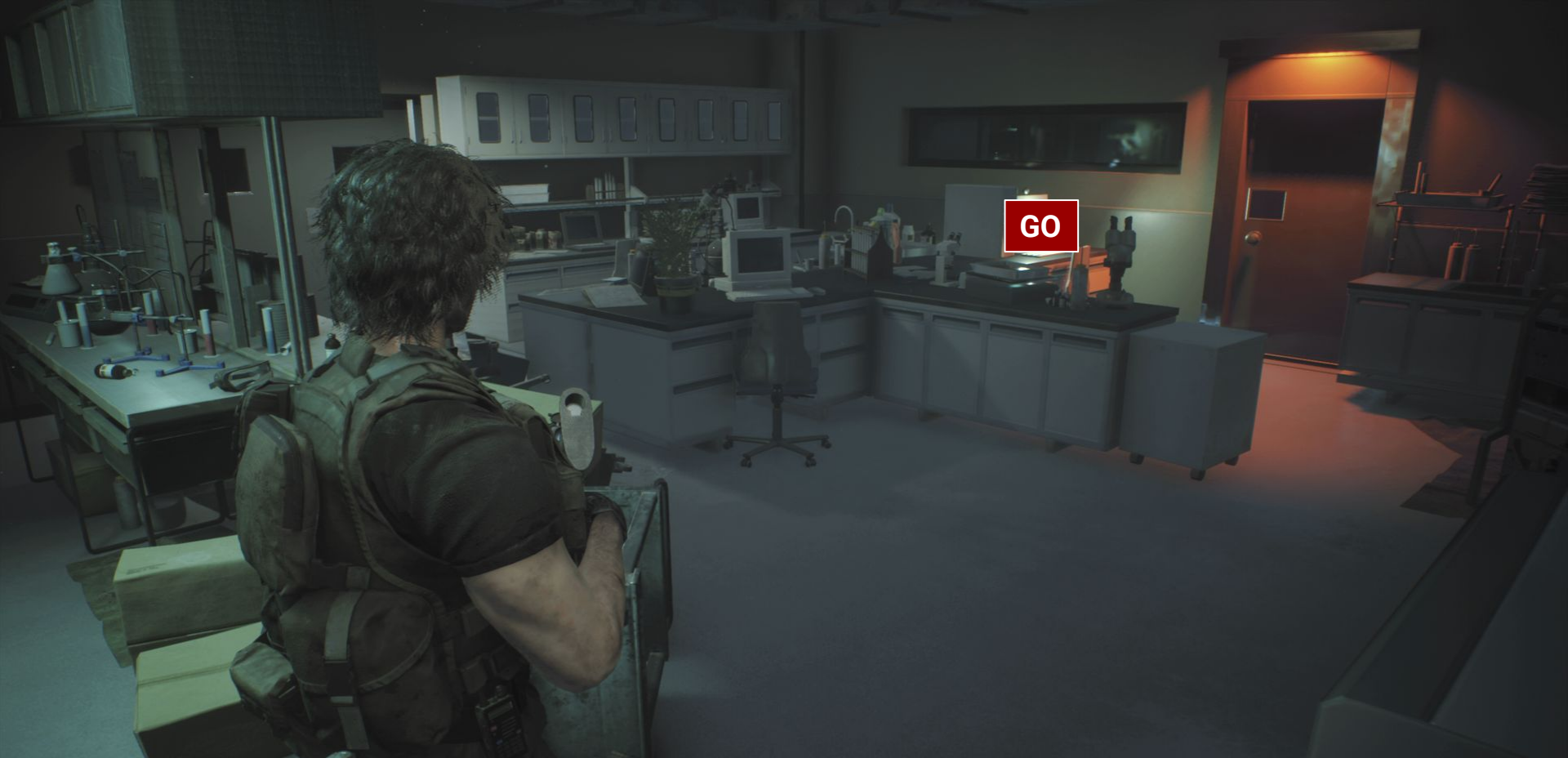


RIGHT

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



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.



LT
MAP

INVENTORY
• • •

RT
FILES

> Defend Jill

 E ∞			
			
			
			

	 ∞	
		
		

Key
It's seen a lot of use.

FINE

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



Save - Hospital / Makeshift Sickroom



GO

WHEN YOU
SEE THIS



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 down 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' icons.
- Fourth row: An 'Examine' button (magnifying glass icon), a 'Combine' button (plus icon), and two 'X' icons.



Detonator

A detonator for use with C4 explosives.



Spam Rockets to kill zombies / hold down L2 + R2



GO



Bolt Cutters



Green Herb



Survival Knife



G19 Handgun

7



Mixed Herb (G+R)



∞



Lock Pick

GO

WHEN YOU
SEE HIS





Billing

Admissions

Information

UMBRELLA



GO



GO



- Use
- Examine
- Combine

Lock Pick

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



GO



LEFT



GO







GO



GO



Hip Pouch
Save - Hospital (Underground) / Office



GO





GO



Find and replace all 3 fuses within 5 minutes to unlock a trophy if you missed it during the first playthrough









