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RESIDENT EVIL®

Operation Raccoon City



COVERS XBOX 360®, AND SONY

PLAYSTATION® 3 COMPUTER

ENTERTAINMENT SYSTEM, PC

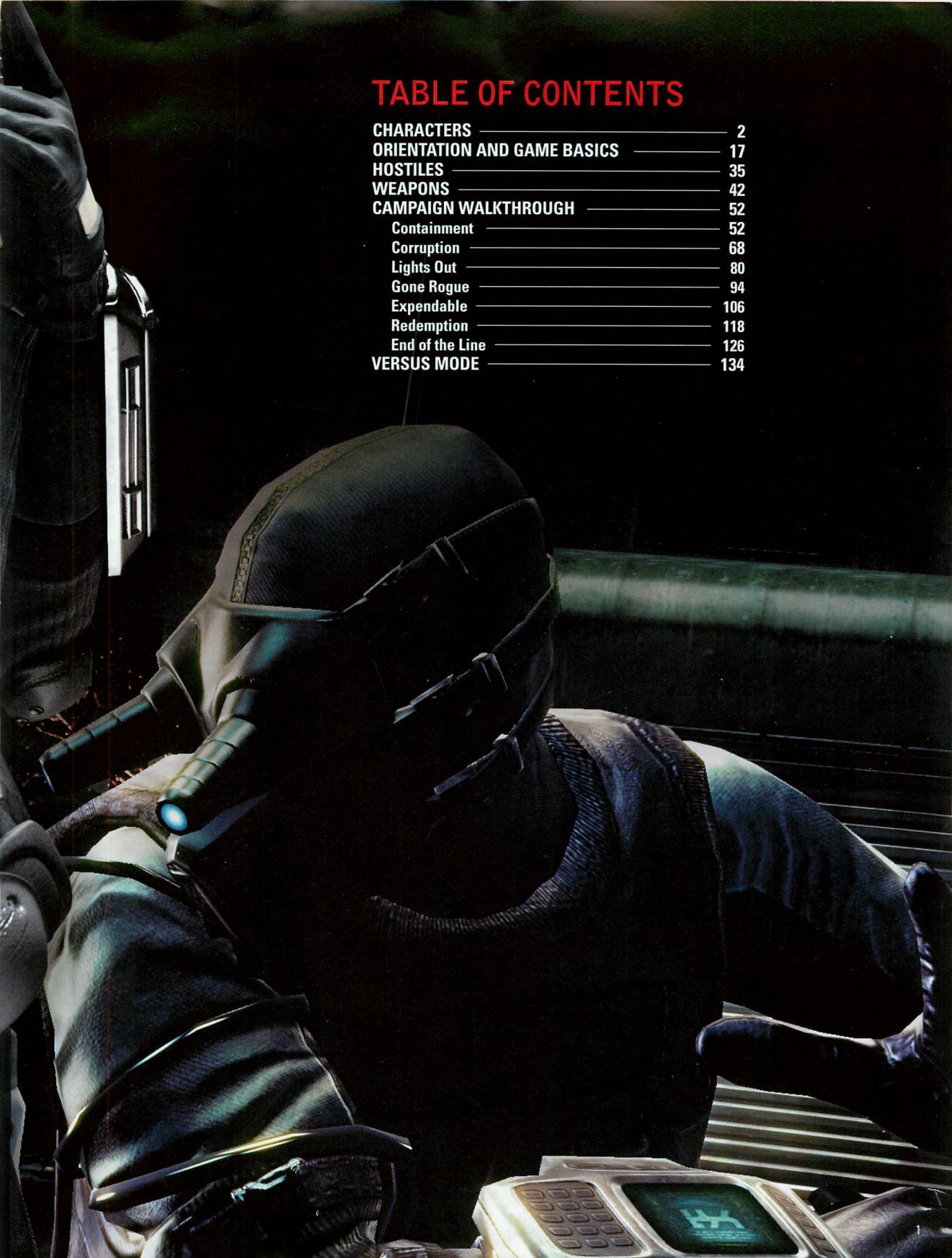
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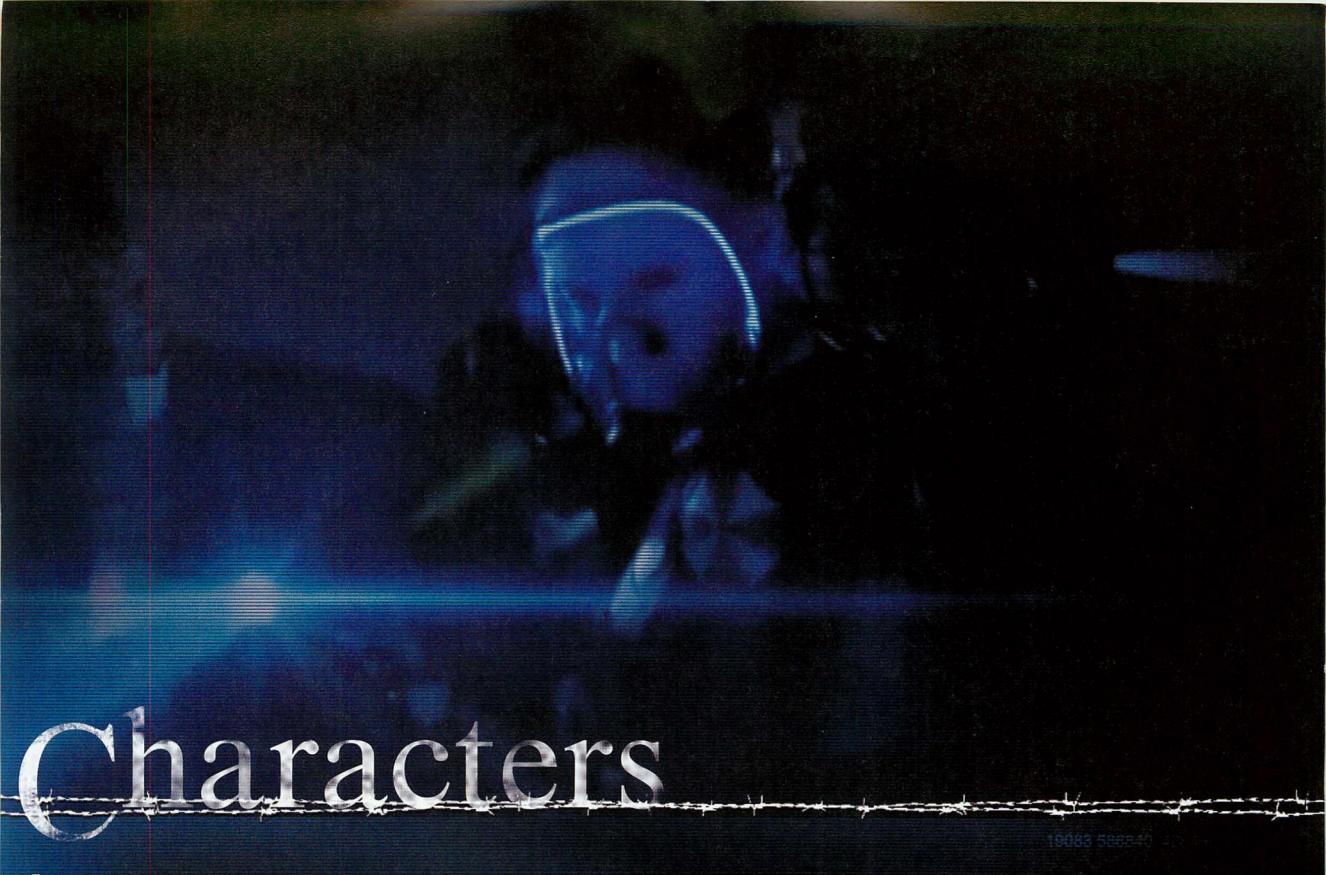


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Characters

Attempting to bring the chaos of the Raccoon City viral Zombie outbreak under control, both Umbrella and the US government have dispatched a wide array of mercenary types to the scene. By assuming control of one of these seasoned combat veterans you not only take on their personality, but must also master their Abilities and perform the duties typically associated with their "Class." This chapter introduces all of the playable characters in *Resident Evil®: Operation Raccoon City* as well as Classes, Abilities, and tips for playing.

Dossiers

Resident Evil®: Operation Raccoon City features 20 playable characters, including new Spec Ops military soldiers and U.S.S. mercenaries seen only in fleeting glimpses during *Resident Evil® 2* and *Resident Evil® 3: Nemesis*. Their biographies are below.

Except for Heroes, all characters are assigned a "Class" that determines their function as part of the team as well as the Abilities they can unlock and upgrade. More on Classes and the Abilities they allow is detailed in the latter portion of this chapter. Before choosing a character, look up their Class and determine if their role and Abilities are suited to your liking and play style.

Characters are assigned to one of three "teams" according to affiliation:

HEROES: Available online in Heroes matches in Versus Mode. These famous personages from the Resident Evil universe possess a variety of Abilities from two Classes, plus a Unique Brutal Kill copied from either Class.

SPEC OPS: Military forces deployed by the government to intervene in the Raccoon City outbreak, and further ordered to stop the machinations of Umbrella and the U.S.S. in covering up the incident.

U.S.S.: Umbrella Security Service, the hardest of the hardcore mercenaries employed by Umbrella for only their most secret operations, usually involving evidentiary retrieval or destruction, and biological sample capture. The U.S.S. Delta Team are the main characters of Campaign Mode.



LEON S. KENNEDY



TEAM: Heroes – Spec Ops

ABILITIES: Body Armor, Proximity Detection, Incendiary Rounds, Super Soldier, Threat Scanner

UNIQUE BRUTAL KILL: (Assault) Power punch knocks down all foes directly ahead.

Leon S. Kennedy is a rookie cop who holds justice and his responsibilities as a police officer in high regard. Although he's just a tenderfoot, he compensates for his inexperience with his bravery and keen survival instincts.

CARLOS OLIVEIRA



TEAM: Heroes – Spec Ops

ABILITIES: Quick Reload, Blast Armor, Guns A' Blazin', Fragmentation Mine, Timed Sticky Explosive

UNIQUE BRUTAL KILL: (Demolition) Plants a Frag Grenade in the enemy's mouth and kicks them away.

Unaware of Umbrella's shadier motivations, Carlos Oliveira joined the U.B.C.S. Delta A Team after his resistance movement in South America was squashed by government forces. He's a kind, jocular mercenary with expertise in weapons and large vehicles.

CLAIRE REDFIELD



TEAM: Heroes – Spec Ops

ABILITIES: First Aid Proficiency, Antiviral Proficiency, Attraction Pheromone, Stimpack, Painkiller

UNIQUE BRUTAL KILL: (Medic) Stabbing move causes a Green Herb to appear.

The sister of S.T.A.R.S. member Chris Redfield, Claire learned her exceptional survival skills from her brother. Adept at guns, knives, lock picks and motorcycles, she's a strong, active college student.

JILL VALENTINE



TEAM: Heroes – Spec Ops

ABILITIES: Blast Master, Stealth Run, Motion Detector, Timed Sticky Explosive, Laser Trip Mine

UNIQUE BRUTAL KILL: (Demolition) Plant a Frag Grenade in enemy's mouth and kick it away (without item usage).

One of the few S.T.A.R.S. members to survive the mansion incident, Jill Valentine has seen and survived some things no person should face. Serious, straightforward and handy with a lock pick, Jill is a skilled soldier who's determined to see Umbrella brought to justice.

HUNK



TEAM: Heroes – U.S.S.

ABILITIES: Stealth Run, Proximity Detection, Active Camouflage, Biothermal Vision, Sonar Vision

UNIQUE BRUTAL KILL: (Recon) Lethal throat slash, no special abilities.

Trained on Rockfort Island and known only as HUNK, "Mr. Death" or "Grim Reaper HUNK," little else is known about him, including his real name. HUNK's often the only survivor of multiple dangerous missions for Umbrella, which has earned him the respect of Umbrella and ire of Nicholai Ginovaef.

LONE WOLF



TEAM: Heroes – U.S.S.

ABILITIES: Body Armor, Antiviral Proficiency, Induce Infection, Attraction Pheromone, Guns A' Blazin'

UNIQUE BRUTAL KILL: (Assault) Power kick that knocks down all enemies directly ahead.

Also known as "Nighthawk," Lone Wolf is the helicopter pilot for the U.S.S. Alpha Team.

NICHOLAI GINOVAEF



TEAM: Heroes – U.S.S.

ABILITIES: Blast Armor, Blast Master, Fragmentation Mine, Laser Trip Mine, Attraction Pheromone

UNIQUE BRUTAL KILL: (Demolition) Plant Frag Grenade in enemy's mouth and kick them away (without item usage).

Under the guise as Commander of UBCS Delta Platoon B Team, Nicholai Ginovaef is secretly collecting data on the Zombies, B.O.W.s and other creatures infesting Raccoon City. He's an excellent soldier, but many question how he's often the only survivor of his missions.

ADA WONG



TEAM: Heroes – U.S.S.

ABILITIES: Quick Reload, First Aid Proficiency, Incendiary Rounds, Neutralize Infection, Painkiller

UNIQUE BRUTAL KILL: (Medic) Stabbing move causes a Green Herb to appear.

Ada Wong is a cold agent who doesn't bat an eye in even the most terrible situations. She's an extraordinary marksman who's strong, agile and a complete mystery to everyone around her.

DEE-AY



TEAM: Spec Ops

CLASS: Assault

Crispin 'Dee-Ay' Jettingham has been a soldier for as long as he can remember. He was the government's top choice to be the leader of the Echo Six team. Always calm and collected, he is a true soldier and is highly skilled and efficient with his weaponry and his orders.

HARLEY



TEAM: Spec Ops

CLASS: Medic

A foul-mouthed ex-biker, Erez 'Harley' Morris joined the service to avoid going to jail. Excelling in medicine during Operation Desert Storm, Harley unexpectedly became one of the best medics in the field. Always putting others' lives before his, he will always do his best to make sure no man is left behind.



PARTY GIRL



TEAM: Spec Ops

CLASS: Surveillance

Sienna 'Party Girl' Fowler got her reputation throwing wild parties in her youth for businessmen and officials. Little did they know that every party she threw was also recorded with hidden equipment, which would be sold to the highest bidder. The government hired her after she managed to dupe their top surveillance expert at one of her parties.

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SHONA



TEAM: Spec Ops

CLASS: Field Scientist

Exposed to death at a young age, Lawrence 'Shona' Kimbala began treating diseases in his home country of Zimbabwe. After his father's death, he attended Harvard Medical School where he realized he had a skill for controlling viruses instead of curing them. He joined the Army's special weapons program as their foremost expert in virology.

TWEED



TEAM: Spec Ops

CLASS: Demolition

Marissa 'Tweed' Ronson has a quick tongue and a ready fuse. Originally working for the British Secret Service, she disappeared after a bomb removal operation left her scarred. Hand-picked by the government, Tweed became part of Echo Six because of her unparalleled expertise in demolitions.



WILLOW



TEAM: Spec Ops

CLASS: Recon

Caroline 'Willow' Floyd developed her skill for speed and elusion growing up alone on a reservation in Montana. She joined the Army straight out of school, excelling as part of the Special Forces. Never satisfied with herself, Willow continues to hone her skills each and every day.

BELTWAY



TEAM: U.S.S.

CLASS: Demolition

Hector 'Beltway' Hivers is an elite demolition expert who was discharged from the Army Corps of Engineers. Not much is known about the incident other than the addition of Beltway's prosthetic leg. His dedication to his craft is beyond question, while his joy for blowing things up is always visible.



BERTHA


TEAM: U.S.S.
CLASS: Medic

Michaela 'BERTHA' Schneider finds pleasure in pain. After an unsuccessful return to civilian life, this disciplined former soldier with a devotion to medicine eagerly joined Wolfpack as their medic when she was assured anesthetic would be considered a luxury and not a priority.

FOUR EYES


TEAM: U.S.S.
CLASS: Field Scientist

Developing an unhealthy obsession with science at a young age, Christine 'Four Eyes' Yamata specializes in virology. She is so deeply focused on her work that she has little interest in anything else, including the feelings, or lives, of other human beings. Studious and detailed, she always wants to know more about a given situation.

LUPO


TEAM: U.S.S.
CLASS: Assault

A former French Special Forces Op, Karena 'Lupo' LesProux specializes in weaponry. Lured by money, Lupo joined Umbrella and leads Wolfpack. Her knowledge in the field makes her highly trusted by her team. She looks out for them, like a wolf looks out for her cubs, which is why the team members affectionately call her 'Wolf Mother.'



SPECTRE



TEAM: U.S.S.

CLASS: Surveillance

A veteran of the Cold War, former spy Vladimir 'Spectre' Bodrovski was moved from Umbrella's European wing for unknown reasons. The premier surveillance expert of the U.S.S., he was transferred to Wolfpack when the upper echelon of Umbrella management realized his skills could greatly benefit them.



VECTOR



TEAM: U.S.S.

CLASS: Recon

Vector's file remains largely confidential, his true identity hidden. Training at Rockfort Island, he developed his lethal martial arts abilities and elite skill for reconnaissance. As a covert operative, his achievements in the field are only matched by his former master, HUNK.

Classes

Members of the Spec Ops and U.S.S. teams each specialize in a certain Class. The characters' Class determines not only their role and function within the unit, but also what Abilities they can unlock and upgrade. Experience Points (XP) are required to unlock and upgrade Abilities, so progressing in Campaign and participating in Versus Modes enables you to improve a character's skills and value to the team.

Unlocking or upgrading an Ability holds true across the board regardless of character, meaning that all characters of the same Class or with the same Abilities experience unlocking or upgrading of Abilities simultaneously. In short: upgrade an Ability and all characters with that Ability receive the upgrade, across the board. This way, you can switch from playing Surveillance Class on the U.S.S. team (Spectre) to playing Surveillance on the Spec Ops team (Party Girl) with the same Abilities and upgrades.

Each class can also utilize a Unique Brutal Kill (press \triangle/Y during a Melee attack). Many of these moves trigger special abilities or allow the use of extra Frag Grenades or Stun Grenades, without using the ones on hand. Like Abilities, Unique Brutal Kills may require a brief restoration time afterward, during which no other Abilities can be used.

ASSAULT CLASS

Assault Class characters are natural leaders, expected to take point by mustering superhuman durability and weapon skills in the heat of battle, acting much like a lawnmower, clearing a majority of enemies from the battlefield while taking little damage in return.

UNIQUE BRUTAL KILL

Assault Class delivers a power punch to the targeted enemy that knocks them backward, also knocking down other enemies in the path. Triggers like an Ability, and requires restoration time afterward before this or another Ability can be used.

PASSIVE ABILITIES



BODY ARMOR

Reduces the damage you receive from bullets by (X)%.

LEVEL	XP COST	X VALUE
1	750 XP	10% reduction
2	2000 XP	20% reduction
3	5000 XP	30% reduction



QUICK RELOAD

Speeds up the time it takes to reload your weapon by (X)%.

LEVEL	XP COST	X VALUE
1	750 XP	33% increase
2	2000 XP	67% increase
3	5000 XP	100% increase



GUNS A' BLAZIN'

\triangle/Y allows you to expel an infinite amount of ammo for (X) seconds. Accuracy and recoil are both improved by (Y)% per shot. The ability restores after 45 seconds.

LEVEL	XP COST	X VALUE	Y VALUE
1	750 XP	10 second duration	33% Accuracy/Recoil boost
2	2000 XP	12.5 second duration	50% Accuracy/Recoil boost
3	5000 XP	15 second duration	67% Accuracy/Recoil boost

ACTIVE ABILITIES



INCENDIARY ROUNDS

\triangle/Y allows you to fire rounds that set enemies on fire for (X) seconds. It is most effective against infected enemies. The ability restores after 30 seconds.

LEVEL	XP COST	X VALUE
1	750 XP	10 second duration
2	2000 XP	12.5 second duration
3	5000 XP	15 second duration



SUPER SOLDIER

\triangle/Y nullifies the next (X) hits. Damage dealt and weapon accuracy are increased by (Y)% for a duration of (Z) seconds. The ability restores after 60 seconds.

LEVEL	XP COST	X VALUE	Y VALUE	Z VALUE
1	1250 XP	3 hits	10% Damage/Accuracy boost	8 second duration
2	3000 XP	4 hits	30% Damage/Accuracy boost	10 second duration
3	6000 XP	5 hits	50% Damage/Accuracy boost	12 second duration

DEMOLITION CLASS

Demolition experts are armored against and have experience with setting high power explosives and building more devices on the fly. Teammates should stay behind Demolition people and allow them to set mines or bombs, and then help them bait monsters into approaching their traps and detonating them.

UNIQUE BRUTAL KILL

Demolition class plants a Frag Grenade in the targeted enemy's mouth and then pushes them back, hopefully into a crowd of monsters, followed by detonation. This attack works like an ability and requires restoration time afterward before this or any other Ability can be used. Does not require Frag Grenades on hand.

PASSIVE ABILITIES



BLAST ARMOR

Prevents you from being knocked down by explosives and reduces the damage received from explosives by (X)%.

LEVEL	XP COST	X VALUE
1	750 XP	10% reduction
2	2000 XP	20% reduction
3	5000 XP	30% reduction



BLAST MASTER

Reduces the time it takes to restore all selectable abilities by (X) seconds. It also allows you to disable enemy mines with \otimes/A .

LEVEL	XP COST	X VALUE
1	750 XP	2 seconds
2	2000 XP	4 seconds
3	5000 XP	6 seconds

ACTIVE ABILITIES



FRAGMENTATION MINE

\triangle/O plants a Frag Mine on the floor. It is detonated by (pressing Right Stick). Holding (Right Stick) detonates all planted Frag Mines. The ability restores when all mines explode and takes 20 seconds. Ammo: (X)

LEVEL	XP COST	X VALUE
1	1000 XP	Max carry 1
2	2500 XP	Max carry 2
3	5500 XP	Max carry 3



TIMED STICKY EXPLOSIVE

\triangle/O throws an explosive that sticks onto surfaces and detonates after 5 seconds. Sticky Explosives are restored 25 seconds after the last Sticky Explosive detonates. Ammo: (X)

LEVEL	XP COST	X VALUE
1	1000 XP	Max carry 1
2	2500 XP	Max carry 2
3	5500 XP	Max carry 3



LASER TRIP MINE

\triangle/O plants a trip mine at the reticle that sticks onto surfaces and detonates once an enemy passes through the laser. To deactivate already set mines press (Right Stick). The ability restores 15 seconds after the last mine detonates. Ammo: (X)

LEVEL	XP COST	X VALUE
1	1000 XP	Max carry 1
2	2500 XP	Max carry 2
3	5500 XP	Max carry 3

FIELD SCIENTIST CLASS

Field Scientists are dedicated to the measuring and control of viral infection. Their Active Abilities focus on controlling or deterring infected hostiles by the use of a hypo gun or pheromone vials. When your team comes in contact with the infected, allow the Field Scientists a moment to work their magic and take control of the mindless hordes, providing ample distraction to allow for mass elimination of hostiles with minimal team casualties. An AI-controlled Field Scientist will administer Antiviral Sprays to cure infection status as needed, but will wait two minutes between each administration.

UNIQUE BRUTAL KILL

Field Scientists perform a stabbing attack that triggers Blood Frenzy and reprograms the infected to attack other hostiles, including opponent team players. Triggers like an Ability and requires restoration time afterward before this or another Ability can be used.

PASSIVE ABILITIES



ANTIVIRAL PROFICIENCY

Allows you to spawn with an Antiviral Spray and increases your carrying capacity of Antiviral Sprays to (X).

LEVEL	XP COST	X VALUE
1	750 XP	Max carry 2
2	2000 XP	Max carry 3
3	5000 XP	Max carry 4



BIOMETRIC VISION

Allows you to clearly see infected specimens in the environment (X) meters away. The weak points of infected specimens can be distinguished by their color markings. (d-pad Up) activates and deactivates Biometric Vision.

LEVEL	XP COST	X VALUE
1	750 XP	10 meter range
2	2000 XP	20 meter range
3	5000 XP	30 meter range

ACTIVE ABILITIES



INDUCE INFECTION

Allows you to use a hypo gun that has a (X)% chance to infect a soldier and a (Y)% chance to initiate V-ACT to turn a Zombie into a Crimson Head ally. $\textcircled{A}/\textcircled{Y}$ swaps to a hypo gun. R1/RB fires an Induce Infection dart into the target. The ability restores after 30 seconds. Ammo: (Z).

LEVEL	XP COST	X VALUE	Y VALUE	Z VALUE
1	750 XP	33% infect	90% ally	Max carry 1
2	2000 XP	50% infect	95% ally	Max carry 2
3	5000 XP	67% infect	100% ally	Max carry 3



ATTRACTION PHEROMONE

$\textcircled{A}/\textcircled{Y}$ throws an Attraction Pheromone vial towards the reticle that explodes into a gas that attracts T-Virus infected enemies. Anyone covered in the gas becomes a primary target. The gas cloud is (X) meters wide, lasts for (Y) seconds and restores after 30 seconds.

LEVEL	XP COST	X VALUE	Y VALUE
1	1250 XP	12 meter cloud	10 second duration
2	3000 XP	14 meter cloud	12.5 second duration
3	6000 XP	16 meter cloud	15 second duration



PROGRAM INFECTED

Use your hypo gun to control infected enemies. $\textcircled{A}/\textcircled{Y}$ swaps to a hypo gun. R1/RB fires a Program dart into an infected enemy.

Press (Right Stick) to set a target for controlled enemies. Program Infected lasts longer on weaker infected enemies and restores after 30 seconds. Ammo: (X)

LEVEL	XP COST	X VALUE
1	1250 XP	Max carry 1
2	3000 XP	Max carry 3
3	6000 XP	Max carry 5

MEDIC CLASS

The team Medic must take responsibility for the overall health of the squad, administering extra First Aid and curing infection where necessary. Medics can also enhance the combat speed and damage resistance of allies and themselves, and should do so whenever the team first encounters any resistance. AI-controlled Medics will administer First Aid Sprays and cure infection status whenever needed, but unlike a player-controlled Medic, the AI ally will only administer aid every two minutes.

UNIQUE BRUTAL KILL

Medics perform a stabbing attack that triggers the appearance of a Green Herb. Triggers like an Ability, and requires restoration time afterward before this or any other Ability can be used.

PASSIVE ABILITIES



FIRST AID PROFICIENCY

Allows you to spawn with a First Aid Spray and increases your carrying capacity of First Aid Sprays to (X).

LEVEL	XP COST	X VALUE
1	750 XP	Max carry 2
2	2000 XP	Max carry 3
3	5000 XP	Max carry 4



FIELD MEDIC

Allows you to restore (X)% additional health with the use of Green Herbs and First Aid Sprays.

LEVEL	XP COST	X VALUE
1	750 XP	16% more health
2	2000 XP	33% more health
3	5000 XP	50% more health

ACTIVE ABILITIES



STIMPACK

Increases accuracy and movement speed for 15 seconds on yourself or a teammate. \triangle/Y swaps to a hypo gun. R1/RB applies a Stimpack to an ally. Holding \triangle/Y applies a Stimpack to yourself. Restores after 30 seconds. Ammo: (X).

LEVEL	XP COST	X VALUE
1	1000 XP	Max carry 1
2	2500 XP	Max carry 2
3	5000 XP	Max carry 3



NEUTRALIZE INFECTION

Cure an infection or damage T-Virus infected. \triangle/Y swaps to a hypo gun. R1/RB cures a teammate from infection or applies (X) damage to an infected enemy. Holding \triangle/Y cures yourself from infection. The ability restores after 20 seconds.

LEVEL	XP COST	X VALUE
1	750 XP	light damage
2	2000 XP	medium damage
3	5000 XP	heavy damage



PAINKILLER

Reduces the amount of damage dealt to yourself or a teammate by (X)%. \triangle/Y swaps to a hypo gun. R1/RB applies Painkiller to a teammate. Holding \triangle/Y applies Painkiller to yourself. Painkiller lasts for 10 seconds and restores after 30 seconds.

LEVEL	XP COST	X VALUE
1	1250 XP	50% damage reduction
2	3000 XP	70% damage reduction
3	6000 XP	90% damage reduction

RECON CLASS

Recon specializes in infiltration and deception of the enemy, and prevention of enemy sneak attacks from behind. Utilizing state-of-the-art technology, Recon specialists can make themselves invisible or transform into the visage of enemy soldiers, allowing them to sneak up on unwary enemies for brutal kills, or even confusing the opposition into firing on each other. Recon's Abilities are more effective against enemy soldiers than Bio-Organic Weapons (B.O.W.s).

CHARACTERS

BASICS

HOSTILES

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PASSIVE ABILITIES



STEALTH RUN

Increases your movement speed by (X)% and reduces the sound of your footsteps, allowing you to sprint without being detected on enemy mini-maps.

LEVEL	XP COST	X VALUE
1	750 XP	5% speed increase
2	2000 XP	10% speed increase
3	5000 XP	15% speed increase



DETECTION AVOIDANCE

Allows you to avoid being detected on enemy mini-maps while moving at less than (X)% of your maximum speed.

LEVEL	XP COST	X VALUE
1	750 XP	50% of max speed
2	2000 XP	75% of max speed
3	5000 XP	full speed*

* Sprinting will still cause you to appear unless you also have the Stealth Run Ability.

ACTIVE ABILITIES



MOTION DETECTOR

Ⓐ/Ⓑ throws a Motion

Detector towards the reticle that sticks onto any surface and displays enemies on the mini-map within 15 meters.

Detectors emit a sound and flash when an enemy has triggered it. Enemy soldiers that trigger the Motion Detector are stunned. (Pressing Right Stick) deactivates a Motion Detector. Ammo: (X)

LEVEL	XP COST	X VALUE
1	750 XP	Max carry 1
2	2000 XP	Max carry 2
3	5000 XP	Max carry 3



MIMICRY

Ⓐ/Ⓑ can be used after an

eligible target has been indicated by the reticle to transform you into them. Mimicry lasts for (X) seconds and restores after 20 seconds.

LEVEL	XP COST	X VALUE
1	750 XP	30 second duration
2	2000 XP	60 second duration
3	5000 XP	90 second duration



ACTIVE CAMOUFLAGE

Ⓐ/Ⓑ cloaks you in order

to infiltrate and eliminate enemies without being detected. Some B.O.W.s

can still sense your presence, so be careful. Active Camouflage lasts for (X) seconds and restores after 45 seconds.

LEVEL	XP COST	X VALUE
1	1250 XP	10 second duration
2	2500 XP	15 second duration
3	5500 XP	20 second duration

SURVEILLANCE CLASS

Surveillance team members specialize in spotting the enemy before the enemy spots the team, and in alerting allies to hostile presences. By being able to detect enemy positions and mark them on the mini-map, Surveillance personnel help orchestrate counter-ambushes and warn of danger. Surveillance also finds items more easily, making this Class a top choice for first-time players looking to find supplies more easily.

UNIQUE BRUTAL KILL

Surveillance class performs an attack that detonates a Stun Grenade, without item use. Triggers like an Ability, and requires restoration time afterward before this or any other Ability can be used.

PASSIVE ABILITIES



PROXIMITY DETECTION

Increases the size of the mini-map on your HUD and automatically reveals enemies within (X) meters.

Enemy types are identified by corresponding markers. You are also notified any time you are targeted by an enemy.

LEVEL	XP COST	X VALUE
1	750 XP	10 meter effect
2	2000 XP	15 meter effect
3	5000 XP	20 meter effect



ITEM DETECTION

Allows you to see all item pick-ups within (X) meters on your mini-map. Item locations are also clearly identified on your HUD.

LEVEL	XP COST	X VALUE
1	1250 XP	10 meter effect
2	3000 XP	15 meter effect
3	6000 XP	20 meter effect

ACTIVE ABILITIES



THREAT SCANNER

⊕/Y allows you to scan (X) meters around you for enemy targets. Any enemies identified by

Threat Scanner are automatically relayed to your teammates' mini-maps as well as yours. Threat Scanner lasts for 15 seconds and replenishes after 25 seconds.

LEVEL	XP COST	X VALUE
1	750 XP	Scan 20 meters
2	2000 XP	Scan 40 meters
3	5000 XP	Scan 60 meters



BIOTHERMAL VISION

Allows you to clearly see soldiers and other living targets (X) meters away for (Y) seconds. The health of targets can be distinguished by their color markings. ⊕/Y activates and deactivates Biothermal Vision. The ability restores after two seconds.

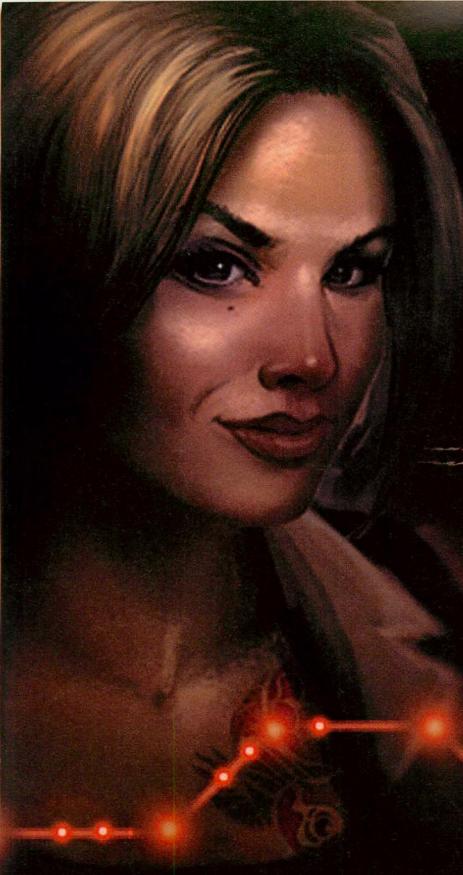
LEVEL	XP COST	X VALUE	Y VALUE
1	750 XP	Scan 20 meters	10 second duration
2	2000 XP	Scan 40 meters	15 second duration
3	5000 XP	Scan 60 meters	20 second duration



SONAR VISION

Emits a sonar pulse that allows you to see and target enemies and allies through walls and other objects (X) meters away. ⊕/Y activates and deactivates Sonar Vision. Lasts for (Y) seconds and restores after 10 seconds.

LEVEL	XP COST	X VALUE	Y VALUE
1	1000 XP	Scan 20 meters	10 second duration
2	2500 XP	Scan 40 meters	12.5 second duration
3	5500 XP	Scan 60 meters	15 second duration



Orientation and Game Basics

This chapter presents complete instructions for starting and playing a game of *Resident Evil: Operation Raccoon City* in either Campaign (Story) Mode or Versus (Online Multiplayer) Mode. We highly recommend reading this chapter prior to any succeeding ones within this guide.

Game Introduction

Resident Evil: Operation Raccoon City begins in the hours prior to the events presented in *Resident Evil 2* and *Resident Evil 3: Nemesis*, just before a viral outbreak turns the citizens of a small American town into flesh-eating ghouls. The organization responsible for the Zombie apocalypse, the Umbrella Corporation, dispatches a covert black ops unit, the Umbrella Security Service (U.S.S.), to arrest one of its top scientists, Dr. William Birkin. The company intercepted communications indicating that Dr. Birkin intended to hand his new G-Virus over to the US government in exchange for research finding clemency from prosecution, and military entitlement.



In response, Umbrella deploys U.S.S. Alpha Team, a four-man team led by the legendary "Mr. Death" himself, codename HUNK. The previous two-man Delta Team died attempting to reclaim the Ecliptic Express, a train which ran between Raccoon City and the Umbrella Management Training Facility deep in the Arklay Mountains outside town. By beefing up the unit, Umbrella hopes they will be better suited to sweep aside the Umbrella Biohazard Countermeasure Service (U.B.C.S.) unit assigned to protect Birkin, and also to handle escaped Bio-Organic Weapons genetically engineered by the company, thus covering Umbrella's tracks. Its members comprising a "who's who" of the world's most sadistic mercenaries, murderers and intelligence experts, the new Delta Team has adopted the moniker "Wolfpack."



When the U.S.S. fails to eliminate a transforming Dr. Birkin after he ingests his own G-Virus, Umbrella activates "Operation Raccoon City." This secret plan, assigned to Delta Team, involves eliminating survivors of the burgeoning T-Virus outbreak that is turning the locals into Zombies, and destroying all evidence of Umbrella's involvement. In order to please Umbrella's higher-ups and receive extraction from the deadly outbreak in Raccoon City, Delta must carry out its nefarious objectives while defending itself from undead hordes as well as bio-engineered monsters and freaks. In retaliation, the government has deployed a highly trained Spec Ops team to stop the U.S.S. and expose the involvement of Umbrella in the outbreak and cover-up. The objective of the game is to survive this impossible situation, if you can.

Starting a Game

After inserting and booting up *Resident Evil®: Operation Raccoon City*, the title menu appears. Press START to proceed to the Start Menu. The game checks whether the console is connected to the Internet and whether the user has an online account (with either the Sony Entertainment Network or Xbox LIVE). If your system is not connected to the Internet or you do not have an online account, you will only be able to play offline Campaign Mode and not the online Versus Mode portion of the game. Afterward, use the Start Menu options to start a Campaign mission or a Versus Mode match.

