



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



GO



RIGHT



GO

Save - NEST 2 / Storage



GO



Flash Drive

A portable USB memory drive.



GO

DECK
A
LEVEL
3

CAUTION

ATTENTION
ELECTROSTATIC
SENSITIVE
DEVICES

WARNING

WARNING

GO

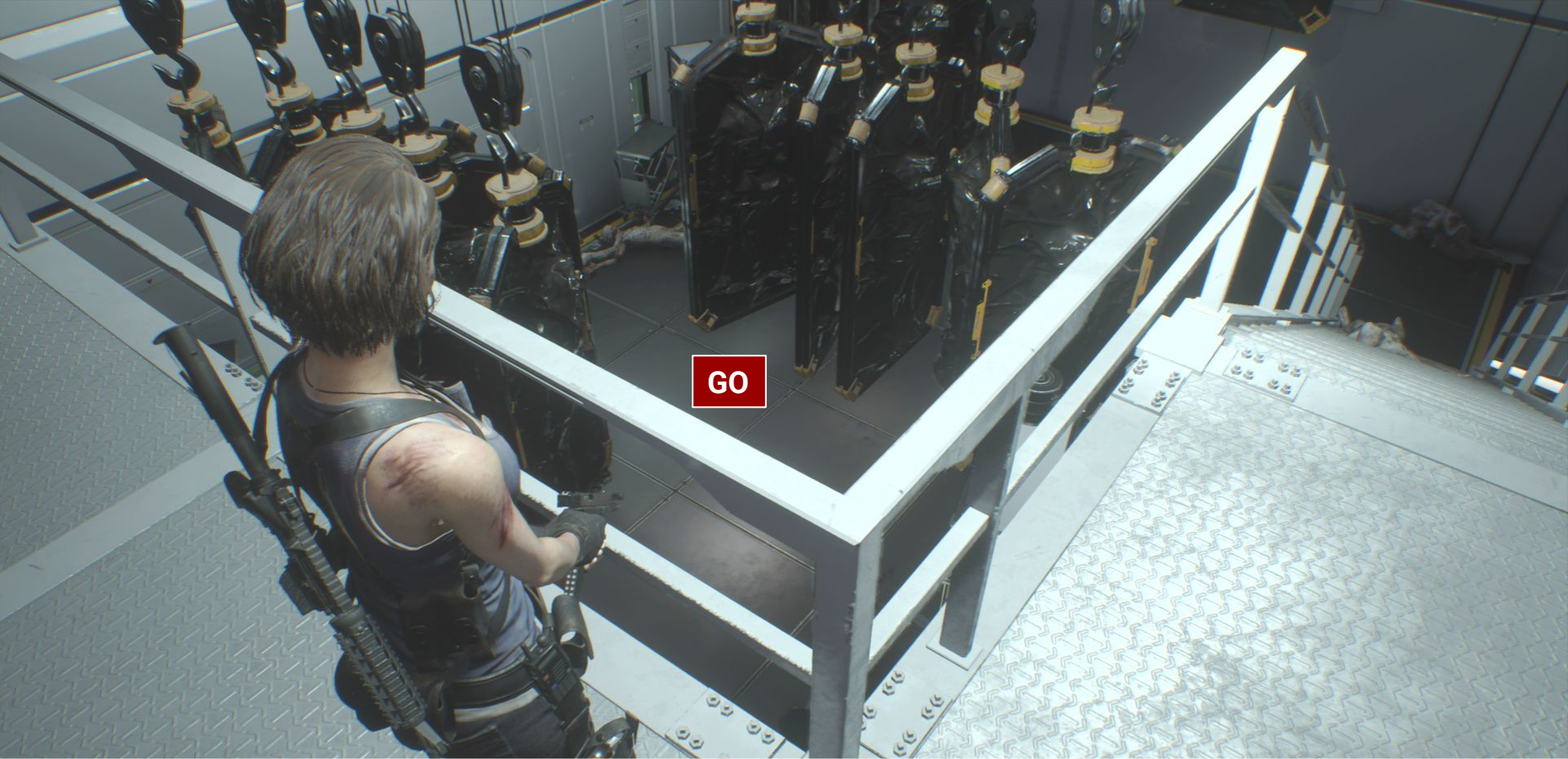