Fuse #3







GO



GO



GO



GO



Fuse #1



GO



GO



GO



GO



Watch out for Hunter
Fuse #2



GO



GO



GO





Use all 3 Fuses





GO

X

DANGER



GO



GO



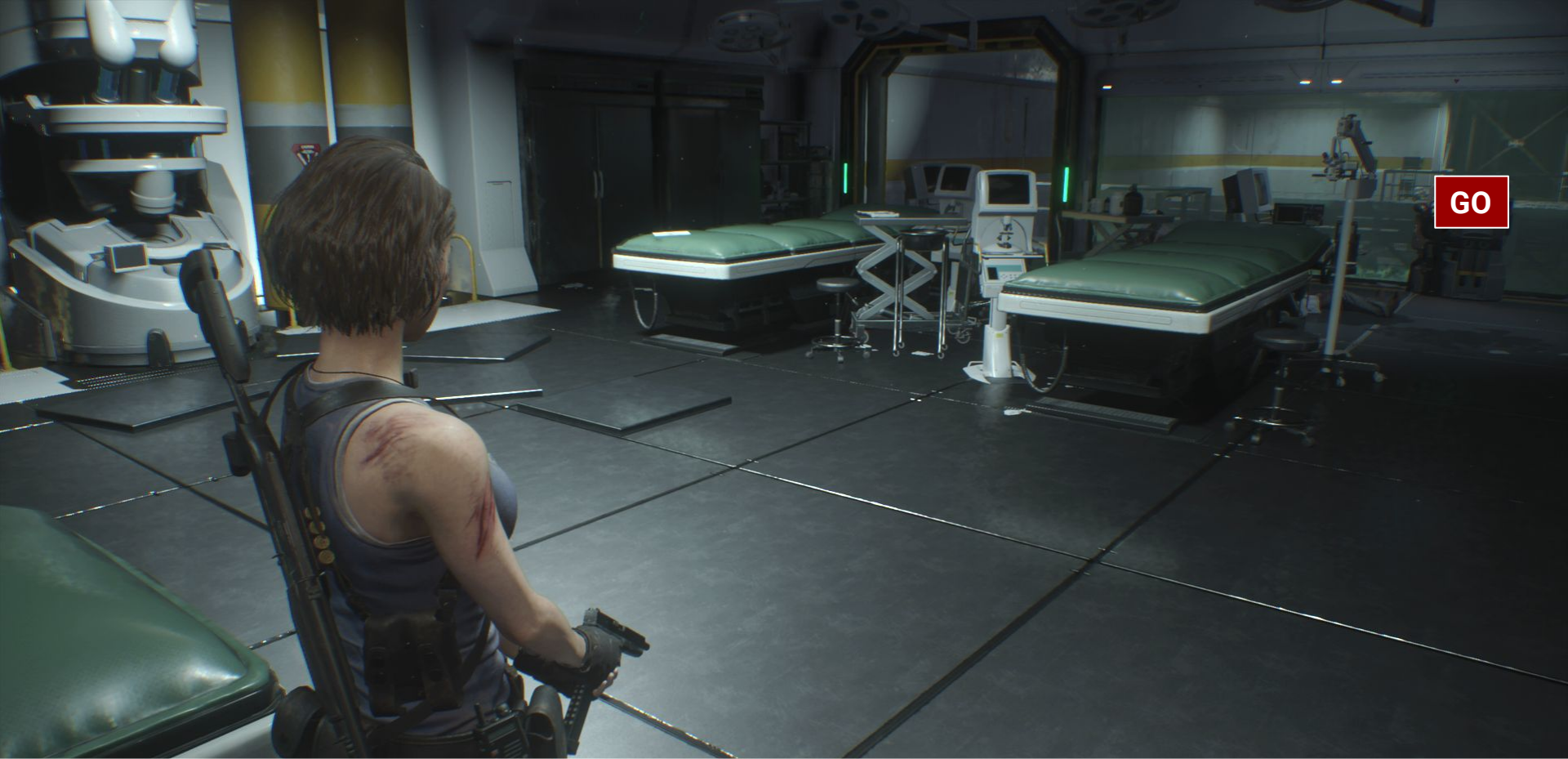
GO



GO



RIGHT



GO

Flash Drive



RIGHT



GO



RIGHT



Save - NEST 2 / Storage



GO



Flash Drive

A portable USB memory drive.