CONTROLS

The default controls for navigating the menus within the game are detailed below. Note that changing the control type in the Options screen may change the function of the controls.

MENU CONTROLS

PLAYSTATION 3 MENU CONTROLS (CONTROL TYPE A)



XBOX 360 MENU CONTROLS (CONTROL TYPE A)



CAMPAIN MODE

Campaign Mode consists of a series of seven missions following the exploits of U.S.S. Delta Team, a.k.a. Wolfpack. By taking on the role of an Umbrella covert operative, you will delve into the heart of the conspiracy at the center of the Raccoon City outbreak, and witness firsthand Umbrella's efforts to cover up the affair. Will you follow orders and protect the company, or betray Umbrella and turn on your own team? Campaign Mode can be played offline with AI-controlled partners or in online co-op mode with up to four players.

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START CAMPAIGN

When you first select Campaign Mode, you must choose this option to begin a game or Quick Match to join a game already in progress online. You must complete each mission at least once in story order.

Choosing this option causes a secondary menu to appear, with the choices "Private" or "Public".

○ A Private game is restricted to friends you invite through Sony Entertainment Network or Xbox LIVE prior to starting. Open the Squad menu to see which of your friends is online, and invite them to join your squad. Or, choose Private to play alone with AI-controlled allies.

○ A Public game is broadcast on the network servers, and anyone looking to join a game at that time may sign on.

CONTINUE CAMPAIGN

After starting a Campaign and reaching a save point or completing the first mission, the "Continue Campaign" option replaces the "Start Campaign" choice. The game begins at the start of the mission where you left off. You may resume the mission in either Private or Public.

RESTART CAMPAIGN

After starting a Campaign and reaching a save point or completing the first mission, the Restart Campaign option also becomes available. Choose this to remove "Continue Campaign" from the Start Menu and return "Start Campaign" to the options. All previous progress will be overridden, so use this option only if a clean start is necessary.

FREE PLAY

After starting a Campaign and reaching a save point or completing the first mission, the Free Play option becomes available. Choosing this option takes you to the Select Mission screen, where you can choose any previously completed mission to replay. Starting a previous mission will override any current checkpoint saves within other missions. Press R1/RB to change the difficulty level previously selected when starting the Campaign.



QUICK MATCH

DIFFICULTY

When starting a new Campaign or Quick Match, you are prompted to select a difficulty level. Choosing the proper difficulty setting allows you to play at a comfortable level with fewer player deaths.

Casual: An easier difficulty where your attacks inflict twice as much damage, and enemy attacks inflict half their normal value. Intended for players just wanting to breeze through the game.

Normal: The standard difficulty setting.

Veteran: Harder difficulty for those used to playing video games. Enemies receive 25% less damage and inflict 25% greater damage, and drop items with less frequency.

Professional: An extremely difficult setting for players who have mastered *Operation Raccoon City*. Enemies receive 50% less damage, inflict twice as much damage, and drop items rarely.

Completing a mission at a higher difficulty setting unlocks that mission in all lower difficulty settings in the Free Play screen. For example, clearing "Containment" on Professional unlocks it and "Corruption" in all difficulties, whereas playing it in Casual only unlocks it and "Corruption" in Casual.

Veteran and Professional missions are the only way to unlock S and S+ ranks.

VERSUS MODE



Select Versus Mode to play online with invited friends in a Private match or with other random gamers in Public matches. Versus Mode features four match types: TEAM ATTACK, BIOHAZARD, HEROES, and SURVIVORS. All Versus Mode match types are team-based and require coordinated efforts. In Versus Mode you can choose to play as the U.S.S. Delta Team from Campaign Mode, or as the characters of the Spec Ops team, or as recognizable Heroes from the *Resident Evil*® universe. Versus Mode is covered in its own chapter at the back of this guidebook.

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OTHER START MENU OPTIONS

Below Campaign and Versus Mode options on the Start Menu are other choices: to view achievement records, unlocked bonus content, and game credits.

RECORDS

View your cumulative stats as a player, including the Total Experience Points (XP) earned, the number of times you've died, the number of Headshot Kills scored, AND the number of monsters you've killed. Tab through the options across the top to view all manner of stats related to Campaign and Versus Modes as well as weapon usage.



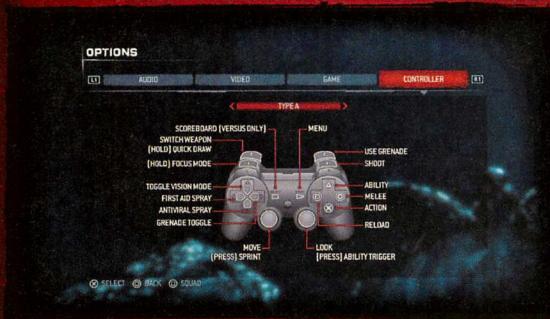
LEADERBOARDS

View the universal leaderboards for *Resident Evil*®: *Operation Raccoon City*, based on the number of player kills scored. Press R2/RT while viewing the leaderboard to jump to your position.

PLAYER KILLS
19083 dudieboy02
19043 5366
19083 586846
05930736 80780
19043 5366
0 930 36 89780
19083 586840 40780
0780 7316

OPTIONS

Use the Options menu to adjust various game settings, including audio volumes, the voiceover language played, video gamma brightness, subtitles, help text display and difficulty setting. The last tab, Controller options, allows you to change camera controls, turn off features like Auto Aim, Target Lock and controller vibration, and even to change your controller layout. There are four control schemes to choose from. This guide was written using the default controls, Type A.



DOWNLOADABLE CONTENT

Connects you to the *Operation Raccoon City* online store of your console's network, where you may purchase Downloadable Content (DLC) to expand your game. The first DLC for *ORC* will feature six powerful new weapons, as detailed in our **Weapons** chapter. Use this option to check back regularly for new DLC as it's released!

GALLERY

View the unlocked gallery items by uploading Intel items found during Campaign missions at Laptops. One Gallery item is unlocked for every two pieces of Intel uploaded, until all Gallery items are available. There are 116 pieces of concept art from the development of *Resident Evil: Operation Raccoon City* to unlock.

Scroll down to an item using the d-pad and press the Select button (not to be confused with the PlayStation controller's SELECT button) to view the item. Press **△/Y** to view artwork full screen. Consider this something fun to peruse while waiting for your friends to get online...



CREDITS

Shows the developer credits for *Resident Evil®: Operation Raccoon City*. These are also shown upon completion of "End of the Line" in Campaign Mode. Press Cancel while viewing to exit the credits reel.

CHARACTER SELECTION

After selecting a game mode and match type if applicable, the game progresses to the Character Selection screen. The open slot to the far left is yours. Press Select to choose a character “Class” to play as: Assault, Demolition, Field Scientist, Medic, Recon or Surveillance. Each Class features unique “Abilities” that define what advantages that character has on the battlefield. Refer to the previous chapter, **Characters**, for more information about Classes and Abilities. SpecOps characters have one costume. U.S.S. characters have one costume provided; the second is available via DLC.



ABILITY AND WEAPON SELECTION

After choosing a character, scroll down to the slots below the name to select Abilities and weapons to equip. Each character can equip one Active Ability, one primary weapon (a rifle) and one secondary weapon (a pistol) to take into the upcoming mission. These settings are defined as your character's "loadout," and if killed these are the items you respawn with.

While choosing Abilities or Weapons, you can spend accumulated XP on unlocking or upgrading Abilities, or buy new and more powerful weapons. The surest way to victory is to master character classes one at a time by upgrading all Abilities to their highest levels and purchasing the most powerful (i.e., most expensive) weaponry available. If you can't afford new weapons right away, others can be found during Campaign missions. In Versus and Campaign Modes, defeated allies and opponents will drop weapons that you can pick up and equip. So if you worry about selecting the wrong weapon prior to a mission or match, relax in the knowledge that you can always switch later.



AI PARTNER SELECTION



After selecting the character you'll play as, and setting your choice of their Abilities and equipment, when playing alone you can scroll to the right to select different AI partners to play with. The game automatically throws three onscreen, but their Classes may not make for the best mix of teamwork. For example, if you're not playing as Bertha, then you'll always want her on your team for her first aid and infection-curing skills. If you're not playing as Spectre then you'll want to include him so surrounding enemies show up on the mini-map, providing warning of ambush. Vector is also another good AI partner to include, since he makes frequent use of his Active Camouflage skill. And Four Eyes is valuable if you expect to be infected frequently.

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Character Controls

Listed below are the default character controls for movement and combat, by system:

PLAYSTATION 3 DEFAULT CHARACTER CONTROLS (TYPE A)

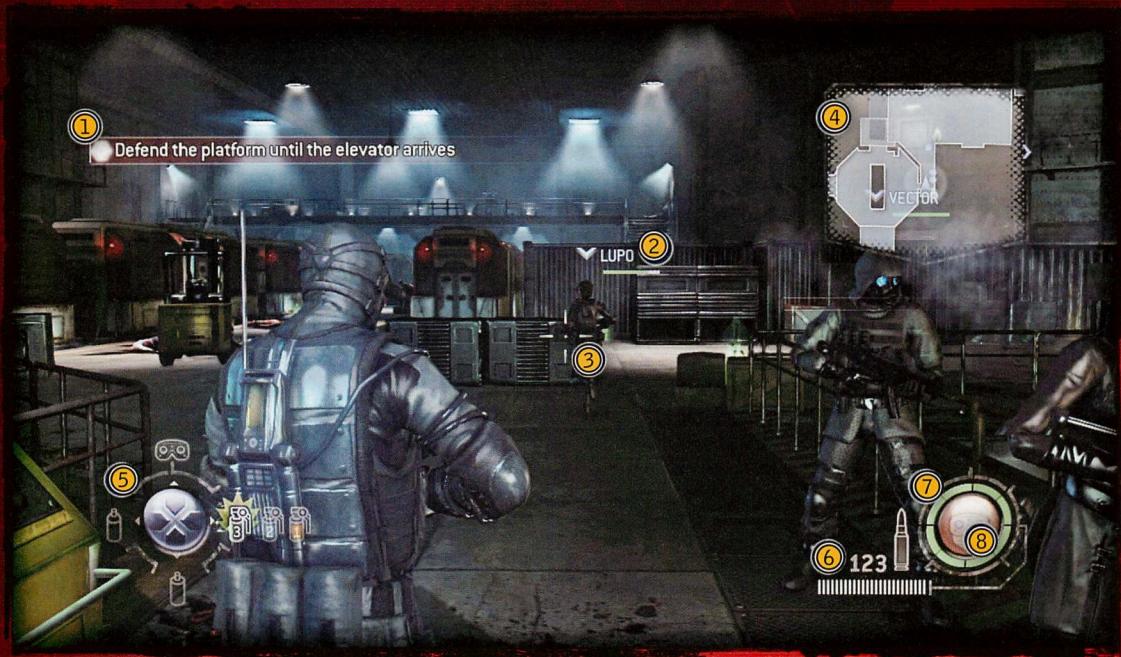
Left Stick	Move forward/back, strafe left/right
D-pad Up	Toggle vision mode (applicable Classes only)
D-pad Left	Use First Aid Spray (when in possession)
D-pad Down	Use Antiviral Spray (when in possession)
D-pad Right	Cycle through available grenade types
Right Stick	Look up/down, turn left/right
L3 (Press L Stick)	Hold to sprint
R3 (Press R Stick)	Trigger/cancel Ability (applicable Classes only)
✖	Action (context sensitive)
◎	Melee/Hold to seize hostile
□	Reload weapon
△	Activate Ability
R1	Shoot
L1	Aim or Focus
R2	Throw Grenade
L2	Tap to switch weapon, hold to quick draw
START	Pause menu
SELECT	View scoreboard (Versus Mode only)

XBOX 360 DEFAULT CHARACTER CONTROLS (TYPE A)

Left Stick	Move forward/back, strafe left/right
D-pad Up	Toggle vision mode (applicable Classes only)
D-pad Left	Use First Aid Spray (when in possession)
D-pad Down	Use Antiviral Spray (when in possession)
D-pad Right	Cycle through available grenade types
Right Stick	Look up/down, turn left/right
Press L Stick	Hold to sprint
Press R Stick	Trigger/cancel Ability (applicable Classes only)
Ⓐ	Action (context sensitive)
Ⓑ	Melee/Hold to seize hostile
□	Reload weapon
Ⓨ	Activate Ability
RB	Shoot
LB	Aim or Focus
RT	Throw Grenade
LT	Tap to switch weapon, hold to quick draw
START	Pause menu
BACK	View scoreboard (Versus Mode only)

RACCOON CITY HOSPITAL

Onscreen Display



① **Objective:** Displays momentarily whenever your objective changes.

② **Partner Status:** Displays partner's current health as a green bar. If infected, the arrow icon changes to a biohazard symbol. This area also shows whether your partner is grappled.

③ **Crosshair Reticule:** Indicates character's point of aim. Align with enemy targets and fire to inflict damage. Red marks around the crosshair indicate direction from which you've sustained damage.

④ **Mini-map:** Shows the immediate surroundings as a line map. Player's position is indicated by a blue arrow, partner's by blue dots. Human enemies are indicated by red arrows, monsters by orange dots. Special shape orange markers indicate special monster types. The U.S.S./Spec Ops insignia indicates location of your next objective. The Item Detection Ability of Surveillance Class marks other items on the mini-map and provides a larger mini-map.

⑤ **Quick Use Display:** Indicates the functions of the four d-pad buttons/directions, and whether you possess items such as First Aid Sprays, Antiviral Sprays, or Grenades (press right repeatedly to cycle through types). Top icon indicates whether a vision mode is available (Ability-specific).

⑥ **Ammo:** Displays the type and number of bullets loaded into currently equipped weapon. When empty, the character will stop firing and reload as long as additional ammo is available. Reload prior to running empty to ensure combat readiness.

⑦ **Health Gauge:** Displays remaining health, diminishes as damage is sustained. Turns blue and drains continuously if infected; administer Antiviral Spray before blue gauge empties completely or character becomes a Zombie. Replenish through use of First Aid Sprays or Green Herbs.

⑧ **Ability Gauge:** The central icon indicates the Ability equipped. Activating the Ability turns the center red, which then empties like a countdown clock. The active Ability deactivates when the clock empties, if not manually deactivated before. An outer white ring then gradually fills, indicating the time remaining before the Ability can be used again.



OTHER ONSCREEN DISPLAYS

Objective Marker: Appears in the shape of your team's insignia at the location you should travel to next. Make sure to search the surroundings for valuable items before proceeding to the objective marker.

Bonus XP: Whenever Bonus XP is acquired, a small message appears beneath the mini-map, indicating the reason for bonus and amount of XP gained.

Help Text: When playing Campaign missions or Versus Mode game types for the first time, Help Text is displayed above the Health Gauge.

Grenade Indicator: Marks the locations of active grenades flying through the air. Relocate away from them quickly to avoid damage, unless fully protected by cover.

Versus Mode Displays: In Versus Mode, additional displays appear across the top of the screen to indicate time remaining in the match, team and player scores, and G-Virus samples returned.

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Common Actions

The character actions described in this section are common to all characters and Classes. Learning and mastering these functions is crucial to success in the game.

TARGETING

While standing still or moving, use the Right Stick to adjust the position of your onscreen targeting reticule. The reticule changes shape based on the type of weapon equipped. The central dot is the preferred point of aim, while the surrounding graphic indicates possible bullet spread or accuracy variance. While running and gunning is a valid strategy in fast-paced Versus matches, stopping or slowing down to aim is far more accurate and therefore inflicts greater damage.



TAKE COVER

Move directly up to walls, crates, railings, or any other vertical surface of any height to assume a cover position. Your character crouches against the surface, ducking to conceal as much as possible behind the obstacle. Taking cover makes it harder for armed opponents to shoot and damage your character. However, the lower the cover, the less cover provided, meaning you may continue to take damage from aimed shots. Also, watch for grenade indicators to appear onscreen while protected by cover and relocate quickly if the grenade falls on top of or behind your cover object.

BLIND FIRE

While in a cover position with clearance above or to the side, press the Fire button to "blind fire" around corners. Move the targeting reticule beforehand to an enemy's location to inflict greater damage. Blind firing is a less accurate method of firing, and therefore you may find yourself shooting more to inflict less damage. Blind fire is most effective against close-to medium-range enemies.



AIMING/FOCUS

Hold the Aim button to step out from cover, narrow your targeting reticule, and fire with greater accuracy than any other method. When options like Auto Aim and Stick Reticle



are on (by default), the character automatically aims center-mass at the hostile closest to the reticule. You may then move your aim up to the head to attempt to inflict greater damage (if you don't miss) or fire a burst that carries your aim up through the head if equipped with an automatic Machine Gun. Aiming exposes your character to return fire; so shoot only in single shots or short bursts, and then let your character drop back behind cover.

FIGHT THE MOVING RETICULE

Regardless of aiming method, firing any weapon causes you to lose your aim, either due to the gun recoil or movement of the target. The best method of coping with this is to release your aim (if aiming) and then aim again at your target's new location.

When firing a prolonged burst with an automatic Machine Gun or Assault Rifle, the aim naturally will veer upward or to the side. Fight this by fully tilting the Right Stick in the opposite direction the reticule is moving while firing.

RELOAD

After firing a couple shots or bursts, it is in your best interest to return to cover and press the Reload button. Avoid standing up to fire with only a few bullets left in your magazine; otherwise you may begin reloading a weapon automatically while standing, exposing you to enemy fire. By pressing the Reload button often, you'll always be ready to return fire at your convenience rather than your enemies'.

MELEE

When within close range of a hostile, press the Melee button repeatedly to slash back and forth with your character's knife. Initiate this early if possible—because



the first one to strike with Melee causes the other to stagger, gaining the upper hand. Melee attacks are also a great way to conserve ammo, especially when dealing with only a few unarmed monsters.

BRUTAL KILLS

During a Melee attack, if your opponent looks stunned, press and hold the Action button to perform a Brutal Kill. Depending on your position in relation to the target, you'll either shove your knife through his jaw or knock him to the ground and squash his head. When near a wall, your character will ram the target's head into it. Brutal Kills are a satisfying and efficient way to finish off an enemy at the halfway point.



UNIQUE BRUTAL KILLS

In addition, each Class can perform its own hallmark, Unique Brutal Kill by pressing **△** **▽** during a melee attack. Most Unique Brutal Kills trigger an additional Ability. As with using an Active Ability, using a Unique Brutal Kill triggers a restoration timer in the Ability window of the HUD, preventing the use of all Unique Brutal Kills and Abilities for a short duration afterward.

These special attacks include cramming a Frag Grenade in a zombie's mouth and shoving it back into a crowd prior to detonation (Demolition Class) or stabbing an enemy to trigger the appearance of a Green Herb (Medic Class). Refer to the **Characters** chapter to read descriptions of the Unique Brutal Kill available to each Class.

ZOMBIE SHIELD

After hitting a Zombie with a few melee hits, press and hold the Melee button to seize the Zombie and use it as a shield against attacks from other opponents. While holding a Zombie Shield, your character automatically draws their secondary weapon and can shoot other enemies. Frequent use of Zombie Shields is recommended in situations where you face both Zombies and Spec Ops or multiplayer opponents at the same time.



Zombie Shields last until they've taken the usual amount of damage, and then die. Kick a Zombie Shield away by pressing Melee, or hold the Action button to snap its neck.

EXECUTIONS

After hitting a human opponent (U.B.C.S. or Spec Ops) with a few melee attacks, hold the Melee button to seize them in a shoulder grip from the side. Your character automatically draws their pistol and puts it under the opponent's chin. Press the fire button to execute them, hold Action to knock them out, or shoot the stomach to start them bleeding and draw Zombies.



STOMP

When an opponent is down on the ground, press Melee to kick them hard. Or, press and hold the Action button to stomp on a prone opponent. Stomping is a great attack to use against Lickers and Parasites.

ACTION BUTTON FUNCTIONS

The function of the Action button changes depending on the circumstances surrounding the character at the time, and whether he's facing any items or other environmental features.

INTERACTION



Many objects in the environment can be interacted with using the Action button, such as Laptops, doors, ladders, and evidence that requires burning.

To interact with

environmental objects, approach them and move the targeting reticle over them. If an interaction message pops up along with the Action button icon, press it to engage in environmental interaction.

ITEM PICKUP

Many items tend to glow with unearthly light. Other items try to remain more inconspicuous, such as Intel. To pick up an item, approach it and move the targeting reticle over it. When an Action button icon appears onscreen, press the button to pick up the item and add it to your supplies, provided you're not already carrying the max load.

REVIVE TEAMMATE

In Campaign Mode, dead teammates' locations are indicated by their status bars, which turn completely white and display a heart monitor icon. Approach a dead ally and stand over them, and the Action button icon should appear. Press and hold the Action button to revive your dead teammate with a little less than half their health. While you're reviving a teammate a small bar fills below the Action button icon. If you are strongly attacked or knocked aside by an enemy or an explosion, the revival process is interrupted and must be started over again. Try clearing the area of hostiles before approaching and reviving a fallen ally.

In Campaign Mode, fallen allies respawn automatically when the lead team member reaches a checkpoint.



SPRINTING

Raccoon City features long distances to travel, and there's no better way to get there faster than by sprinting. Press down on the Left Stick and hold it to sprint. You cannot strafe, aim, fire, reload your weapon, or perform many other actions while sprinting. Turn while sprinting by moving the Right Stick to either side.

All characters can sprint for an unknown distance (roughly 50 yards) before becoming exhausted and returning to normal speed. Exhaustion is not indicated onscreen, but a post-sprinter requires roughly 60 seconds to fully recover before another sprint can be accomplished; otherwise you'll sprint only a short distance and return to normal speed again.

Sprinting helps you elude fast enemies. It is also an effective way to avoid gunfire from opponents and hostiles, especially upon entering a room where the closest cover point is yards away.



DIVING

While sprinting, press the Action button to dive forward. Diving is another effective way to avoid damage, since your character becomes invulnerable temporarily to all but explosions while diving.



By tilting the Left Stick just prior to diving, you can make your character dive to either side or backward. This tactic allows you to retain your aim better and even fire from the ground while rising.

A great tactic to master, especially when trying to avoid damage from Hunter claw swipes or Tyrant punches, is the quick sprint-dive. When an enemy engages a Melee attack, start sprinting and dive immediately to avoid damage from their incoming attack. This move also puts you in a prime position to ambush that enemy from the side or behind while rising.



SHOULDER CHARGE

While sprinting toward an enemy, press Melee at the moment of collision to perform a shoulder charge attack capable of knocking that foe to the ground. Even Hunters are susceptible to this attack, and it's a great way to get them off their feet and render them prone to follow-up attacks for a few seconds before they're sprinting off again. Shoulder charge attacks are also a great way to break out of Zombie hordes and spread apart enemy clusters for easier follow-up Melee handling.



QUICK GETUP

Tap **A/X** to get up from a knockdown faster.

SWITCH WEAPON AND QUICK DRAW

Tap the Switch Weapon button briefly to change from your primary weapon (rifle) to secondary weapon (pistol), and back again. When cornered by a horde of approaching enemies, reloading an empty gun is a very bad idea. Instead, switch to your pistol and pop a few heads, make the horde smaller, and then take out the stragglers with Melee. Always keep your sidearm fully loaded before heading into battle, to maintain this option.

Holding the Switch Weapon button for longer than a split second initiates a Quick Draw, causing your character to automatically aim at the nearest enemy. This is similar to the automatic aiming function of *Resident Evil 1* through *3* and *CODE: Veronica*, where pressing the aim button caused the character to turn and draw a bead on the closest target. Make frequent use of Quick Draw in situations where you're surrounded in the open.

Hold the right Analog Stick in the direction of an enemy while using Quick Draw will initiate Directional Fire and automatically fire your sidearm at the enemy.

USE GRENADE



When in possession of a grenade, press the Grenade button to throw an explosive device at the general location and distance indicated by your targeting reticule; tilt the camera upward to throw farther and downward to throw closer. The various grenades are explained in detail in the "Items" section further back in this chapter.

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D-PAD FUNCTIONS

Pressing any direction on the d-pad of the controller enables the Quick Use functions, allowing you to administer recovery items, switch grenade types equipped, or enable electronic vision modes if Abilities allow.

GRENADE TOGGLE

With more than one type of grenade in possession, press right on the d-pad repeatedly to cycle through available throwing items. The grenade type equipped is indicated by the icon closest to the d-pad display: Frag Grenades are indicated by a surrounding green burst on the icon, Stun Grenades bear a blue halo, and Incendiary Grenades have flames. Cycle through grenades prior to throwing one, and choose the best grenade type depending on the situation. Always check your Grenade Toggle before throwing to make sure your character hasn't automatically switched to another type.

TOGGLE VISION MODE



Character Classes such as Field Scientist and Surveillance have special Abilities that enable extra vision modes. Vision modes are activated by pressing upward on the d-pad. Like other Abilities, vision modes can only be enabled for a short duration and then require a restoration period before they can be activated again.

USE FIRST AID SPRAY

When a First Aid Spray is in hand, press left on the d-pad to administer health recovery. The character sprays a green cloud that restores his health as well as that of anyone within surrounding range (basically, zero range or practically touching). First Aid Sprays are less plentiful than other health items such as Green Herbs, so use them sparingly and only when you have the opportunity to heal multiple teammates simultaneously. Avoid using them around opponent players in Versus Mode however, as they will accidentally benefit from the healing as well.



USE ANTIVIRAL SPRAY



When an Antiviral Spray is in possession, press down on the d-pad to administer infection cure. Characters who are infected with the T-Virus and suffering diminishing health before transforming into a Zombie can be cured by use of this item. Using an Antiviral Spray causes the character to emit a cloud of blue gas, curing the character as well as all surrounding allies within extremely close range. Enemies—especially Zombies—tend to drop Antiviral Sprays frequently in Veteran and easier difficulty settings, so use them whenever yourself or a teammate is infected and doesn't appear to be doing anything about it, or the Medic seems on standby. Infected allies who drop to zero health transform into Zombies and begin attacking teammates at random, and must be killed to be made to stop.

A side effect of Antiviral Sprays is that they are highly effective against Zombies, causing them to decompose rapidly into piles of goo. When surrounded by Zombies, try using an Antiviral Spray to "cure" the undead before they spread their disease to you and your teammates.

ABILITIES

Each Class can unlock and upgrade special Abilities by spending XP earned by completing missions and matches. Classes feature two Passive Abilities (which, ironically, are active all the time) and three Active Abilities. One Active Ability can be equipped prior to starting a mission or match, and can be used to enhance the character's combat abilities in various ways.

Surveillance Class, for example, has the Passive Ability "Proximity Detection," which increases mini-map size and reveals enemies within range, regardless of whether they're in the same room or not. Surveillance's other Passive Ability is "Item Detection" which marks the locations of pickup type items (Green Herbs, First Aid Sprays, Grenades, Ammo, Intel) within range on the mini-map, and also causes an icon to hover directly above the item itself. Unlocking these abilities allows Surveillance to use them in *every* mission and match thereafter.

Prior to a match, Surveillance Class can choose one of three Active Abilities to equip: Threat Scanner, Biothermal Vision, or Sonar Vision. When activated these Abilities provide Surveillance operatives intelligence on enemies' locations, which is especially useful against soldiers or monsters hiding in ambush.

Refer to the previous chapter, **Characters**, to view all Abilities of all Classes, and learn about their uses. Use Abilities to determine which Class best suits your preferred method of play, and master their skills to become a valued team member.



UNLOCKING AND UPGRADING ABILITIES

While equipping an Ability on the Character

Select screen, move the cursor to any Ability and press **Ⓐ** or **Ⓑ** to purchase or upgrade it, provided that you've accumulated enough XP beforehand. Upgrading Abilities makes them more powerful and therefore more valuable on the battlefield, making you a better player and more valued teammate to befriend. Every Ability starts at Level 1 and can be upgraded twice to Level 3.



TRIGGERING ABILITIES

Press the Ability button (**Ⓐ** or **Ⓑ**) to activate most equipped Active Abilities. Vision mode Abilities can also be activated by pressing up on the d-pad. Certain Abilities that require targeting or defusing, such as Field Scientist's "Program Infected" or Demolition's "Fragmentation Mine" and "Laser Trip Mine," make use of pressing down on the Right Stick to achieve other functions. Medics and Field Scientists have Abilities that make use of a hypo dart gun that is fired at a target by pressing the Shoot button, much like a gun. The key to understanding how to trigger and utilize abilities effectively is to read the Ability description and commit it to memory beforehand. Also, practicing outside of panicky combat situations is another great way to familiarize yourself with Ability triggering.

Items

In a Zombie apocalypse, there's no doubt of human survival relying on one major factor: the availability and procurement of supplies. Scour the environments carefully to locate extra ammunition, First Aid Sprays, Antiviral Sprays and other valuable items to help you live to fight another day. Pick up any item by pressing the Action button.

RECOVERY ITEMS

Get familiar with the appearance and usage of recovery items in order to maintain your health and outlive your opponents.

FIRST AID SPRAY

First Aid Sprays appear in the environment as small aerosol spray cans with a green halo effect. Each character can carry one First Aid Spray at time, except for the Medic who can carry two or more depending on his or her abilities. Use a First Aid Spray only when you and several other allies could use healing at once, and the Medic seems to be out of sprays.



GREEN HERB

These small, one-stem green plants restore a large amount of health equivalent to just less than half of a character's full health. These items are not picked up and carried, so use them immediately to recover health before proceeding to the next area. Defeated enemies sometimes drop them.



ANTIVIRAL SPRAY

Antiviral Sprays appear as small fuel cells that can be loaded in a spray bottle and administered much the same way as First Aid Sprays, by emitting a blue cloud around the character. The administering character and all allies at close range will be cured of Infection instantly, and cannot be re-infected again for approximately sixty seconds afterward. Antiviral Sprays are plentiful in the environment and are also dropped by defeated Zombies, sometimes. Therefore, use them whenever you or an ally is infected; don't wait for your friends to turn into Zombies and attack!



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GRENADES

Grenades are hand-thrown explosive devices that prove extremely useful in crowd-control situations. However, you can only carry so many. Learn to identify grenades at a distance while searching the environment and decide whether to go out of your way to pick them up based on your current supply. All grenades appear individually in the environment, increasing your stock of that grenade type by one. You can carry up to three of each grenade type, for a total of nine grenades at once.

FRAG GRENADES

Frag Grenades appear with a red halo in the environment. When thrown into a crowd, they do severe damage to all surrounding targets within a three foot radius and minor damage to all targets outlying that range. Although more effective against Zombies than any other enemy type, they are still useful in driving living hostiles and player opponents out from behind solid cover (if said opponent is a worthy opponent).



INCENDIARY GRENADES

Incendiary Grenades appear in the environment with an orange-yellow glow. Shortly after thrown, an Incendiary Grenade bursts and flings burning gasoline in five foot radius. Targets caught in the burst suffer initial blast damage, and targets set ablaze suffer additional fire damage for three seconds afterward. Incendiary Grenades (and flames, for that matter) are extremely effective against Bio-organic Weapons (B.O.W.s) engineered by Umbrella, such as Lickers, Hunters, Parasites, Tyrants and the Nemesis.



STUN GRENADES

Stun Grenades appear in the environment enshrouded in a light blue halo. Shortly after thrown, Stun Grenades burst and emit a blinding light and high-pitched ring. All AI opponents within the blast radius will be stunned and immobile for approximately three to five seconds afterward, depending on direction of facing and distance from the blast. After throwing a Stun Grenade you'll want to look away, lest a bright light and blur appear on your screen, obscuring your vision. The ringing noise is unavoidable unless the Stun Grenade is thrown really far, and lasts only a few seconds. Stun Grenades are surprisingly effective against Zombies and human hostiles, but prove ineffective against Lickers, Hunters, Parasites, Parasite Zombies, and Nemesis. The effect against Tyrants is reduced to one second, at best.



AMMO

Depending on the type of weapon carried, you may find yourself limited in the amount of ammo you can carry. Regardless, you'll need more ammo to finish a mission, and therefore you'll need to identify the types of ammo dumps you'll come across and understand how many times you can plunder them before they're dried up.

AMMO PILES

Small little piles of Ammo appearing on floors and other surfaces can be picked up once, and tend to refill the ammo bars for your pistol by only fifteen bullets, and other weapons by roughly 25% of max carry capacity.



AMMO REFILL BOXES

Sturdy little green Ammo Refill Boxes will restock your munitions to full max carry capacity, but only three times. Thus, if you are only short a bullet or two you should wait until you've shot a few more things before using an Ammo Refill Box for the third time, at which point it vanishes.



AMMO CRATES

Ammo Crates allow you to refill completely on ammo as many times as you like. Visit them frequently while running off to kill everything in the environment, then return to them and refill again before moving on.



INTEL

A valuable side mission in Campaign Mode involves the acquisition and uploading of Intel from all over Raccoon City. Intel items appear subtly in the environment, in the



form of diskettes, hard drives, recorded discs, floppies, video cassettes, film reels and other data formats. Collecting this evidence in mass quantities and then interacting with a Laptop to upload them all at once bestows hefty XP bonuses (+50 XP per Intel uploaded) and unlocks concept art items in the Gallery (1 per 2 Intel uploaded).

Spectre, the Surveillance member of Delta Team, is especially adept at locating Intel using his "Item Detection" Ability. Otherwise, most Intel is tucked in obscure places that may be easily overlooked by other Classes.

CARD KEYS

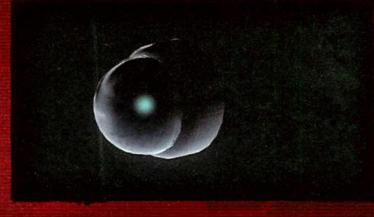
Special card keys are required to open security panel doors. The security panel is usually color-coded to match the card it requires, such as a blue panel requiring the Blue



Card, or a black panel requiring three Black Cards. Card keys appear in the environment with a bright white halo floating above them, making them very hard to miss.

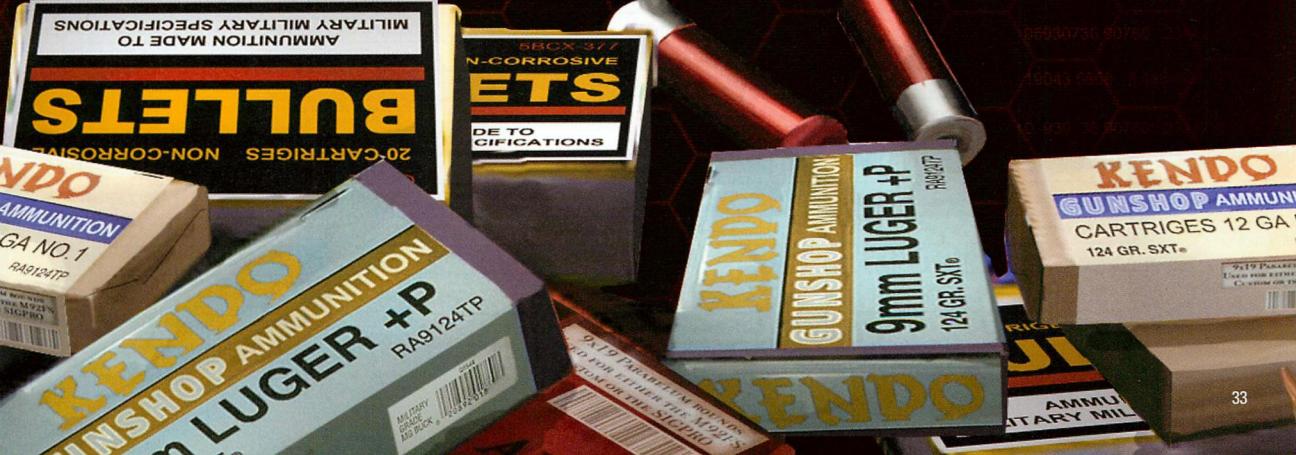
SECURITY CAMERAS

Another worthwhile side task in Campaign Mode requires the destruction of Security Cameras placed on walls and ceilings throughout Raccoon City. Finding and shooting a



Security Camera indicates how many there are total in that mission, such as "1 of 20 Security Cameras destroyed." Destroying each camera adds a +50 XP bonus to your total, and destroying all cameras within a mission adds +500 XP. Check the **Campaign Walkthrough** chapter for special maps showing where all Security Cameras are located, and use these hints to find and shoot all surveillance devices before they see too much!

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RACCOON CITY MASCOTS

Hidden in the seven Campaign Mode missions are seven Raccoon City Mascots. Interacting with these kitschy souvenirs produces a high pitched, recorded raccoon shriek and also awards +350 XP. Finding all seven Raccoon City Mascots also unlocks the "Raccoon City Mascot" trophy/achievement. Refer to the **Campaign Walkthrough** chapter to learn the locations of all seven mascots.