Watch out for zombies in the next room



Culture Sample



GO



Watch out for zombie in the next room



GO



RIGHT



GO



GO



GO



GO





GO



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



GO



Watch out for five Hunters

GO





RIGHT



RIGHT



UMBRELLA
CORPORATION

GO



GO

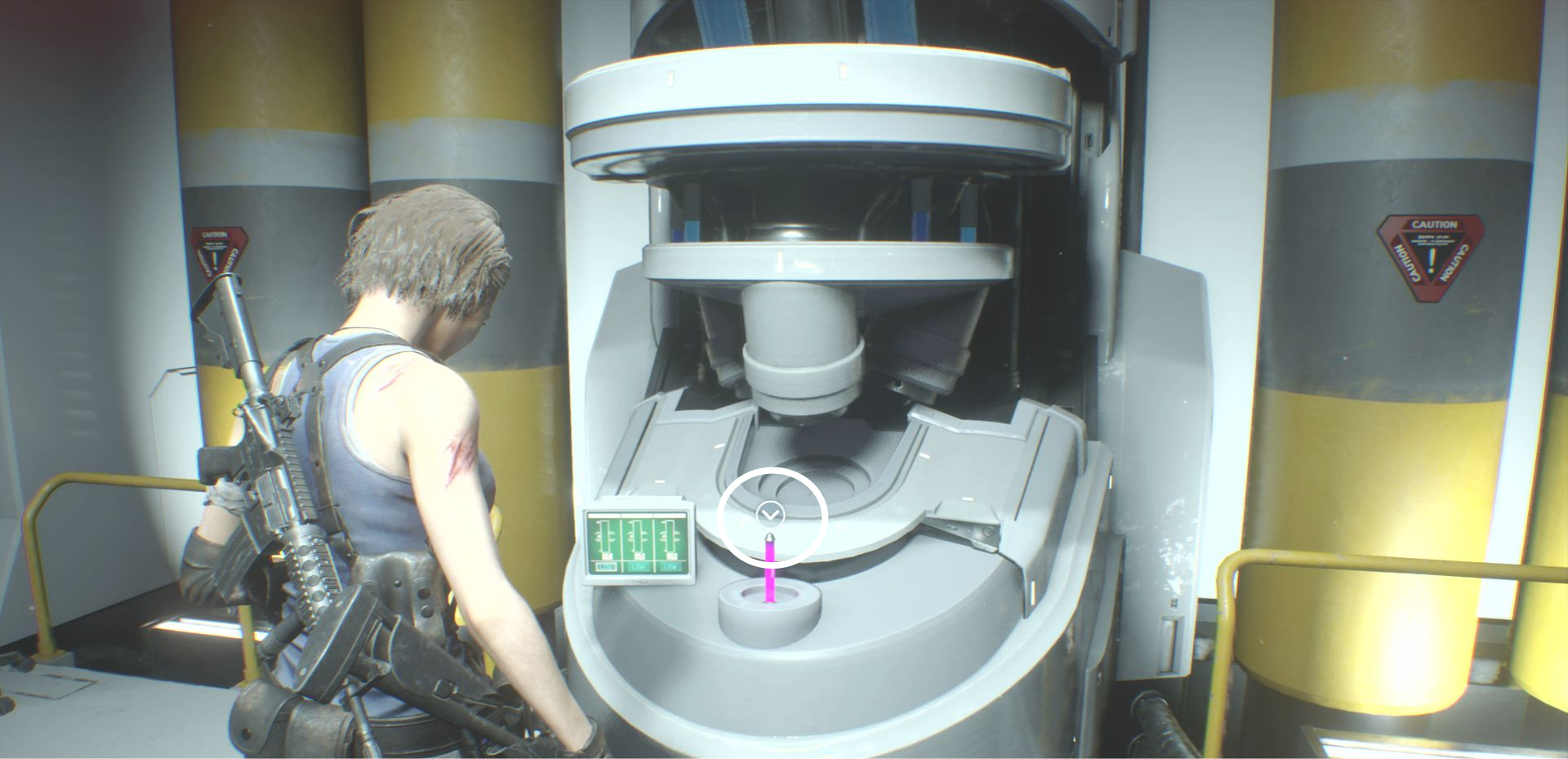


Vaccine Base

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 3 times



LEFT



First Aid Spray



GO

Save - NEST 2 / Staff Break Room



LEFT





GO

Handgun icon with count 28

Rifle icon with count 32