GO

DECK
A
LEVEL
3

ATTENTION
NO FLAMMABLE
ELECTROSTATIC
SENSITIVE
DEVICES

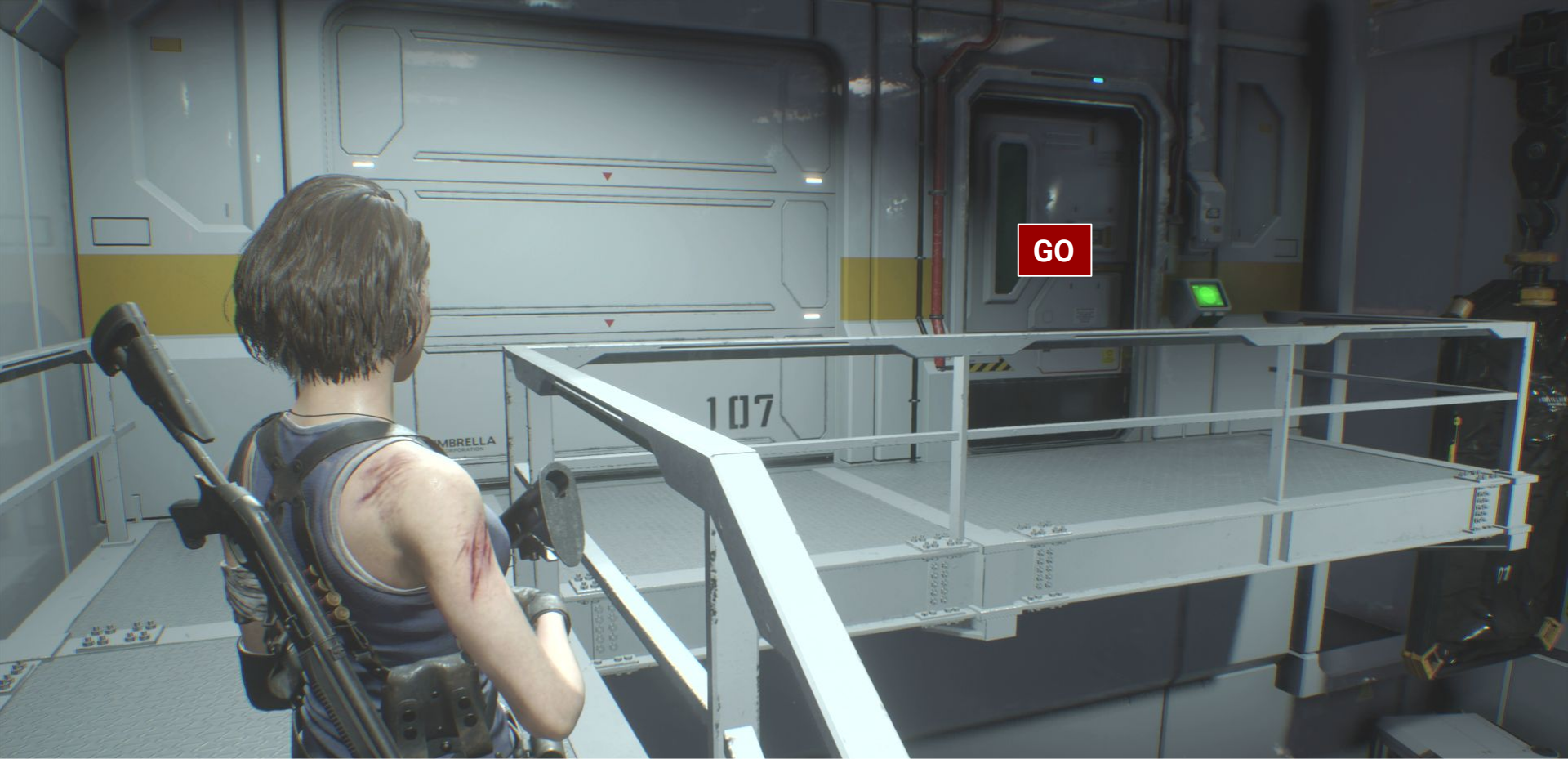
CAUTION
ELECTROSTATIC
SENSITIVE

WARNING

WARNING

GO

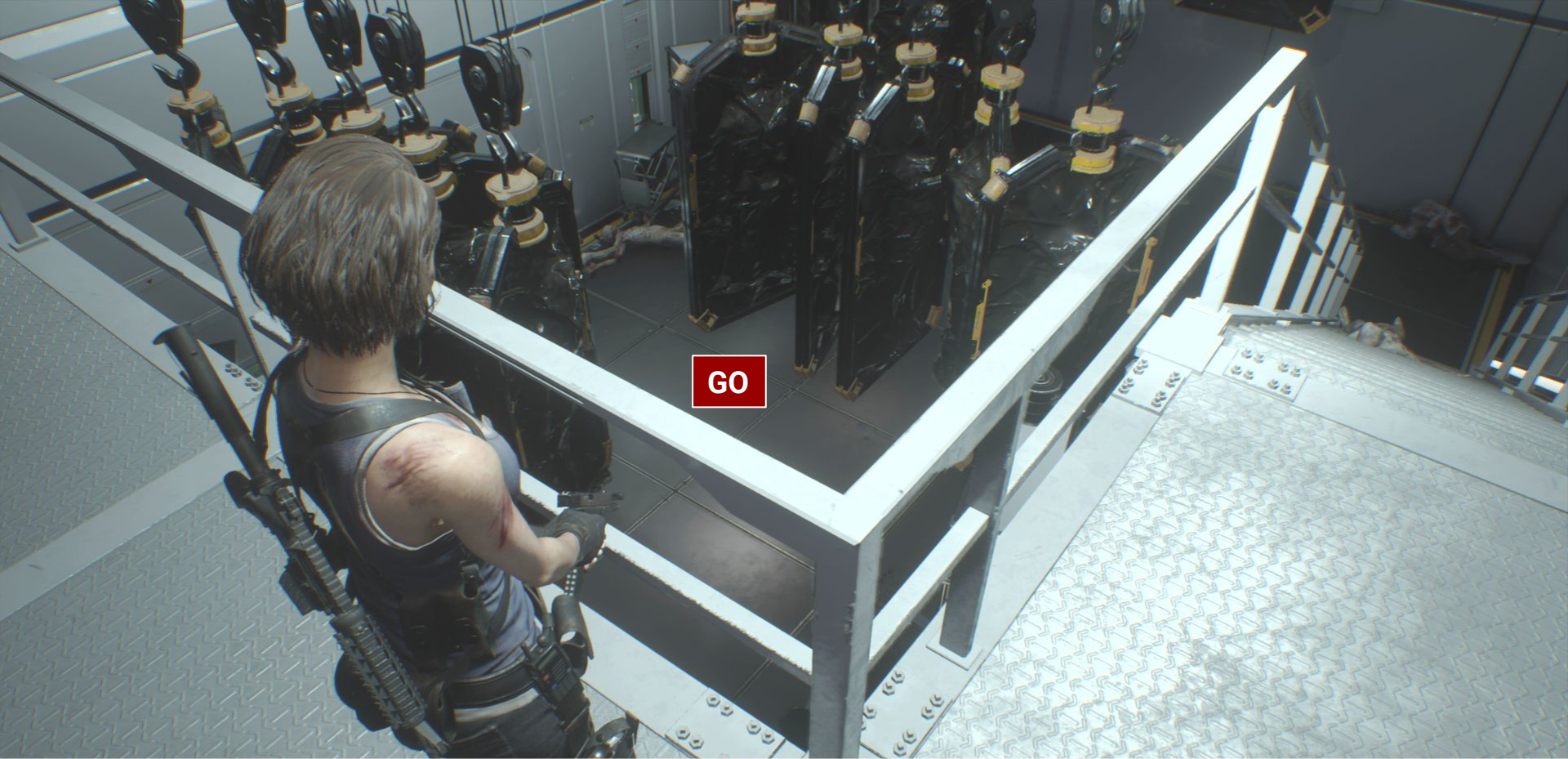




GO



Culture Sample



GO



LEFT



GO



RIGHT



GO



GO



GO





GO



Liquid-filled Test Tube

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



GO



Watch out for three Hunters

GO





RIGHT



RIGHT






GO



GO



 E 			
			
			
			