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Trophies/Achievements

TROPHY/ACHIEVEMENT	TROPHY LEVEL	GP	PS3 PTS	DESCRIPTION/CRITERIA	NOTES
Mr. Death	Platinum			Get all Trophies.	Get all Trophies.
Witness	Bronze	20	15	Witness the beginning of the Raccoon City outbreak.	Complete "Containment."
Corrupted	Bronze	20	15	Complete the second mission of the USS campaign.	Complete "Corruption."
Danger, High Voltage!	Bronze	20	15	Complete the third mission of the USS campaign.	Complete "Lights Out."
Rogue's Gallery	Bronze	20	15	Complete the fourth mission of the USS campaign.	Complete "Gone Rogue."
Betrayal	Bronze	20	15	Complete the fifth mission of the USS campaign.	Complete "Expendable."
Down in the Labs	Bronze	20	15	Complete the sixth mission of the USS campaign.	Complete "Redemption."
Died Trying	Bronze	15	15	Attempt "The Rescue" and fail.	Die while trying to defend Leon S. Kennedy.
A Hero Spared!	Bronze	15	15	Attempt "The Rescue" and survive.	Successfully defend Leon S. Kennedy.
The Loyalists	Bronze	15	15	Follow orders and defeat all liabilities.	Defeat Leon S. Kennedy.
A Gun by Any Other Name	Bronze	15	15	Kill an enemy with each weapon type.	Kill 1 enemy each with Assault Rifle, Submachine Gun, Machine Gun, Shotgun, Sniper Rifle, Special Weapon, Secondary Weapon.
Outbreak Survivalist	Silver	25	30	Complete all U.S.S. missions on Veteran.	Complete all Campaign missions on Veteran difficulty.
Raccoon City Cleanser	Gold	35	90	Complete all U.S.S. missions on Professional.	Complete all Campaign missions on Professional difficulty.
Success	Silver	30	30	Complete all U.S.S. missions with an S Rank.	Easiest to achieve on Casual difficulty.
Great Success	Gold	45	90	Gain S+ on all U.S.S. missions on Professional/Veteran difficulty.	Only available on Veteran and Professional difficulties.
On A Roll	Bronze	15	15	Achieve a 5 kill streak in Versus match.	Kill 5 opponents in any Versus Mode match without dying.
Skill... Or Luck?	Silver	25	30	Achieve a 10 kill streak in Versus match.	Kill 10 opponents in any Versus Mode match without dying.
Now That's G	Bronze	15	15	Collect 3 G-Virus Samples in one match.	Pickup/retrieve 3 G-Virus Samples and return them to your team's collector.
No Sample For You	Bronze	30	15	Force 25 enemies to drop G-Virus Samples.	Kill 25 opponent players who are carrying G-Virus samples at the time.
Supreme Survivors	Bronze	20	15	In Survivors mode, have every player on your team Survive the game.	All team members board the chopper and survive the match prior to liftoff.
Fallen Idols	Silver	30	30	In Heroes mode, eliminate 4 Heroes in one game.	Kill all four members of the opposing team in Heroes mode single-handedly.
Sampler	Bronze	20	15	Play at least one match in every game mode type.	Play one match each of Team Attack, Biohazard, Heroes, Survivor
You Love to Hate My 98	Silver	50	30	Complete 98 versus games.	Play any Versus Mode match type 98 times to completion.
Tongue Tied	Bronze	10	15	Free teammate from Licker grapple.	Sever the tongue when an ally is impaled by a Licker in any mode.
Like a Butterfly	Bronze	15	15	CQC 100 Zombies.	Perform Melee attacks against 100 Zombies, any type in any mode.
Stop Squirming	Bronze	10	15	Kill 17 Hunters.	Kill 17 Hunters in any mode.
This Place Crawls	Bronze	15	15	Kill 31 Parasites.	Kill 31 Parasites in any mode.
By Trail Of Dead	Bronze	10	15	Kill 50 opponents in Versus.	Kill 50 player-controlled opponents in any Versus Mode match type.
Hat Trick	Bronze	15	15	Kill 3 Tyrants.	Kill 3 Tyrants in any mode.
Only Hurts For A While	Bronze	10	15	Become Infected 13 times.	Suffer Infection 13 times, regardless of cure or death in any mode.
Clingy	Bronze	10	15	Kill 13 Parasite Zombies.	Kill 13 Parasite Zombies in any mode.
Revival	Silver	20	30	Revive 31 teammates.	Stand near a dead teammate and hold Action to revive them, 31 times, in any mode.
Green Thumb	Bronze	25	15	Heal with 101 Green Herbs.	Use 101 Green Herbs in any mode.
Down Boy	Bronze	15	15	Kill 13 Zombie dogs.	Kill 13 Zombie dogs in any mode. Replay "Containment" seven times to fulfill.
These Will Do	Bronze	10	15	Purchase 5 weapons.	Purchase any 5 weapons from the primary or secondary weapon selection subscreens while selecting a character, in any mode.
Choices Aplenty	Bronze	15	15	Purchase 15 weapons.	Purchase any 15 weapons from the primary or secondary weapon selection subscreens while selecting a character, in any mode.
Quite The Collection	Silver	30	30	Purchase all available weapons.	Purchase all weapons from the primary and secondary weapon selection subscreens while selecting a character in any mode.
One Trick Pony	Bronze	10	15	Purchase an ability.	Purchase any ability from the ability equip subscreen while selecting a character in any mode.
Feelin' Stronger Every Day	Bronze	15	15	Fully upgrade an ability.	Purchase any ability and upgrade it to Level 3.
Look What I Can Do	Bronze	20	15	Purchase all abilities for one character class.	Purchase all abilities for one character class.
Ready To Dominate	Bronze	20	15	Fully upgrade all abilities for one character class.	Purchase all abilities for one character class, and upgrade all abilities to Level 3.
So Many Choices	Silver	30	30	Purchase all abilities for all character classes.	Purchase all abilities for all character classes, regardless of upgrades.
Epic Standards	Silver	40	30	Upgrade all abilities for all characters to its maximum level.	Purchase all abilities for all classes, and upgrade all abilities to Level 3.
Organic Shield	Bronze	20	15	Kill 5 enemies while using a Zombie as a shield.	Hold Melee to seize a Zombie and then shoot and kill five other enemies or opponents, in any mode.
Baker's Dozen	Bronze	30	15	Kill 13 zombified teammates.	Kill 13 allies from your own team after their health has fallen to zero while Infected, in any mode.
So Hot Right Now	Bronze	15	15	Kill 103 enemies with incendiary rounds (lifetime).	Kill 103 enemies while playing Assault Class characters while the Incendiary Rounds ability is active.
Bloody Good Time	Bronze	20	15	Kill 5 enemies with Blood Frenzy in a single campaign game or multiplayer match.	Use weapons with high Blood Frenzy stats to increase chances of sending Zombies into Blood Frenzy mode.
Up Close and Personal	Bronze	10	15	Kill 5 players in one multiplayer game with CQC Kills.	Sneak up behind weakened opponents and finish them with either Melee or Brutal Kill attacks.
Raccoon City Mascot	Bronze	15	15	Collect all 7 Raccoons.	Find and interact with the seven Raccoon City Mascots hidden in the seven Campaign stages.
Chaos Averted	Bronze	5	15	Kill a teammate before they become a Zombie.	Kill an Infected ally from your team while they swirl with blue energy, before the transformation process is complete. Follow characters whose status bar shows Infection, and wait for them to begin transforming.
Like a Bee	Silver	20	30	Kill 10 enemy players in one multiplayer game with CQC.	See if you can convince your friends to fight a match with CQC only, otherwise it's pretty tough.

Hostiles



When playing Versus Mode, your biggest worry is the other players. However, Raccoon City is teeming with hordes of infected monsters and the walking undead. Learning to identify and eliminate the various enemies is the key to success as a mercenary, for either side. This chapter aims to provide you with descriptions and basic tactics for all enemies.



Hunter



Hunters are fast-moving combat B.O.W.s genetically engineered to hunt down and eliminate living beings, regardless of affiliation. This makes them the perfect weapon to launch against either side, Spec Ops or U.S.S. They can leap from one level to the next with fantastic ease. Hunters tend to target the most aggressive combatants on the field, meaning whoever is shooting the most or the loudest. To avoid being targeted, move away from a Hunter and stop firing momentarily, until it turns its attention elsewhere. Hunters run some distance away and then charge toward their target. When within range, they leap and knock their target to the ground with a powerful swipe. Hunters perform other claw swipe variations, and also emit a powerful screech capable of knocking surrounding people to the ground. The thick layers of scales on their backs make Hunters virtually invulnerable to attacks from behind. Therefore, shoot them from the side or the front. Hunters are particularly weak against flames, so throw Incendiary Grenades or use Flamethrowers against them for faster results.

Licker

Lickers are disgusting Bio-Organic Weapons developed by Umbrella to silently stalk and pounce upon their prey. They appear to be skinless, when in fact they are covered by a thin, translucent layer of tissue. The Licker is named for its sharp, elongated tongue, which it is capable of extending long distances in order to impale and hold prey. Capable of crawling on walls and ceilings, Lickers prefer to strike silently from above, maintaining the element of surprise. Blast Lickers off of floors and ceilings by targeting their exposed brains, which knocks them unconscious momentarily. While Lickers are on the ground, approach and Melee them to kick them unconscious again, then shoot them repeatedly until they recover. Kick them and shoot them repeatedly in the brain until dead. If impaled by a Licker's tongue, rotate the Left Stick rapidly to break free. If an ally is impaled by a Licker's tongue, approach the tissue and Melee it to cut your ally free.



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Parasite

These bio-engineered monsters are extremely weak by themselves. When a parasite is crawling across the ground, you may shoot em and just a few times will kill it. If a parasite approaches you and attacks (by leaping up and down repeatedly), press and hold the Action button to stomp the life out of it. You must exercise the proper timing, however, to hit the parasite while it is on the ground. If a parasite manages to attach itself to a Zombie host, it makes the Zombie much stronger and faster than usual. Try to eliminate parasites before they reach an available host

body, or shoot the potential host before the parasite reaches it.



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Spec Ops

Dispatched by the US government to rescue civilians and prevent Umbrella from covering its tracks in Raccoon City, Spec Ops are highly trained soldiers who set up ambushes and coordinate complex squad attacks. They arm themselves with all varieties of weaponry, including sniper rifles and occasionally grenade launchers. When Spec Ops are sighted, the best strategy is to first find cover and then return fire on them. Blind firing is effective against close range soldiers, and aimed firing is required for soldiers far away. Use grenades against clusters of Spec Ops, or to drive them out of cover positions and into the open. Since most Spec Ops wear heavy body armor, it is recommended to shoot them in the head. Shooting a Spec Ops soldier in the limbs is also effective since there is a chance of causing them to bleed, which will attract the attention of all supernatural predators in the area.



Tyrant

Though Tyrants are boss enemies, they appear so frequently in both Campaign and Versus Modes that they should be handled herein, like a



normal enemy. Tyrants are genetically engineered super soldiers dispatched to take out the enemies of Umbrella. However, if something is wrong with their programming (or if ordered to attack the U.S.S.) then Tyrants may also attack Umbrella personnel. Tyrants tend to target whomever is shooting them the most. So stop shooting if you want to avoid being targeted or if you want to try to change the Tyrant's targeting. The Tyrant's only weak spot is its head, so shoot it there repeatedly until dead. They typically approach targets slowly, sometimes covering their head with their arm to reduce damage from gunfire. However, Tyrants are also capable of breaking into a charge attack. Tyrants usually employ punching or ground-pound attacks capable of knocking a person down. They may also seize a person by the head, lift him off the ground, and squeeze his brains out. If seized by a Tyrant in such a manner, your character will draw your side arm. Move the targeting laser to the Tyrant's face and shoot repeatedly until it lets you go. If an ally is seized by the head, move to the side and shoot the Tyrant in the head repeatedly to make it drop the person.

U.B.C.S.

The Umbrella Biohazard Countermeasure Service is a Special Forces security detail created by Umbrella to protect high-value employees and scientists, and to extract personnel and civilians from dangerous situations caused by contaminant leaks. The unit is comprised almost entirely of convicted war criminals and mercenaries, mainly from third world countries, who chose to join the U.B.C.S. rather than be sentenced or face court-martial. They are not as well trained or tactically innovative as Spec Ops, but they tend to use cover well, and even blind fire. The best tactic is to seek cover and fire on them from a safe position.

U.B.C.S. mercs are poorly equipped and rarely use grenades, and should provide highly trained combatants little resistance.



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Zombie



Zombies are the reanimated corpses of infected victims of Raccoon City's viral outbreak. Their cognitive abilities reduced to only the most basic and instinctive, they actively seek to kill and feed on the living. Because Zombies are comprised of a broad range of civilians, police officers and soldiers, they can be difficult to put down, to varying degrees. But with all Zombies, the most efficient method of elimination is to shoot them in the head. All Zombies are capable of infecting the living with the T-Virus, requiring the use of Antiviral Spray or the skills of a Medic to cure. An infected person whose health is reduced to zero becomes a Zombie, attacking teammates at random until killed.



NORMAL ZOMBIES

Most Zombies were ordinary citizens when alive, with no combat training or survival skills. As such they move slowly, approaching prey with a hungry curiosity. At medium range, Zombies may spew a bile that is harmless except that it is partially blinding for several seconds. When in close range, Zombies may claw or swipe at living targets or seize them by the arms. In the latter case, rotate the Left Stick rapidly to break free. Most Zombies can be taken down quickly with headshots, Melee attacks and Brutal Kills, and explosives. Zombies only become truly dangerous in numbers, seeking to surround and attack prey from all sides. Retreat out of clusters whenever necessary.



CRIMSON HEAD ZOMBIES

Zombies in the advanced stages of infection may transform, momentarily swirling with red energy that turns the skin a dark red and the eyes bright white. Nicknamed "crimson head" Zombies, these berserkers sprint after prey at full speed and attack with great ferocity. With greater endurance, they are harder to take down than normal Zombies. When you spot crimson heads charging, prepare to switch to Melee combat and initiate a Brutal Kill as soon as possible.



ARMORED ZOMBIES

Former police officers and soldiers turned into Zombies may still wear Kevlar body armor, which reduces damage by gunfire. When a Zombie wears a heavy armor vest, aim for the head to take it down more quickly.



PARASITE ZOMBIES

Zombies that have become hosts to Umbrella's bio-engineered parasites run at faster speeds and attack with greater ferocity. They can also sustain greater damage before the host body dies, freeing the parasite to attack or inhabit another nearby host. The parasite itself, however, remains a fairly weak creature. Therefore shoot or Melee the parasite Zombie from behind, targeting the parasite itself, to eliminate these enemies more quickly.



BOMB ZOMBIES

Nicholai Ginovaef captures and equips certain Zombies with explosive devices set to go off when the Zombie is killed. These bombs appear in the form of motorcycle helmets strapped with plasticine, or attached to metal rods that extend up beside the Zombie's head. Shooting the bomb itself causes it to go off, turning a bomb Zombie into a weapon to be used against surrounding Zombies. However, detonation at close range can be heavily damaging, if not fatal, for the shooter.



Zombie Dog

Zombie dogs are infected canines that attack the living in search of fresh meat. Their standard attack involves charging at human targets, tackling them to the ground, and mangling them to death. Try to shoot a Zombie dog to death before it reaches jumping range. Stronger weaponry will aid in this, as will backing up while shooting. If a Zombie Dog tackles you to the ground, rotate the Left Stick rapidly to break free, snapping the dog's neck in the process. If an ally is tackled to the ground, approach the struggling pair and perform a Melee attack to kick the dog away, killing it.



CHARACTERS

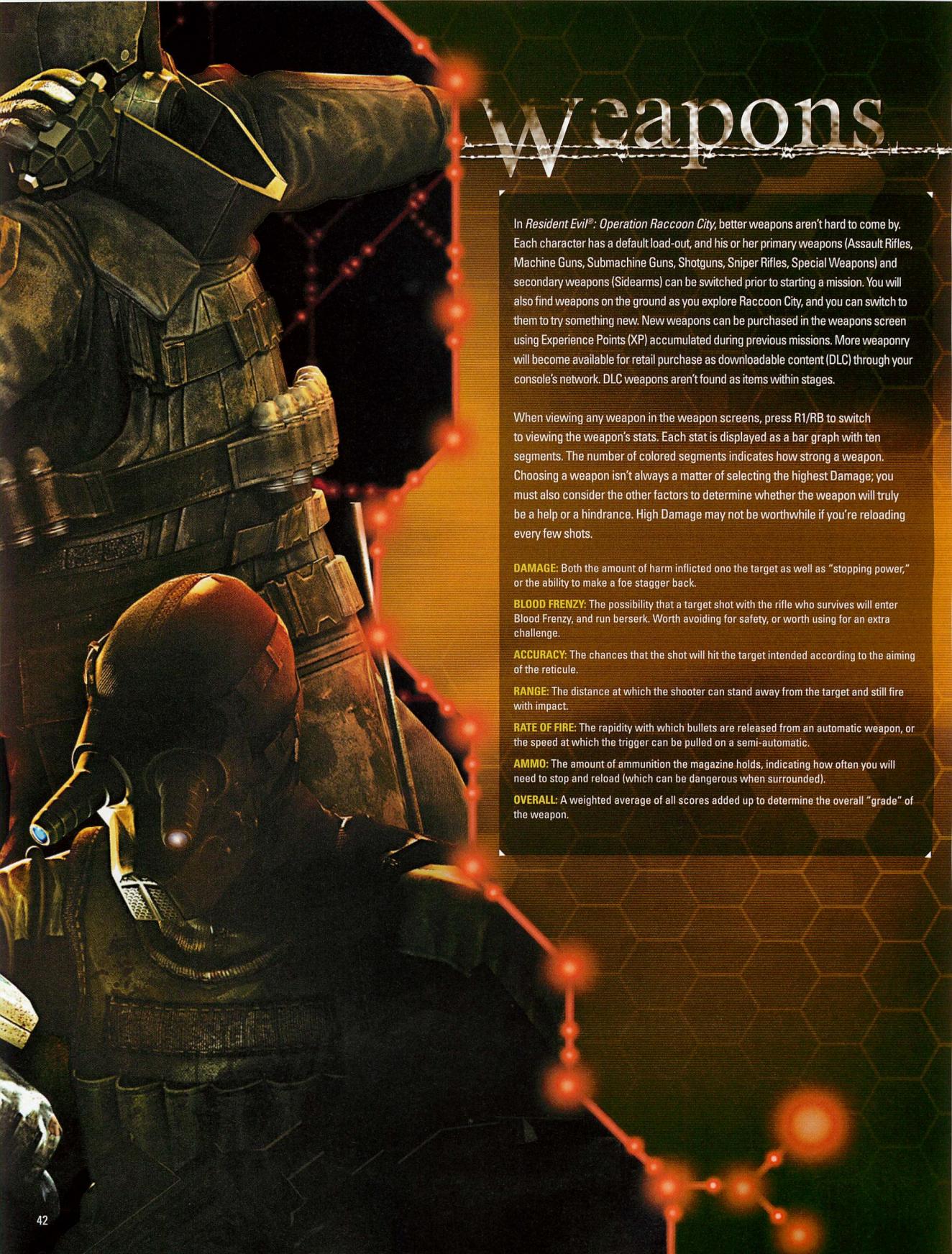
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A large, detailed image of a soldier in a futuristic, armored suit. The suit is dark with metallic and glowing red components. A red energy field or plasma is visible around the soldier's arm and shoulder area, suggesting a weapon or power source. The background is dark and textured.

weapons

In *Resident Evil®: Operation Raccoon City*, better weapons aren't hard to come by. Each character has a default load-out, and his or her primary weapons (Assault Rifles, Machine Guns, Submachine Guns, Shotguns, Sniper Rifles, Special Weapons) and secondary weapons (Sidearms) can be switched prior to starting a mission. You will also find weapons on the ground as you explore Raccoon City, and you can switch to them to try something new. New weapons can be purchased in the weapons screen using Experience Points (XP) accumulated during previous missions. More weaponry will become available for retail purchase as downloadable content (DLC) through your console's network. DLC weapons aren't found as items within stages.

When viewing any weapon in the weapon screens, press R1/RB to switch to viewing the weapon's stats. Each stat is displayed as a bar graph with ten segments. The number of colored segments indicates how strong a weapon. Choosing a weapon isn't always a matter of selecting the highest Damage; you must also consider the other factors to determine whether the weapon will truly be a help or a hindrance. High Damage may not be worthwhile if you're reloading every few shots.

DAMAGE: Both the amount of harm inflicted onto the target as well as "stopping power," or the ability to make a foe stagger back.

BLOOD FRENZY: The possibility that a target shot with the rifle who survives will enter Blood Frenzy, and run berserk. Worth avoiding for safety, or worth using for an extra challenge.

ACCURACY: The chances that the shot will hit the target intended according to the aiming of the reticle.

RANGE: The distance at which the shooter can stand away from the target and still fire with impact.

RATE OF FIRE: The rapidity with which bullets are released from an automatic weapon, or the speed at which the trigger can be pulled on a semi-automatic.

AMMO: The amount of ammunition the magazine holds, indicating how often you will need to stop and reload (which can be dangerous when surrounded).

OVERALL: A weighted average of all scores added up to determine the overall "grade" of the weapon.

Assault Rifles

Assault Rifles provide a good balance of damaging power, rate of fire and magazine size, making them the preferred weapon type for deployment by mercenaries entering a quarantine zone full of infected.

ASSAULT RIFLE



BURST RIFLE



MILITIA RIFLE



Submachine Guns

Submachine Guns are light weapons boasting high rates of fire and greater magazine capacity, with lesser damaging power per bullet.

SUPPRESSED RIFLE



COST: 8000 XP

Damage	5
Blood Frenzy	4
Accuracy	6
Range	5
Rate of Fire	5
Ammo	5
Overall	6

HAMMER

SUBMACHINE GUN



COST: Free

Damage	3
Blood Frenzy	5
Accuracy	3
Range	4
Rate of Fire	7
Ammo	6
Overall	5

MINI SMG



COST: 8500 XP

Damage	7
Blood Frenzy	5
Accuracy	5
Range	6
Rate of Fire	4
Ammo	4
Overall	6

RAVAGER



COST: 4000 XP

Damage	2
Blood Frenzy	6
Accuracy	2
Range	2
Rate of Fire	10
Ammo	7
Overall	6

SUPPRESSED SMG



COST: 9000 XP

Damage	6
Blood Frenzy	6
Accuracy	6
Range	6
Rate of Fire	4
Ammo	4
Overall	6



COST: 4500 XP

Damage	3
Blood Frenzy	6
Accuracy	4
Range	3
Rate of Fire	8
Ammo	6
Overall	6

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TACTICAL SMG

COST: 5000 XP

Damage	5
Blood Frenzy	6
Accuracy	4
Range	5
Rate of Fire	6
Ammo	5
Overall	6

MACHINE PISTOL

COST: Retail (DLC)

Damage	1
Blood Frenzy	7
Accuracy	2
Range	1
Rate of Fire	9
Ammo	7
Overall	5

ADVANCED SMG

COST: 5500 XP

Damage	4
Blood Frenzy	7
Accuracy	3
Range	5
Rate of Fire	8
Ammo	7
Overall	6

COMBAT SMG

COST: Retail (DLC)

Damage	4
Blood Frenzy	5
Accuracy	4
Range	4
Rate of Fire	7
Ammo	6
Overall	6



Machine Guns

What Machine Guns lack in accuracy they certainly make up for in magazine capacity, allowing you to shoot continuously for longer without having to reload. But when you do need to reload, you'd better hope you're alone...

LIGHT MACHINE GUN



COST: 7000 XP

Damage	5
Blood Frenzy	4
Accuracy	3
Range	5
Rate of Fire	5
Ammo	8
Overall	6

MACHINE GUN



COST: 8000 XP

Damage	5
Blood Frenzy	5
Accuracy	2
Range	6
Rate of Fire	4
Ammo	9
Overall	6

HEAVY MACHINE GUN



COST: 9000 XP

Damage	6
Blood Frenzy	6
Accuracy	1
Range	6
Rate of Fire	4
Ammo	10
Overall	6

MOB SPECIAL

COST: 25,000 XP

Damage	4
Blood Frenzy	7
Accuracy	2
Range	4
Rate of Fire	8
Ammo	8
Overall	6

Shotguns

Shotguns emit a high-powered, cone-shaped burst of pellets that cause large damage to a target, usually vanquishing lesser enemies with a single blast. However, their shorter range, lower rate of fire and magazine size must all be compensated for, using a mercenary's melee skills and secondary weapon.

PUMP-ACTION SHOTGUN



COST: Free

Damage	7
Blood Frenzy	7
Accuracy	2
Range	4
Rate of Fire	1
Ammo	2
Overall	5

JUGGERNAUT



COST: 8000 XP

Damage	6
Blood Frenzy	8
Accuracy	2
Range	2
Rate of Fire	4
Ammo	3
Overall	5

ASSAULT SHOTGUN



COST: 7000 XP

Damage	7
Blood Frenzy	6
Accuracy	4
Range	3
Rate of Fire	2
Ammo	3
Overall	5

COWBOY SHOTGUN



COST: Retail (DLC)

Damage	8
Blood Frenzy	7
Accuracy	2
Range	2
Rate of Fire	3
Ammo	1
Overall	5

RIOT GUN



COST: 7500 XP

Damage	7
Blood Frenzy	6
Accuracy	3
Range	4
Rate of Fire	3
Ammo	2
Overall	5

COMBAT SHOTGUN



COST: Retail (DLC)

Damage	6
Blood Frenzy	7
Accuracy	1
Range	2
Rate of Fire	3
Ammo	3
Overall	5

PERFORATOR



COST: Retail (DLC)

Damage	7
Blood Frenzy	6
Accuracy	3
Range	3
Rate of Fire	1
Ammo	3
Overall	5

Sniper Rifles

Sniper Rifles fire high caliber rounds with fantastic accuracy. When aiming with a Sniper Rifle, the perspective changes to a scope view, allowing you to line up shots perfectly. Sniper Rifles can also be fired from the hip or in blind fire from cover, but with greatly reduced accuracy.

BOLT-ACTION RIFLE



COST: Free

Damage	8
Blood Frenzy	6
Accuracy	9
Range	8
Rate of Fire	1
Ammo	1
Overall	6

SEMI-AUTO RIFLE



COST: 5000 XP

Damage	7
Blood Frenzy	7
Accuracy	7
Range	8
Rate of Fire	3
Ammo	2
Overall	6

PRECISION RIFLE



COST: 6000 XP

Damage	9
Blood Frenzy	8
Accuracy	10
Range	9
Rate of Fire	2
Ammo	1
Overall	7

ARBITER



COST: 7000 XP

Damage	8
Blood Frenzy	9
Accuracy	9
Range	9
Rate of Fire	3
Ammo	2
Overall	7

ANTI-MATERIAL RIFLE



COST: Retail (DLC)

Damage	10
Blood Frenzy	10
Accuracy	8
Range	10
Rate of Fire	1
Ammo	1
Overall	7

Secondary Weapons

Rather than stopping to reload your main weapon, it is far more prudent to switch to a sidearm when surrounded by close range enemies. Always keep your side arm loaded and ready for emergency situations, close-quarters combat, or to fire on targets at farther range when your primary weapon is a Shotgun or Grenade Launcher.

CHARACTERS
BASICS
HOSTILES
WEAPONS
WALKTHROUGH
VERSUS MODE

HANDGUN



COST: Free (Spec Ops Only)

Damage	5
Blood Frenzy	5
Accuracy	4
Range	3
Rate of Fire	5
Ammo	4
Overall	5

UBCS STANDARD ISSUE



COST: Free (U.S.S. Only)

Damage	5
Blood Frenzy	5
Accuracy	4
Range	3
Rate of Fire	5
Ammo	4
Overall	5

HANDGUN SP



COST: 4000 XP (Spec Ops Only)

Damage	5
Blood Frenzy	5
Accuracy	5
Range	2
Rate of Fire	5
Ammo	4
Overall	5

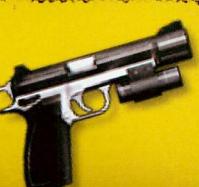
UBCS SILENCED ISSUE



COST: 4000 XP (U.S.S. Only)

Damage	5
Blood Frenzy	5
Accuracy	5
Range	2
Rate of Fire	4
Ammo	4
Overall	5

HANDGUN HP



COST: 4500 XP

Damage	6
Blood Frenzy	7
Accuracy	4
Range	4
Rate of Fire	3
Ammo	4
Overall	5

SAMURAI EDGE



COST: 25,000 XP

Damage	7
Blood Frenzy	6
Accuracy	5
Range	4
Rate of Fire	6
Ammo	4
Overall	6

Special Weapons

Special weapons are mostly procured in the field. Sometimes launchers and Flamethrowers are contained in Weapons Lockers. Blow the locks off a Weapons Locker to reveal and equip the weapon inside.

LIGHTNING HAWK



COST: 27,500 XP

Damage	9
Blood Frenzy	8
Accuracy	3
Range	3
Rate of Fire	2
Ammo	3
Overall	5

MATILDA



COST: Retail (DLC)

Damage	4
Blood Frenzy	6
Accuracy	3
Range	2
Rate of Fire	5
Ammo	4
Overall	5

CLASSIC LAUNCHER



COST: Retail (DLC)

Damage	10
Blood Frenzy	9
Accuracy	2
Range	2
Rate of Fire	1
Ammo	1
Overall	5

FLAMETHROWER



A military-grade Flamethrower with a compressed fuel cell and internal dial-flame ignition jet. Consumes fuel while trigger is pressed, emitting a geyser of flaming gasoline at close to close-medium range.

Most B.O.W.s are weak against flames, making this a great weapon to use. Can be refilled by picking up Ammo.

GRENADE LAUNCHER



A Grenade Launcher that can be found in Weapons Lockers throughout Raccoon City. Holds 10 grenades that can be launched up to medium range. A well-placed shot can take out half a dozen Zombies at once. But when empty, more Ammo cannot be found.



Campaign Walkthrough

This chapter covers the story based missions of Campaign Mode on Normal difficulty, played either online or offline. Some provided strategies require the cooperation only available in online multiplayer, with other online players controlling the other characters. But for the most part the situations and strategies are described as if you're playing alone, offline. This way we provide the best perspective on surviving and accomplishing objectives, playing with teammates we assume you cannot influence or control. When you can survive alone, you'll survive even more easily with a team of competent fellow players.

STARTING A MISSION

Press START on the title screen to proceed to the Main Menu. Select "Campaign" to play the game in story mode, which is the subject of this chapter.

The submenu provides the following options:

- **START CAMPAIGN:** Take on story mode from the beginning, playing stages in order according to story. Option appears only if no Campaign save game is present.
- **CONTINUE CAMPAIGN:** Continue from your last saved game. Option appears only after starting Campaign.
- **RESTART CAMPAIGN:** Restart the entire Campaign from the beginning ("Containment"). Option appears only after starting Campaign.
- **FREE PLAY:** Replay missions already completed. Option appears only after starting Campaign. Press the right shoulder button to cycle through difficulty levels prior to choosing.
- **QUICK MATCH:** Join others, or start a new match. Must be signed into Sony Entertainment Network or Xbox LIVE® (depending on your console) to access games in progress.



OFFLINE OR PUBLIC CAMPAIGN

Choosing "Start Campaign" or "Continue Campaign" causes a submenu to appear. Choose "Public" to create a Campaign game online that other network players can join. The program creates a game and a lobby. When four players have joined and chosen characters, the Campaign begins. Or, choose "Offline" to play the Campaign with AI-controlled teammates.

FORMING A SQUAD



Prior to the start of each stage, you must choose a character to play as. On the Character Selection screen, press Action (X on PlayStation® 3, A on Xbox 360®) to select your choice of avatar.



Character choice also determines class, which refers to the character's specialization; each class bears unique abilities that improve field performance with upgrades. Select a character based on what class you prefer or what abilities you would like to use in the field.

Chosen characters appear in the left column on the Character Selection screen. Move the cursor down to the Ability slot and choose an Active Ability to equip for the mission. Abilities can be unlocked and upgraded by spending XP acquired by completing stages, so don't worry about this until later.

Continue scrolling down to change your character's loadout, referring to his or her primary and secondary weapons. Each character can carry an assault weapon such as a machinegun, rifle, or shotgun, plus a secondary sidearm such as a pistol. New weapons can be purchased by spending XP acquired after completing stages. Press the right shoulder button while choosing a primary or secondary weapon to view the firearm's combat abilities. Compare weapons and choose the best for your combat style.



In Offline Campaigns, you may scroll to the right on the Character Selection screen and specify the AI-controlled teammates in the squad. AI-controlled partners are equipped with their default loadout and possess the first upgrade in all abilities.

After choosing your avatar and teammates if applicable, press START to begin the stage.



Containment

STAGE MAP

ENEMIES



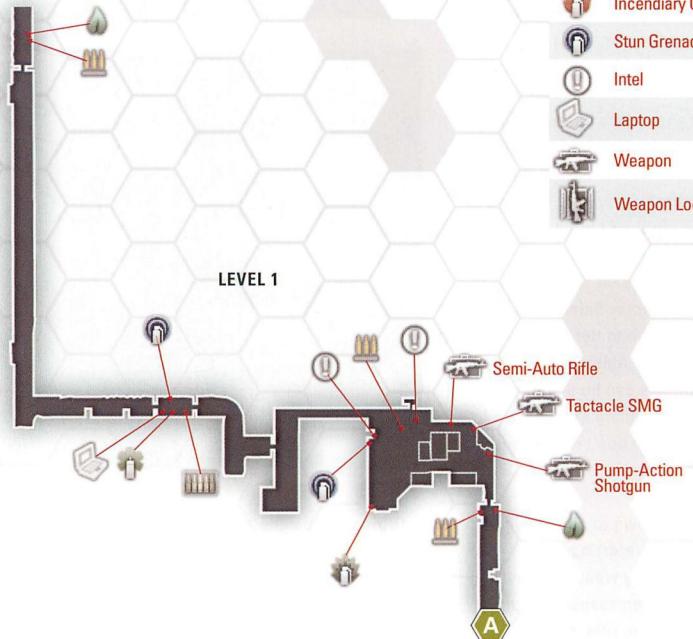
UBCS Mercenary



G-Virulent Birkin



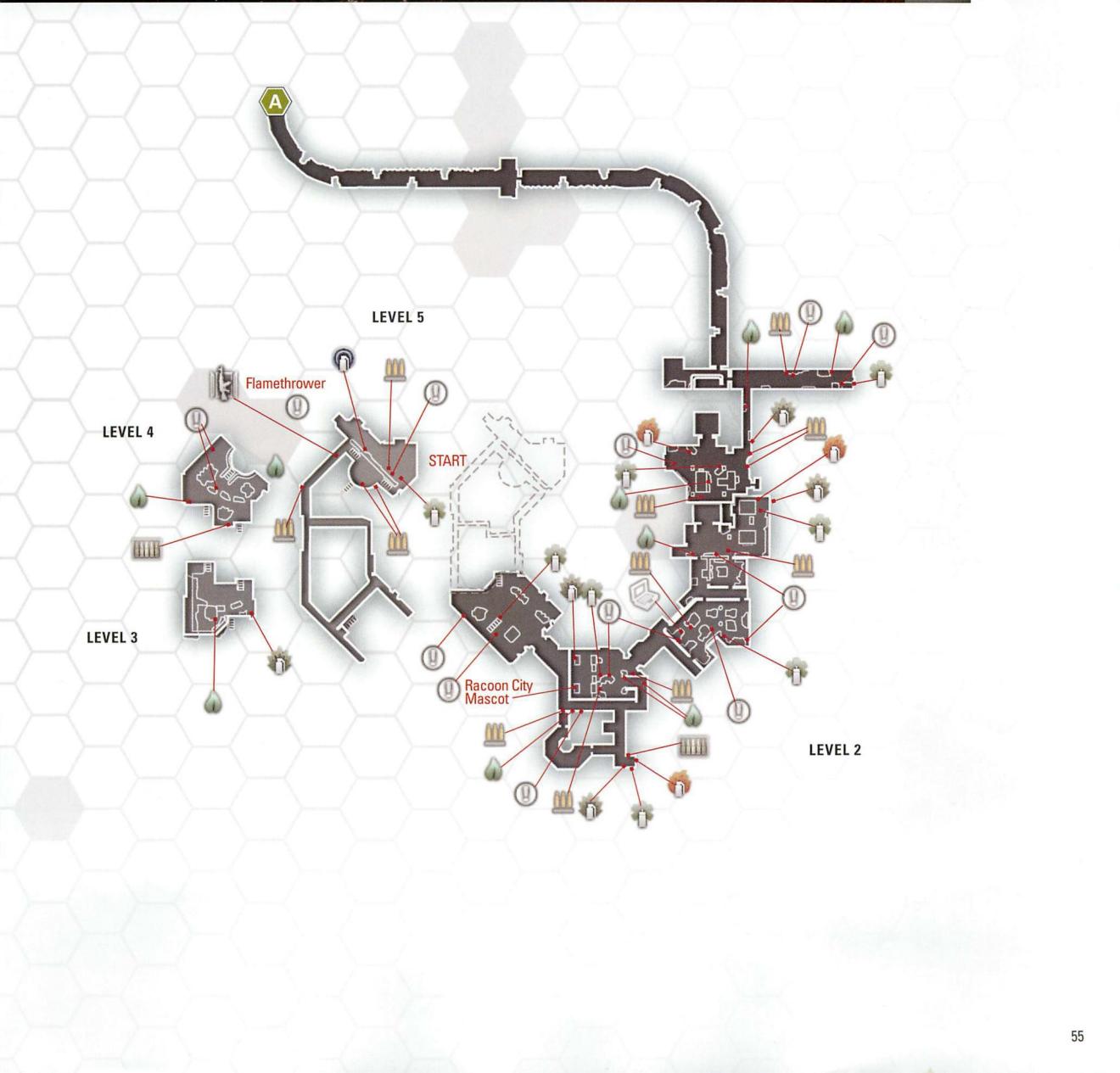
Zombie Dog



	Ammo Locker
	Ammo Pile/Refil Box
	Antiviral Spray
	Card Key
	First Aid Spray
	Green Herb
	Frag Grenade
	Incendiary Grenade
	Stun Grenade
	Intel
	Laptop
	Weapon
	Weapon Locker



CHARACTERS
BASICS
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✖ WALKTHROUGH
VERSUS MODE





INTRODUCTIONS

The Delta Squad (a.k.a. "Wolfpack") you've assembled introduce themselves in the opening scene; therefore the opening scene changes with your choice of different characters each time you play this mission. Delta gets a special treat today, in the form of orientation conducted by Umbrella Security Service (U.S.S.) legendary hero, codename HUNK, nickname "Mr. Death." After the intro, Wolfpack and HUNK ride an elevator down to Birkin's lab beneath Raccoon City on a famously ill-fated mission to secure the G-Virus sample.