Handgun icon with count 8

Submachine gun icon with count 2



Objective

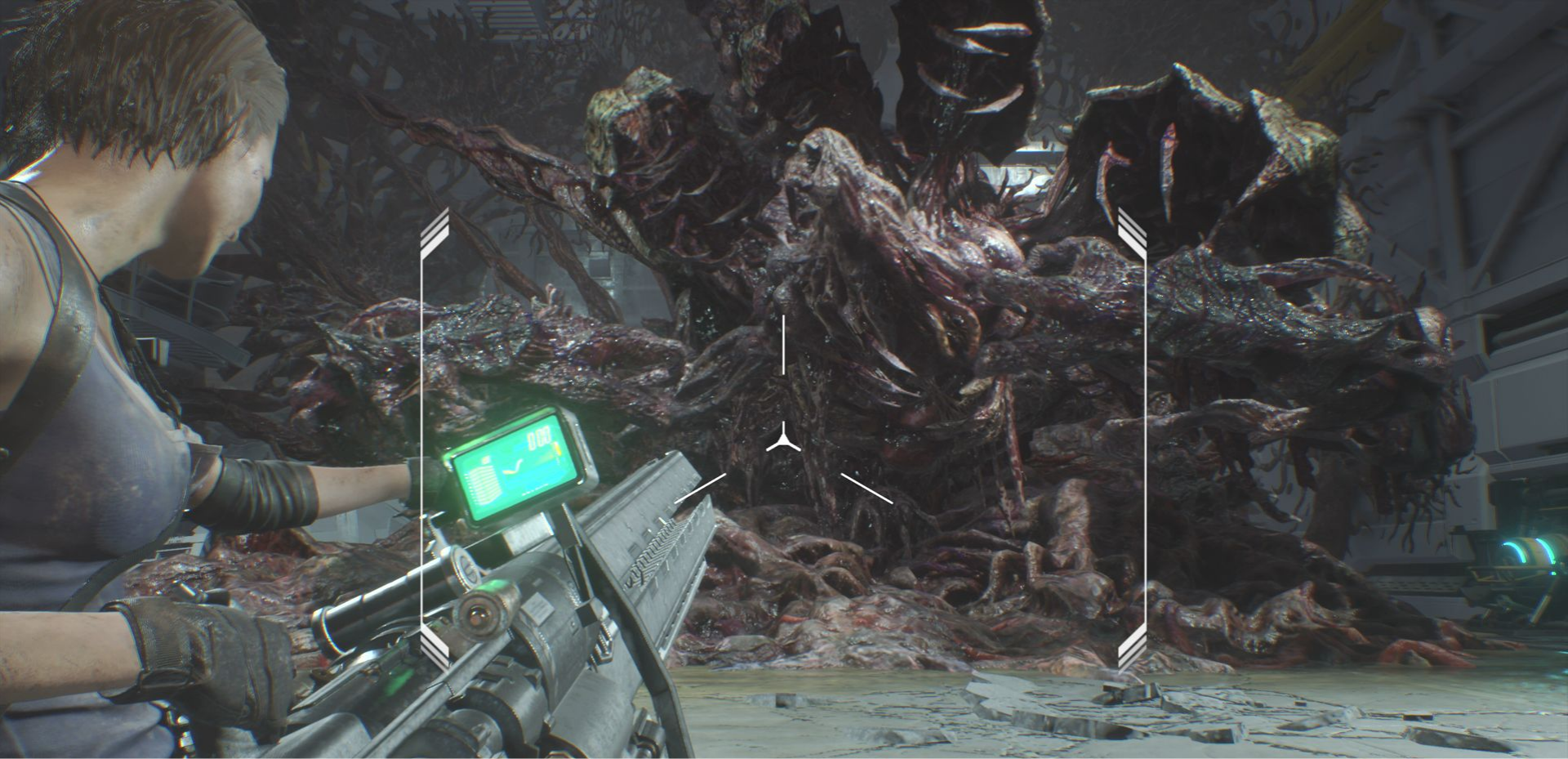
Defeat the creature

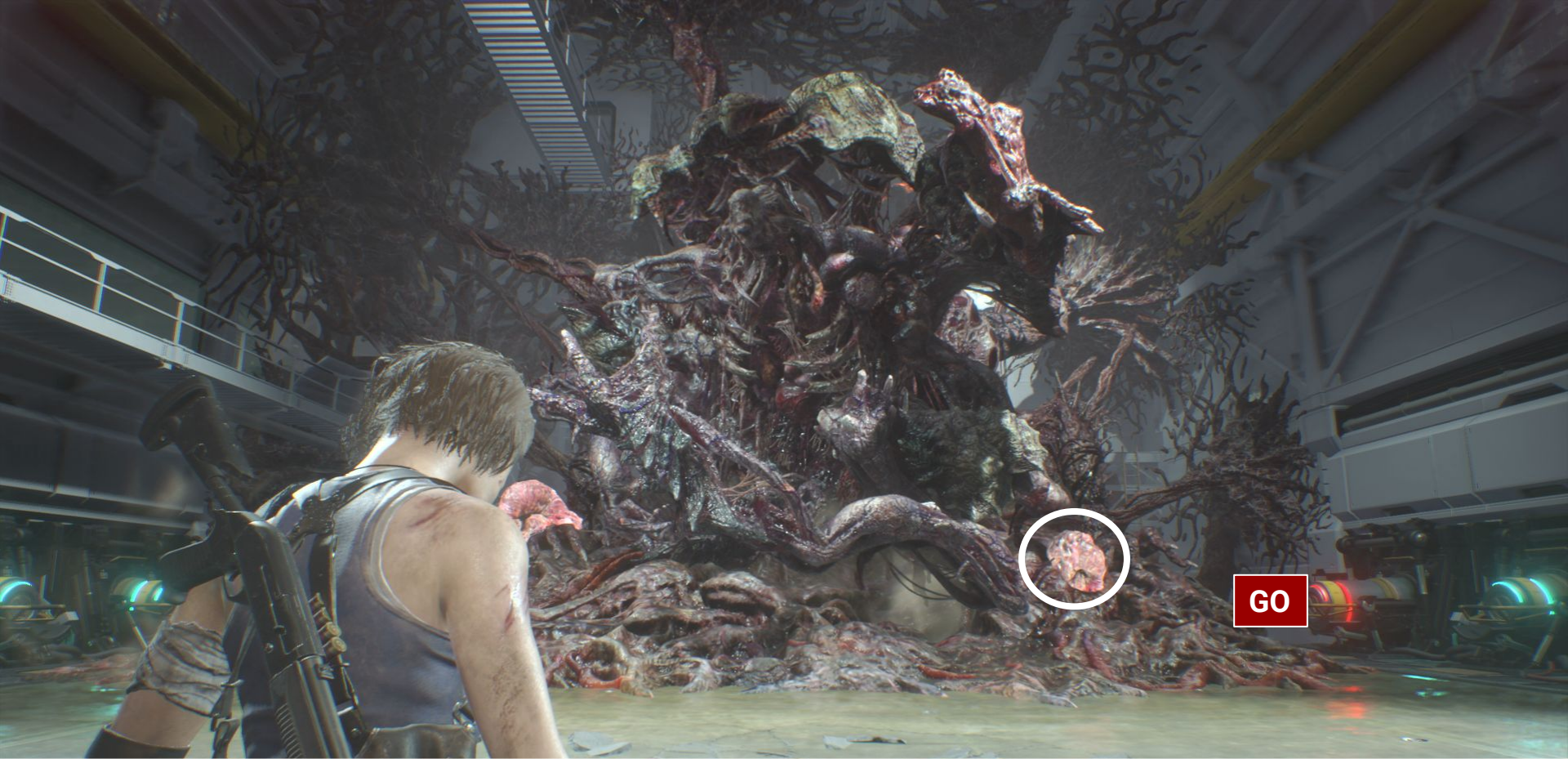
TURN AROUND



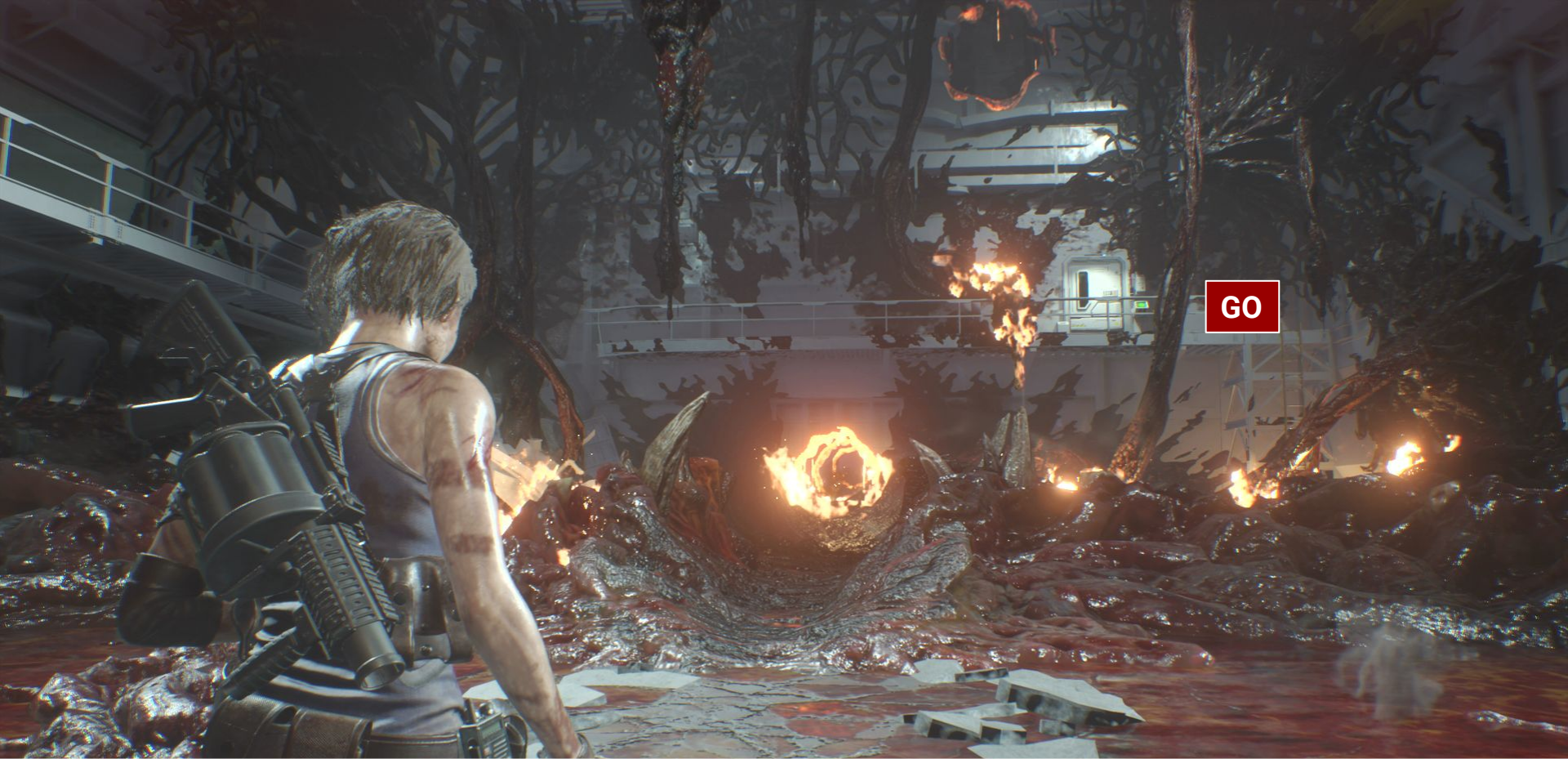


First Aid Spray x2 (right and left corners)