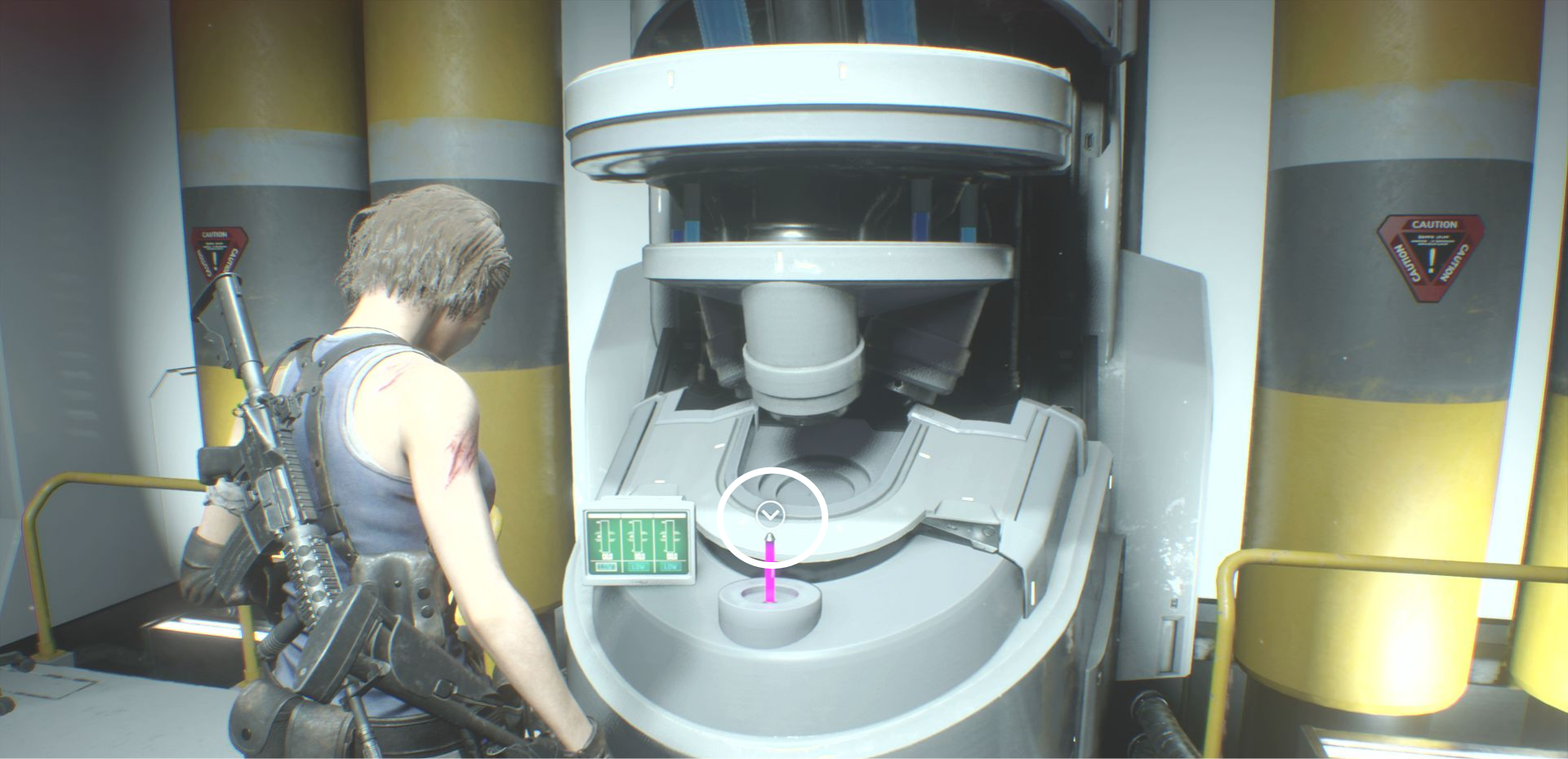
-  Use
-  Examine
-  Combine

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



Bolt Cutters



Survival Knife



G19 Handgun

7



Lock Pick



Infinite Rocket Launcher

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

Get all Healing Items



Save - NEST 2 / Workers' Break Room



RIGHT





GO