CHARACTERS
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★ CONTAINMENT
CORRUPTION
LIGHTS OUT
GONE ROGUE
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REDEMPTION
END OF THE LINE



HUNK TRIVIA

HUNK's famous encounter with William Birkin was previously seen in *Resident Evil*® 2 for PlayStation, Nintendo 64 and GameCube, Sega Dreamcast and Windows 98. HUNK's subsequent escape from Raccoon City with a G-Virus sample was the subject of a bonus mini-game that players could unlock within the game, titled "The 4th Survivor." Due to the high difficulty level of this mini-game, HUNK has attained legendary status among *Resident Evil*® players and fans.

CARRYING AND USING FIRST AID SPRAYS

Arriving in the lobby, exit the elevator and pick up the First Aid Spray sitting in the mailroom cart on the left. Use these by pressing left on the d-pad to restore a large amount of health to your avatar. A First Aid Spray emits a large green cloud that also provides recovery to any allies within range of the cloud. Therefore, save First Aid Sprays and use them only when you and your allies are weak, as indicated by the health meters displayed over their heads. You may carry only one First Aid Spray at a time, so use them wisely.

YOU'RE SHORT ON AMMO

All characters start each mission with a high amount of ammunition, but not their max carry per weapon. Behind the reception desk you'll find an **Ammo Refill Box**. Approach these and press the Action button to refill ammo. Ammo Refill Boxes can be used several times before depleting their stores, at which point the item vanishes.

COLLECT INTEL

On top of the safe behind the reception desk you'll spot a pile of diskettes. Press Action to collect this data, referred to as **Intel**. Collecting this and other Intel items enables you to acquire additional XP and unlock concept art in the Main Menu. Another piece of **Intel** lies on the floor between the servers at the top of the lobby.

GOT INTEL? LOOK FOR A LAPTOP

After collecting Intel, find a laptop and use it to transmit your findings back to U.S.S. HQ, at which point awards are unlocked. The more Intel you turn in at one time, the greater bonuses in XP received. For example, turning in one piece of Intel at a laptop nets 50 XP. But turning in two Intel items at a time nets 100 XP and unlocks one gallery item. Therefore, wait until you've accumulated a high number of Intel items before accessing a laptop.

SHOOT THE CAMERAS

While facing the reception desk, tilt the Right Stick to look to your left. Above the locked door in the corner you'll spot a small surveillance device. Shoot this **Security Camera** to acquire 50 bonus XP. Another Security Camera is located above the other door to the far right of the reception desk.

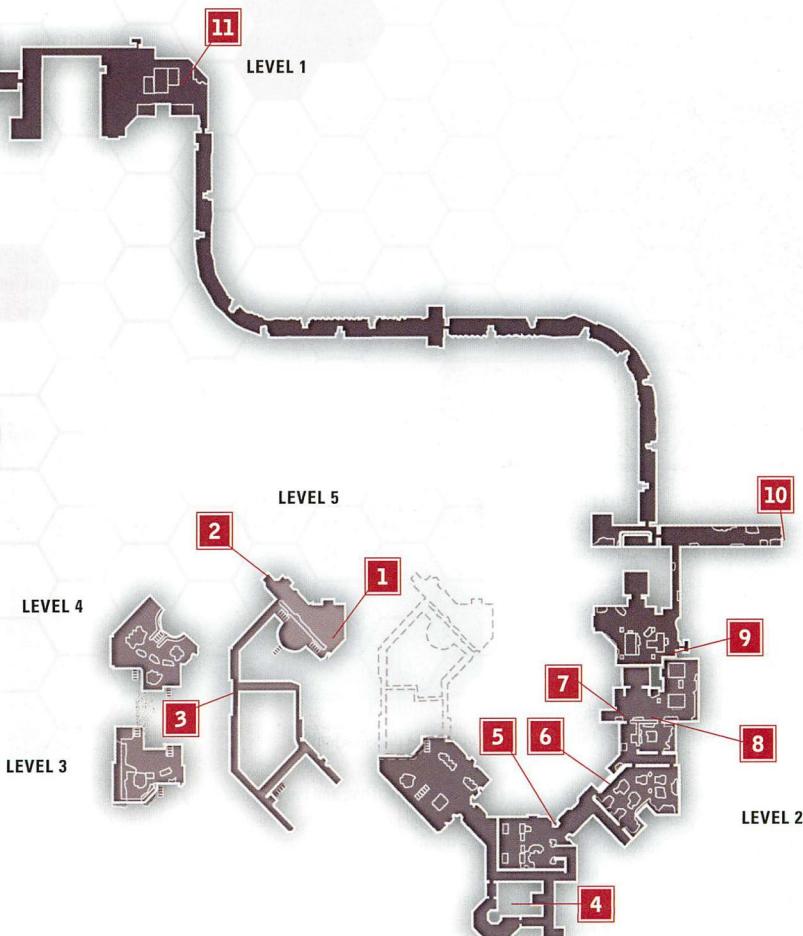


SECURITY CAMERA MAP

There are eleven total Security Cameras in "Containment." Each camera shot rewards 50 XP. Shooting all eleven cameras awards an additional 500 XP bonus. Use the map below and subsequent notes to locate and destroy all eleven Security Cameras in "Containment."

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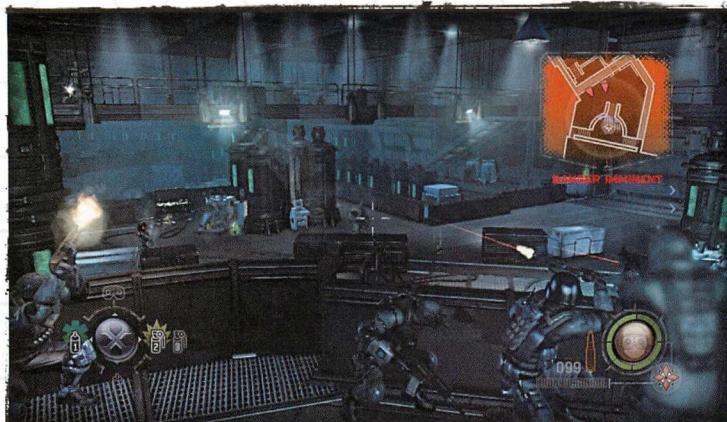


INTO THE LAIR

Proceed through the door at the back of the lobby. Descend the stairs into the Bio-Organic Weapon (B.O.W.) lab. Here you'll find several **Ammo Piles**. These can be collected only once, so keep them in mind and grab them if needed during the upcoming firefight.

COVER AND BLINDFIRE

After a few seconds of character banter an explosion occurs at the back of the room and UBCS forces flood the bottom area. Move to the dividing wall and press up against it to take cover. Use the Right Stick to change aim, and target the enemies below with your onscreen crosshair. Press the Fire button (R1 on PlayStation 3, RB on Xbox 360) while hiding behind cover to raise your weapon over the barrier and "blindfire." While this method provides excellent cover fire and scatters opposition, it is less accurate and more wasteful of ammunition. Use it only against close-range enemies while behind cover.



AIMING AND FIRING

For greater combat accuracy and efficiency, hold the Aim button (L1 on PlayStation 3, LB on Xbox 360) and fire. Stay behind cover, use the Right Stick to target enemies with your crosshairs, and then hold the Aim button to step into firing position. Your character auto-targets the opponent(s) closest to the crosshairs. Fire a quick burst and release both the Fire and Aim buttons to return to cover.

Retarget the opponent and repeat the action until your target dies in agony.

Aiming exposes your avatar to possible damage from return fire. That, and the fact that firing most weapons throws off your aim dictates that you must fire single rounds or short, controlled bursts only. Move the target reticle up to the head before pulling the trigger, or prolong your burst until continued gunfire pushes your aim up to the head. Headshots are the most effective way to eliminate opposition. Keep an eye on your magazine (displayed in the lower right corner) and reload your weapon as needed. Avoid stepping out to fire with a low magazine, or your character may wind up reloading mid-burst, while exposed out of cover. Only reload while safely tucked behind low barriers.



TAKE THE ROOM

More enemies take positions on the gantry high above the area; aim and fire to take them out. Continue fighting until clear, when the barrier wall drops automatically. Proceed downstairs and pick up ammo dropped by defeated enemies, or their weapons if you desire a change. You can only switch out your primary assault weapon, so choose wisely and avoid picking up something with a shorter range or less damaging power than what you already have. Refer to the previous chapter titled **Weapons** to make sure you're not picking up weaker gear. Move to **Green Herbs** and use them to recover a medium amount of lost health instantly. Find **Intel** on the computer carts to the far right of the stairs and snuggled up against the central B.O.W. chambers.

Circle around the central B.O.W. pods and take firing positions along the next barriers. Take out the UBCS team in the area beyond; they flood both the lower level and upper gantry at the same time. The enemies upstairs are far more dangerous, so take them out first. Use the **Ammo Locker** located here to refill as often as you like, since its supplies never run out.



WARNING! BAD ADVICE INCOMING

Typically during the encounter at this second position one of your allies shouts for you to use grenades. The truth is that grenades aren't as effective in wide open spaces as they are in small ones. Therefore, reserve usage of all types of grenades (Frag, Incendiary, and Stun) for encounters in narrower spaces such as corridors, hallways, and small rooms.

CLOSE QUARTERS COMBAT

When the enemies on the upper level are eliminated, your AI compatriots will move downstairs and engage in close quarters combat (CQC) with the UBCS team on the ground floor. Switch to your pistol and move downstairs with them. Shoot enemies at medium range, or press the Melee button ([o] on PlayStation 3, [B] on Xbox 360) to begin a CQC combo.

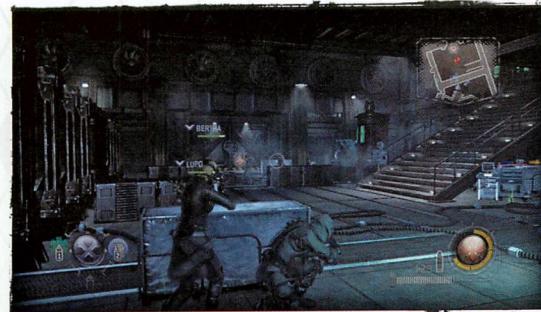


FINISH OPPONENTS WITH STYLE!

When an enemy's loosk stunned, finish him off by pressing the Action button while mid-move. For an even better finish, press and hold Melee until your character knocks a wounded UBCS to the ground and puts a pistol to his head. Press Fire to execute him or press Melee again to knock him out.

CLEAR A PATH TO THE EXIT

When clear, pick up items in the area, including a **Frag Grenade** to the far left, and proceed to the barrier at the back. Take cover against the back rail and shoot the enemies directly below. When the nearest area is clear, descend the stairs to the left and take cover behind the rolling carts in the center of the room. Shoot the UBCS team members from closest to farthest.



SPRINT TO COVER!

When running into an area dominated by hostiles, and cover is several yards away, you should sprint to cover as quickly as possible. Press down on the Left Stick to sprint directly ahead. Sprinting causes your character to drop low and become a more difficult target, thus reducing damage received. Attempting to turn left or right while sprinting causes you to return to normal, upright running speed. So align your character with cover prior to sprinting. You can sprint directly to a cover object and assume a cover position. While sprinting, press the Action button to perform a forward roll that is also effective at reducing damage.

REINFORCEMENTS

Clearing the last section of the long chamber triggers a transmission from U.S.S. Command regarding Birkin's position. HUNK follows up with instructions for Delta Squad. Then the back door of the room opens and a final squad breaches. One well-timed Frag Grenade takes them all out before they spread. Otherwise, gun down these mercs as they move into cover fire positions, then approach and melee the last one or two with your teammates' assistance.

RESTOCK

With the long chamber finally clear, there should be a bevy of dropped items and weapons to pick up, on both levels. You can only change out your main weapon, and must hang onto your pistol. **Intel** rests on a computer table under the stairs to the upper level.



A TASTE FOR FIRE

If you head up to the upper level and follow the gantries all the way back to the area above the entry point, you'll find a **Weapons Crate**. Use your pistol to shoot the chrome locks off this trunk to open it. Inside you'll find a **Flamethrower**. This weapon is fun to play with, however it's more effective against B.O.W.s than soldiers and the rest of this mission is full of human combatants.



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REDEMPTION
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UPPER LEVEL SURVEILLANCE

Another **Security Camera** is located on the upper level of the B.O.W. lab. You can either ascend the stairs near the exit and shoot it at close range, or take it out from the ground floor.

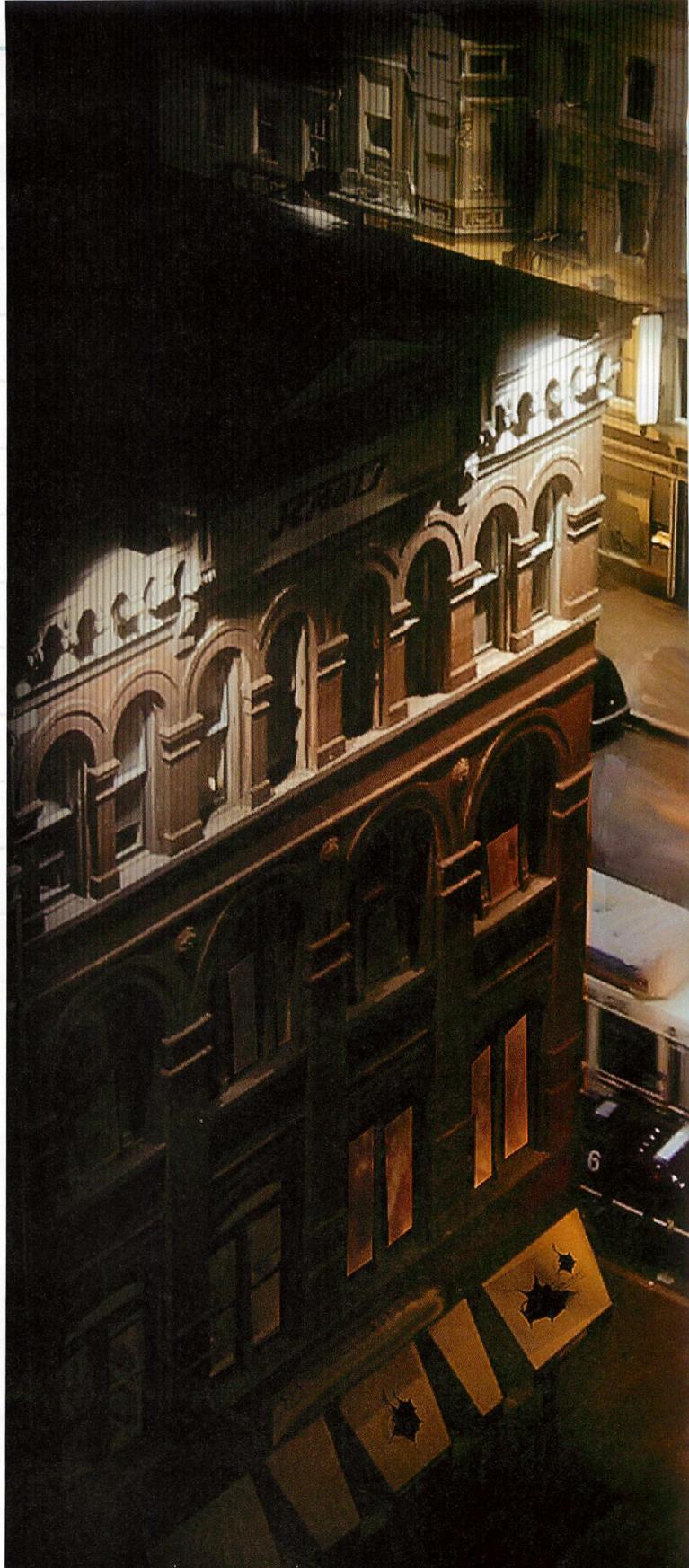


CORRIDOR FIRE

When you're finished scouring for items, regroup on the lower level. Continue down the next corridor, following HUNK into combat. Fill up on **Ammo** and use a **Green Herb** at the next corner if necessary. Quickly grab the **Intel** on the table between computers. HUNK encounters more UBCS at the far end; cover him as you make your way to your own cover point, then fire to clear the area. Take out the last man with melee if he gets too close.



Follow the passage on the right. Stop at the first junction and look above the locked door to your right to locate another **Security Camera** worth shooting. Proceed to a dead end, where you'll find several useful items including an **Ammo Locker**, an **Incendiary Grenade**, a **Frag Grenade** and a **First Aid Spray**. In Single Player mode, be sure to allow your teammates to follow you here and stock up as well before leading them back to the main path.



FIND THE MASCOT

Return to the main corridor and descend into the lounge. Collect more supplies and **Intel** in the chamber while alarms sound. In the back corner across from the stairs you'll come across a **Raccoon City Mascot**; examine this for +350 extra XP and to work your way toward unlocking a trophy/achievement. Then join **HUNK** near the exit door. Shoot the **Security Camera** directly overhead before proceeding.



UPLOAD INTEL

Proceed down the corridor and into Birkin's quarters. Search the lab to find **three pieces of Intel**, and then interact with the laptop on a desk in the back left corner of the area to upload your findings. Sharing the Intel pieces available thus far should net +550 XP and unlock 5 gallery items! Another **Security Camera** hangs on the wall near the laptop location.

ENTRY WITH A BANG

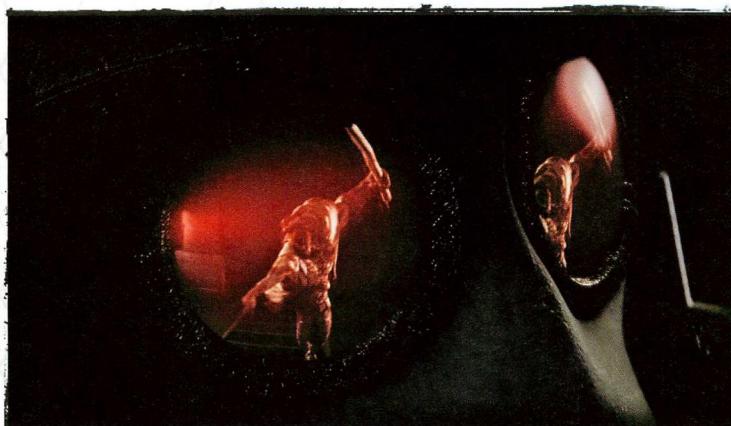
Open the sliding door at the back of the room and enter the corridor. **HUNK** posts Delta Team outside as he and another U.S.S. soldier enter Birkin's private lab. While a famous scene plays out inside the lab (play *Resident Evil*® 2 to see it), take cover in the corridor outside. Shoot the **Security Camera** above the far door while waiting. Soon SpecOps blast through the nearby door, knocking down Wolfpack. Recover from the blast and take them out as they attempt to breach your position. When clear, proceed into the next chamber and take out more in CQC. Then grab cover and return fire as more men flood the back area. Collect the **Intel** on the crates just inside the entrance only when clear, and shoot the **Security Camera** on the wall above. Afterward, head down the room and to the far left to find a **First Aid Spray**, a **Frag Grenade**

and **Incendiary Grenade**. Then join your team on the lift platform.



ENTER BIRKIN

When the lift platform docks, collect a **First Aid Spray** or use a **Green Herb** on the landing. Don't miss the **Intel** in the back right corner. Head left from the lift dock to the other back corner and shoot a **Security Camera** high up on the wall. Turn around the corner, and head down the corridor to find a **Frag Grenade**. Then continue down until a scene begins. Afterward, proceed to the next intersection and look to the left to see **HUNK** firing on a transforming Birkin. Turn around and follow the passage in the opposite direction to find **Ammo** and **Intel** on the left, a **Green Herb** farther down, and more **Intel** and a **First Aid Spray** on the corner boxes to the right. Shoot the **Security Camera** above the locked door at the corridor's end. Return to the area where the G-Virus spilled, and go through the doorway to the right.



VAPOR AND FLAME

Jog down the long, curved corridor toward the next marker, and continue beyond. Pipes on either side burst as you pass, releasing flames or hot steam. Move to the opposite side of the corridor from where the danger emits to pass safely. Continue to the end and open the door.



TARGET THE SHOULDER EYE

The door takes a while to unseal. Meanwhile, Birkin advances on your team from behind. Slow him down by shooting the giant eyeball on his right shoulder. You'll achieve a better aim vector on the eye by moving to the wall on your left while facing Birkin. After stunning him two or three times, the door opens. Proceed through it and begin running down the next long section.



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CANCEL BIRKIN'S CHARGES

Birkin bashes his way through the door and charges after Delta Team. He strikes his pipe on the ground, indicating he is about to charge. Shoot the eyeball to stop his charge; otherwise he will catch up to you or another team member and kill you instantly with a single pipe swing. Reload after each time you stop him, and continue running backward while facing Birkin. The important part is to keep moving backward as much as possible, in order to reach a point at which Birkin causes part of the corridor to collapse.



The team calls off the firefight and you'll find yourself facing the exit. Run away from Birkin without looking back. Avoid fire and steam geysers emanating from the sides. Use a **Green Herb** and **Ammo Box** at the end of the corridor to fill up, and open the door. As before, the door takes a while to open. Meanwhile, turn back and fire on Birkin's shoulder eyeball to slow him down. Listen for the chirrup sound the door makes when it opens, and move through it quickly before Birkin is upon you.

REGROUP

New weapons are available in the corners of the next room. Pick one up if you are low on ammo, then proceed around the corner into the next storage area. Take cover behind crates and return fire on another SpecOps team. Collect **Intel** in the back right corner, **Ammo**, and any weapons the UBCS dropped that you may like better than what you've got. Find a **Frag Grenade** in the far corner of the room behind some dog kennels, and a **Stun Grenade** mid-wall.

SHAKE OFF THE DOGS

Enter the next corridor and proceed until a canine B.O.W. test subject (codename "Cerberus") runs into view. Open fire to stop it from jumping on you. An un-aimed burst fired from the hip is more helpful in this. If it takes you to the floor, rotate the Left Stick rapidly to kill it. Continue around the corner and open the door. Another Cerberus runs in from the right. After dealing with it, follow the passage it came from to another door, and go through.



LAST OF THE LAB MERCS

Stock up on **Ammo**, **Stun Grenades** and a **First Aid Spray**, and use the laptop to upload Intel collected. Shoot the final **Security Camera** hanging high on the angled wall. Having popped them all, you should now receive a bonus of +500 XP. Then open the door at the back of the room and proceed into the corridor. Take cover behind the crates and return fire on the SpecOps at the far end. Relocate frequently to get closer for easier shooting. Grenades are extremely effective at dislodging and eliminating the mercs in this low corridor.

A LITTLE QTE

After clearing their positions, continue to the corner. Birkin bursts through the wall and tries to bisect you with his pipe; use the Left Stick to dodge left or right as indicated by the icons center screen during this Quick Timing Event (QTE). If Birkin hits you, he takes off a quarter of your health. When on your feet again, run down the passage while avoiding flames and steam. If Birkin catches up and bulldozes you back to the ground, be ready to play the same pipe-dodging mini-game over again. Reach the end of the corridor and open the door, holding off Birkin by firing at his shoulder eye until the door opens.



RACE TO THE END

Continue through the next corridor in the same fashion, picking up **Ammo** and a **Green Herb** around the table on the right. Avoid steaming diamond shapes on the grated floor, which emit flames intermittently. Reach the far end to complete the stage.

MISSION COMPLETE!

Following the mission, your ranking and accumulated experience (XP) are displayed. Ranking is individualized per player and based upon four criteria: number of enemies killed, number of player deaths, number of items collected, and time it took to clear the mission. The four grades received are averaged to determine the overall letter grade. Because ranking criteria is different for each mission, the following table of data is provided herein for each, with the unique ranking criteria for every mission:



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TARGET SCORES: CONTAINMENT

RANK:	C*	B	A	S
# of Kills	20	25	30	32
# of Deaths	4	3	2	1
Items Collected	5	8	10	12
Clear Time	40:00	35:00	30:00	25:00

*Failure to meet the requirements for a C rank results in a D.

DIFFICULTY BONUS

In addition, a bonus amount of XP is awarded for the difficulty played, regardless of mission:

DIFFICULTY BONUS

DIFFICULTY	BONUS XP
Casual	0
Normal	100
Veteran	500
Professional	1000

GRADE BONUS

The XP reward for the overall grade achieved is as follows:

DIFFICULTY BONUS

INDIVIDUAL RANK GRADE	BONUS XP
D	10
C	50
B	100
A	150
S	300

OVERALL RANK GRADE	BONUS XP
S	400
S+	500

For each individual rank (Kills, Deaths, Items, Time, EXP), players are given bonus experience based off the individual rank grade. When players reach an overall rank of S or S+, they are awarded with additional bonus experience.





EXPERIENCE ACCUMULATION

Following the Ranking Screen you'll see another that displays the total amount of XP you alone have acquired during the mission. Experience values for certain actions in either Campaign or Versus Modes are listed in the previous chapter, **Orientation and Game Basics**.

The player roster at the top shows all players ordered according to ranking achieved. Displayed below the XP meter are the starting and ending total XP amounts per level. If the bar fills completely, the player levels up (2000 XP per level).

For example, according to the image below, the player has earned +3980 XP. Having achieved level 14 with more than 24,000 total XP already acquired, the player will easily surpass the 26,000 XP required to achieve level 15.

CHARACTERS

BASICS

HOSTILES

WEAPONS

WALKTHROUGH

VERSUS MODE

CONTAINMENT

CORRUPTION

LIGHTS OUT

GONE ROGUE

EXPENDABLE

REDEMPTION

END OF THE LINE

67

Corruption

ENEMIES



Spec Ops Soldier



Licker



Zombie



R.P.D. Zombie



Female Zombie

STAGE MAP





CHARACTERS

BASICS

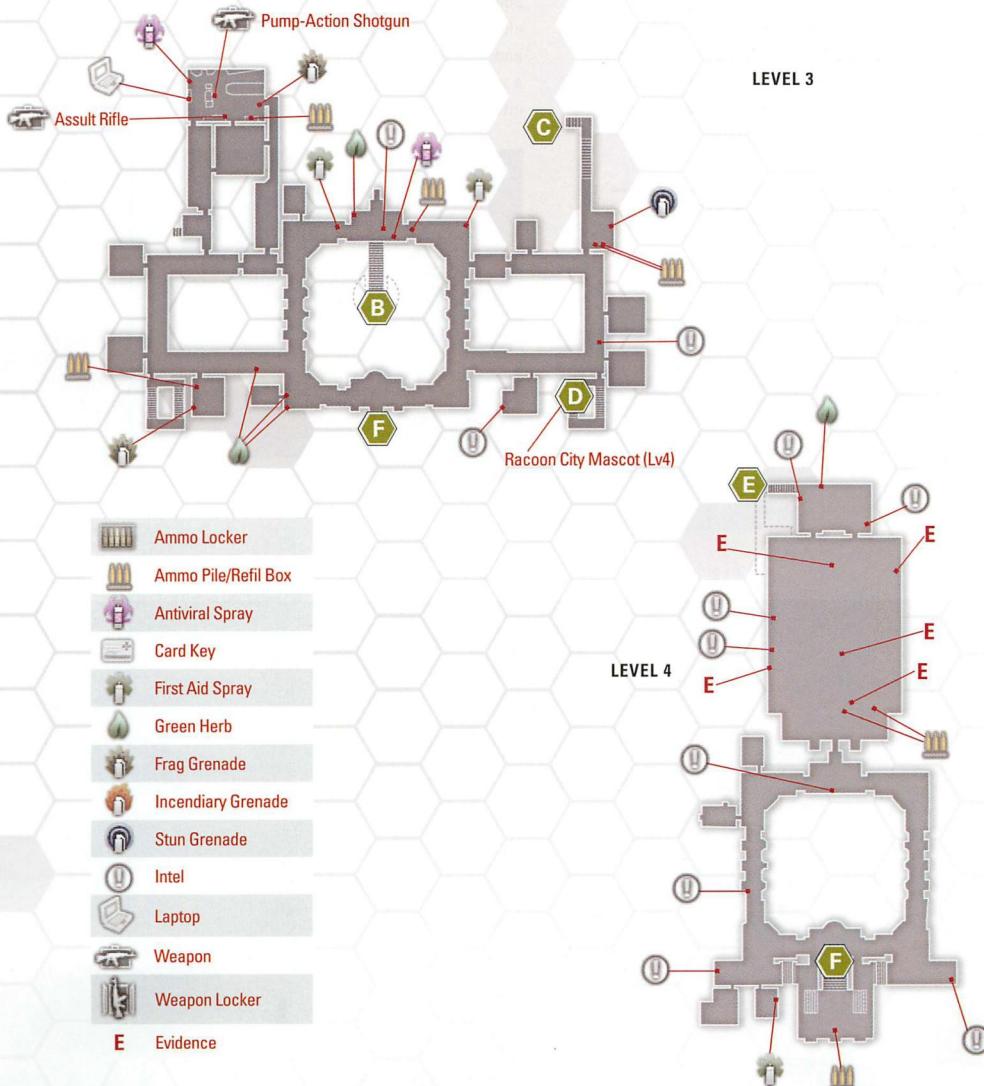
HOSTILES

WEAPONS

WALKTHROUGH

VERSUS MODE

LEVEL 3



UPGRADE ABILITIES AND WEAPONS

Between missions, it is crucial to upgrade the Abilities of character classes. Use XP gained from completing "Containment" to unlock the Abilities of your character, or the character you're going to play as next. Also, unlocking better weapons and equipping your character with them prior to loadout not only makes you more powerful in the next mission, but it improves your chances of surviving after dying and respawning with your original equipment.

INFILTRATE CITY HALL

Accusing Delta Squad of failing to contain the viral outbreak in the wake of the fiasco at Birkin's lab, U.S.S. HQ has ordered you and your squad back into Raccoon City to cover up Umbrella's involvement in the whole affair. Pick up the **Intel** on the crate behind the starting point, and descend the stairs.

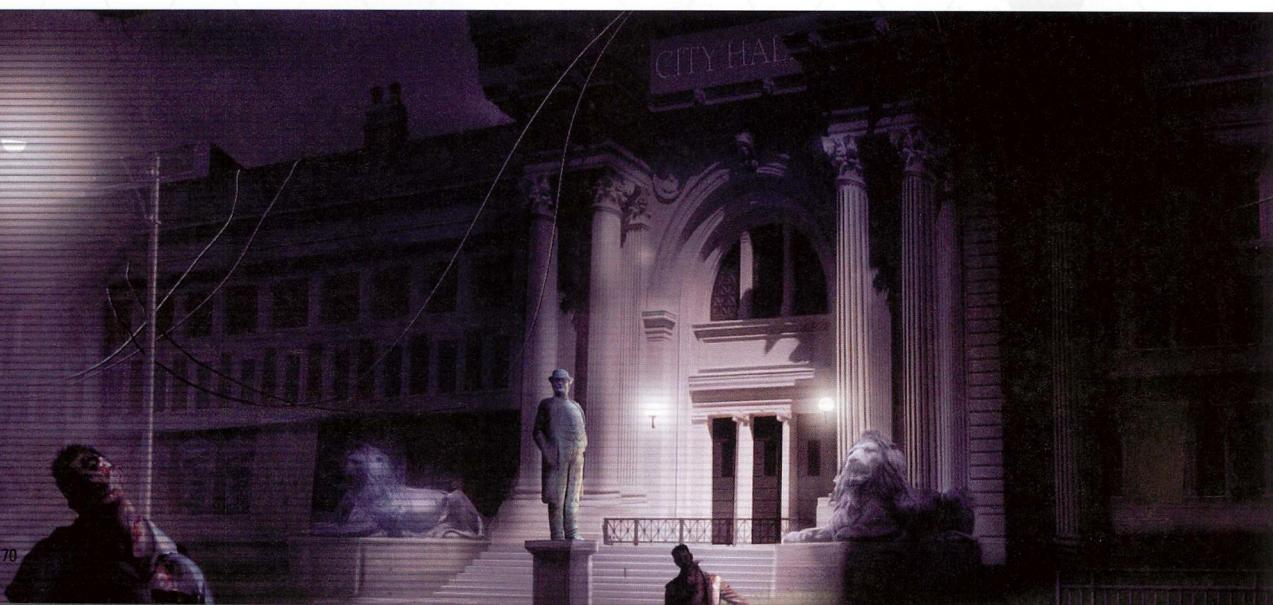
SHOOT SECURITY CAMERAS FOR EXTRA XP

Stop at the bottom of the stairs and look up the wall. High up you'll spot a small Security Camera. Equip your pistol and shoot the device to earn bonus XP.



PROTECT YOURSELF AGAINST INFECTION

Heading toward the exit, search the storage cage on the right for a **First Aid Spray** and another **Intel**. Open the door and proceed. An **Antiviral Spray** sits on a shelf to far left. You may carry only one Antiviral Spray at a time; use it by pressing down on the d-pad. Like a First Aid Spray, this item emits a cloud of blue gas that cures you and surrounding allies of infection. Infection occurs when grabbed and held by Zombies or other B.O.W.s, which causes a character's health gauge to turn blue and deplete rapidly. Infected allies' health bars are marked with a biohazard symbol. If infection drops a character's health to zero, the character becomes a Zombie. Zombie allies will attack allies randomly and must be killed. Killed allies can then be revived, infection-free. (Stand over a fallen ally and hold Action to revive him). Antiviral Spray can also be used as a weapon, causing surrounding Zombies to spontaneously burst into piles of goo if touched by the blue gas.



SECURITY CAMERA MAP

There are twenty Security Cameras throughout "Corruption." Use the map below to help you locate them and shoot them all.

CHARACTERS

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VERSUS MODE

CONTAINMENT

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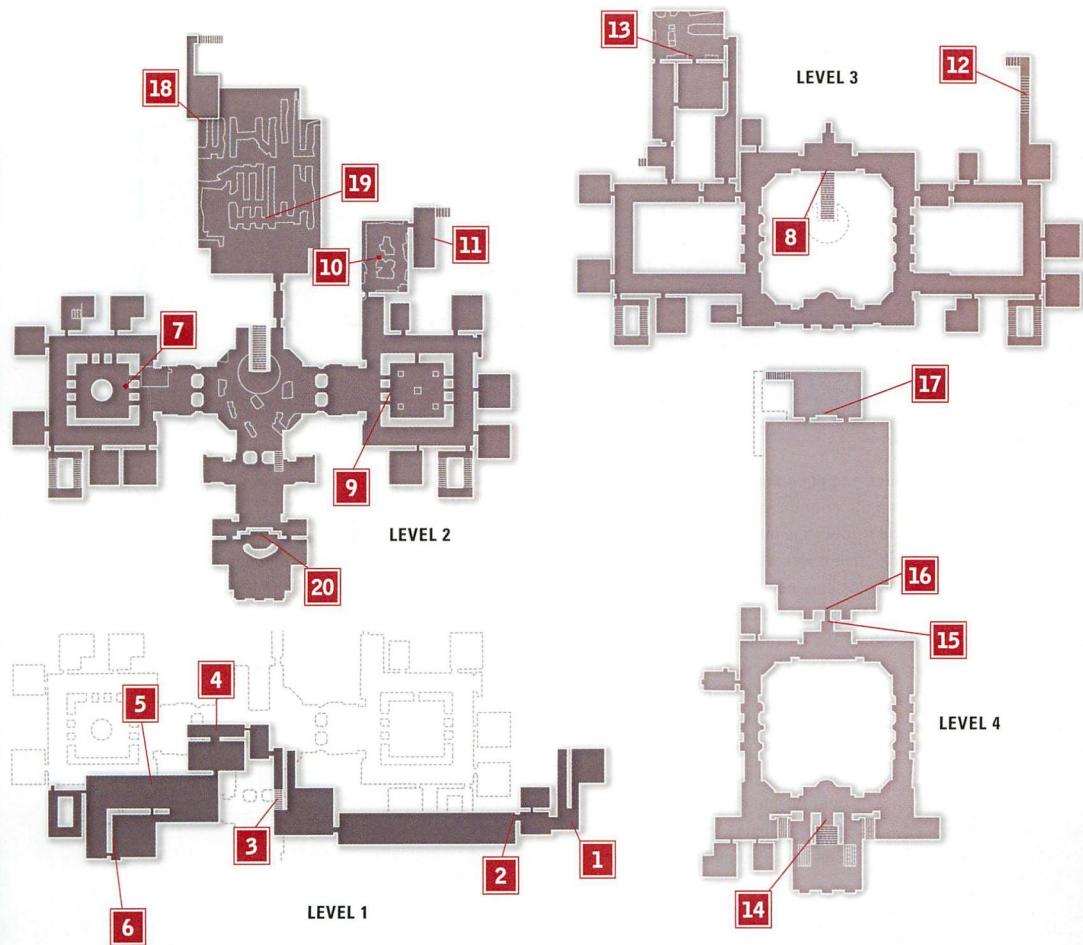
LIGHTS OUT

GONE ROGUE

EXPENDABLE

REDEMPTION

END OF THE LINE



FACE THE INFECTED

After collecting the Antiviral Spray, turn around and shoot the Security Camera above the entrance. Proceed to the end of the generators and open the exit door.