1. Walk to the left to bait his weakest attack, destroy weaks points and activate Power on the left. Spam R1 while close to move to the other side
2. Destroy Weak Points, Activate Power Cell, stay close, heal when needed / repeat
3. Use the Electric Gun to defeat Nemesis



GO



GO



GO



GO



! CONQUEROR - Complete the game on "Nightmare" or higher

EPISODE 08

MAIN MENU

Story >

Bonuses >

Options >



< STORY

Continue

Load Game >

New Game >

● Results >





GAME MODE

ASSISTED

STANDARD

HARDCORE

NIGHTMARE

INFERNO

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

INFERNO DIFFICULTY / TROPHY CHALLENGES

Do not save more than 5 times

Finish the campaign in 2 hours or less

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 square with the word "GO" in white is overlaid on the desk area. In the background, there is a dark door and a coat rack with a jacket hanging on it. The room is mostly in shadow, with some light coming from the lamp and the door area.

GO



GO

GO





GO



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

GO





GO





GO



GO



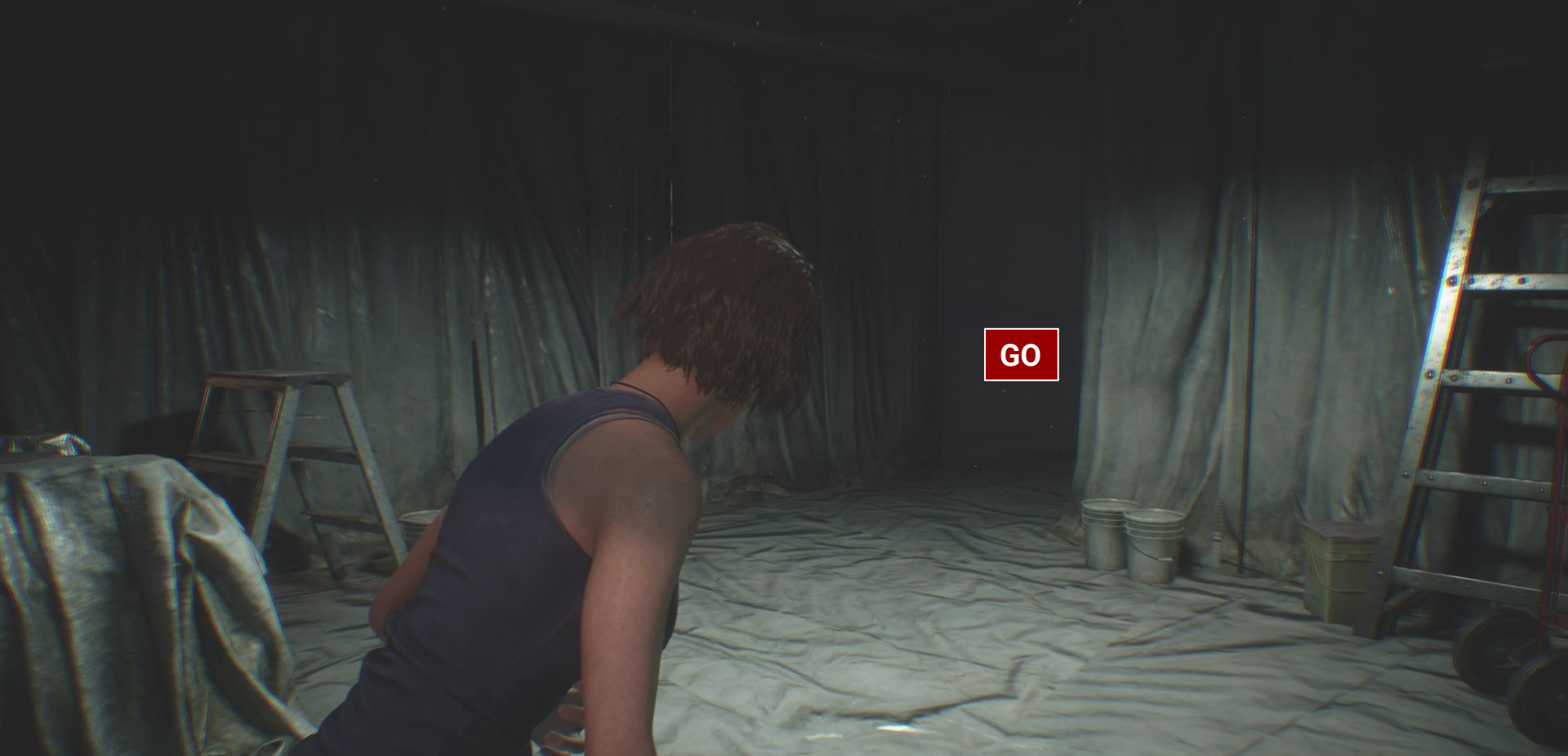
GO



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 and then hold X to break free





GO

A third-person view of a character in a dark, industrial environment. The character is wearing a grey tank top, a black harness, and a black armband. They are standing in a room with brick walls, metal pipes, and a set of stairs. The floor is littered with papers and debris. A red box with the word "GO" is overlaid on the scene, indicating a prompt to proceed.