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



LEFT



First Aid Spray



Save - NEST 2 / Staff Break Room



LEFT





GO



Objective

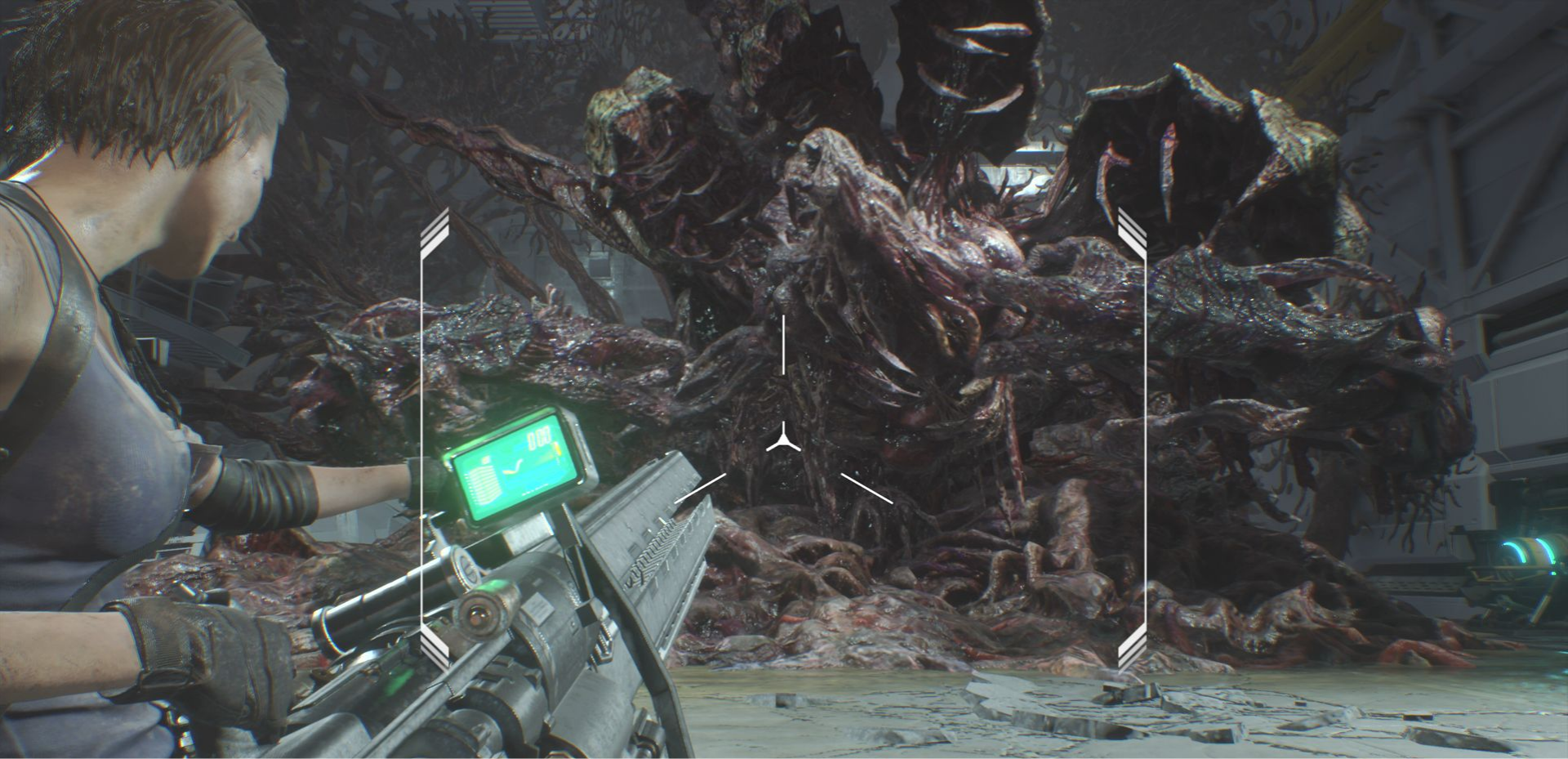
Defeat the creature

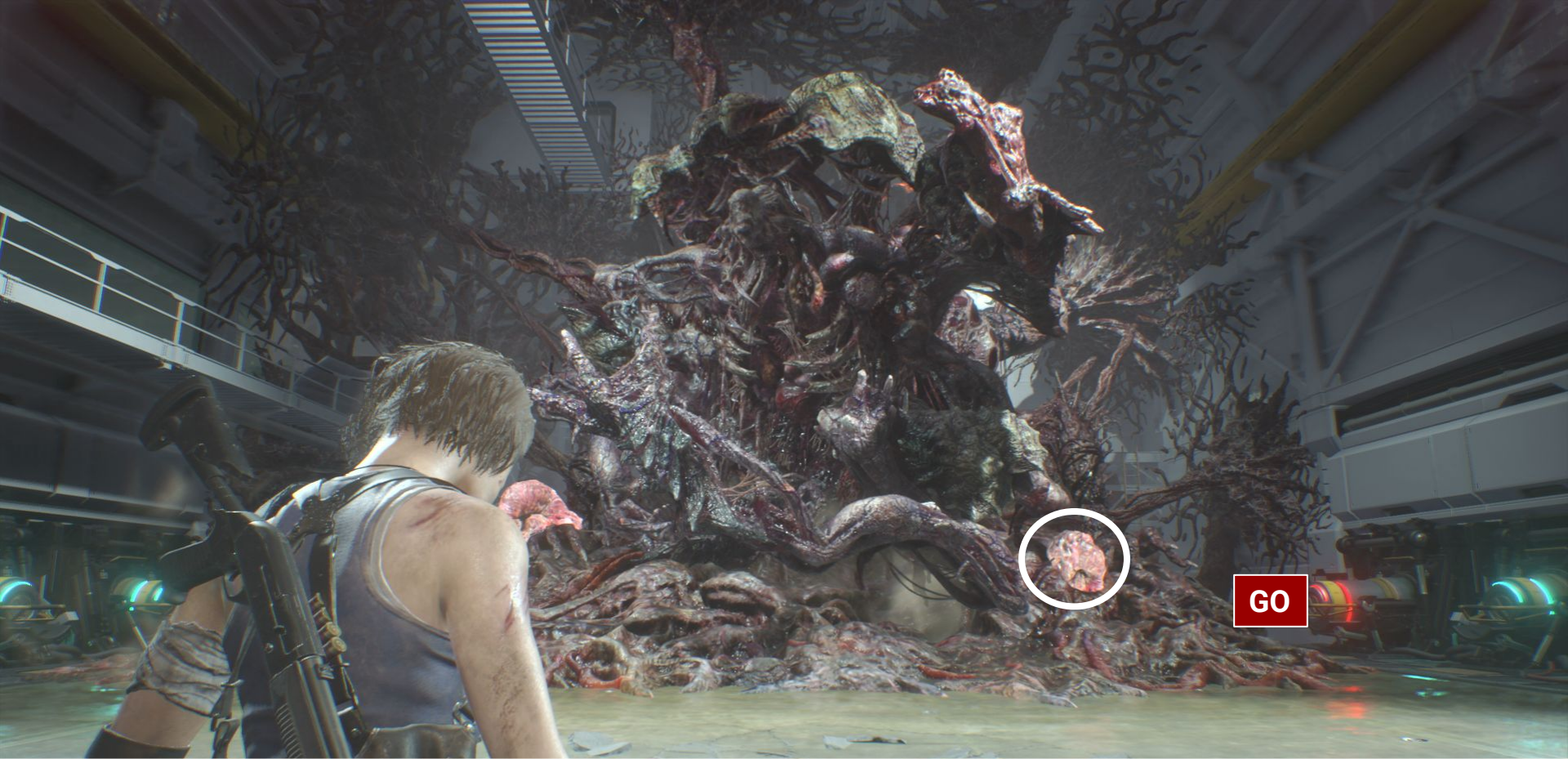
TURN AROUND



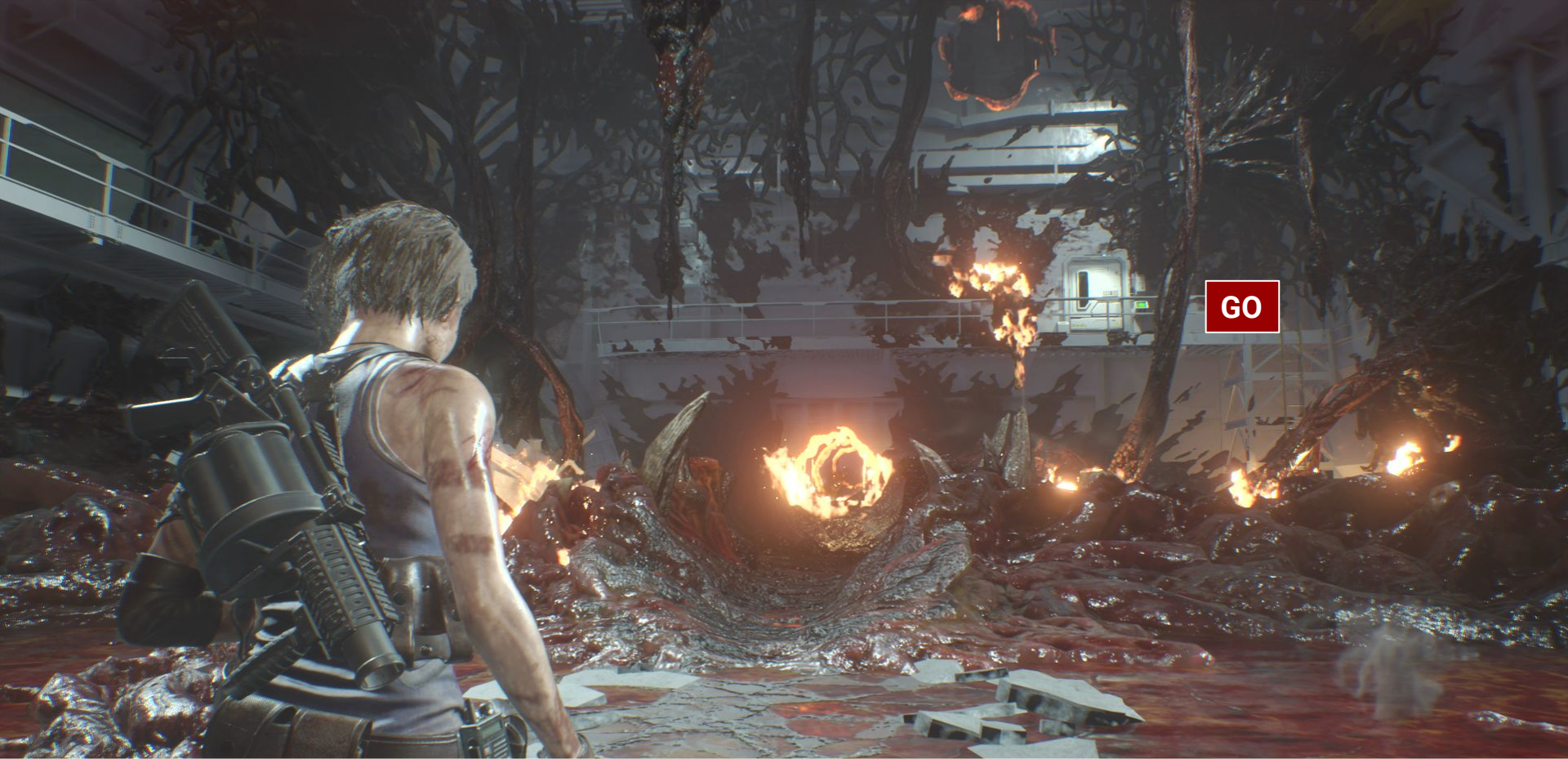


First Aid Spray x2 (left and right of gun)