The next room shows signs of a Zombie attack, with half-eaten corpses littering the space. Look for Intel in a suitcase to the far right, near a mattress.



for headshots and target the same Zombies as your teammates for maximum efficiency kills. Proceed up the steps and take down more Zombies entering from off to the left. When clear, pick up any nice item drops. There's Intel on the file boxes to the right of the exit door, and another one on the boxes around the corner to the left. Breach the side room, shoot a couple more Zombie cops, replenish munitions at the Ammo Refill Box or switch to any of the other weapons available in the room if desired, and use the Green Herb to recover.



Ascend the stairs at the back and open the double doors. Proceed through next room and open the door on the left. A Zombie grabs the door opener and throws him into the throng of Zombies in the next room. Use melee and finishing moves to take down the Zombies just inside the door, then open fire on the crowd feasting on a Zombie at the bottom of the steps. Shoot the barrel behind the hungry ones to blow them all up at once, saving ammo. Pick up the Intel on the file shelves on the lower level, and recover by using any Green Herbs dropped by Zombies.

Open the marked door at the back, proceed inside and take down Zombies as they approach. Aim



REMEMBER NICHOLAI?

Return to the main room and then open the marked door to encounter Nicholai Ginovaef, the UBCS squad leader and traitor, and a well-known scumbag from *Resident Evil® 3*. After a tense but amicable parting of the ways, proceed into the stairwell and collect the Ammo and Intel x2, as well as another Antiviral Spray on the ground floor. Ascend the stairs to the second level and breach the marked double doors.



Nicholai Ginovaef: You're Umbrella's Security Service? Upper management must be in a panic if they sent you...

BACK TO BUSINESS

Lob a grenade into the crowd of Zombies farther down the corridor, and then clean up the remainders. Fire upon additional Zombies in the small courtyard to your right. Refill munitions from the **Ammo Refill Boxes** around the central tree, and pick up the **Intel** from the briefcase near the desiccated corpse. Clear stragglers out of the surrounding hallways, then proceed between the columns at the back of the courtyard. Head to the right and around the corner to the barricade near where you entered, where you'll find another **Intel** on the ground. On your way back, enter an office on the right to obtain a **First Aid Spray** and another **Intel** on the back bookshelves.



Approach the door directly opposite of where you entered, and Zombies will burst out of a small bathroom. Take them down and then search the bathroom to obtain a **Frag Grenade**.

Return to the marked door, collect **Intel** from the rubble on the left, refill on ammo to the right, and go through the door.

TAKE CITY HALL



Sprint to the nearest overturned bench and take cover as a Spec Ops military team floods the area. Return fire on them, checking your sides to eliminate the one or two that attempt to flank your position. Eliminating the first squad triggers the appearance of reinforcements, entering from the far right. Run to the cover near the doorways and ambush the reinforcements as they enter. Take down

the last few hostiles with melee CQC. A third set of reinforcements enters from the back. Find new cover near your starting position and return fire. When just one or two remain, set upon them with fisticuffs.

Search the area for supplies and Intel before moving on. A large **Ammo Locker** rests in the back corner, so restock supplies or pick up one of the dropped Spec Ops weapons, if preferred. Heal using the **Green Herb** tucked behind the stairs to the right. Don't miss the **Intel** on the overturned file cabinet near your original entry point. Ascend the central stairs to find another **Green Herb** and another **Intel** on the upper floor.

COURTYARD CHARGE

When finished restocking, return to the ground level and proceed through the marked doorway. Take cover behind either of the columns directly ahead and ambush the Spec Ops team appearing in the courtyard. They move close enough that blind-fire from cover should be highly effective. Pick up anything fallen enemies drop that you might want, and then proceed toward the marked door at the end of the perimeter corridor, collecting the **Intel** resting on a column ledge off to the right as you go. Restock ammo before opening the doors.



TAKE CONTROL

More Spec Ops lie in ambush in the control room. Take cover to either side of the door and return fire on the man at the far end of the room, then sprint over to cover behind the desks on the right. Eliminate the other Spec Ops guys and then search the room. **Intel x4** are scattered around the room, and also a laptop which can be used to upload them. **However, do not upload yet!** Another piece of Intel lies in the next room, and you'll gain a greater bonus and unlock more gallery items if you obtain it first.



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REDEMPTION
END OF THE LINE

UNDEAD BREACH

Interact with the marked security console at the back to unlock the security doors around City Hall. In a few seconds, the door at the back of the room bursts open and Zombies storm in. A couple well-placed grenades diffuse the situation quickly, leaving only stragglers to deal with hand-to-hand.



Pick up the **Intel** on the corner table and recover using the **Green Herb** on the counter. Return to the previous room and upload your Intel at the laptop.

Return to the lounge, head upstairs and use a grenade to take out another group of Zombies clogging the stairs. There's another Security Camera to take out on the slanted stair ceiling, and it will probably bite the dust in a grenade explosion. Ascend to the upper level, refill using the **Ammo Refill Boxes**, and then open the doors.



ZOMBIES ENJOY BLOOD

Ambush the Spec Ops soldiers from behind and take out the Zombies at the far end with a grenade and gunfire. Head up the corridor, watching an open doorway on your left for more Zombies. Check behind the fallen file cabinet in the corridor for **Intel**.



MAKE SPEC OPS BLEED TO ATTRACT ZOMBIES

Shooting a Spec Ops shoulder in the leg or arm may cause them to bleed and stagger around. Bleeding attracts the attention of any Zombies in the area, causing them to lunge for and attack the wounded. This is a sick way to distract and take out individual Spec Ops soldiers while you clean up the rest. However, avoid using this tactic when no Zombies are around, or the blood will draw additional Zombies to the area; and then you may find yourself dealing with the undead, rather than Spec Ops.

THE RACCOON'S STAIRWELL

At the far corner of the corridor, open the stairwell door. Eliminate any Zombies inside and descend to the first floor level, where supplies and another piece of **Intel** lie. Head up to the top floor to find a **Raccoon City Mascot**, and interact with it for bonus XP and another step toward an achievement. Then return to the second floor, exit the stairwell, and continue down the corridor to the next doorway on the left. Open it, clear the Zombies inside, and check the table in the back right corner for **Intel**.



THE BATTLE INTENSIFIES

At this point you can open either of the double doors at either corridor end to proceed to the next area. Take out the Spec Ops teams to either side, then work your way around the upper level, firing on remaining soldiers and Zombies. Watch out for flanking fire from the far side of the courtyard as you pass by openings into the center. Heading past a set of barred stairs on the left, you'll spot **Green Herbs x2** at the corner. Take cover behind overturned file cabinets at this corner and fire upon Spec Ops to your right, at the far end. When clear, search the area for **First Aid Sprays (x2)**, ammo, and dropped weapons.

CHARACTERS
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END OF THE LINE



Check your mini-map for the objective marker; you must return to the corner with two **Green Herbs**, and then enter the hallway a little off to the right. Open the door and take out advancing Zombies. Upon clearing the path, sprint to the far corner and take cover behind the brick column. Fire upon the Spec Ops and Zombies engaged around the corner. Collect any dropped items and then proceed around the next two corners to the right. Run toward the marked door.

TAKE OUT THE SERVERS

Gather the team at the next door, and then open it to find the server room. First, collect supplies as needed, including ammo, a **Frag Grenade** and an **Antiviral Spray**. The corpses on the ground can't be counted on to stay still for very long. Upload Intel collected at the laptop. Then equip your pistol or sidearm and shoot the five server towers scattered around the room. One bullet cripples each server.

Destroying the servers causes the Zombies in the room to arise, and also arouses a second flock in the next room. Gun down as many as you can, and utilize CQC if enemies draw within range. Pick up any item drops and refill your ammo before leaving.



SPECTRE'S CHALLENGE

When playing as Spectre, there is another way to take the servers offline with less fuss. Simply move to the computer on the desk and interact with it to take all the servers offline at once. Without shooting the servers, you won't wake up the Zombies in the room; you then need only deal with the Zombies who invade the room from the outside.

FIGHT TO THE UPPER LEVEL'S CENTER

Head down the newly unlocked corridor and breach the double doors at the end. Enter the double doors on your left, then follow the corridor to the right. This returns you to the base of the stairs with the barred gates, which are now open. Go upstairs and either right or left, but go as a team. Spec Ops have set up kill zones in both corridors and fire on advancing Zombies. Toss a Stun Grenade their direction and sprint to cover directly in front of them. Return fire as you work your way up the passage, seeking better cover points closer to your targets. Keep your eyes peeled for **Intel x3** as you work your way around to the center, where the highly fortified Spec Ops are dug in. Dislodge them from cover and gain the advantage with both Frag and Stun Grenades.



After clearing the level, search for supplies and then regroup in front of the central double doors. Open the doors when all members are present.

TORCH THE EVIDENCE

Five piles of document evidence are scattered around the records room (marked on the special map below). Approach each piece of evidence and press Action to burn it. Watch out for trip mines placed in the narrow spaces between shelves; explode them harmlessly by shooting the mine plate from a distance with your pistol. Work your way to the back of the room, burning evidence and collecting **Intel x3** on your way to the exit. In online co-op mode, the burning evidence task is quickly handled if the team splits up, then regroups at the exit.



RECORDSROOM MAP

CHARACTERS

BASICS

HOSTILES

WEAPONS

WALKTHROUGH

VERSUS MODE

CONTAINMENT

CORRUPTION

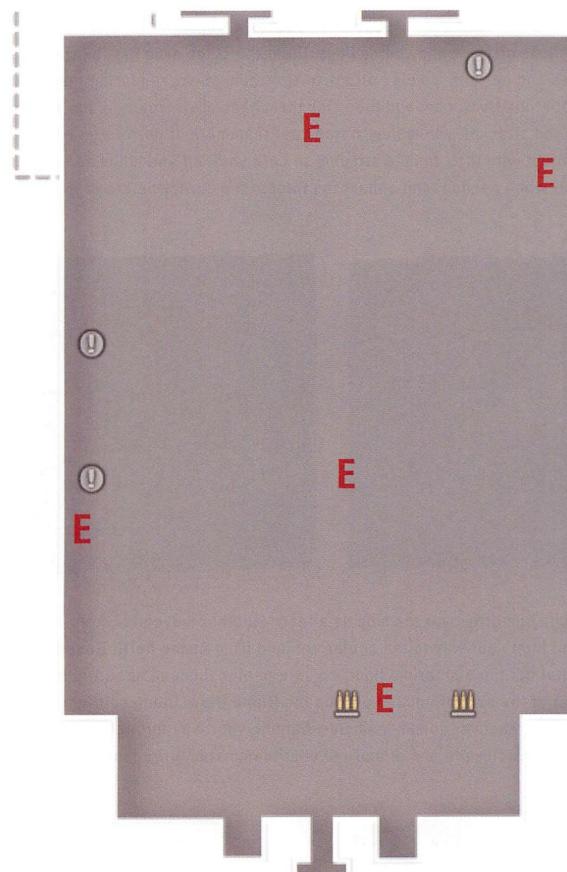
LIGHTS OUT

GONE ROGUE

EXPENDABLE

REDEMPTION

END OF THE LINE



 Ammo Pile/Refil Box

 Evidence

 Intel

GEAR UP FOR THE FINAL STAND

Proceed into the next room, collect **Intel** x2 to the left and right, and heal using the **Green Herb** if necessary. Descend the stairs in the back corner and refill your ammo at the **Ammo Locker**. Pick up new **Antiviral** and **First Aid Sprays**, grab the **Incendiary Grenade**, collect the **Intel**, and blast open the Weapons Locker to find a **Light Machine Gun**. This weapon proves extremely useful in the next area.



NIGHT OF THE LICKERS

Open the door when ready, and proceed into the auditorium. Nicholai unleashes a trap upon Wolfpack, releasing hordes of Lickers who crawl down through the vent shafts and climb on the walls and ceilings. Clear the stage area first by shooting Lickers down off of walls and ceilings. Approach their prone bodies and perform a melee attack to kick them down, rendering them inert and vulnerable to gunfire. Saturate their still bodies with bullets until they try to rise, and then kick them back down again. If you see teammates perforated by extended tongues, approach the tongue and attack it with melee to free your teammate. If perforated by a tongue yourself, rotate the Left Stick rapidly to break free. Lickers can infect with their tongue attacks, so cure yourself and allies as required. Pickup another **Antiviral Spray** and **Green Herb** at the stage's edge when needed, and collect the **Intel** in the corner before dropping over the side of the stage into the auditorium.



When the stage is clear, approach the edge and drop over the side as a team. Another wave of Lickers flood the auditorium, attacking from all sides. Stick to the outer walls and fight your way to the center, refilling from **Ammo Refill Boxes** and **Ammo Lockers** along the way. Various other recovery items and **Intel** dot the auditorium floor; be sure to pick them all up. A trip mine blocks the exit door, but don't worry about it; instead, head to the center of the auditorium and pick up the **Black Card**. Doing so triggers massive explosions all over the auditorium that knock the team on their butts. Recover quickly and start fighting your way through the flames and resurgent Lickers toward the exit. Whether fighting alone or online, stick close to one or more of your teammates throughout this battle and you'll have an easier time of it.





ESCAPE THE AUDITORIUM

Use the Black Card to open the exit doors. Emerging back into the ground floor courtyard, you'll encounter a horde of Zombies. They will not stop coming, so fight your way to the back of the courtyard (toward the objective marker) and up the stairs into the lobby. Another horde waits near the exit, and you must take them all down. Use your pistol to detonate either of the trip mines blocking the reception desk, and interact with the **Typewriter** to start working on a special achievement. Upload your remaining Intel at the laptop, then approach the back doors and exit City Hall to complete the mission.



SAVE AT TYPEWRITERS...ER, NOT.

Typewriters provided save points in the older *Resident Evil*® games. You had to find ink ribbons and use them at the Typewriters in order to save. There are three Typewriters in *Operation Raccoon City*, honoring this phased out but well-remembered game mechanic. Interact with all three of them in the three stages where they appear to acquire a large XP bonus.

TARGET SCORES: CORRUPTION

RANK:	C	B	A	S
# of Kills	90	110	120	150
# of Deaths	4	3	2	1
Items Collected	5	10	15	20
Clear Time	50:00	45:00	40:00	35:00

CHARACTERS
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Lights Out

STAGE MAP

ENEMIES



Nicholai Ginovaef



Zombie



Spec Ops Soldier



R.P.D. Zombie



Hunter



Female Zombie



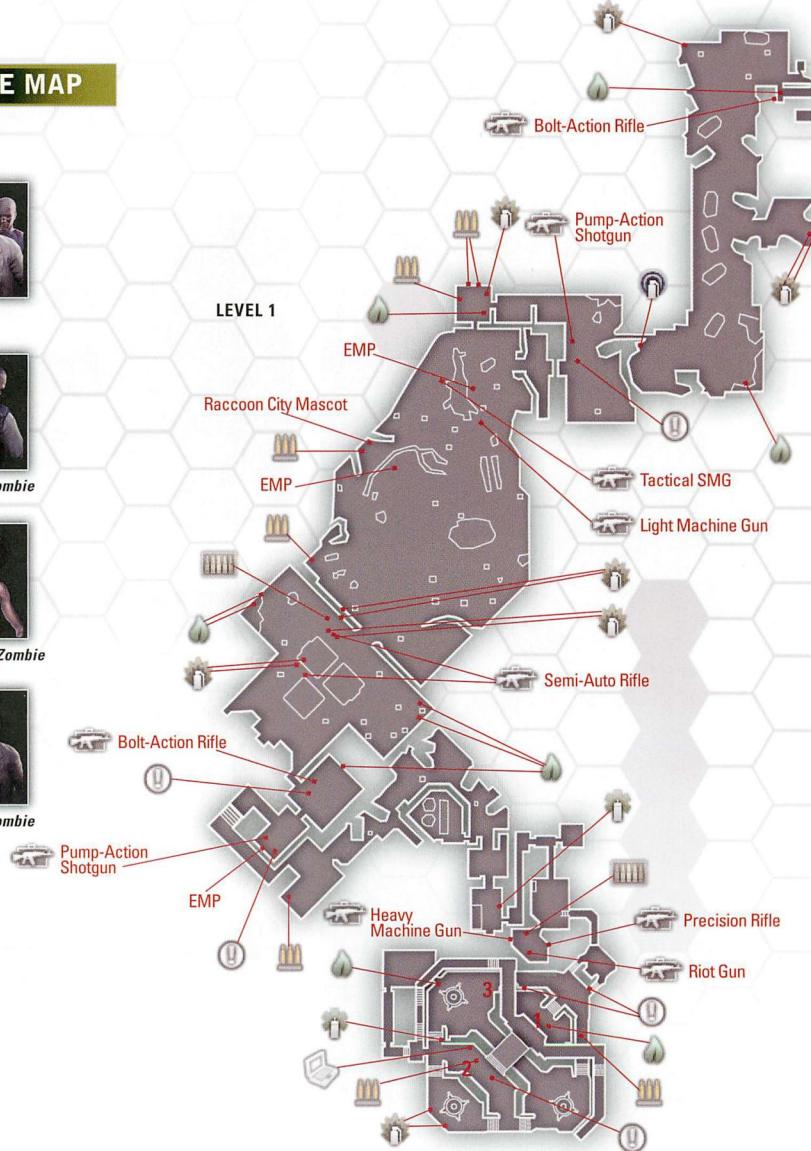
Licker



Bomb Zombie



Crimson Head Zombie





CHARACTERS

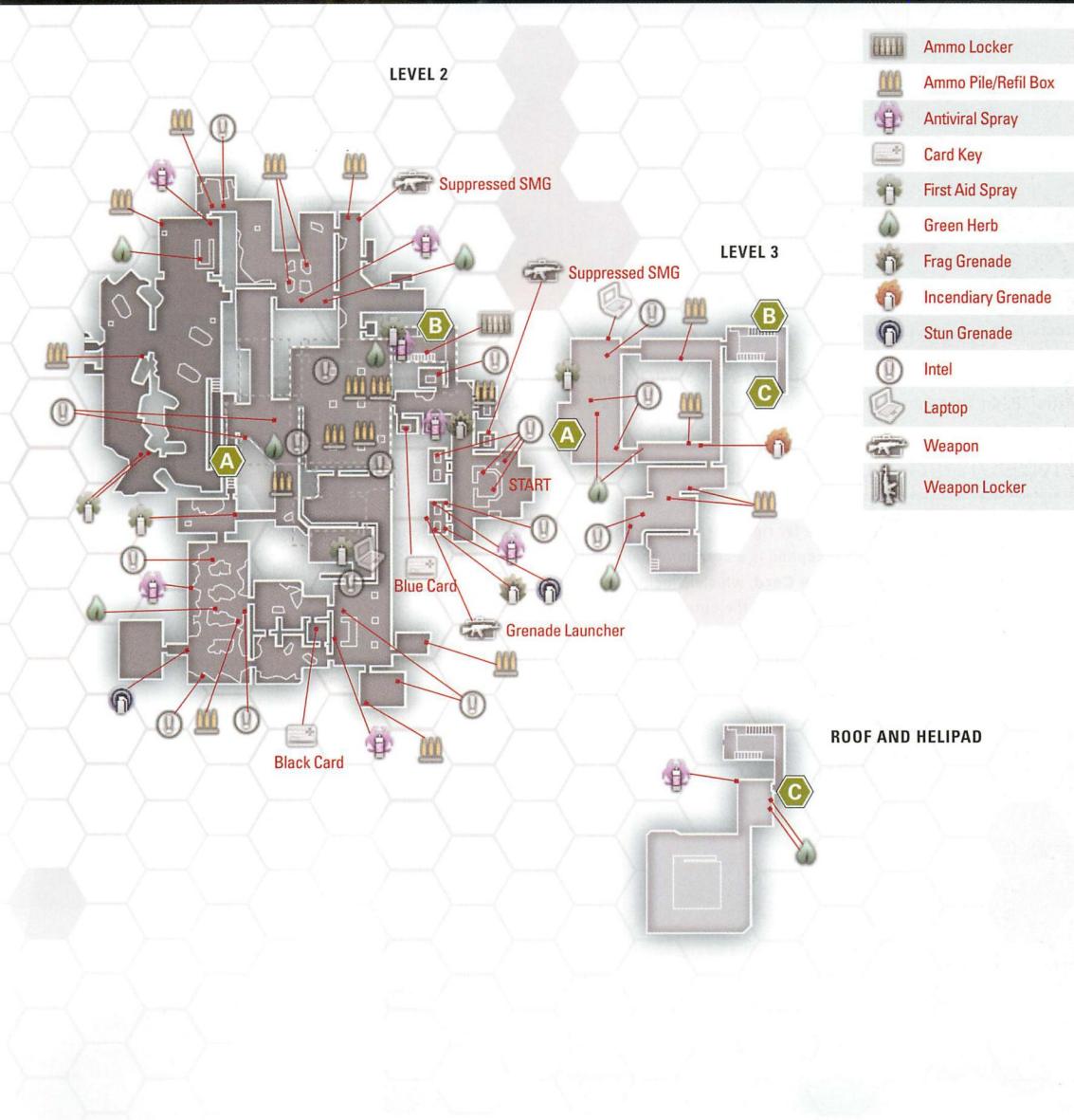
BASICS

HOSTILES

WEAPONS

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TIME TO GO DARK

U.S.S. HQ tasks Wolfpack with taking out the power station in Raccoon City using an EMP wave guaranteed to prevent any civilian transmissions. To reach the power station, Delta Team must cut through the Raccoon City Hospital and the nearby clock tower (both famous locations from *Resident Evil® 3: Nemesis*). For this mission, you'll want Spectre in your party as well as Four Eyes.



As encountered in "Corruption," there are twenty Security Cameras you can take out for extra XP; the first one is located directly over your head at the starting point.

RECON THE LOBBY

Collect the **Intel** on the floor to the far right, then break into the central reception office and pick up two more. Behind reception is a corridor running left and right; to the far left is a sealed room requiring the **Blue Card**, which is located in an exam room way down the same corridor to the right, and around the corner. Inside the locked room you'll find a Weapon Locker containing a **Grenade Launcher**. This weapon proves extremely useful in a few minutes, but you can't refill it with ammo. When it's empty you'll have to find another weapon, and you may find yourself relying on your sidearm alone for an extended period.



After stocking up on **Ammo**, **Frag Grenades** and **Antiviral Sprays**, all team members must proceed to the door with the objective marker. Open the door and proceed into the cafeteria.

EARLY RETIREMENT

Nicholai has set up a little trap for Wolfpack. Hordes of Zombies crawl out from under all the tables. Back up against the wall and gun down hostiles as fast as possible. Fire the Grenade Launcher into clusters of enemies to disperse them. On Normal difficulty, avoid using the Grenade Launcher against close enemies or you'll inflict damage to yourself or your teammates that are infected. Instead, resort to melee attacks and finish nearby Zombies quickly. On higher difficulties, avoid getting close to grenades whenever possible.



SECURITY CAMERAS: "LIGHTS OUT" MAP

There are twenty Security Cameras throughout "Lights Out." Use the map below to help you find and destroy them all. As before, each camera is worth 50 XP, and destroying all twenty is worth an additional 500 XP. The cameras are split between the hospital, the hospital's back parking lot, and the power station.

CHARACTERS

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✖ WALKTHROUGH

VERSUS MODE

CONTAINMENT

CORRUPTION

✖ LIGHTS OUT

GONE ROGUE

EXPENDABLE

REDEMPTION

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ATTACK OF THE BOMB ZOMBIES

When the first massive horde of enemies is defeated, Nicholai delivers the real punch line: the back doors open and Zombies strapped with bombs enter the room. The bombs are up near the Zombies' heads and have red lights. Shoot the bombs to detonate them, or shoot the equipped Zombie until dead to set off the bomb momentarily (after a short series of beeps). These tactics can be effectively used to decimate crowds of Zombies if shot with proper timing. However, bomb Zombies are also capable of damaging your characters and surrounding allies if detonated at too close a range.



When clear, use **Green Herbs** to heal. Collect the **Intel**, **First Aid Spray**, **Frag Grenades** and **Ammo** in the cafeteria. Then proceed through the open back doors to the nurse's station, and collect more **Intel**. Proceed past the desk and take out more bomb Zombies among a horde emerging from the far corridor. Fight your way into the Aid Station, then proceed either through the narrow corridor or down the ramp into the waiting room. When clear, search the area for supplies and **Intel**. Then return to the Aid Station and use the laptop to upload your collected data.

THE BLACK KEYCARD...IS RIGHT THERE

As you proceed through either of the waiting room doorways into the ER, an objective message pops up indicating that you should look for the **Black Card**. This item is located

in the central room between the two "halves" of the emergency room; access via either of its doors. The Black Card unlocks only the double doors in the "left half" of the ER.



LICKERS IN THE CEILING

Utilizing either of Spectre's vision modes before opening the doors at the back of the ER should provide ample warning that there are Lickers hiding up in the ceiling of the next area, wherever there are tiles missing. Remain outside the room and fire through the doorway, dislodging Lickers from nooks above. When targets are on the ground, move out of "tongue range" and goad them toward the doorway. At that point you can approach and melee stomp them to render them prone, then gun them up.



When the Lickers visible just inside the doorway are eliminated, proceed through the door and check to your right. Bomb Zombies at the back of the room provide a convenient way to inflict massive damage against more Lickers hiding above the ceiling tiles at the back; shoot the bombs strapped to their heads to blow the Lickers into the open, and fill them with hot lead as they approach.



Clear the nursing ward, then collect **Intel x3** and use dropped **Green Herbs** to recover from any damage. A **Stun Grenade** sits on the ground in a nook at the back of the room. More bomb Zombies arise as you approach the objective marker at the back of the room, and you must also blast the laser trip mines off the exit door to proceed.

TAKE IT TO THE NEXT LEVEL

A straggling Licker awaits Delta Squad in the next stairwell, ready to pounce from above. Kick the skinless creature to death, then ascend the stairs through the door on the far side. Take out more trip mines as you go.

At the top of the stairs, coordinate around the open doorway to take out the undead inside, including several bomb Zombies. Another cluster of zed heads is busy eating one of their own to the far left, and are easily taken out by tossing them a grenade. Don't be surprised by bomb Zombies crouched behind the far nurses' station, either. When they clear, collect **Intel x3** in the room and then visit the at the back. Knock out a Security Camera on the wall to the left of the desk, then shoot the trip mines barring the door before one of your teammates accidentally staggers through them.

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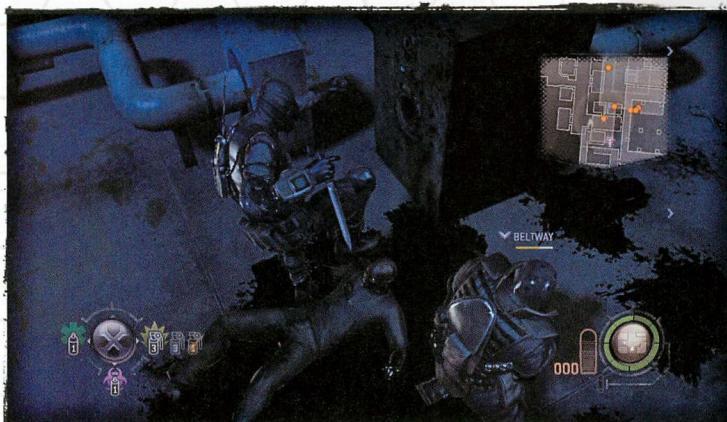
THE VIEW FROM ABOVE

Open the door to enter the balcony on the level above the cafeteria. Although the door at the far end bears the objective marker, you can hang a right at the door and cross to the far side of the balcony for extra supplies. When done scouring, return to the stairwell door and open it.

Descend first to the bottom floor to find a bevy of supplies, including an **Ammo Locker**, **Intel**, **Antiviral Spray** and—most importantly—a **First Aid Spray**. Heal yourself and your teammates and then restock your First Aid Spray slot before ascending to the top level and dismantling the trip mines there. Proceed through the door at the end.

FLIGHT CANCELLED

A horde of crimson head Zombies assault your team. Stand your ground and let them run into your bullets; they will also trip a laser mine in the path and blow themselves half way to hell. Take down those who infiltrate your lines with CQC. Recover using the **Green Herbs** and **Antiviral Spray** provided and proceed onto the helicopter pad.



ONE TRICKY CAMERA

The Security Camera in this area can be easy to miss, and our map marker probably isn't much help. As you're headed from the entrance to the helicopter pad, look to your right and high up on the wall: it's just around the corner.





FLAMING NIGHTMARE

CHARACTERS

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HOSTILES

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CONTAINMENT

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END OF THE LINE

Nicholai's actions destroy the helicopter pad, plunging Wolfpack through the roof and setting the entire building ablaze. You must now escape from the hospital and find the helicopter crash site to obtain the EMP Charges you need to destroy the power station. After your team recovers, approach the exit of the burning room you landed in. Be ready for a Zombie to burst through the door, and take it down.

As you exit, burning Zombies stagger through the doorways to your far left, and you must take them down before they grab you and set you on fire in addition to causing possible infection and other damage. Carefully collect **Intel** from the burning table at the end of the second long couch in the middle of the room. Refill at the **Ammo Box** by the door before proceeding.



REMINDER: KEEP SHOOTING CAMERAS

Don't forget to continue finding and shooting Security Cameras throughout your escape.



WARNING: DON'T LOITER IN BURNING AREAS!

Avoid standing in burning areas too long, especially when playing offline with AI-controlled allies. They don't have the same propensity to avoid flames that you do, and their health gradually dwindles as a result.

THE BURNING HORDE

Make your way back out to the cafeteria's upstairs balcony, which has now collapsed in the middle. Stand at the top of the newly formed slope of rubble and take down the burning Zombies and crimson heads as they race up the pile to attack. Refill from the **Ammo Box** on the upper level, and be certain to pick up the **Incendiary Grenade** before descending to the lower level; you can't go back up!



Pick up any supplies you left in the cafeteria from before, especially Green Herbs and recovery items, and proceed through the doors under the balcony.

HUNTERS BECOME HUNTED

Head to the back of the morgue corridor. A Hunter bursts through the door on the right. Hunters are extremely tough to kill, since they have heavy resistance to damage every where except their front. If they stop to attack an ally, it's a great time to hit them with a grenade; you can always revive fallen comrades if the blast accidentally kills them, or use a First Aid Spray on them as a show of apology. Avoid firing on Hunters from behind. Hunters are weak against fire, so stand in front of flames and try to goad them into leaping at you; then sprint out of harm's way so the Hunter is set afire. When the Hunter finally dies, refill on **Ammo** nearby and continue into the morgue.



LEAD HUNTERS INTO TRIP MINES

Move cautiously through the morgue, noting the many laser trip mines set in the center of the room and more hung from the ceiling in the area around the corner. Move to the far end of the morgue to get around these safely, and continue toward the exit. Another Hunter emerges from the back corner and charges. Align yourself with the vertical lasers so the Hunter runs into them, giving itself quite the headache before it reaches you. Then it should be easier to finish off. Continue around the back corner to the exit, grabbing **Intel** and **Ammo** before using your pistol to detonate the trip mines blocking the doors.



DEATHLY SILENCE IN THE GREAT OUTDOORS

Find and destroy the three Security Cameras in the loading dock and the back parking lot of the hospital. At this point, you should have been able to eliminate eighteen cameras, leaving only two more ahead in the power plant. Search the rest of the parking lot for **Ammo**, weapons, and **First Aid Sprays** near the ambulance wreckage at the back.



When restocked and ready, head to the open doorway marked "Barry's Tavern." No, you won't be drinking with the Great Bearded One anytime soon, since the stairs inside are cluttered with rubble. However, Barry has left you a **Green Herb** and a **Bolt-Action Rifle** at the bottom of the stairs, if you want or need them.

SIT BACK AND WATCH THE STREET FIGHT

Proceed through the back doorway into the street to find Spec Ops engaged with Zombies. If you can stay out of sight long enough, they'll deal each other quite a bit of damage. Or, you can choose to move things along by tossing some grenades into their midst. They'll be plenty ready to toss some grenades back, so play the silent card first for as long as possible.



After clearing the street of hostiles, proceed to the end. Divert down the street to the left to find **Frag Grenades x2** on the step-up of a fire engine, then return to the street and continue to the end. Follow the turn to the right, and approach the makeshift gurney ramp and press Action to continue.

RACCOON CITY PARK

You're about to see Raccoon City Park in a whole new light—or lack of it. Collect Intel from the ground below the entry steps, then head to the right to find a back passage into the esplanade. Proceed past the fallen wooden fences to the corner, and stock up on **Ammo** and **Frag Grenades**. Then move through the hole in the brick wall into the park.



FIND THE EMPS

Directly ahead is the silhouette of the wrecked helicopter. There are **two EMP charges** in the park. One of them is beside the crashed helicopter; the other is randomly hidden. Each is illuminated by a bright light that is easily spotted as you approach. EMPs can also be detected by listening for the "Geiger Meter" sound. Try searching near the helicopter wreck for weapons and Ammo as you search the area. Collecting each EMP triggers a rush of crimson head Zombies, so reload and be ready for each wave before collecting the items. Moving through certain parts of the park will always trigger a rush of crimson heads and other Zombies.



After collecting both EMP charges, an objective marker appears at the large exit gates. Approach to the gates, be ready to take down a last trio of walkers, and head to the clock tower's courtyard.



THE RACCOON'S GONE SHOPPING

While in the park, don't miss interacting with the **Raccoon City Mascot** for bonus XP and achievement/trophy acquisition. To find him, follow the wall to the right from the park entrance until you reach a reservoir drain with broken bars. The Raccoon City Mascot is tucked behind the shopping cart on the right.



CHARACTERS
BASICS
HOSTILES
WEAPONS
WALKTHROUGH
VERSUS MODE

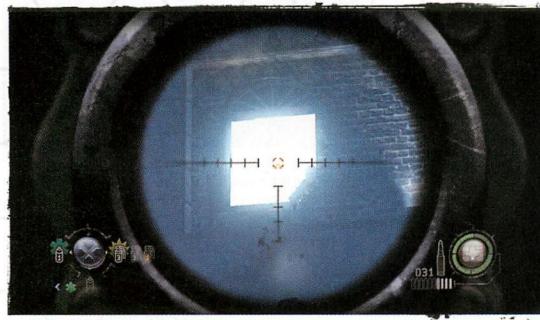
CONTAINMENT
CORRUPTION
LIGHTS OUT
GONE ROGUE
EXPENDABLE
REDEMPTION
END OF THE LINE

NICHOLAI THE SNIPER!

Nicholai appears in the upper-story windows of the clock tower, ready to engage Wolfpack in an all-out sniper battle. Following the scene, take cover and look around to get your bearings before returning fire on Nicholai. **Frag Grenades** are everywhere, and two Weapon Lockers featuring **Semi-Auto Rifles** as well as an **Amo Locker**. Don't expose yourself to sniper fire by trying to open Weapon Lockers with your pistol; just toss a grenade from cover to blow off both locks simultaneously. If wounded during the upcoming fight, seek **Green Herbs** at the corners of the area and keep an eye open for item drops such as **Antiviral Sprays**.



Nicholai runs from window to window, taking cover, poking his head out, then standing up to fire. It is when he stands up to fire that he is most vulnerable, and headshots naturally end the battle more quickly. With a scoped weapon such as the Semi-Auto Rifle, you'll notice two exploding barrels inside the windows to the far left and the far right; shoot these when Nicholai is near them to inflict massive damage to him and interrupt his aim.



While it is possible to return fire on Nicholai repeatedly with the Semi-Auto Rifle and win, doing so will expose you to a lot of danger and possible death(s). Instead, collect three **Frag Grenades** and then make a run at the windows. Figure out which one he's taking cover near (Spectre has an advantage with this), and toss **Frag Grenades** through the window above him. You can also stun

Nicholai and make him stand up momentarily with a **Stun Grenade**, and now is the best time to use any **Incendiary Grenades** you've found previously. Nicholai retaliates by throwing his own grenades your direction, but you can easily sprint and jump out of harm's way.