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 the walking zombie until he staggers so you can move past him



GO

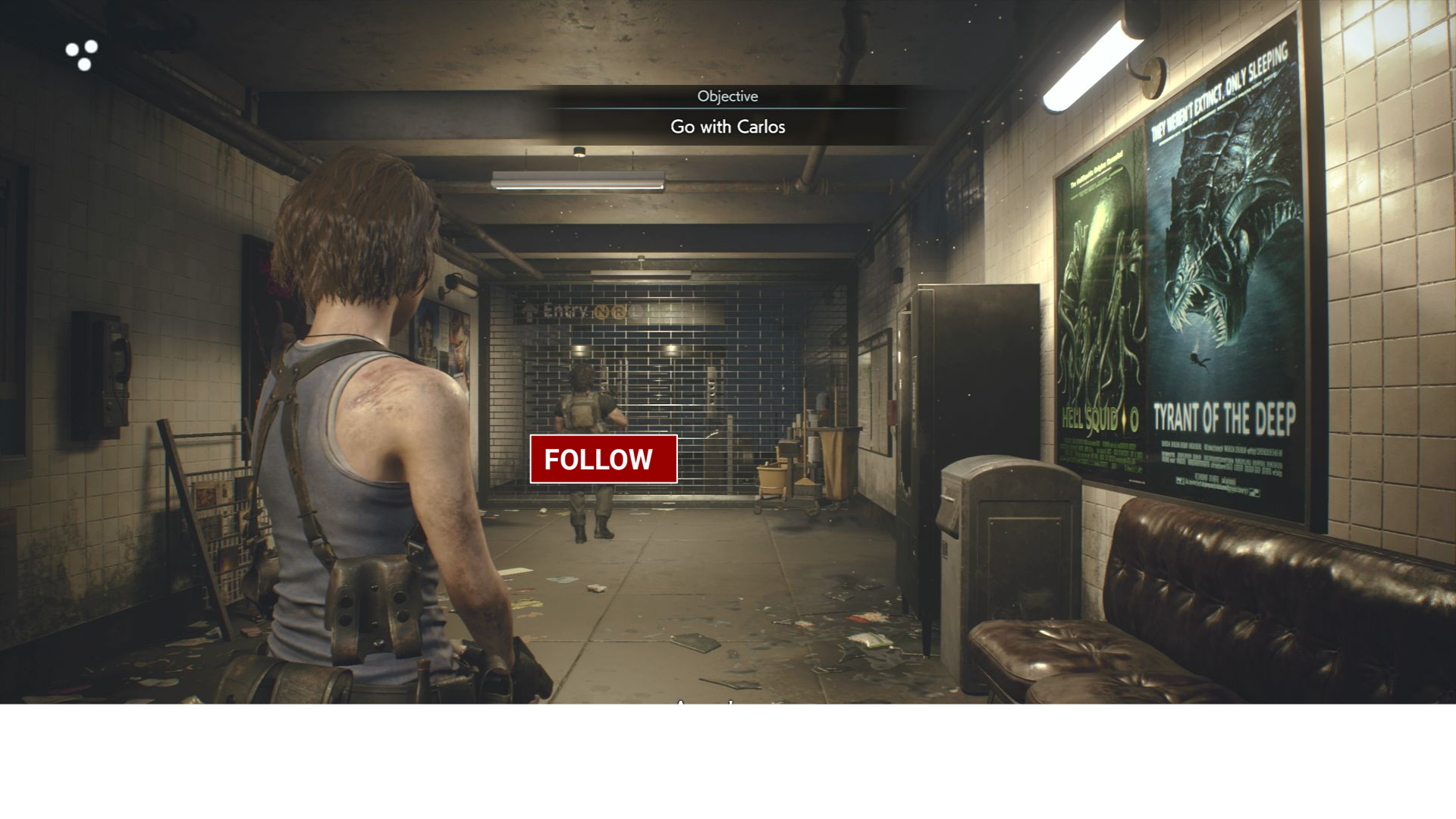


GO



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



Lock Pick



Bolt Cutters



G19 Handgun

1



Survival Knife



.44 AE Lightning Hawk

8





GO

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

Quick Step

(L) + (R1)

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



Use

Examine

Combine



Fire Hose

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





Bolt Cutters



GO



- Use
- Examine
- Combine



Bolt Cutters

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

PERFORMANCE OF THE



GO



GO



GO



GO

GO





Red Herb



GO



GO

Ugh, it smells like...



Green Herb x2

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



Case
Examine Case / Lock Pick



GO



- Use
- Examine
- Combine

Lock Pick

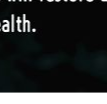
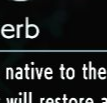
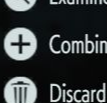
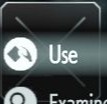
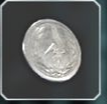
A specialized tool which allows a skilled user to unlock simple locks when no key is available.

LT
MAP

INVENTORY
...