1. Destroy all Weak Points and activate Power Cell / repeat until finished
2. Use the Electric Gun to defeat Nemesis



GO







GO



RESULTS

TOTAL PLAY TIME 18:08:23

GAME MODE **HARDCORE**

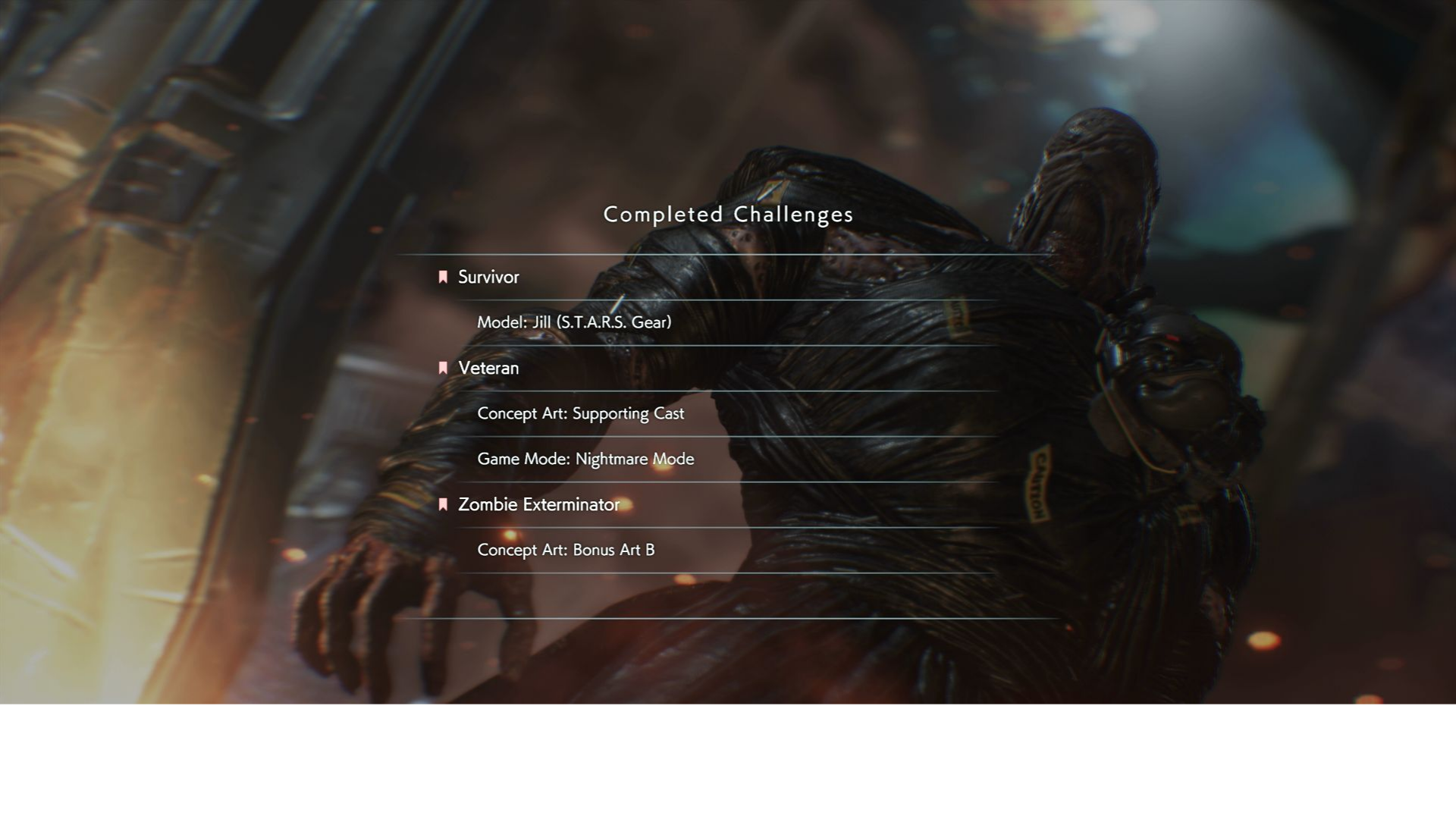
CLEAR TIME **01:06:47**

TIMES SAVED **18**

DEATHS **1**

RANK **A**

- ! VETERAN - Complete the game on "Hardcore" or higher**
- ! SURVIVOR - Complete the game on "Standard" or higher**
- ! SPRINTER - Complete the game in under 2 hours of play time**



Completed Challenges

Survivor

Model: Jill (S.T.A.R.S. Gear)

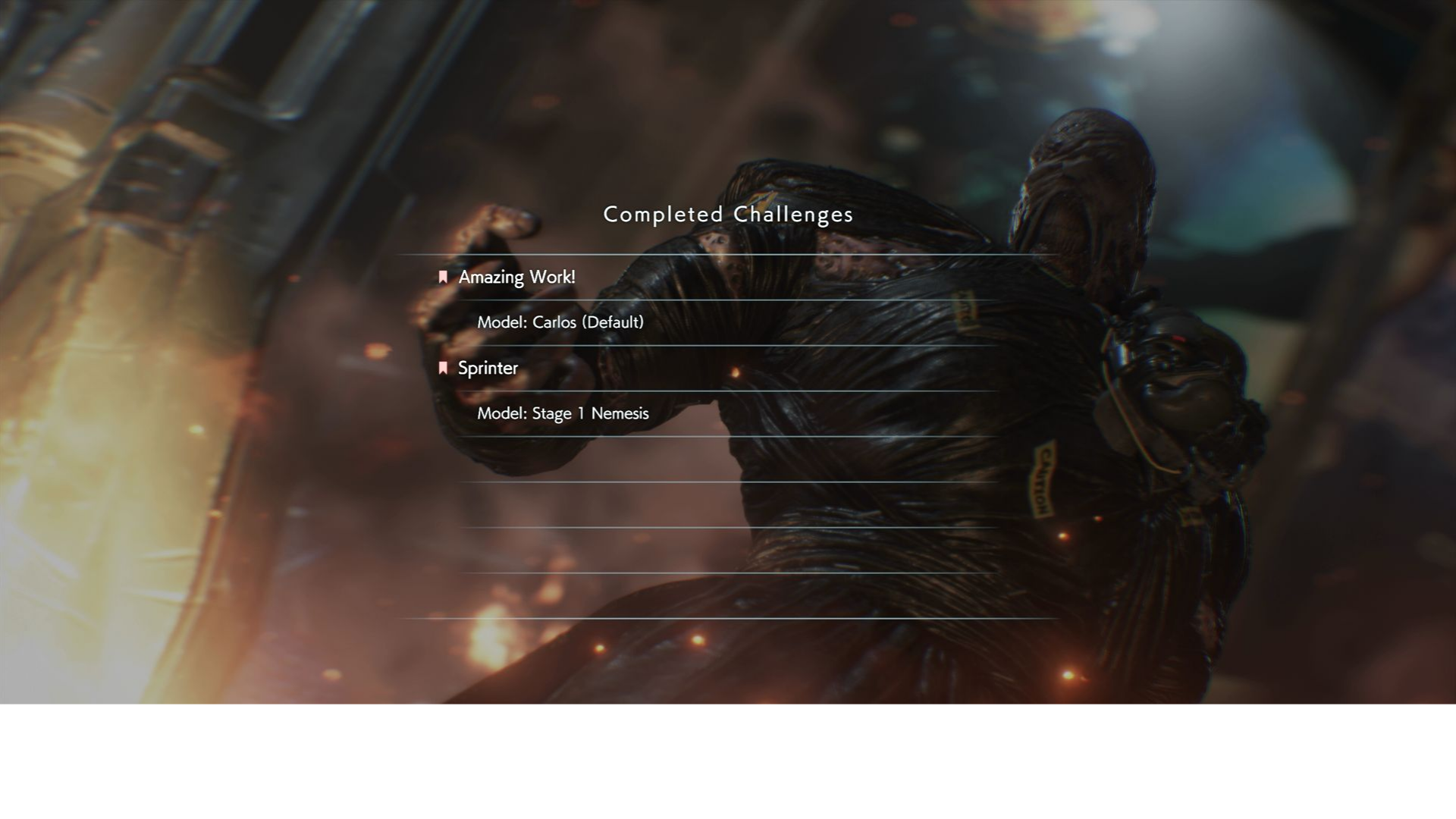
Veteran

Concept Art: Supporting Cast

Game Mode: Nightmare Mode

Zombie Exterminator

Concept Art: Bonus Art B



Completed Challenges

■ Amazing Work!