Occasionally Nicholai runs to the center and rings the clock tower bell, drawing a dozen or more **Zombies** into the courtyard. The best strategy during these times is to move behind the corners of the building to the far left or far right, so that Nicholai can't shoot you while you deal with the undead. Let the **Zombies** come to you, regardless of how slowly, and shoot them down from behind the safety of the building. Return to attacking Nicholai when the coast is clear.



BREACH THE CLOCK TOWER

When Nicholai has had enough pain for today, he vanishes. The U.S.S. coincidentally calls off your assault, re-ordering Wolfpack to find the final **EMP Charge** and take out the power plant. Restock on **Frag Grenades** and **Ammo**, re-equip more practical weapons than sniper rifles, heal up if still possible and enter the small door on the inside left wall of the clock tower.



A TUNE THAT TAKES YOU BACK

Note the melody playing in the piano room: "Moonlight Sonata" by Beethoven. This is a reference in homage to a certain puzzle in the original *Resident Evil*®, which involved playing this song.

THE LAST EMP

Shoot the bodies on the ground around the piano; they are Zombies playing possum and they will soon rise and attack. Additional Zombies soon fill the chapel in the next room, and are easily taken out by lobbing in grenades and letting the Zombies trip the laser mines between pews. Continue shooting from outside the doorway until clear.



Proceed to the altar and collect the final **EMP Charge**. Detonate a trip mine on the left if necessary and collect **Intel** from the side table. A **Pump-Action Shotgun** also available here should prove handy immediately.

After you confer with HQ, Zombies break through the side door in the chapel. Shoot the bomb Zombies among them to blow them all up quickly, then proceed into the alley behind the clock tower.



CHARACTERS

BASICS

HOSTILES

WEAPONS

WALKTHROUGH

VERSUS MODE

CONTAINMENT

CORRUPTION

LIGHTS OUT

GONE ROGUE

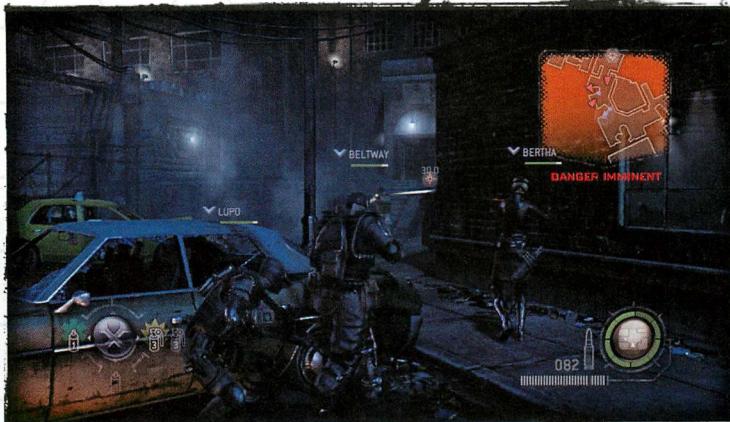
EXPENDABLE

REDEMPTION

END OF THE LINE

GUARDED ALLEY

Follow the path into the alley that runs to the power plant. The area is guarded by a heavily dug-in contingent of Spec Ops. Seek cover and return fire, and don't hesitate to use Stun Grenades against clusters. There's little ammo available in this area, so if you need bullets, sprint back to the Ammo Refill Box in the small nook at the bottom of the steps leading back to the clock tower.



SEARCH THE POWER PLANT

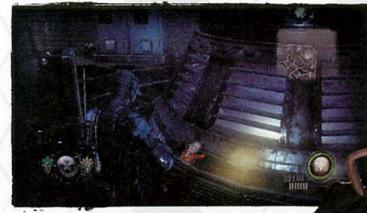
Enter the building marked "Raccoon Water Works" and collect the **First Aid Spray** on the left if needed. Proceed downstairs to the generator room. Stop outside the marked double doors and turn right; go through the doorway into the side room to find an **Ammo Locker**, a **Precision Rifle** and a **Riot Gun**. The Riot Gun should suit you quite well in the task to come, so collect it if you can. Then return to the doors and open them.

Head up the stairs on the left and collect **Intel** at the top. **Before interacting with any machinery here**, search the rest of the room to find ammunition, grenades, recovery, **two more Intel** and a laptop. Also, shoot the last two remaining Security Cameras for an **XP bonus**. Upload your findings and commit supply locations to memory before returning to the central control panel and raising the first generator.



FIGHT TO PLACE AN EMP CHARGE ON THE GENERATOR

Raising the first generator triggers the opening of a shutter door back to the left, through which a Spec Ops squad breaches. Take cover and return fire on them as you make your way to the rising generator at the back. Shoot the barrel on the central forklift to damage and take out soldiers, and pump the Riot Gun twice to take out each man. More Spec Ops and even a few Zombies will appear in the room until the EMP Charge is placed on the generator, so make that your priority. Two or more Spec Ops will try to protect the generator platform; take them out with grenades. Or, shooting the men in the legs with your pistol might make them bleed, causing Zombies to attack them ferociously. Move to the object marker on the front of the generator and press Action to place the first EMP.



NICHOLAI RE-ENTERS

After you've placed the first EMP charge and cleared the remaining Spec Ops from the room, Nicholai appears on the upper catwalk with his sniper rifle. Switch to your pistol and return fire on him from cover until he tucks tail and runs around the room to the left, hiding in the upper corridor.



SEND NICHOLAI YOUR REGARDS

After Nicholai flees into the upper-level back corridor, you can have a laugh if you happen to have an "extra" Frag Grenade. Run over to the wall below the balcony where you saw Nicholai, and angle your view up to the corridor where he disappeared. He's hiding there just inside the doorway. Toss a grenade over the rail and into the corridor to blast Nicholai and cause him to curse your mother's name. There's no bonus for this, but Nicholai is such a jerk that it's worthwhile!

TWO MORE GENERATORS TO GO

With Nicholai finally sidelined, it's time to get back to work. Look for the objective marker, now hovering over another control panel in the room. Restock ammo and recover, then move to this panel and use it to raise the next generator. Take out another Spec Ops squad and trailing Zombies, and place the EMP Charge on the generator. With the third generator, don't even worry about the hostiles; simply charge for the final generator and place the last EMP. The mission ends in a glorious pulse when the final charge is placed.



TARGET SCORES: LIGHTS OUT

RANK	C	B	A	S
# of Kills	80	90	100	110
# of Deaths	6	5	4	3
Items Collected	12	15	17	20
Clear Time	50:00	45:00	40:00	35:00



CHARACTERS
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CONTAINMENT
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GONE ROGUE
EXPENDABLE
REDEMPTION
END OF THE LINE

Gone Rogue

ENEMIES



T02 Nemesis



Female Zombie



Tyrant



Bomb Zombie



Spec Ops Soldier



Crimson Head Zombie



Zombie



Parasite

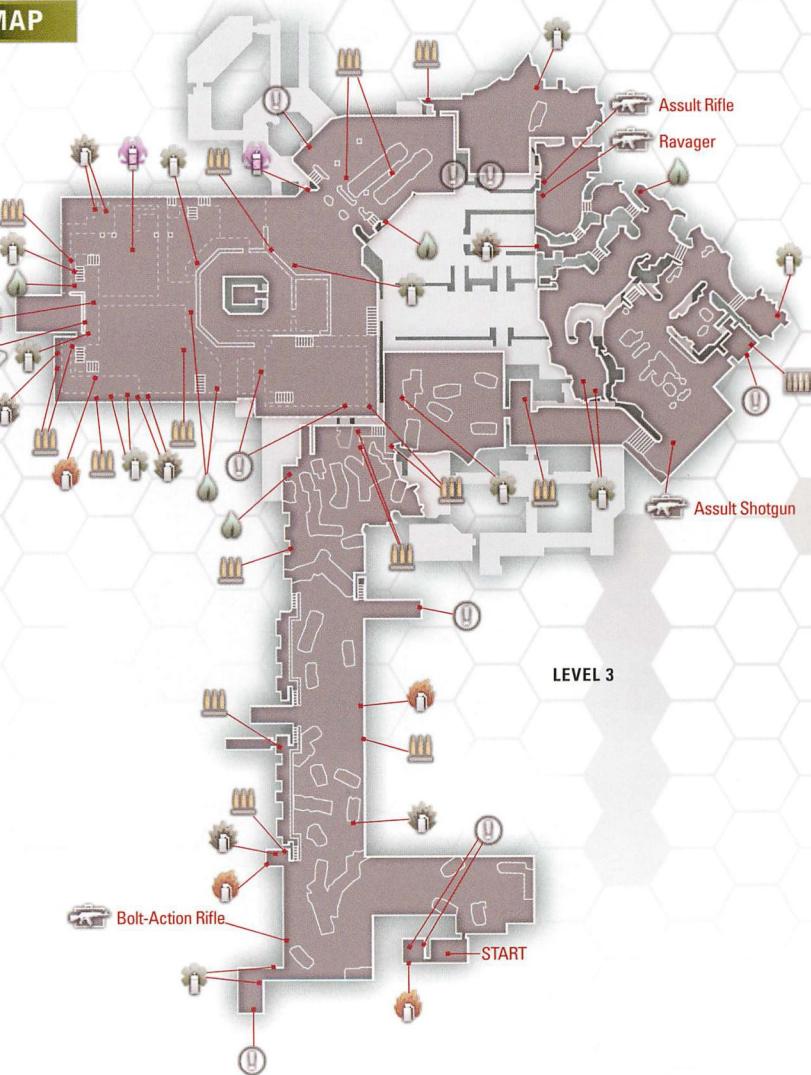


R.P.D. Zombie



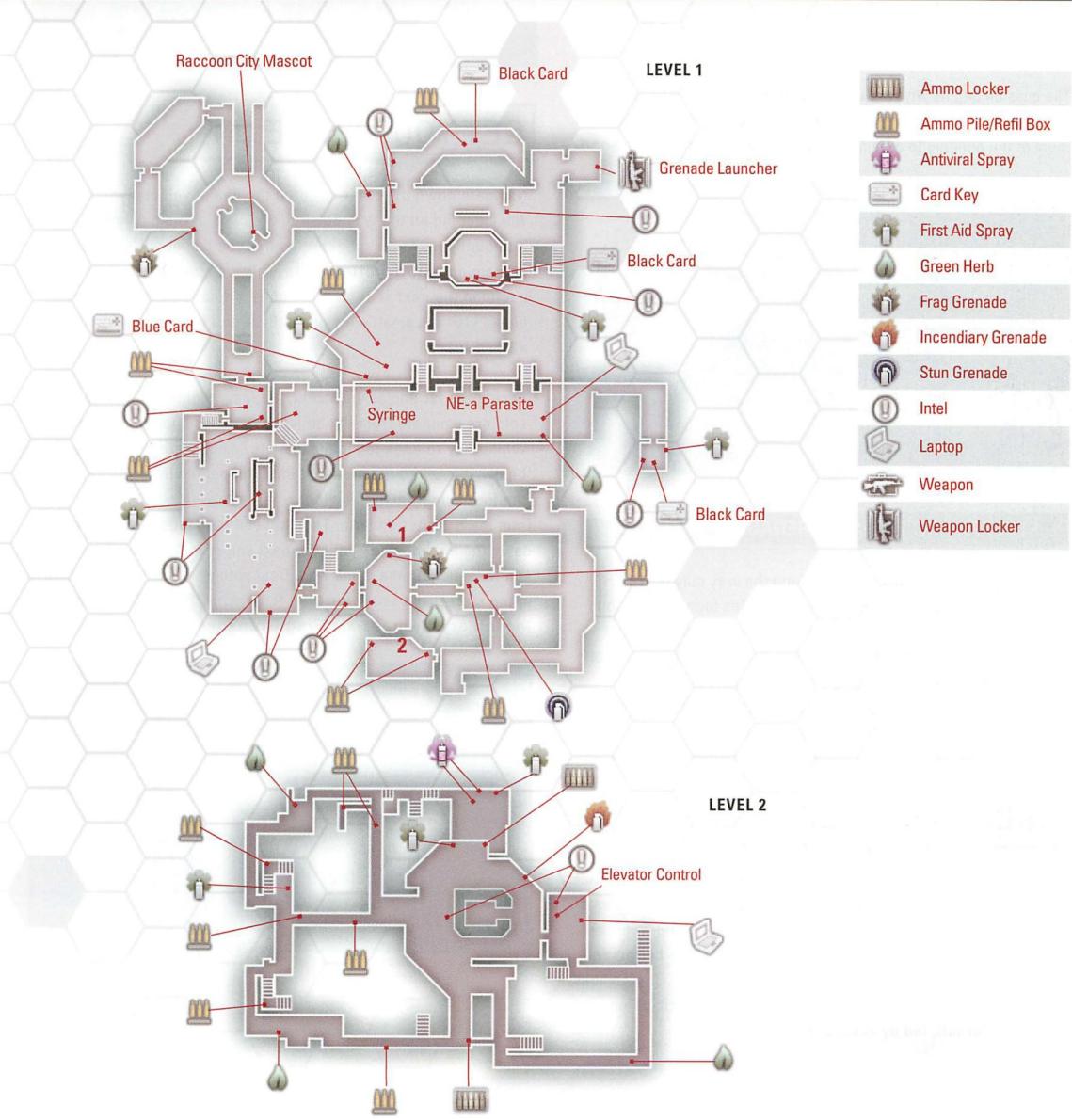
Parasite Zombie

STAGE MAP





CHARACTERS
BASICS
HOSTILES
WEAPONS
WALKTHROUGH
VERSUS MODE



DAMAGED GOODS

Into the chaos of the Raccoon City outbreak, Umbrella has inserted and activated its most recent B.O.W. prototype, the virtually indestructible Nemesis. However, the creature has become damaged during combat with Spec Ops soldiers and is not responding to commands. Attacking anything that moves, it is not going after the S.T.A.R.S. team members as programmed. Delta Team is ordered to retrieve a working NE—a parasite from a Tyrant within a nearby Umbrella facility—and inject it into the Nemesis.

Many would consider this a suicide mission. But we're talking about Wolfpack.

The mission begins with the team gathered inside the offices of a waste disposal division of Umbrella. Turn around and check the back room of the building to obtain **Intel x2** and an **Incendiary Grenade**.



STOCKPILE INCENDIARY GRENADES

Though some tough situations along the way may prove tempting, save all the Incendiary Grenades found throughout this stage until the final battle. Avoid wasting them against lesser enemies. Check your display in the lower left corner of the screen prior to throwing a grenade to make sure you're not about to hurl an Incendiary, and press right on the d-pad to switch to other grenade types if needed.

URBAN WARFARE

Exit the waste management offices and circle around the derelict cars to the right. Quickly take down the few scattered Zombies and then take positions to fire upon the horde approaching from the end of the street. A cluster is hunched over a corpse buffet, and one long-thrown Frag Grenade takes them out easily. The combat sounds trigger the appearance of another cluster from behind the bus to the far left, led by several crimson heads.

When clear, return to the office you emerged from and look over the door to find the first of twenty Security Cameras in this stage.



GET YOUR SNIPE ON

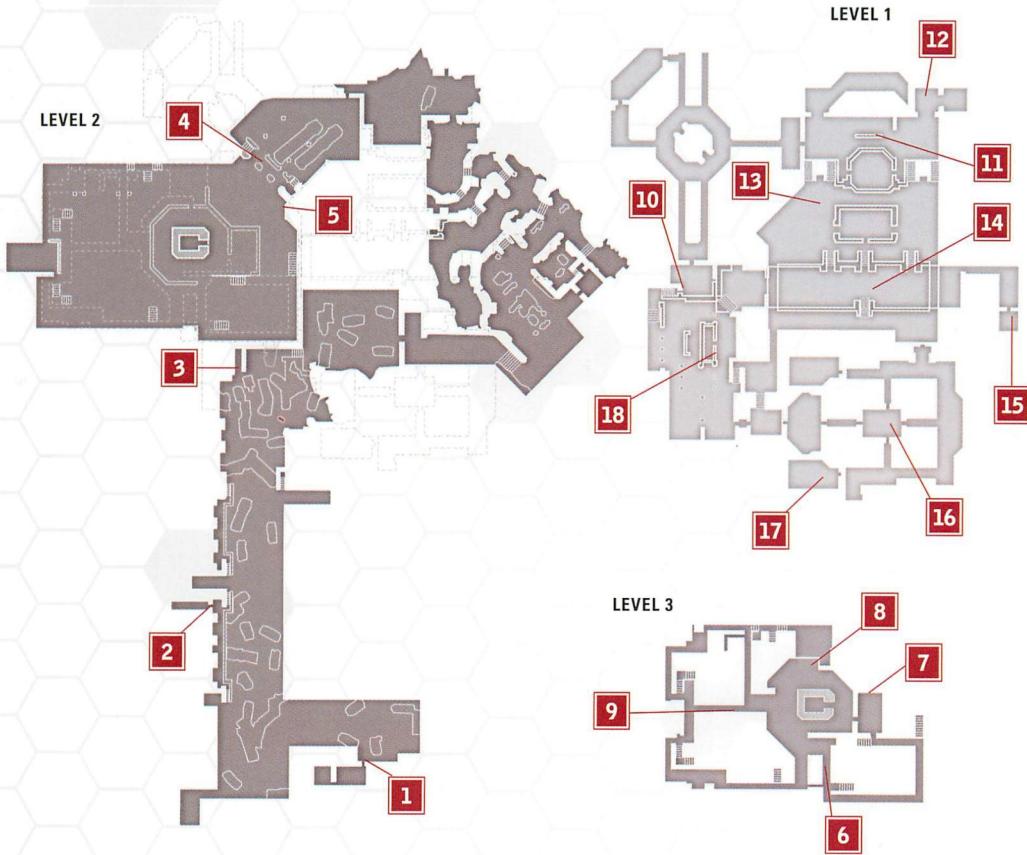
Navigate down the clear street to the line of vehicle wreckage. You must jog all the way down to the back of the bus and go behind it to continue. At the adjacent corner you'll spot a Weapons Locker containing a **Bolt-Action Rifle**. This weapon proves extremely useful in the next section. But before proceeding down the next block, visit the small alley off to the left to find **First Aid Spray x2** and **Intel**.

Facing the far end of the street, the laser sights of Spec Ops soldiers emanate from the building windows high up to the right. While they're engaged in picking off Zombies staggering around below, move into the area just until the point where you can see the first sniper up in the window. Nix him with a headshot fired from the Bolt-Action Rifle. Then ascend the stairs and proceed down the loading dock until the next sniper is partially visible, and take him out the same way. Deal with any remaining Zombies in the street, and scour the area for **Ammo Refill Boxes**, an **Incendiary Grenade** and **Frag Grenades**.



SECURITY CAMERAS: "GONE ROGUE" MAP

There are twenty Security Cameras throughout "Gone Rogue." Use the map below to help you find and destroy them all. Each is worth 50 XP, and shooting all twenty is worth an additional 500 XP.



CHARACTERS

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HOSTILES

WEAPONS

WALKTHROUGH

VERSUS MODE

CONTAINMENT

CORRUPTION

LIGHTS OUT

GONE ROGUE

EXPENDABLE

REDEMPTION

END OF THE LINE



HOT INTEL

Continuing down the street after dealing with the snipers, you'll spot a flame-engulfed alley on the right. An **Intel** item lies on the ground behind the flames. To get through the fire with less damage, look for the lightly burning spot in the center, aim for it, and sprint. Press Action to dive forward through the weak area. You'll still be set on fire, but you won't suffer the initial contact damage. Collect the Intel and perform the same maneuver to get out. Heal with Green Herbs dropped in the area before pressing on.



SPEC OPS RESPONSE

Cross to the far side of the street and ascend the stairs near the burning alley. Drop from the edge into the next area. Note that you'll be unable to backtrack from here, so restock supplies from the previous area before continuing. It's recommended that if you picked up the Bolt-Action Rifle previously, you also pick up a new machine gun type of weapon, or go back and reclaim your previous one prior to the drop.

Spec Ops soldiers take positions along the far balconies directly ahead and to the left. Shoot the exploding barrels along the balcony to take several of them out at once. Take cover at the back of the area and avoid approaching the balcony too closely, as the area below is laced with laser trip mines. The last one or two Spec Ops left may hunker down in their positions and stay there, unwilling to pop out and be taken down. If that's the case, use a Frag or Stun Grenade to blow them out of their cover positions.



Move down to the bottom of the area, carefully using our pistol from a distance to detonate the laser trip mines set between cars. Reload from the various **Ammo Refill Boxes** and head up the stairs to the right. Regroup in front of the Raccoon Cemetery Gates, and then open them.

THE WORST PLACE TO VISIT DURING A ZOMBIE OUTBREAK

As one might expect, the cemetery is full of the risen dead. Pick off the few coming up the path to the right, and then congregate around the low wall along the cliff's edge to survey the terrain below. Large groups of Zombies mill about, and a few well-aimed Frag Grenades will certainly thin out their numbers. A few crimson heads will take offense and charge up the raised path toward your location, but they are easily taken down on the long straightaway. Raid the **Ammo Refill Box** near the bench, then move downhill and into the cemetery proper to take out the remainder.



CHARACTERS
BASICS
HOSTILES
WEAPONS
✖ WALKTHROUGH
VERSUS MODE

CONTAINMENT
CORRUPTION
LIGHTS OUT
✖ GONE ROGUE
EXPENDABLE
REDEMPTION
END OF THE LINE

From the bottom of the steps, head diagonally to the right and take out a couple of Spec Ops fighting with Zombies around a mausoleum. Collect ammo and **Intel** in the interior area. Continue on another diagonal to the right from here and take cover behind the tombstones near the ledge to spot a Spec Ops squad hunkered down among the grave markers in the area below.



Taking out the Spec Ops hiding in the cemetery triggers reinforcements who burst in through the exit gate. These men are heavily armed with shotguns, and one has a **Grenade Launcher**; target this man and take him down first to reduce the damage to your team. This man's **Grenade Launcher** can then become your weapon, only you must remember that ammo is limited. Refill on **Frag Grenades** and **ammo** before exiting through the cemetery's rear gate.



ELECTRIC PROBLEMS

Search the warehouse parking lot for **First Aid Sprays** and **Intel**, then congregate in the alley and open the warehouse's back door. Spread out and locate Intel around the warehouse as well as ammo piles and refill boxes. Try not to pick up the ammo now unless you're very low. Move past the truck onto the rear dock platform and press the marked switch to the right of the shutter doors.

The shutters rise only high enough to allow a horde of Zombies to crawl under before the breaker blows. From a position near the shutter switch, the Zombies will rise in a straight

line to your left, making them easy to gun down. However, another crowd approaches from behind, moving toward your position. Move into the narrow aisle between the trucks so the Zombies file into a small kill zone, where they can be taken out with a few **Frag Grenades**. Continue taking down Zombies until the warehouse is clear.



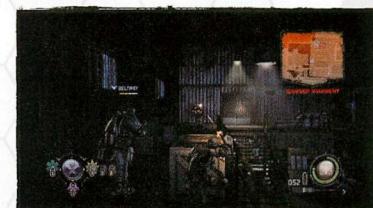
Several panels around the warehouse are now marked on your mini-map; move to each breaker switch and press Action to flip it. The breakers all fail except for the last one, so you must press all three regardless of order. Sprint between breakers to speed things along. Flipping all three breakers opens the bay doors to the interior.



CATWALK ASSAULT

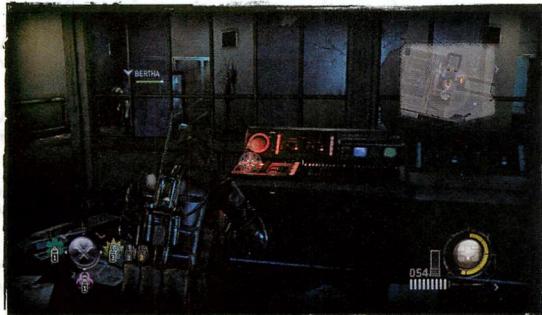
A few more undead mill about the cargo pallets; but take them down melee-style to conserve ammo. Restock on **Antiviral Spray**, **First Aid Spray** and **ammo** before heading to the back of the warehouse.

A Spec Ops team is set up in ambush mode here, with snipers on the top rear balcony. Take the stairs to the high ground in order to deal with enemies above and below. Clear the area and then descend to the ground floor to collect **ammo** and **Intel x2**.



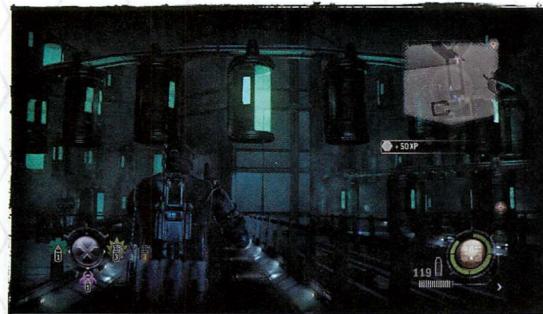
Gather Delta at the exit on the top level (marked on your mini-map) and proceed to the next area. Move to the windows inside the octagonal corridor to spot the Nemesis in the warehouse below, engaged in combat with Spec Ops soldiers. Continue around the corner, collect **Intel**, and follow the curve of the room to an elevator door. Pick up an **Incendiary Grenade**, then enter the small office opposite the elevator. Snatch one more piece of **Intel** and then upload at

the laptop nearby before interacting with the marked control panel to summon the elevator. Board the lift as a team to ride down to the facility below ground.



UNWELCOME WELCOME

Disembark the elevator and search the reception area for **Intel** and ammo. Then proceed into the specimen conveyor chamber and using your pistol take down what few Zombies remain. You'll find a **Frag Grenade** on the far side of the chamber, but can otherwise proceed to the marked exit door.



WELL-HIDDEN RODENT

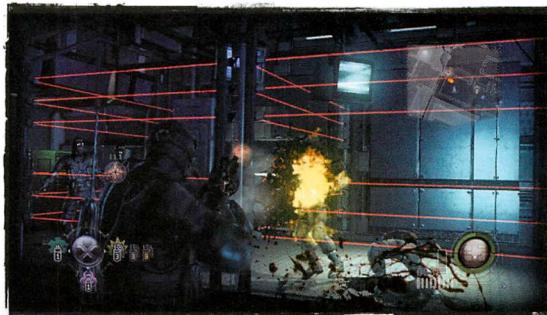
Move around to the back side of the central tower, to the point where you may notice a small "niche" on your mini-map. This opening actually leads into the center of the tower, where you'll find a hidden **Raccoon City Mascot**. Interact with it for extra XP and to continue working your way toward an achievement/trophy.

OPERATE ON A TYRANT

Upon entering the B.O.W. Programming Lab, Wolfpack witnesses the corruption of a Zombie by a Parasite. The Parasite Zombie is safe for now, contained in the central control room. You'll be up to your neck in such creatures soon enough, but for now worry about searching the lab for **Intel** and supplies. Descend the stairs to the mid-level, head to the far right, and find the **Blue Card** on a work table. With this, first head back to the upper level and go to the far right to find a door that you can now open. Inside is a Weapons Locker containing a **Grenade Launcher**. Equip it.



Return to the mid-level and go down the center stairs to access the surgical bay on the lower level. Several Zombies are penned in the corner, and during offline play your teammates will execute them all. Aid them in this, so the Zombies are not a nuisance shortly. Move to the wall panel to the left of the Zombie pens to use the Blue Card. The pens open. Inside the closest one you'll find the **Syringe**.



CHARACTERS

BASICS

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WEAPONS

WALKTHROUGH

VERSUS MODE

CONTAINMENT

CORRUPTION

LIGHTS OUT

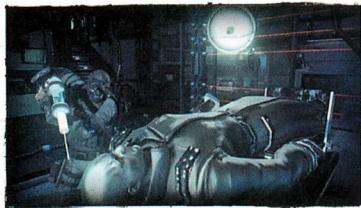
GONE ROGUE

EXPENDABLE

REDEMPTION

END OF THE LINE

On the other end of the surgical bay you'll find a pen with a Tyrant on a table. Approach the Tyrant and press Action to extract the



NE-α parasite from its cerebral cortex. You now have the control mechanism you need to fix the Nemesis.

PARASITES UNLEASHED!

As you head back upstairs, Parasites and Parasite Zombies attack. Parasites themselves are weak creatures easily taken out with sidearm fire or a couple of melee stoms. But when attached to a Zombie, they add a good deal of stamina to the host corpse. Eliminate Parasite Zombies efficiently by moving behind them and attacking the Parasite itself, either with melee attacks or pistol fire.



TYRANT'S WRATH

Return to the mid-level and follow either of the bridges over the surgical bay. Attempting to open the marked door triggers an attack by the Tyrant. Now bereft of its control mechanism, it will attack the U.S.S. team as if they were any other enemy of Umbrella's. Whether or not you take it on is optional, but it's worth 1000 bonus



XP if you have the skills to manage it. Otherwise, continue reading past the following section.



TYRANT

The main strategy for defeating the Tyrant is to shoot it in the head; it is invulnerable elsewhere. Furthermore there are times when the head is invulnerable, such as when it raises an arm to block its face while advancing. Continue shooting the Tyrant in the head until it falls.



A Grenade Launcher is extremely effective against the creature, but proper timing is required. The window of opportunity is when the Tyrant pauses or is standing still immediately after one of its attacks. Hit it in the head or high chest area with a grenade to make it stagger backward. Avoid launching grenades against it at all other times, as they will likely be ineffective.



Meanwhile you must avoid all of its attacks, including charges, swipe punches, and ground pound attacks. The best method is to sprint only a short distance and press Action to dive, rendering yourself momentarily invulnerable at the moment of impact for any of the Tyrant's attacks.

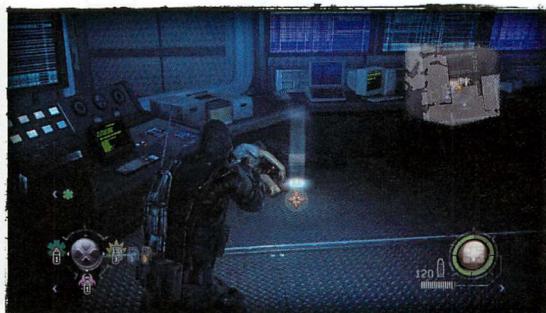
Use the Dive technique to also avoid its snatch-and-lift attack. If caught in the Tyrant's Grip, he will lift you overhead and start crushing your skull. Meanwhile your character will draw a pistol. Move the targeting laser to the Tyrant's face and blast it repeatedly to break free. Failing to aim in time or being out of handgun ammo leads to a player death. When Tyrant employs this attack against teammates, move out to the side and shoot Tyrant in the head to make him drop your ally. If teammates die during the battle, lead the Tyrant away from their bodies, wait until it targets another of your mates, and then move to revive the fallen ally. Stand over dead teammates and hold the Action button to revive them at half health.





ESCAPE FROM THE LABORATORY

Whether you defeat the Tyrant or not, you must locate three card keys within the lab for use on the exit door. The Tyrant follows you to each location. Each card is nicked on your map with an objective marker. One is on the top level of the lab, in the central office where a Parasite Zombie has been waiting for you since you entered the area. Fight off the infested creature while picking up the **Black Card**. More Parasite Zombies materialize and dash into the office before you can escape.



Another necessary card key is behind the door nearest the entrance, also on the top level. Collect **Intel** on the left as you enter, then proceed down to the right to find a corpse, **ammo**,

and the **Black Card**. Taking the item triggers the appearances of Zombies and Parasites, who quickly attach themselves to the walking corpses.



Refill on ammo and fight Parasites all the way back down to the surgery bay on the bottom floor. Follow the short corridor past the holding pens to a door, and open it to find a cluster of Zombies being attacked by Parasites. Quick reflexes and a Frag Grenade take care of the enemies swiftly, though more are inbound. Quickly pick up the **Black Card**,

Intel and a **First Aid**

Spray, then escape this area before enemies trap you here. Return to the mid-level door and press Action again to use the three cards to escape.



CHARACTERS

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WEAPONS

✖ WALKTHROUGH

VERSUS MODE

CONTAINMENT

CORRUPTION

LIGHTS OUT

✖ GONE ROGUE

EXPENDABLE

REDEMPTION

END OF THE LINE

ESCAPE INTO THE THICK OF THINGS

If the Tyrant is still active, you will have escaped it for now. However, you must activate two panels to unlock the exit while endless hordes of Zombies flood the area via floor vents all over. Move quickly to follow the objective markers to the first control panel. Break through thick hordes by throwing Frag or Stun Grenades, and then slip through the ensuing lull of confusion. The shoulder-ram technique is also effective, executed simply by sprinting at hordes and pressing Melee at the point of collision. After butting one or more Zombies, if you're within arm's reach of a target you can quickly press Action to execute a brutal takedown. However, if the Zombies are too thick it's best to skip the takedown and dash through.



Fight your way to the corner control room and open the door. Take out the three Parasite Zombies inside. Quickly nab **Intel** and use the **Green Herbs x2** to recover if needed. Move to the security console and press Action to override it. Clear the clog of enemies forming at the doorway and then sprint through.



Revive dead teammates and use a First Aid Spray on severely wounded allies as you make your way to a mirror-image control room on the far side of the area. Clear out Parasite Zombies, grab

ammo and a First Aid Spray, and deactivate the second console. The Zombie horde outside the control room becomes thick enough that not even shoulder-butting allows you to break through. Simply slash from side-to-side with a few melee attacks to break up the pack, then sprint into the central node. From there you can make a clear dash to the exit. Quickly scarf up ammo and a Frag Grenade and get out!



TYRANT: ROUND TWO

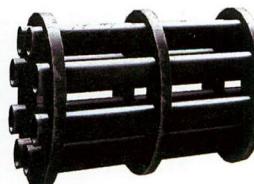
Search the next two rooms for **Intel x2** and other supplies. Parasite Zombies attack as you make your way into a long specimen chamber. Head for the bottom of the stairs.



Whether you "defeated" the Tyrant prior or not, it catches up to you again here. Use the same tactics to evade and counterattack it. However, due to the low ammo supplies in the room and lack of a handy Grenade Launcher, you're better off running for the exit door. Try to collect **Intel x2** and use the laptop during your escape.



Winding up back in the reception area where you started, collect **Ammo** and board the elevator to ride back up. Head around the corner to the left and through the now-open doors to the warehouse.

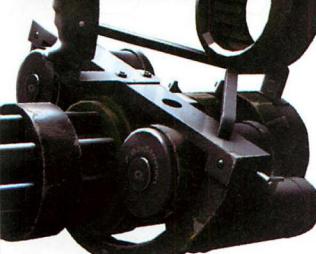


NEMESIS UNCHAINED!

Now it's time to fulfill your overall mission objective...if you can. The Nemesis stands at the center of the lower level, targeting your team and firing with its Gatling gun. You must attack and weaken it to the point where it takes a knee, and then quickly rush up to it and inject the parasite to "fix" its programming.



Endless hordes of Zombies also fill the area, but it's best to avoid them as much as possible. Circle around the upper level stopping only briefly to fire a clip full of bullets at the Nemesis' head or throw a grenade, then move on. Incendiary Grenades work especially well against the Nemesis due to its weakness to fire. Also shoot the exploding barrels next to Nemesis when it's standing in range of them. When out of grenades, restock with **Frag Grenade x4** and one **Incendiary Grenade** on the ground level, and then quickly race back upstairs to the catwalks to resume bombarding the Nemesis from above. Recovery items are concentrated downstairs for the most part as well, so take only what you need to stay alive and get back up top.



When half of the Nemesis' health is gone, Spec Ops enter from the first warehouse. They will concentrate a majority of their fire on the Nemesis as long as you stay out of their way. But if you're caught too close to the soldiers and losing health fast, shoot exploding barrels around the room to thin out their numbers and make them cut you some slack. /the Nemesis moves close to more exploding barrels on the ground floor during this time, giving you more opportunity to inflict mass damage when it's stationary.



Knocking the Nemesis to its knees means you've got to be Johnny-on-the-spot with the syringe. Race to the ground floor, run directly to Nemesis and press Action to inject the parasite. Hurry! The creature soon revives with around a quarter of its full health if you're delayed. Repairing the Nemesis brings and end to this highly intense "hump" mission for the U.S.S. team, but they're not out of the woods yet!