RT
FILES

> Reactivate power at the substation



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



GO

0:20:00 / target time

Save - Downtown / Substation Control Room



GO



GO



Shoot Nemesis
Go back to the Garage

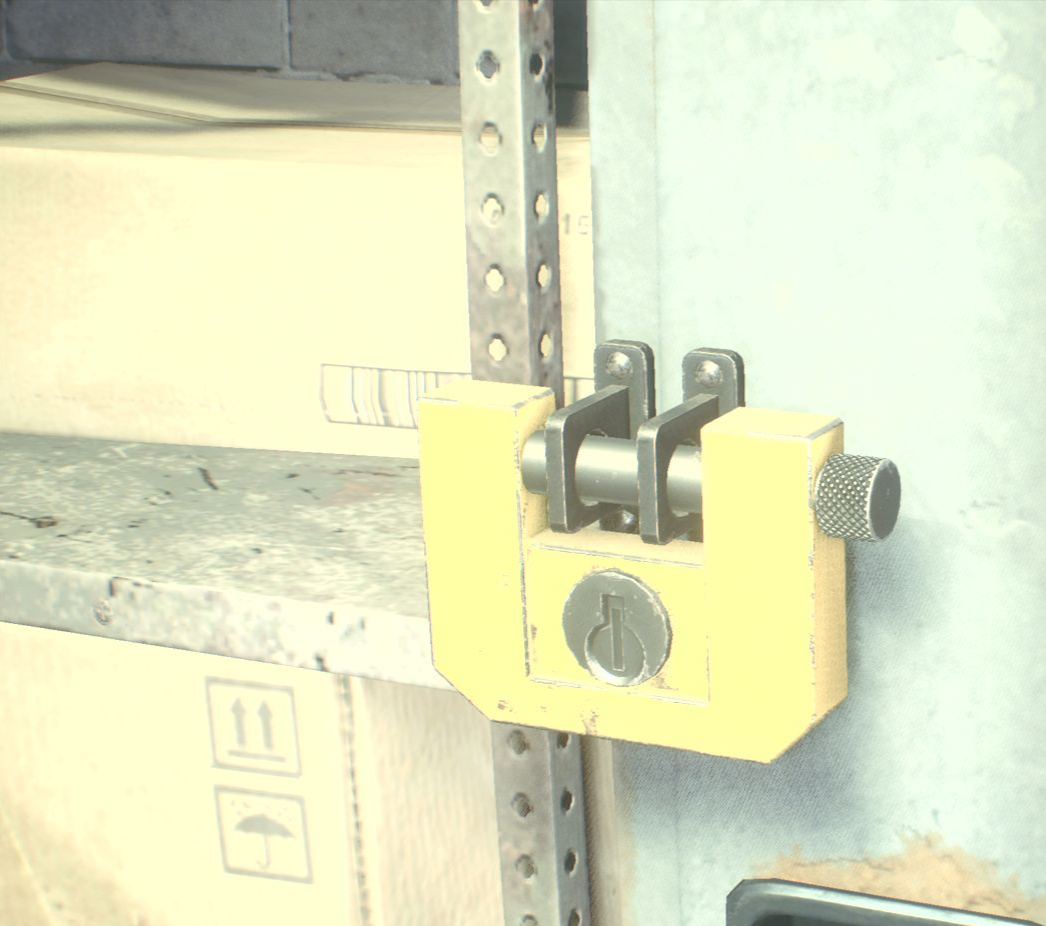


GO

Open 88 Garage



GO



-  Use
-  Examine
-  Combine

Lock Pick

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



First Aid Spray



GO



GO



Kill zombies

Bait Nemesis to follow you back to the gate heading to the Garage

Shoot him from the other side of the gate



MOUNTAIN Jim's Crabs

OPEN

MOON'S DONUTS

Rich Clothes
WOMEN'S CLOTHING MADE TO ORDER

GO



GO



Kill zombies



GO



CTED
TION

GO

RAILWAY ROUTE SETTING

RE

01

x3

FA

02

x2

x5

RA

03

x3

x2

SA

02

x2

FO

01

ENTER

KITE BROS RAILWAY

ROUTE MAP
SINCE 1969

Redstone Street

Patet Asyem

Raccoon Central Station

Market Street

Stonerite

Saint Michael's Clock Tower

Fox Park

TO	FROM	TRAIN NUMBER	DEPART	ARRIVE	STATION
Redstone Street	Patet Asyem	01	08:00	08:15	Patet Asyem
Patet Asyem	Raccoon Central Station	02	08:30	08:45	Raccoon Central Station
Raccoon Central Station	Market Street	03	09:00	09:15	Market Street
Market Street	Stonerite	04	09:30	09:45	Stonerite
Stonerite	Saint Michael's Clock Tower	05	10:00	10:15	Saint Michael's Clock Tower
Saint Michael's Clock Tower	Fox Park	06	10:30	10:45	Fox Park

...to provide you comfortable journey

CALL 111 1111

- FA - 02
- RA - 03
- SA - 02



GO



GO



GO





1. Run outside to trigger the sequence against Nemesis
2. Backtrack to the Safe Room inside the Donut Shop



1. Wait a few seconds
2. Check for Nemesis in the Donut Shop, if he's not there, he'll drop in outside on the steps
3. Stun Nemesis with a rocket and run to the Subway Station



GO





GO



GO



GO



GO

Entry NBL 12

Central St.

Fare \$ 1.25



**FOLLOW
PATH**

Come on, you creepy-ass stalker! You want S.T.A.R.S.!?