Model: Carlos (Default)

■ Sprinter

Model: Stage 1 Nemesis

< SHOP

Current Points: 95260P

- | | |
|--|--------|
| <input type="checkbox"/> [Item] S.T.A.R.S. Field Combat Manual | 6400P |
| <input type="checkbox"/> [Item] Lock Pick | 2800P |
| <input type="checkbox"/> [Item] Bolt Cutters | 2800P |
| <input type="checkbox"/> [Item] Hip Pouch | 4800P |
| <input type="checkbox"/> [Item] Hip Pouch | 4800P |
| <input type="checkbox"/> [Weapon] HOT DOGGER | 7200P |
| <input type="checkbox"/> [Weapon] Samurai Edge | 5600P |
| <input type="checkbox"/> [Weapon] RAI-DEN | 12000P |
| <input type="checkbox"/> [Weapon] Infinite MUP Handgun | 8000P |
| <input type="checkbox"/> [Weapon] Infinite CQBR Assault Rifle | 28400P |
| <input type="checkbox"/> [Weapon] Infinite Rocket Launcher | 62400P |



Infinite Rocket Launcher

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

[Item] Hip Pouch / 4800P

EPISODE 07



GAME MODE

ASSISTED

STANDARD

HARDCORE

NIGHTMARE

For players who truly crave a challenge.

- Enemies are even stronger than in Nightmare mode
- Fewer Typewriters and Item Boxes can be found
- Autosave is disabled

Complete the game on Nightmare Difficulty

GO





GO

A dark, dimly lit room, possibly a hallway or a small office. In the foreground on the left, there is a desk with a lamp and some papers. A red box with the word "GO" is overlaid on the desk area. In the background, there is a door and a coat rack with a jacket hanging on it. The lighting is very low, creating a moody atmosphere.



GO

GO





GO



September 28, 8:07 p.m. - Raccoon City

GO







GO





GO



GO



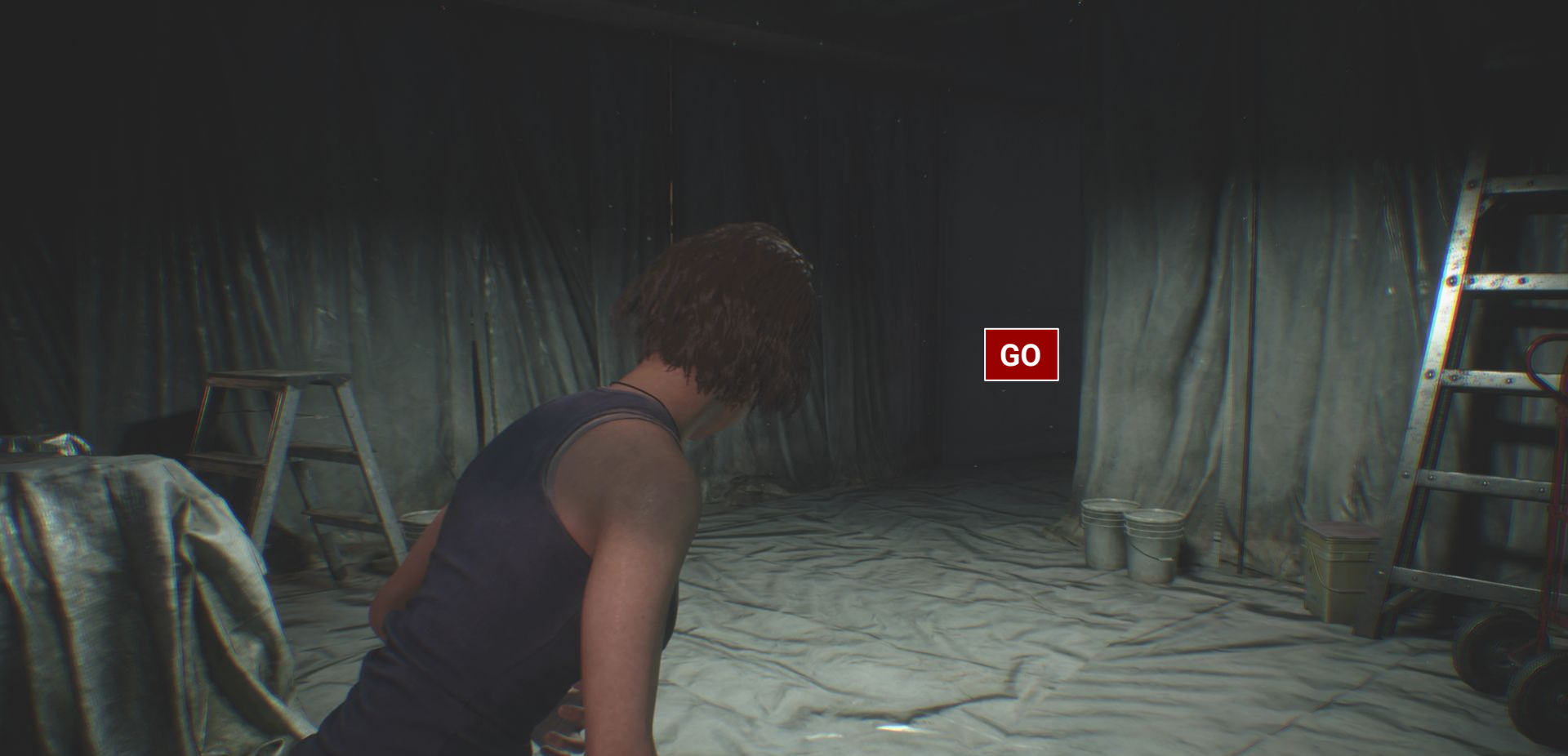
GO



GO



GO



GO



GO



GO





GO





FOLLOW



GO



GO



G19 Handgun

Draw + Fire



TURN AROUND

5 / 0



Draw + Fire

L2 + R2

GO





Let the zombie in front of the gate grab you, then shake it off with X





GO



GO



GO

What "safety"?



GO



RIGHT

Handgun Ammo x7



GO



STOP CHECK VEHICLE HEIGHT CLEARANCE 8'2" **STOP**

MAX. CLEARANCE 8'2"

LEVEL
→
KEEP YOUR TICKET WITH YOU!

GO



MAX. CLEARANCE 8' 2"

LEVEL 1



KEEP YOUR TICKET WITH YOU!