TARGET SCORES: GONE ROGUE

RANK:	C	B	A	S
# of Kills	120	130	140	150
# of Deaths	5	4	3	2
Items Collected	12	15	17	20
Clear Time	50:00	45:00	40:00	35:00

CHARACTERS
BASICS
HOSTILES
WEAPONS
✖ WALKTHROUGH
VERSUS MODE

CONTAINMENT
CORRUPTION
LIGHTS OUT
✖ GONE ROGUE
EXPENDABLE
REDEMPTION
END OF THE LINE

Expendable

ENEMIES



Tyrant



R.P.D. Zombie



Spec Ops Soldier



Female Zombie



Licker



Crimson Head Zombie

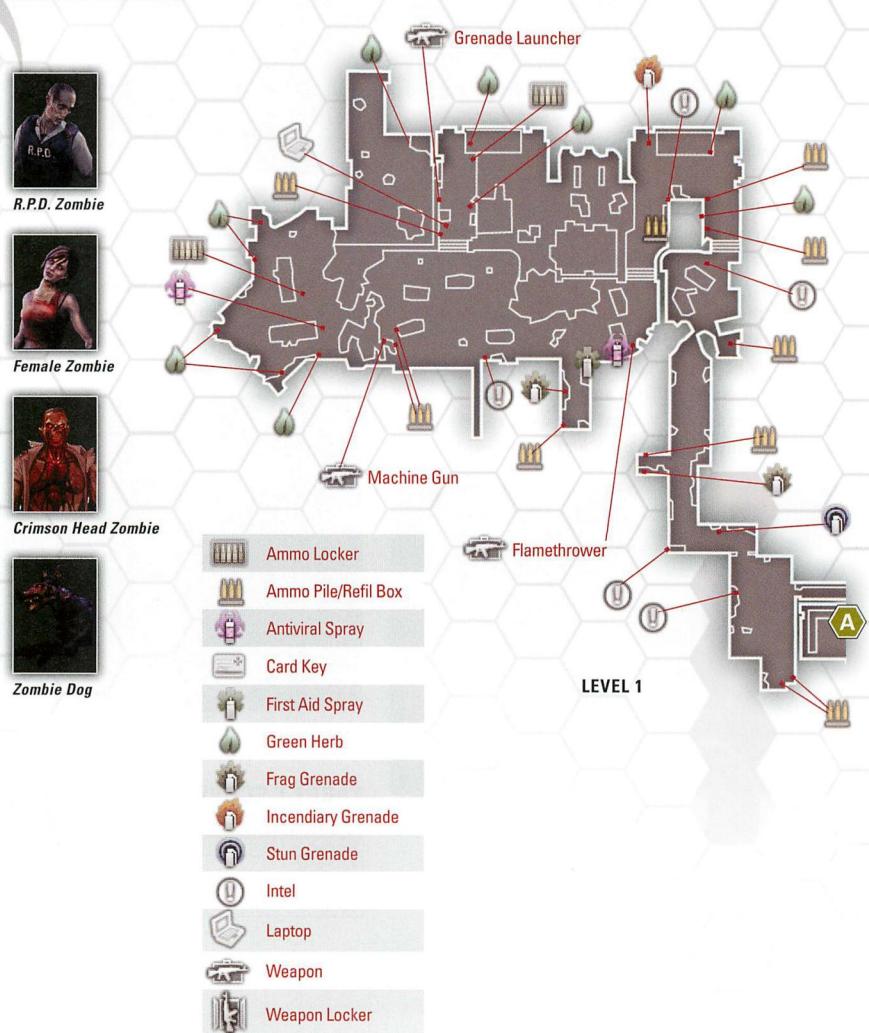


Hunter



Zombie Dog

STAGE MAP





CHARACTERS

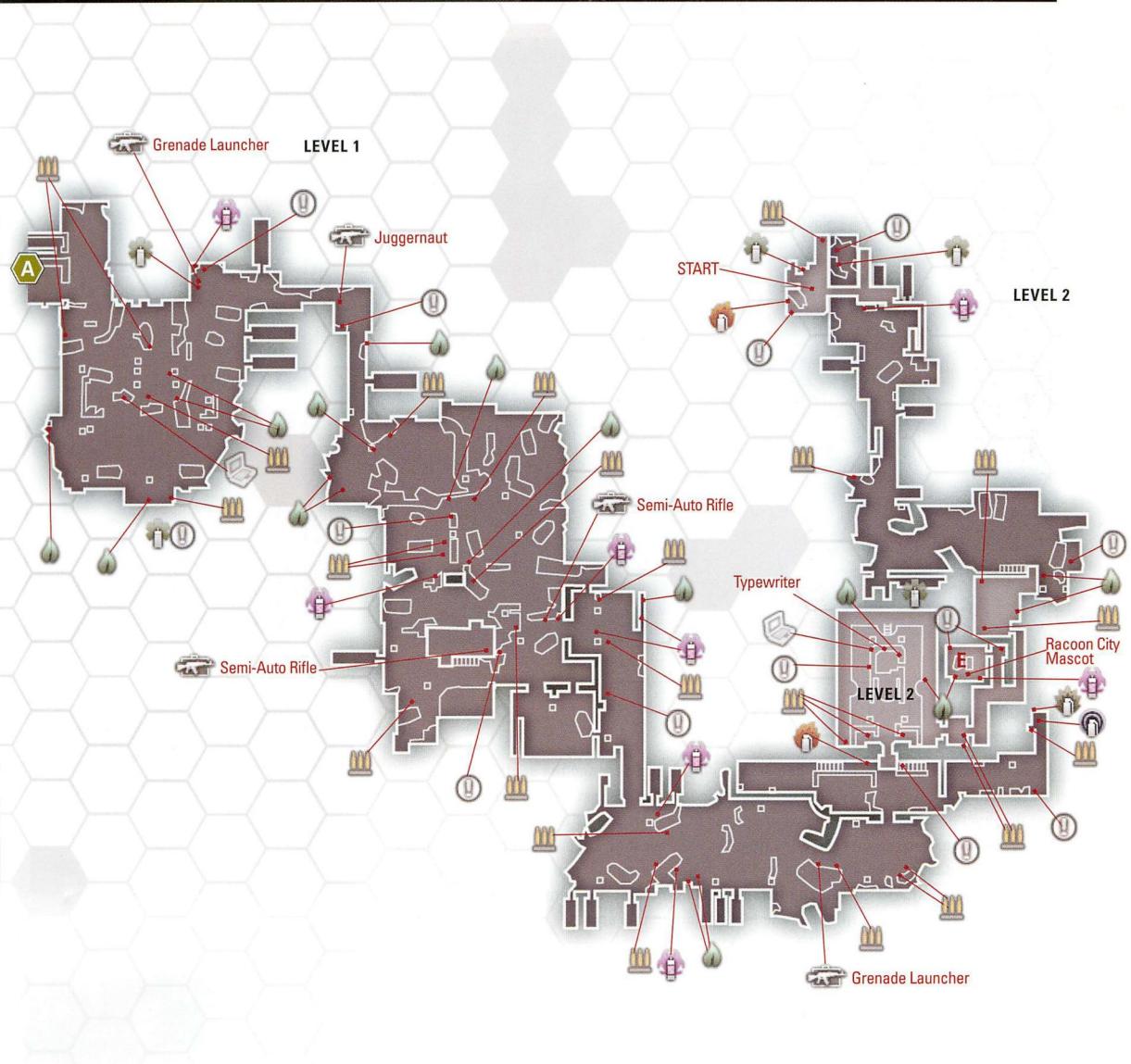
BASICS

HOSTILES

WEAPONS

WALKTHROUGH

VERSUS MODE



BACK IN THE SADDLE

Although Delta Squad certainly earned their stripes repairing the Nemesis, Umbrella has come up with one last easy little mission for the battered team to accomplish prior to extraction. The Wolfpack is ordered to the Raccoon City Police Department (R.P.D.) to find the office of the corrupt chief, Brian Irons. The team must find and destroy all evidence Irons is holding against Umbrella, then fight their way outside to extract via chopper.

Delta starts the mission on a building rooftop overlooking a small alley just off the R.P.D. parking lot. Zombies mill about the area below but will notice the U.S.S. operatives shortly. Quickly supply yourself with items on the rooftop, such as a **First Aid Spray**, **Incendiary Grenade**, **Intel** and **Ammo**. By the time you're through, the Zombies should be ascending the construction scaffold on the far side of the area; take them down as they come up the top ramp with aimed shots.



DOWN INTO THE THICK

Cross the makeshift plank bridge between buildings and descend the scaffold ramps to the ground level. A few more corpses in the area rise as you set foot on solid asphalt, so get the jump on them by shooting what appear to be inert bodies before leaving the ramps. A few more walkers run into the alley from the exit, but they are easily dealt with using melee CQC. Recover with any Ammo and Green Herbs dropped, and pick up an **Antiviral Spray** plus a **First Aid Spray** and **Intel** in the area under the plank bridge. Don't miss shooting the **Security Cam** above the locked door in this area.

Heading toward the street triggers a large explosion inside the building to the left, which sends burning Zombies spilling into the alley. Others will emerge from the doorways behind you. The best tactic is to sprint up the street a short distance, then turn and fire on the advancing hordes. However in offline mode your AI partners will not likely follow you out, so be prepared to fight your way back into the alley using melee and CQC. Shoot burning Zombies from a distance only, as their flame-covered skin can inflict damage to you upon contact.

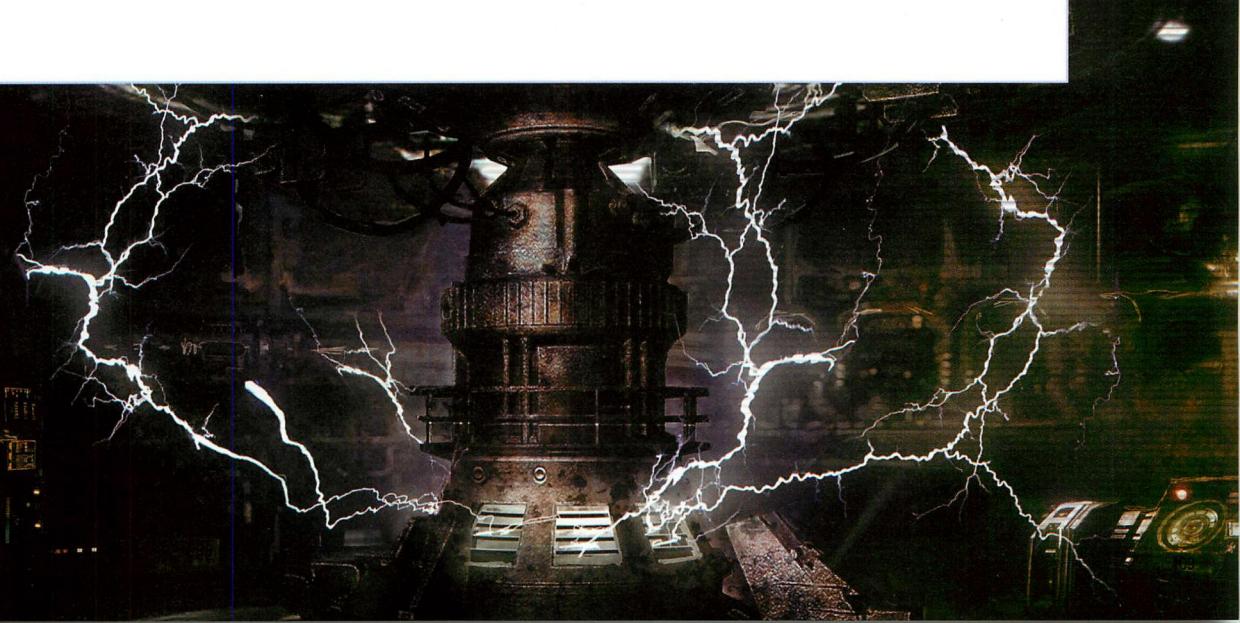
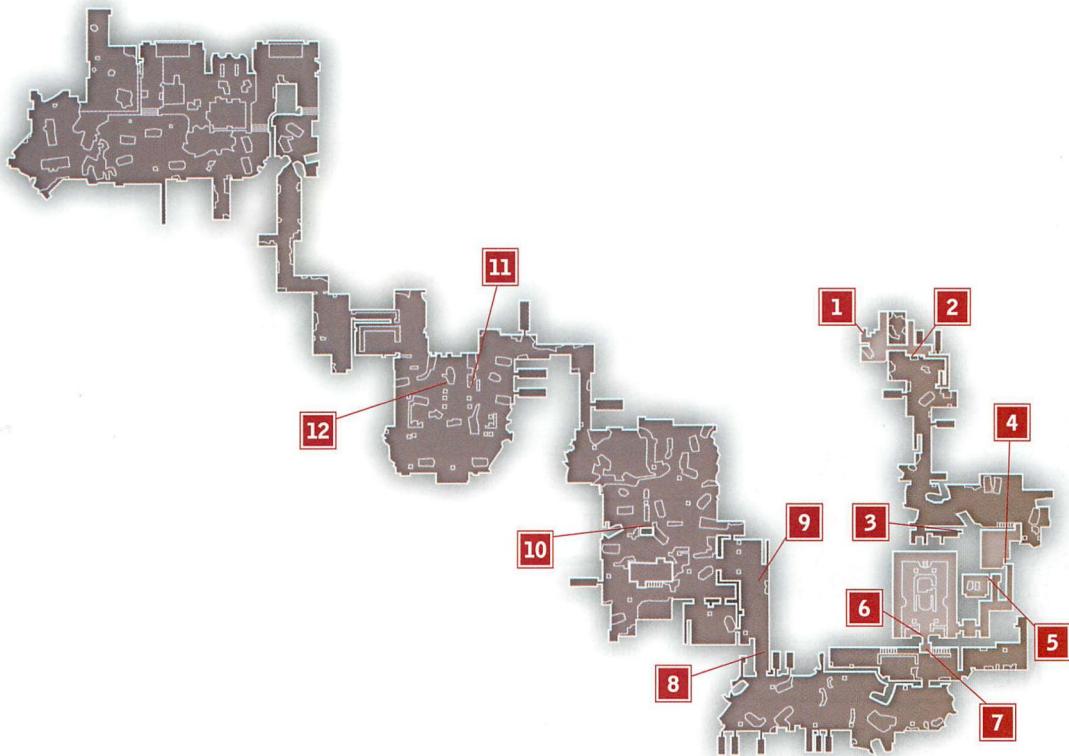


SECURITY CAMERAS: "EXPENDABLE" MAP

The first **Security Camera** in this area is on the wall above the First Aid Spray mentioned above. There are twelve Security Cameras throughout "Expendable." Use the map below to help you find and destroy them. Each is worth 50 XP, and shooting all twelve is worth 500 bonus XP.

CHARACTERS
BASICS
HOSTILES
WEAPONS
✖ WALKTHROUGH
VERSUS MODE

CONTAINMENT
CORRUPTION
LIGHTS OUT
GONE ROGUE
✖ EXPENDABLE
REDEMPTION
END OF THE LINE



RETURN TO FAMILIAR GROUNDS

Make your way out of the alley, diverting to the right at the first corner to restock at an **Ammo Refill Box**. Proceed into the back parking lot of the R.P.D. and directly across, where one of your team verbally notes that the kennels are empty. Shoot the **Security Camera**, take the **First Aid Spray** in this area, and then proceed toward the objective marker farther down. A Zombie Dog comes charging around the corner; gun it down before it reaches you or brace yourself to roll around on the ground with it. Find **Intel** behind the burning police cruiser at the end of the parking lot, then backtrack to the stairs.



ENTER THE R.P.D.

Ascend to the rooftop and restock with **Ammo x2** and a **Green Herb**, and shoot the **Security Camera** above the door. Thankfully you don't need any valve handles to get inside the building; just go through the back door.



IRONS' OFFICE

Inside, proceed down the corridor, then go up the next corridor to the right. Examine the tiger statue at the end to find **Intel**, then open the door opposite to enter Chief Irons' office. Search the room to find (clockwise) a **Security Camera** above the door, an **Antiviral Spray**, a **Raccoon City Mascot**-which adds +350 bonus XP upon examination, a **Green Herb**, and **Intel**. Then move to the Chief's desk and press Action to destroy the evidence.



FIGHT TO THE MAIN HALL

Return to the corridor to do battle with the Lickers now swarming the passages. Shoot them in their exposed brains to knock them off walls and ceilings, kick them during a melee attack to knock them out, then shoot them while they're down. The back door is now locked, so make your way down the corridor opposite Iron's office instead. Collect the **Ammo x2** here and then approach the double doors cautiously.



Zombified R.P.D. officers smash through the doors and attack. Back up and gun them all down with quick head shots. Proceed out the balcony surrounding the upper level of the welcome hall and shoot Zombies and Lickers approaching from a distance. When the balcony is clear, use the **Green Herb** to recover if necessary and then snipe all the R.P.D. Zombies on the ground floor below. Complete the turkey shoot, then restock from the **Ammo Refill Box** on the far side of the balcony. From the ammo location, aim at the wall above the street entrance to spot a **Security Camera** to shoot. Return to the emergency ladder in the center and press Action to descend to the first floor.

CHARACTERS
BASICS
HOSTILES
WEAPONS
WALKTHROUGH
VERSUS MODE



CONTAINMENT
CORRUPTION
LIGHTS OUT
GONE ROGUE
EXPENDABLE
REDEMPTION
END OF THE LINE

TYPEWRITER NUMBER 2!

Collect an **Incendiary Grenade** as you move to the reception desk entrance. Behind the counter you'll find a **Green Herb**, the second valuable **Typewriter** to examine, **Intel** and a laptop. But don't upload your findings just yet.



EXTRACTION AWAITS

Approaching the double doors at the end of the main hall triggers an invasion by an undead horde. Gun your way through them, reloading with the **Ammo Refill Boxes** to either side as needed. Though your extraction chopper waits outside, don't approach the gates yet; instead, head to the left of the gates and sprint to the far corner of the yard to find **Intel**. Turn to the left there and go around the building corner to find an **Ammo Refill Box** and **Stun and Frag Grenades**. Return to the gates and go down the stairs to the right to find an **Incendiary Grenade** and one last **Intel**. Shoot the **Security Camera** above the precinct entrance. Return inside the R.P.D. and use the laptop to upload now, for a bigger XP bonus and more gallery items unlocked. Finally, you may go outside and approach the gates and the extraction chopper.



DEADLY NEW OBJECTIVE

After witnessing history in motion, the extraction chopper is ordered away and Wolfpack is given a new assignment: to hunt down and kill the heroes of *Resident Evil*® 2, Leon S. Kennedy and Claire Redfield!



THE BUSY STREET

Head through the R.P.D. gates and turn right. Blast the R.P.D. Zombies milling near a Weapons Locker containing a **Grenade Launcher**. Grab this weapon, as it will come in extremely handy in a minute. Proceed down the street toward Kennedy, who soon runs into a garage on the right side. Though you try to continue after him, Zombies immediately burst from alleys and doorways on both sides. The street is soon flooded with undead. Back up and unload the Grenade Launcher on them, then finish off the few stragglers with melee and CQC. Retreat up the street to recover the firearm you dropped for the launcher, then return to the garage door. Another group of Zombies appears. Destroy them all, pick up dropped Ammo and Green Herbs, and finally open the garage door. Shoot the two Zombies that crawl out from under as it rises.



LICKED FROM ALL SIDES

Knock out the **Security Camera** just a few feet away on the garage ceiling, then descend and go after Kennedy. He flees through a side door and leaves you to deal with scores of Lickers that suddenly emerge from the ceiling vents. Blast them to the ground, kick them, and shoot them while prone. Recover afterward by scouring for **Intel, Antiviral Spray, a Green Herb and Ammo Refill Boxes**, and shoot yet another **Security Cam** on the roof.

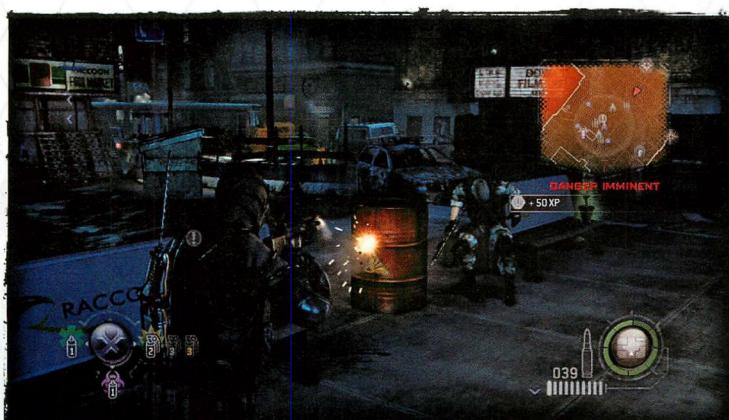


BUS STOP BATTLE

Move to the shutter door on the far left and open it. Aim below the slowly opening door and shoot the legs of Zombie hordes milling about on the other side. Continue taking out Zombies after the door rises, until the parking lot just outside is clear.



Spec Ops are engaged with more Zombies to the right and left. Take cover inside the garage and gun down the enemies to the left first, then shoot the padlocks off the Weapons Locker. Grab the **Bolt-Action Rifle** from the locker and take cover behind the road dividers. Beyond the dividers you'll see more Spec Ops engaged with some Zombies, and snipers perched on the motel rooftop above. Make the Spec Ops on the ground bleed by shooting them in the arms or legs, and the Zombies will take them out for you. Then return fire on the three snipers on the back rooftop, and eliminate them before proceeding. When clear, shoot a **Security Camera** on the front side of the bus ticket booth and then collect **Ammo**, **Intel** and **Green Herbs** around the area. Use the laptop before moving toward the objective marker.



YOUR DEATH WARRANT ARRIVES

Umbrella drops Hunter capsules all over, moving the vehicles to re-divide the area. Shoot the Hunters from the front, and quickly sprint and dive to avoid their attacks.



SHOTGUN FULL OF HOPE

When clear, move down the street and into the alley on the right. Zombies and another Hunter burst into your path and they need to be dealt with. Heal up afterward and proceed through the alley, collecting **Intel** at the first corner. A few feet from the Intel you should find a **Juggernaut** shotgun on the ground; this proves extremely useful in the next few areas and you're advised to switch to it, regardless of what you're packing now. Continue around the corner and up a fallen gantry that now serves as a ramp over debris, and drop down on the other side.



CHARACTERS

BASICS

HOSTILES

WEAPONS

✖ WALKTHROUGH

VERSUS MODE

CONTAINMENT

CORRUPTION

LIGHTS OUT

GONE ROGUE

✖ EXPENDABLE

REDEMPTION

END OF THE LINE

FIREARMS AND GAS STATIONS DON'T MIX

Spec Ops have set up an ambush around the Stagla Gas Station. Take cover behind the closest car wreck and blast your way inward. Even with their body armor, most Spec Ops will fall from one to two Juggernaut blasts. When you have a chance, turn to the rear corner and shoot the locks off the Weapons Locker containing a **Grenade Launcher**. Also shoot the **Security Cam** on the ceiling just to the left of the locker. When clear, sprint over there to collect the weapon along with **First Aid** and **Antiviral Sprays**, and **Intel**. Use the launcher to blast away the remaining Spec Ops, and proceed past the gas station.



Hunter capsules crash to the ground as you proceed past the Stagla Station. Retreat and pound the creatures with the Grenade Launcher until it's empty. Then switch to your pistol, lure the Hunters near the gas pumps and the large propane tank and shoot them to create massive explosions. Gas stations are a fun place for a fire fight! As the dust settles, reclaim the Juggernaut, restock Ammo, and use the laptop. Moving to the opposite corner behind the gas station triggers reinforcements to enter from a garage on the far left. Complicating matters are two new Hunters, which burst out of a building corridor where you'll also find a **First Aid Spray** and **Intel**. Take out the new arrivals and move between the road dividers. The last **Security Camera** in this stage hangs from the back of the gas station, on your right. Enter the garage.

CHARACTERS

BASICS

HOSTILES

WEAPONS

WALKTHROUGH

VERSUS MODE

CONTAINMENT

CORRUPTION

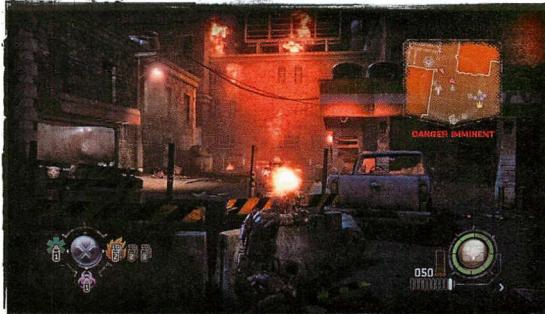
LIGHTS OUT

GONE ROGUE

EXPENDABLE

REDEMPTION

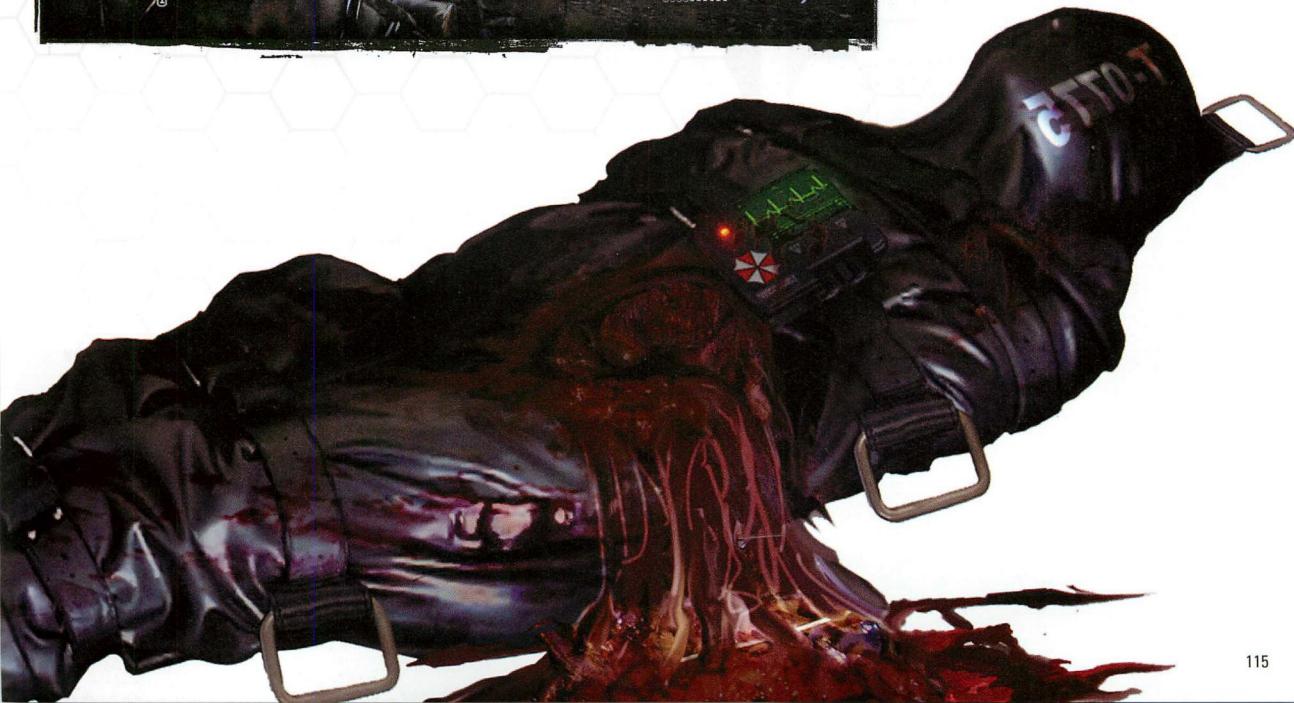
END OF THE LINE



THREE CORRIDOR GRIND



Open the door at the back of the garage and proceed down the next corridor. Zombies smash through the door at the end, and a long line of followers trail behind. Mow through them with the Juggernaut and perhaps a well-placed Frag Grenade. Continue into the next passage, where another door is torn through by crimson heads. Blast your way back to the outdoors.





FIGHT FROM COVER TO COVER

Collect **Ammo x2** and **Intel x2** as you proceed through the next alley. When you can see the street, divert first into the niche on the left to pick up a **Frag Grenade** and use an **Ammo Refill Box**. Take cover at the corner of this niche to fire upon the Spec Ops advancing on your position. When the area seems clear, sprint up to take cover behind the bus and continue up to the corner. Switch to your pistol and take out a sniper standing at the back of the next lot. Then sprint into the lot, take cover behind one of the derelict cars, and fire on the other sniper to the far left.



ARE WE BEHIND CITY HALL?

Snatch the **Intel** from the briefcase near the corpse while on the run as you proceed up the steps. Take cover against the low wall to your left and fire on the Spec Ops dug in on the other side. Fight your way around the planter and move in, tossing grenades into their fortified position. Don't miss another **Intel** at the corner of the planter, nor the **Incendiary Grenade** to the far right.



Restock on ammo and then sprint to the barricade nearest the street. Return fire on the Spec Ops near the Weapons Locker below, and blow the locks off while you're at it. Fight your way over to the corner and collect the **Flamethrower** from the locker. Continue popping Spec Ops with your pistol until you're clear enough to try to run down the street. In offline mode a Hunter capsule falls right in front of you, knocking you to the ground. Quickly switch to the Flamethrower as you rise and torch the Hunter from the front side; they succumb quickly to the flames. Recover using **Antiviral** and **First Aid Sprays**, a **Frag Grenade** and **Ammo** in a short side alley.



Grab **Intel** near one of the capsule drop points and then seek cover to your right, in order to return fire on Spec Ops in the next park segment. Although the soldiers at your three may fall quickly, be wary of a pending Zombie invasion from your nine. Back out firing as they start to breach the area; any remaining Spec Ops will actually help you take them down. When the zeds are dead, kill off the remaining Spec Ops without gratitude.



PREPARE FOR A BOSS

Use the laptop and open the Weapons Locker in the conquered area; however, do not take the **Grenade Launcher** inside just yet. Instead, move into the open grass area and deal with an additional cluster of crimson head Zombies. Then go back and grab the launcher, ascend the makeshift ramp over the back wall and drop on the other side.



SAFE HOUSE DENIED!

Though the area is full of recovery items and ammo, don't use any of them. Instead, try to open the door with the objective marker. A Tyrant drops from the sky in front of you!



TYRANT x2

Being the smart person who tried to open the safe house door, the Tyrant seizes you by the head. Blast him in the face repeatedly with your pistol to break free. Back up and engage the Tyrant as you did before, by firing grenades at his head, with long intervals between each volley. When the Grenade Launcher is out, switch to your pistol and empty it into his head, refilling at the central locker as often as needed.



When the Tyrant is reduced to a half of its full health, you get a special reward: another Tyrant drops from the sky! You must now try to keep track of which Tyrant is the weakened one and eliminate it quickly. Throw grenades when they cluster, and keep popping it in the head. If one of your allies dies, you can pick up his dropped weapon and then revive him; your ally respawns with their weapon back! If your fallen friend drops a shotgun, even better.



Continue shooting the Tyrants in their heads and healing with **Green Herbs** around the area until victorious. Then enter the safe house (the marked door) to complete this grueling mission.



TARGET SCORES: EXPENDABLE

RANK:	C	B	A	S
# of Kills	90	110	130	150
# of Deaths	4	3	2	1
Items Collected	5	10	15	20
Clear Time	45:00	40:00	35:00	30:00

CHARACTERS
BASICS
HOSTILES
WEAPONS
WALKTHROUGH
VERSUS MODE

CONTAINMENT
CORRUPTION
LIGHTS OUT
GONE ROGUE
EXPENDABLE
REDEMPTION
END OF THE LINE

Redemption

ENEMIES



Tyrant



Female Zombie



Spec Ops Soldier



Parasite



Licker



Parasite Zombie



Hunter



UBCS Zombie



Zombie

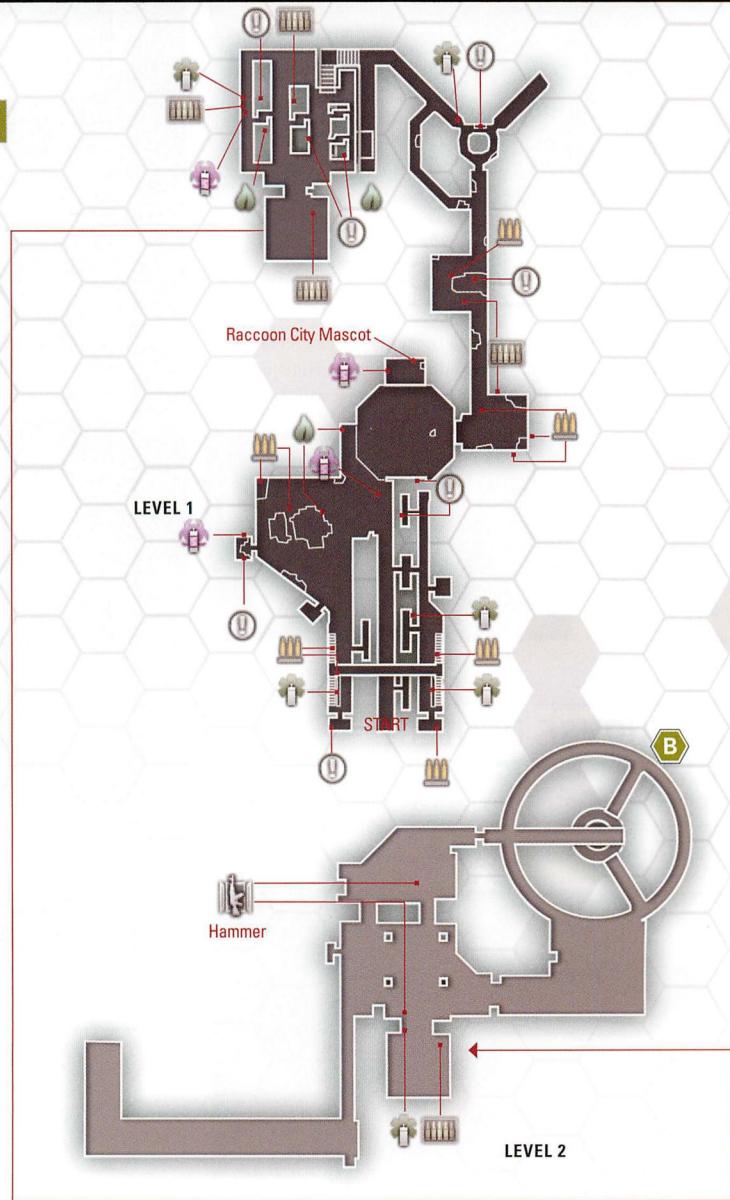


Crimson Head Zombie



R.P.D. Zombie

STAGE MAP





CHARACTERS

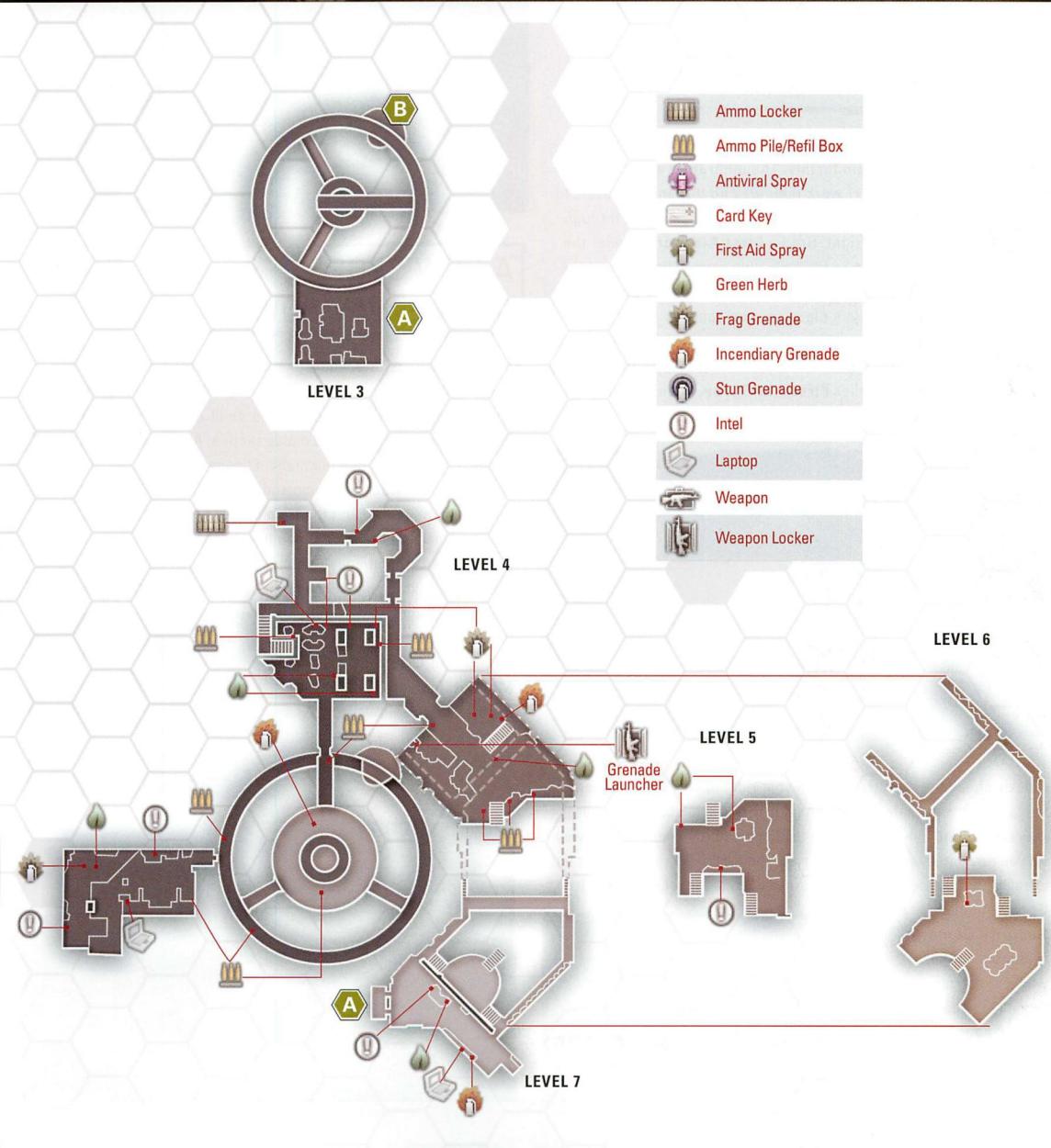
BASICS

HOSTILES

WEAPONS

WALKTHROUGH

VERSUS MODE

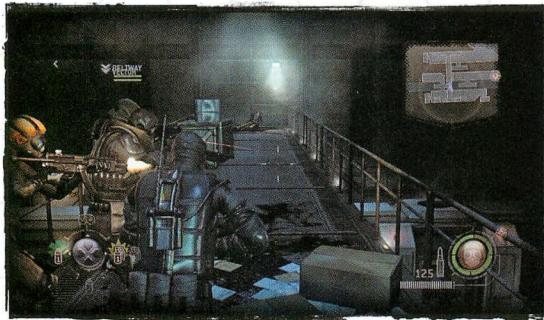


RECALLED TO DUTY

Failing to execute R.P.D. officer Leon S. Kennedy when the opportunity presented itself, Wolfpack has been abandoned by Umbrella. Determined to be extracted and to receive the pay they're owed, the team decided to take drastic measures to force Umbrella to pay attention to them once again: by spending the next ten hours killing as many of Umbrella's B.O.W.s as possible and then radioing in to brag about it. Umbrella and the U.S.S. have reluctantly agreed to give Delta Team another shot. They are ordered to return to Birkin's underground lab and eliminate spies who have infiltrated the facility.