1. Run around the corner and shoot Nemesis / use the generator if needed



GO



GO



Discard Bolt Cutters



GO



RIGHT



Shoot a rocket through the dripping sewage to kill an enemy before turning the corner



GO



Use/Discard the Green Herb
Battery Pack



GO





GO



GO



GO





 E ∞			
			
			

-  Use
-  Examine
-  Combine

Battery Pack

A battery for the electronic locks used in the sewers.



GO





Battery Pack



GO





- Use
- Examine
- Combine

Battery Pack

A battery for the electronic locks used in the sewers.



Hip Pouch



GO



Battery Pack



GO



GO



GO



- Use
- Examine
- Combine

Battery Pack

A battery for the electronic locks used in the sewers.



GO

High Voltage
110V-220V

Warning
Keep Out



GO



Run to avoid Nemesis but shoot the zombies



GO

GO





GO

GO



GO





FOLLOW PATH

Keep running to avoid Nemesis



FOLLOW PATH

Keep running to avoid Nemesis

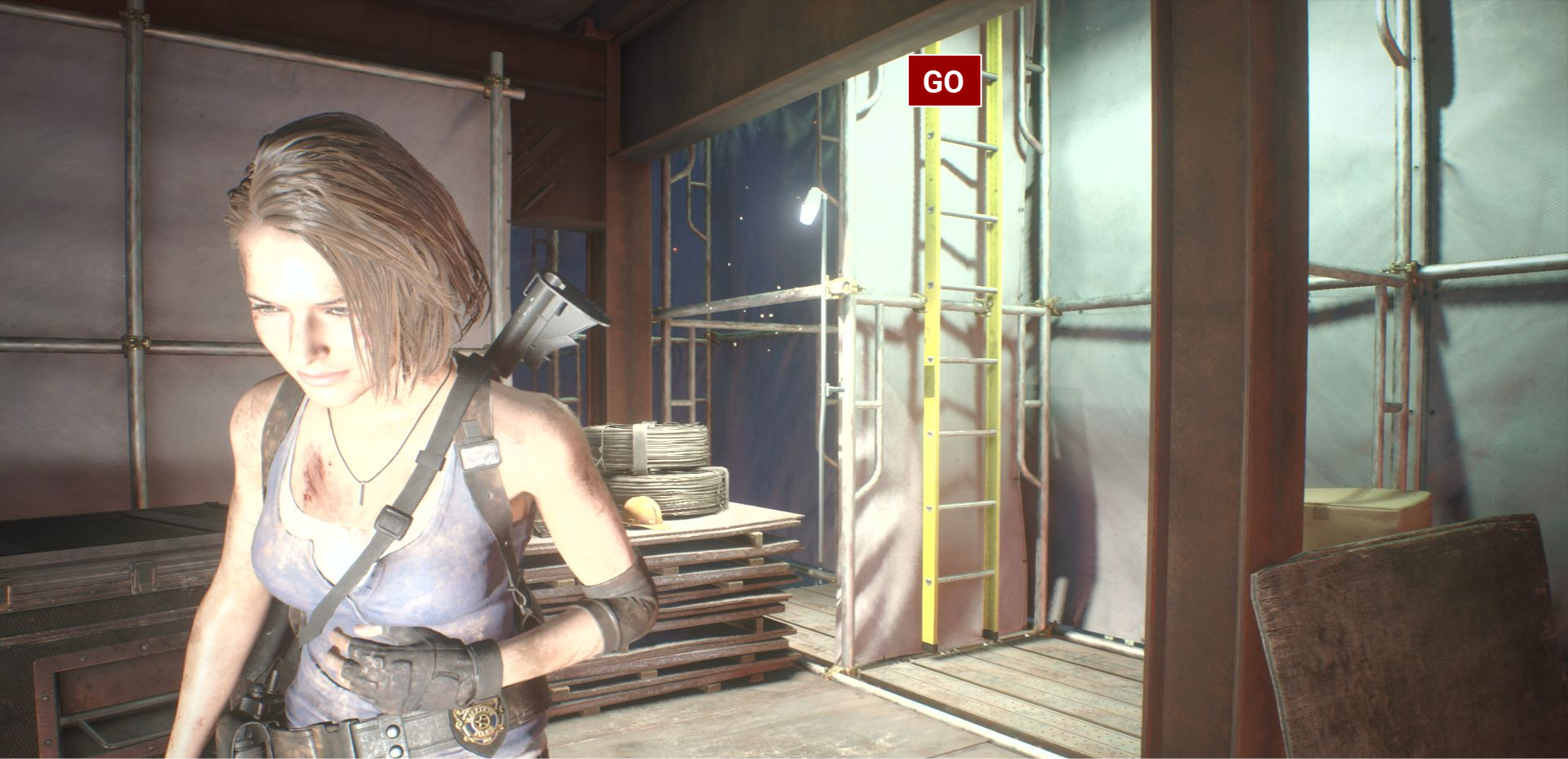
GO





0:30:00 / target time

Save - Downtown / Demolition Site





GO



1. Don't move
2. Spam roughly 10 rockets at Nemesis / hold L2 + R2



GO