GO



Shoot zombie in the chest or legs until he staggers



GO

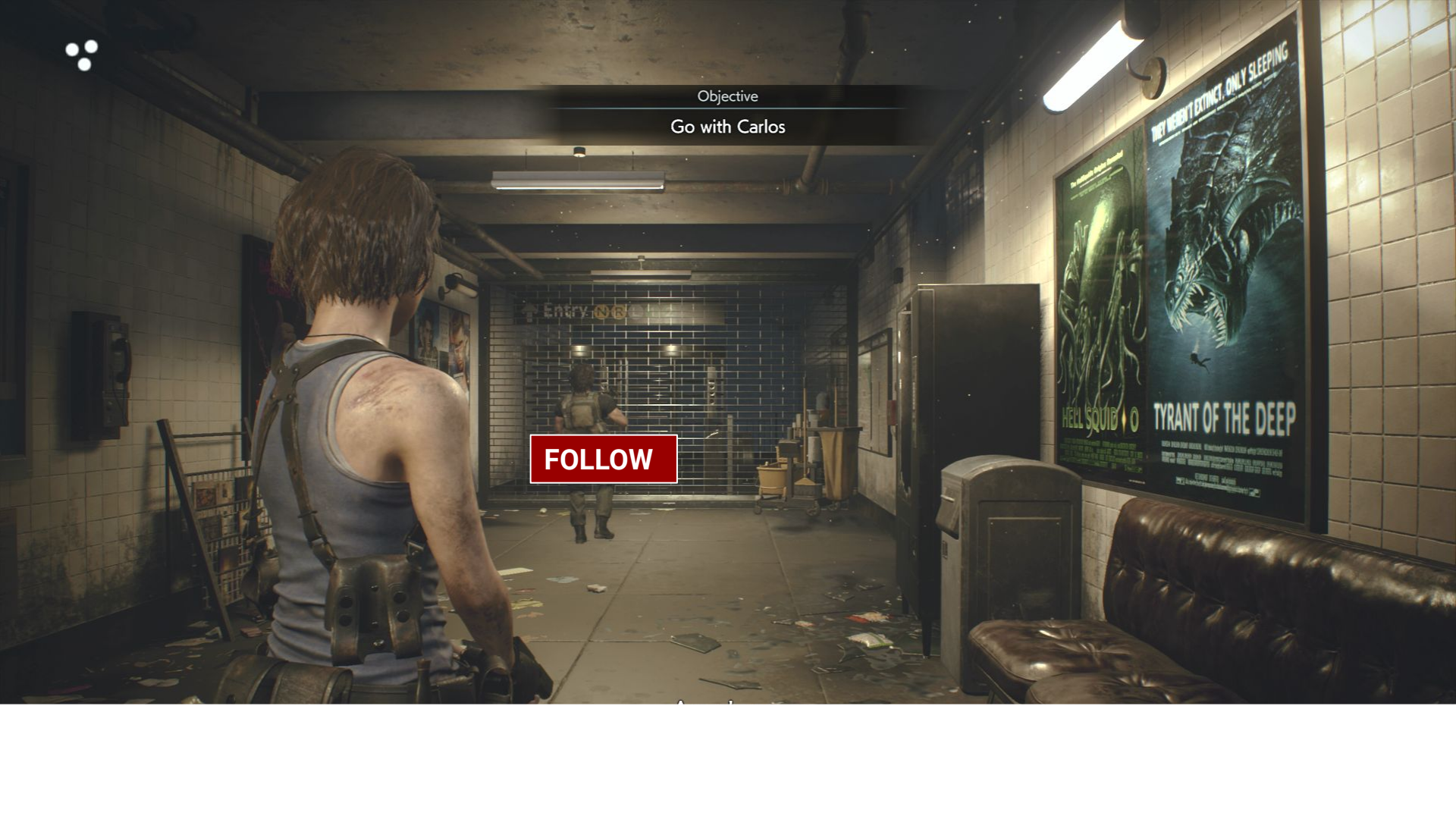


GO



Objective
Go with Carlos

FOLLOW





GO



GO



NEWSSTAND

GO



Green Herb x2
Hip Pouch
Red Herb

> Reactivate power at the substation



Mixed Herb (G+R)

This blend of 2 different herbs will fully restore your health.

FINE

Combine Red Herb with Green Herb = Mixed Herb (G+R)



Hip Pouch x2



G19 Handgun

0



Survival Knife



Green Herb



Lock Pick



Bolt Cutters



Infinite Rocket Launcher

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



GO

Save - Downtown / Subway Ticket Gate



GO

Keep Infinite Rocket Launcher equipped for the rest of the game even though most images will not show it

Quick Step

 + 

GO





GO



GO



GO



GO



GO









LEFT



GO



RIGHT



RIGHT

Watch out for the zombie around the corner in this room



GO



GO



GO



Fire Hose





GO



GO



GO



GO



GO



GO

GARAGE88

LOW PRICE REPAIR



Use

Examine

Combine



Fire Hose

Connect it to a hydrant and you can put out some serious flames.



GO



Bolt Cutters
Save - Downtown / Garage



GO

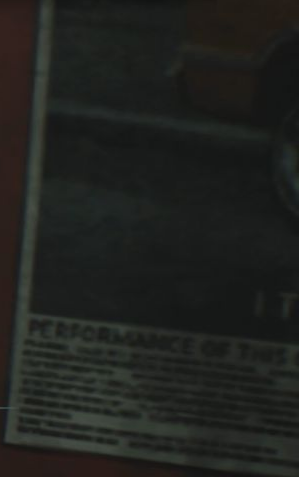


-  Use
-  Examine
-  Combine

Bolt Cutters

A tool for cutting chains, cables, and the like.





GO



GO



GO



GO

GO





Red Herb



Save - Downtown / Substation Control Room



GO



Ugh, it smells like...

GO



Green Herb x2

Combine Red Herb with Green Herb = Mixed Herb (G+R)



Case
Examine Case / Lock Pick



GO



- Use
- Examine
- Combine

Lock Pick





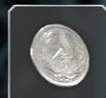





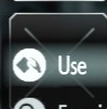

A specialized tool which allows a skilled user to unlock simple locks when no key is available.





LT
MAP

INVENTORY
...

RT
FILES

> Reactivate power at the substation

 E ∞		
		
		
		

-  Use
-  Examine
-  Combine
-  Discard

Green Herb

A green herb native to the Arklay Mountains. It will restore a small amount of health.

 ∞		
		
		

FINE

PARASITE





Follow main path
Kill enemies when they get close



Circuit Breaker 01/04
Turn around



GO



GO



Climb down ladder and turn right
Follow path



Circuit Breaker 02/04
Turn around



Walk forward and the barrier will explode



Circuit Breaker 03/04
Turn around



2nd Right



Circuit Breaker 04/04



Left
Left
Follow path to the wall and go right



DANGER
HIGH VOLTAGE
UNDERGROUND CABLE

GO





GO



G19 Handgun

0



Survival Knife



Lock Pick



Bolt Cutters



Lock Pick



Green Herb



E

∞





Save - Downtown / Substation Control Room



GO



GO



Shoot Nemesis
Go back to the Garage



GO

OPEN
88
GARAGE

Spray



GO

Save - Downtown / Garage