THE TRAIN WAREHOUSE

"Redemption" begins where *Resident Evil® 2* ends, in the underground transport train facility. The infiltrators are still inside the lab, and Wolfpack must work their way up through the levels to locate their targets. Navigate through the area by moving through the open train car on the right. Grab a **First Aid Spray** under the stairs, and pick up **Ammo** in the little side room. Then ascend the stairs to the bridge. Cross to the middle and fire on the Zombie horde at the back of the train platform. The Zombies start to make their way up the stairs opposite, so take them down as they file into the narrow spaces. Descend the left stairs to locate an **Incendiary Grenade**, **Intel** and another **First Aid Spray**. Then go back up to the bridge and down the other stairs.



Quickly check the open train car on your right to find **Intel** (detonate the laser trip mine safely, first), and **Ammo** is available under the stairs. Return to the open and fire on Zombie hordes headed your way. As you navigate along the angled wall, the first small room on your left is empty, but the next one at the corner contains **Intel** and **Antiviral Spray**. Another **Security Camera** is located on the wall just outside this room, high above the second floor balcony.



Search the open area for dropped items as well as **Intel** and **Antiviral Spray** near the forklift. Sprint down the central boarding aisle to locate a Frag Grenade and First Aid Spray inside a train car. Then head for the objective marker and use the control panel to call the train elevator platform up to your level. Shoot the **Security Camera** on the wall to the left as you wait for the platform to rise. Fire and drop grenades on the Zombies populating the train elevator platform, and don't be surprised by more Zombies materializing from the train cars behind you.



A FEW STOPS ON THE WAY DOWN

Restock on ammo, then board the train elevator platform and interact with the marked control panel to make it descend. The platform stops at a level to allow a horde of Zombies to attack. Take them out with grenades and melee tactics. A **Security Camera** hangs on the roof above the niche. Eliminate the hostiles, disembark the platform, restock on Ammo and pickup Intel, and interact with the control panel to reset the train platform breaker. Get back on the elevator platform to continue downward. You'll make another unscheduled stop at a niche full of Zombies and parasites, where you can also stock up and shoot another **Security Cam**. Search the back room of the niche to locate a **Raccoon City Mascot**. Reboot the breakers using the side control panel as before.



SECURITY CAMERAS: "REDEMPTION" MAP

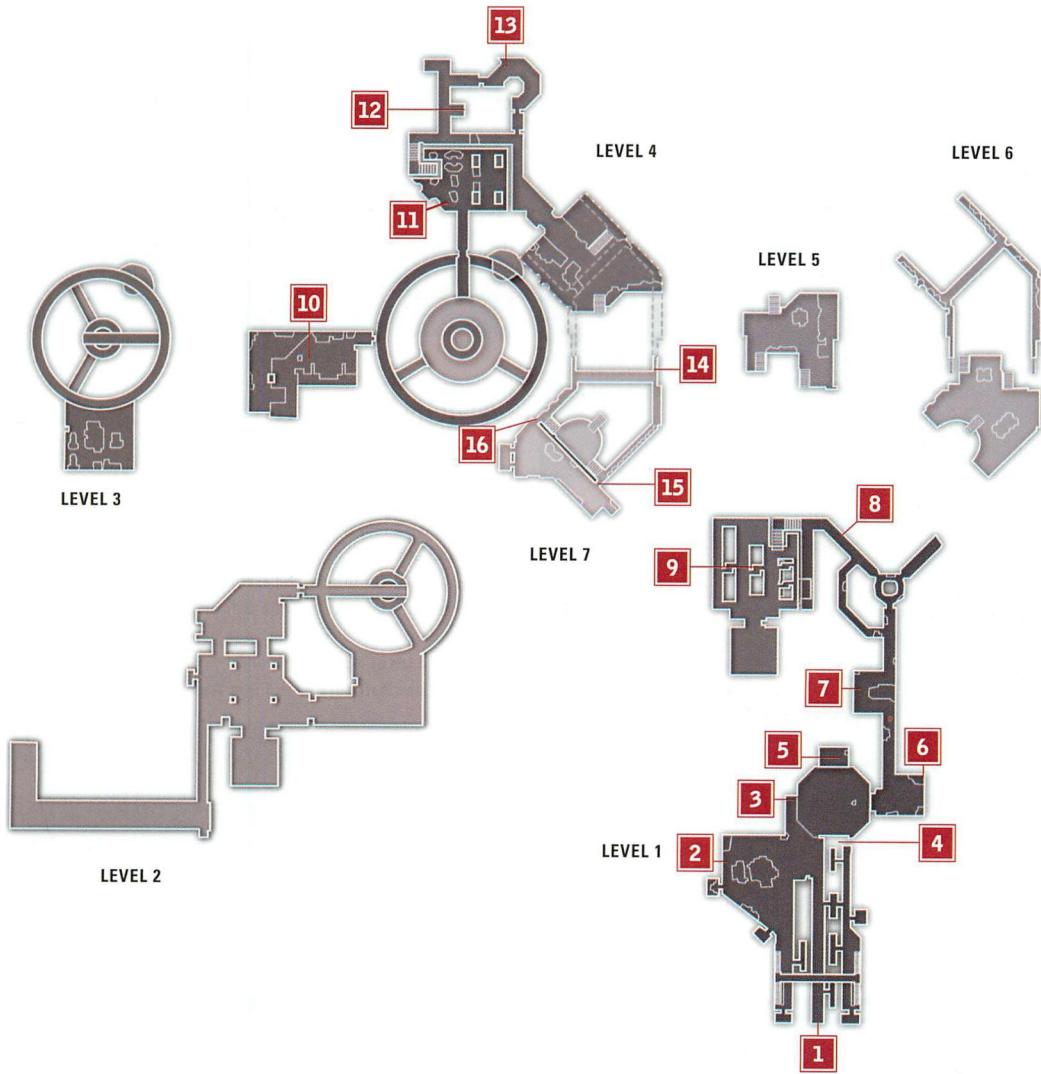
A **Security Camera** hangs high above on the wall behind your starting point. There are sixteen Security Cameras throughout "Redemption." Use the map below to help you find and destroy all of them. Each is worth 50 XP, and shooting all sixteen nets an additional 500 XP.

CHARACTERS
BASICS
HOSTILES
WEAPONS
VERSIUS MODE

WALKTHROUGH

CONTAINMENT
CORRUPTION
LIGHTS OUT
GONE ROGUE
EXPENDABLE
REDEMPTION

END OF THE LINE



THE MOST DANGEROUS SPY

When the platform arrives, reload by picking up any Ammo on the platform and then enter the landing bay. Infiltrator Ada Wong is positioned down the long hallway on your left, and is a deadly shot. Each of her bullets takes down a quarter to a third of your health, so exercise caution. Sprint to the nearest cover point and blindfire at the laser trip mines and exploding barrels in the corridor. Sprint out of the corridor if Ada throws an Incendiary. Use **Green Herbs** and **Ammo** scattered around the landing bay as needed, and shoot out the **Security Camera** in the corner when you have a chance.



JUNCTION SHAFT

Proceed into the central lab junction and take cover from Spec Ops attacking from your left. When clear, search the central power junction to find **Intel** and a **First Aid Spray**. Then proceed toward the marked exit, where there is another **Security Camera** to shoot.



AMONG THE CARGO CONTAINERS



Continue fighting your way up to the crates closest to Ada's position. Hit Ada with blindfire to make her stagger, then sprint to the next cover point while she recovers. Detonate the last laser trip mine and then shoot Ada to throw her off balance again. Charge her position to make her retreat. Detonate remaining trip mines and search the cleared area to find an **Ammo Locker** and **Intel**, as well as a ceiling **Security Cam**.

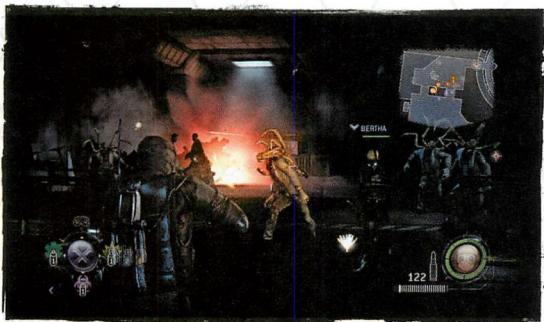


THE SAME OLD SERVICE LIFT

When ready, board the familiar lift platform and interact with the control panel. While descending, check the slanted wall behind you for Lickers crawling down the shaft in pursuit of Wolfpack. Aim for their brains for more efficient kills, and refill from the **Ammo Locker** on the lift as often as necessary.



The level where the lift arrives is overrun with Zombies and parasites. Eliminate them all from the lift so you still have access to the Ammo Locker. When the landing is clear, search



for dropped items such as **Green Herbs x2**, **Ammo** and **Intel**, and use the Laptop. Find a **Frag Grenade** in the far corner behind the server, and shoot a **Security Camera** above the door on the slanted wall. Ascend the stairs and you'll find the corridor to the B.O.W. lab blocked off, so divert down the passage to the left. Stop at the first intersection and shoot the **Security Camera** above the door on your right, then proceed to the dead end and refill at the **Ammo Locker**. Backtrack and head down the corridor marked "Umbrella West Area" and open the door.

BACK AT THE BEGINNING

Remember the lounge? Search it for new items such as **Green Herbs x2**, **Ammo** and **Intel**, and use the Laptop. Find a **Frag Grenade** in the far corner behind the server, and shoot a **Security Camera** above the door on the slanted wall. Ascend the stairs and you'll find the corridor to the B.O.W. lab blocked off, so divert down the passage to the left. Stop at the first intersection and shoot the **Security Camera** above the door on your right, then proceed to the dead end and refill at the **Ammo Locker**. Backtrack and head down the corridor marked "Umbrella West Area" and open the door.



Pick up **Intel** and use the **Green Herb** on the floor, and shoot the **Security Camera** on the ceiling. Interact with the computer console where marked to see that the Hunters previously found in the B.O.W. lab have broken free. Also, Leon S. Kennedy is spotted in the power room defeating a Tyrant, and then with Ada Wong.

THE POWER ROOM SHAFT

Proceed to the marked door as a team, and open it. Head left through the magma-filled power room and up the ramp a short ways to trigger the appearance of Hunters. Blast the Hunters as they come down the ramp, and sprint-jump to avoid their attacks. Use the **Ammo Refill Boxes** to either side, then go up the ramp to the central platform to encounter more Hunters.

Pick up **Ammo** and an **Incendiary Grenade** as you cross the central platform, and descend on the far side. Gather at the exit door as a group and open it.



REACTIVATED SURVEILLANCE

The Security Cameras from here on are in the same locations as they were in "Containment."

CHARACTERS
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VERSUS MODE

CONTAINMENT
CORRUPTION
LIGHTS OUT
GONE ROGUE
EXPENDABLE
REDEMPTION
END OF THE LINE



RETURN TO THE B.O.W. LAB

Proceed through the other exit in the room and toss grenades at the Zombie mass down the corridor headed your way. Continue to the B.O.W. lab and open the door. Bomb and shoot more Zombies, and quickly restock on **Frag** and **Incendiary Grenades** to the right. A new Weapon Locker in the corner to the right of the entrance contains a handy **Grenade Launcher** that you should equip and use against Hunters that break free of their chambers.



On the mid-level you'll spot some **Intel** on the table next to the stairs, but approaching it causes the Hunter to burst from the chamber on the left. Use **Green Herbs** on this level and **First Aid Sprays** on the next floor up to recuperate. Reach the top level, then turn around and look high up on the wall to the right to spot a **Security Camera**.



WHERE THIS ALL STARTED

Enter the lobby via either door at the top of the B.O.W. lab. Shoot the final **Security Cameras** x2 above both doors in the area, and pick up new items including an **Incendiary Grenade** and **Intel**. Use the **Green Herb** and the Laptop. Then proceed into the open elevator shaft and use the emergency ladder on the right wall.



POWER ROOM UPPER

Repel Hunter attacks on the upper power room level. Then ascend the ramps on either side and climb the central ladder. Take out wild crimson head Zombies and hastily make your way across the upper level to the narrow corridor on the far right: this serves as a better location for taking on the crimson heads, preventing them from spreading out as much or surrounding your team as easily.



Having received ample danger warning from the previous scene, shoot open the Weapons Locker near the service lift and equip the **Hammer**. Grab also the **First Aid Spray**, board the lift, refill at the **Ammo Locker**, and then interact with the control panel at the back. You're in for a bumpy ride!

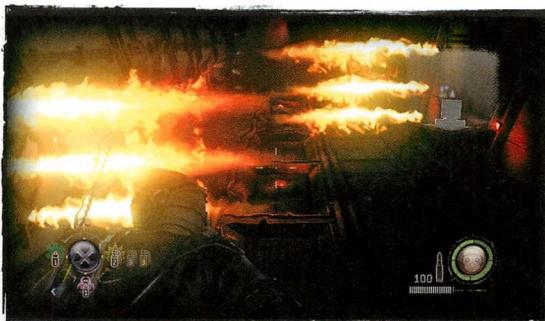
SUPER TYRANT ENGAGE!

With its power limiter burned away, the T-103 has transformed into a Super Tyrant. Its weak spot is a large glowing area over its heart, on its left side. Shoot the heart repeatedly until the Super Tyrant moves to a position near the lift's edge, then shoot it again to knock it over. Occasionally it covers its heart with its right claw, making itself invulnerable momentarily. If the Super Tyrant targets you, sprint and then immediately jump out of the path of its claw swipes. If it performs a powerful overhand swipe and misses a target, its claw may become embedded in the platform; quickly sprint in front of it and unload into its heart with bullets until it frees itself. Refill from the Ammo Locker on the service lift as often as needed.



STRESSFUL INTERMISSION

Blasting the Super Tyrant over the side of the lift triggers an assault by Lickers climbing down the angled shaft, as before. To continue eliminate them all. Clearing the shaft triggers bursts of fire to erupt from the sides of the shaft above. Angle your view upward and move to the far side of the service lift to avoid damage.



RETURN OF THE SUPERTYRANT

When the lift clears the fire spouts, the Super Tyrant leaps back onto the platform. Knock it off the platform again, using the same tactics as before. Shoot it in the heart until it moves to the edge, then blast it continuously in the weak spot to knock it over the side. It's too bad you can't kill the Super Tyrant yourself for the bonus XP, but that destiny lies in another's hands. Continue riding the lift platform to the top to complete the mission.

TARGET SCORES: REDEMPTION

RANK:	C	B	A	S
# of Kills	70	80	90	100
# of Deaths	6	5	4	3
Items Collected	8	10	14	16
Clear Time	45:00	40:00	35:00	30:00

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END OF THE LINE



End of the Line

ENEMIES



Spec Ops Soldier



Zombie



R.P.D. Zombie



Female Zombie

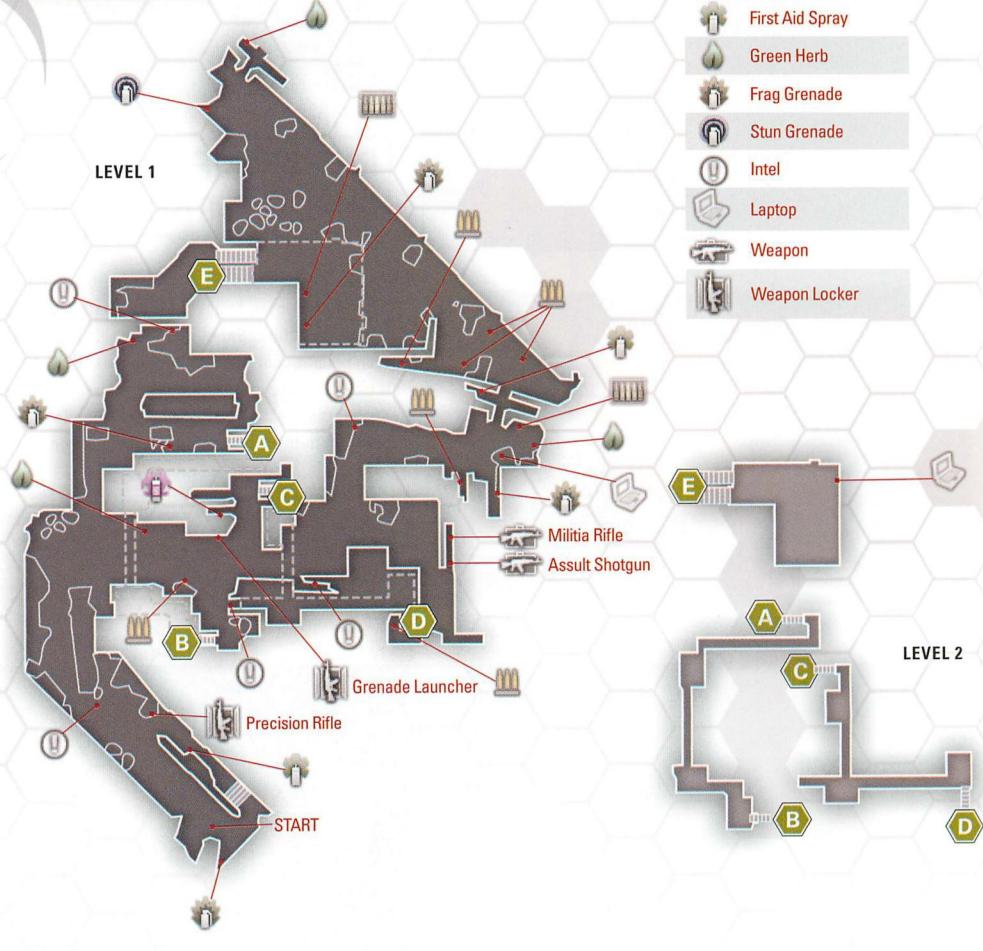


UBCS Zombie

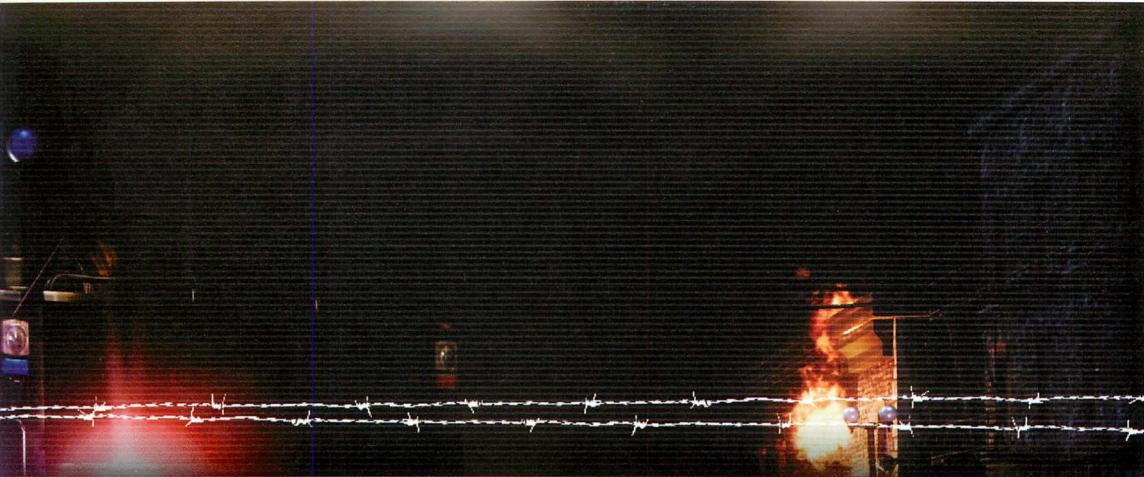


Crimson Head Zombie

STAGE MAP



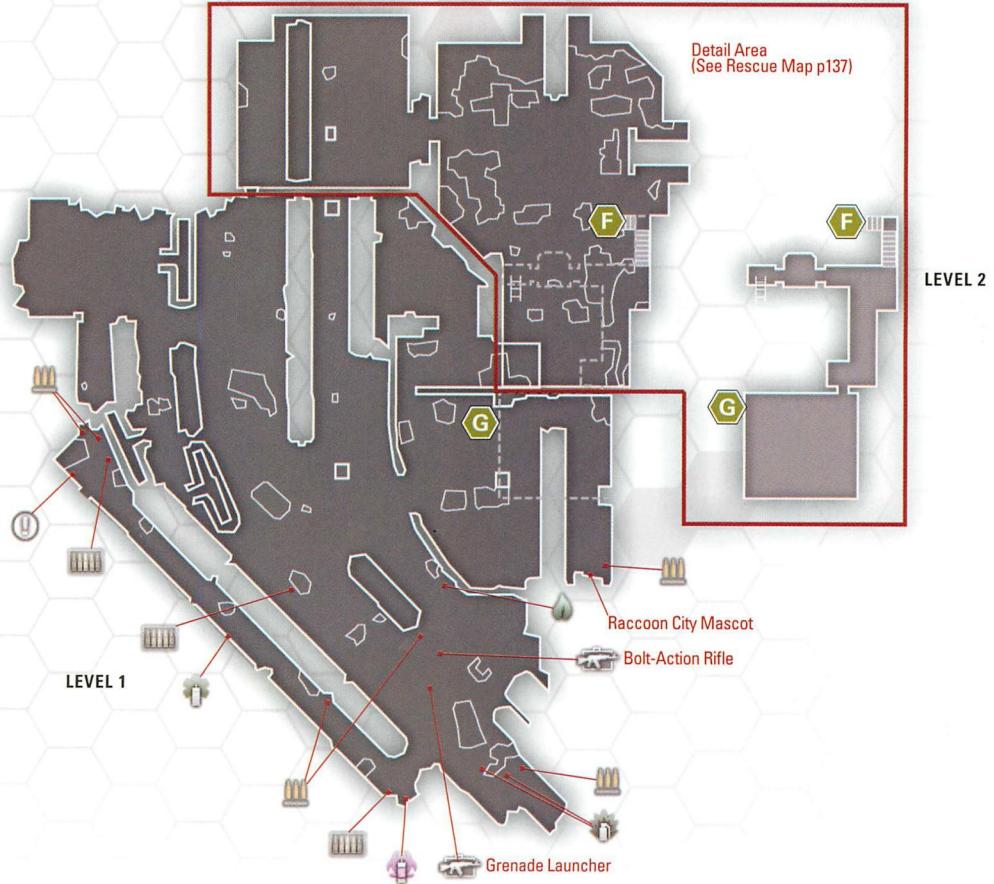
	Ammo Locker
	Ammo Pile/Refil Box
	Antiviral Spray
	First Aid Spray
	Green Herb
	Frag Grenade
	Stun Grenade
	Intel
	Laptop
	Weapon
	Weapon Locker



CHARACTERS
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LEVEL 2

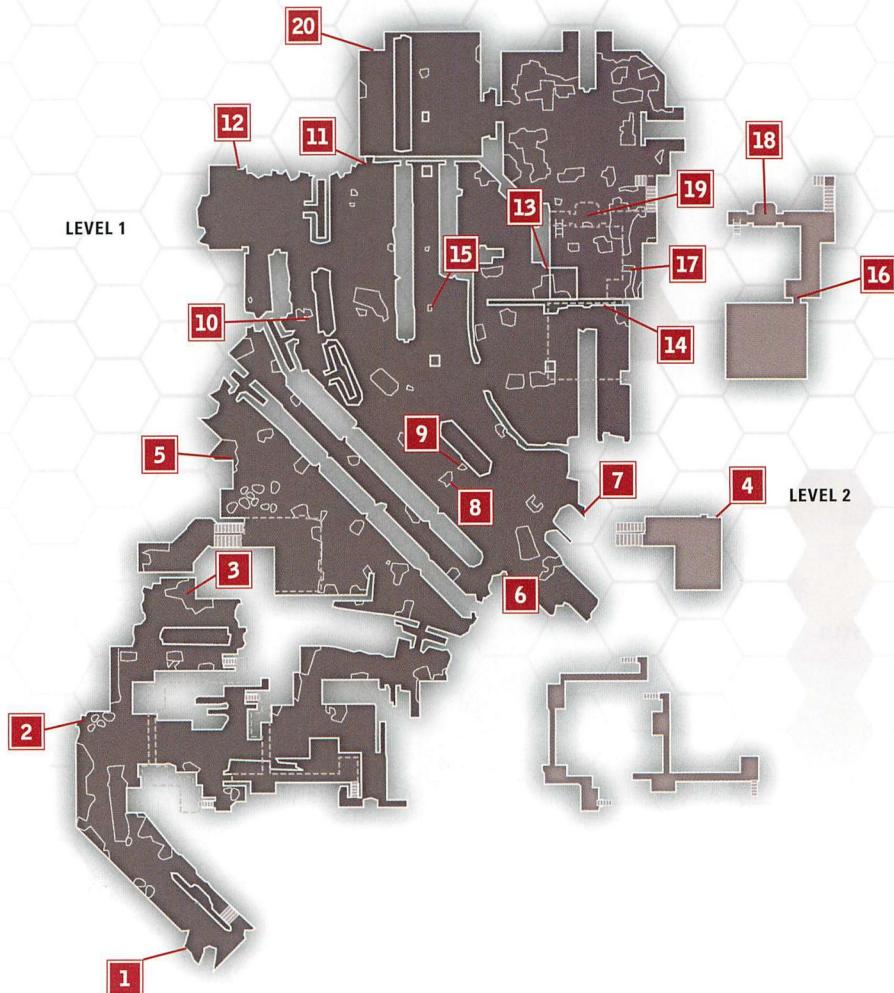


THE BEGINNING OF THE END

U.S.S. Command has intercepted a distress call from Leon S. Kennedy to the US government, placed from nearby Lonsdale Yard. Having escaped the Birkin lab facility prior to self-destruct detonation, he claims to have two other survivors with him, Claire Redfield and little Sherry Birkin. The young daughter of William Birkin was infected with the G-Virus and cured with an antigen. The valuable substance should still be traceable in her blood, making her a top priority target for reclamation by Umbrella. Delta Team is ordered to pursue the trio to Lonsdale Yard, neutralize Kennedy and Redfield, and return Sherry to Umbrella. This is Wolfpack's last chance to complete their mission!

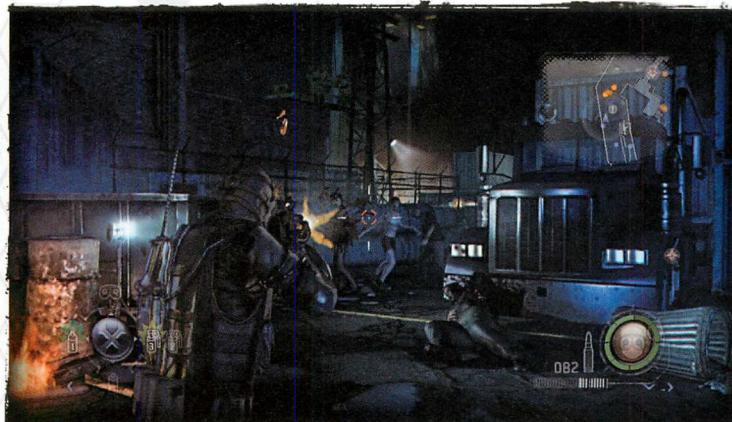
SECURITY CAMERAS: "END OF THE LINE" MAP

At the starting point, turn to the left; the first **Security Camera** in this area is mounted to the side of a shack. There are twenty Security Cameras throughout "End of the Line." Use the map below to help you find and destroy all of them. Each is worth 50 XP, and shooting all twenty nets an additional 500 XP.



CARGO CONTAINER MAZE

From the starting point, turn around and move behind the parked pickup truck to locate a **Frag Grenade**. Then descend the nearby stairs to find a **First Aid Spray**. Further ahead, you'll discover a Weapons Locker. Blast the locks off with your pistol to discover a **Precision Rifle**, but don't equip it just yet. Instead, proceed up the alley to where a piece of **Intel** lies on the ground and shoot the oncoming undead horde, including the corpse that reanimates in front of the big rig truck. Continue around the corner.



SNIPER DANGER!

A cargo container breaks free of a massive payload crane, blocking the main way through the yard. Quickly eliminate any straggling Zombies in this area with melee CQC, and then take cover against the cargo container. A Spec Ops sniper takes position on the far side of the yard and will make life difficult unless dealt with. Return to the Weapons Locker, equip the Precision Rifle, and return to snipe him.



Proceed to the left around the side of the yard, moving beneath a mobile crane. Use the **Green Herb** at the corner and collect **Intel** nearby. Deal with a small trio of Zombies approaching from the right, and then proceed to the back of the small box car. After going around the box car's end, turn right and search behind the pickup truck to find a **Frag Grenade**. Turn back and go up the steps.



Toss a grenade at the Zombies flocking in the middle of the area below. Quickly switch to your Precision Rifle and take out the Spec Ops sniper above. Take out any remaining Zombies in the area with the rifle. Then turn right and navigate across the cargo container tops toward the stairs. Pick up any items dropped in the center of the area, and toss another grenade into a second horde of Zombies that appear in the area below. Stop on the cargo container and snipe another Spec Ops soldier with a scoped weapon far back to the left. Proceed over to the stairs and descend, taking out any last remaining Zombies.

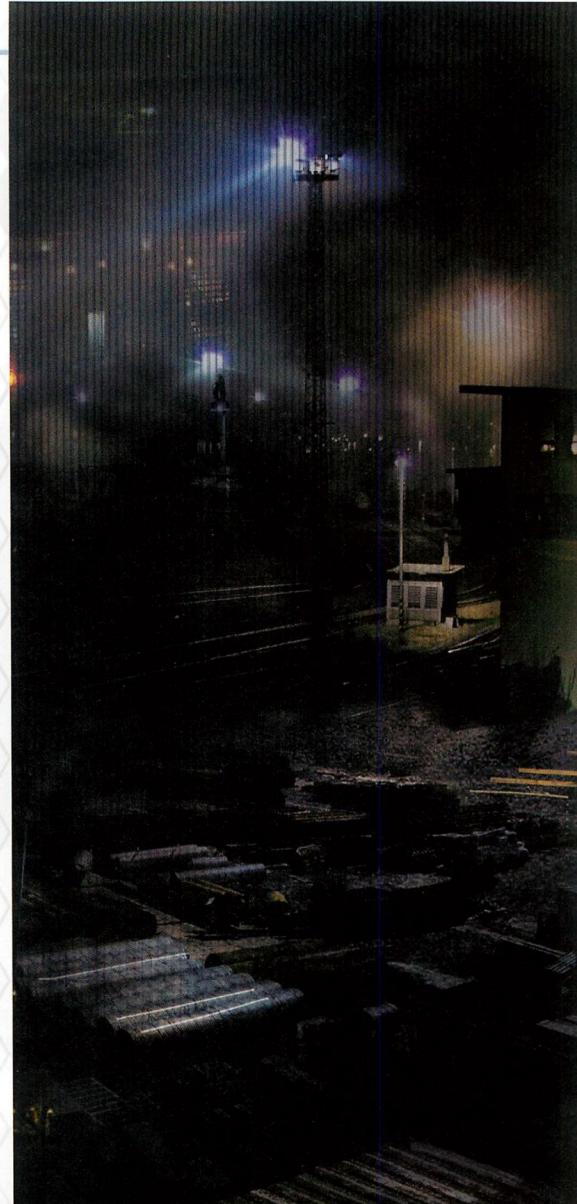


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CORRUPTION
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✖ END OF THE LINE

ONE LAST SNIPER

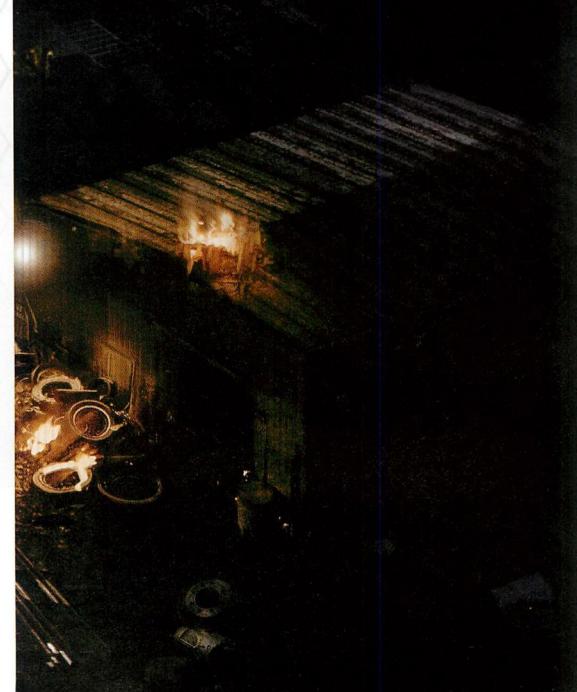
Pick up items and **Intel** from the wide open area as well as the surrounding cargo containers. A Weapons Locker in this area contains a **Grenade Launcher**. Look for another Spec Ops sniper positioned above the stairs out of the area, and take him down. Then you're free to switch to the launcher if desired.



CLEAR THE CONTAINER YARDS

Ascend the second set of stairs and run along the cargo container roof to the right. Use the launcher to eliminate a horde of Zombies clogging the space between two containers as well as the open area beyond. Switch to your pistol and cleanup when the launcher runs dry. When clear, descend to the ground area and search the surrounding cargo containers to find weapons, including an **Assault Shotgun** that should prove extremely useful for the rest of this stage.

Locate **Intel** inside another container on the far side. Proceed to the end of the cargo containers and into the train yard.



ENTER THE TRAIN YARDS

Grab Intel from the back of the pickup truck near the train yard entrance, then turn right and engage Spec Ops, head-on. A horde of Zombies suddenly floods the area as you fight, complicating matters but not to the degree that your Assault Shotgun can't handle. Clear the zone and then search for Ammo, Antiviral Spray, and a Frag Grenade. Use a Green Herb and a Laptop. Then proceed up the ramp into the open box car nearby to find a First Aid Spray, and drop down on the other side.



ASSAULTED BY HEROES

Seems Kennedy and Redfield have rendezvoused with the military and have set up a little ambush for Delta Team. After recovering from Claire's first grenade blast, quickly sprint for cover and gun down the Zombie horde on the ground. Then switch to a Precision Rifle or pistol and take out the Spec Ops snipers on the balcony, or sprint to the stairs at the back of the building and rush the balcony with a shotgun assault. Undead

defeated in this area typically drop plentiful Green Herbs, so heal up before moving on. Restock using the **Ammo Locker** and **Frag Grenade** beneath the balcony, carefully detonating nearby laser trip mines first.



TRAIN HOPPIN'

Continue fighting your way up the train yard, taking out Zombies and Spec Ops. Make your way up the ramp on the right into the open boxcar, and drop down on the other side. Pick up **Intel** and **Ammo** to the right and left respectively, and fire upon Zombies crawling out from under the train cars to either side up the corridor ahead. Try to allow them to walk into the laser trip mines, taking both out at once. More Zombies will emerge from the sides as you proceed up the aisle, so retreat and reengage as necessary. At the top of the aisle you'll find another **Ammo Locker** and an **Antiviral Spray**, which is about to come in handy.



CHARGE THE FRONT LINES!

The open yard is choked with hordes of undead, and Kennedy and the Spec Ops protect the warehouse beyond. As quickly as possible, you must dash through the Zombies and assault the Spec Ops front line with grenades. The idea is to lead the Zombies over to the Spec Ops' barricade so they crash through it, creating an opening for you. Once that's achieved, retreat and search the yard

for **Ammo**, **Frag Grenades**, and recovery items. Avoid staying in one spot and avoid stopping to fight a horde of Zombies; if surrounded, shoulder-butt your way through and sprint away. With crimson heads in hot pursuit, you must dash for the marked ladder at the building's base, and climb up.



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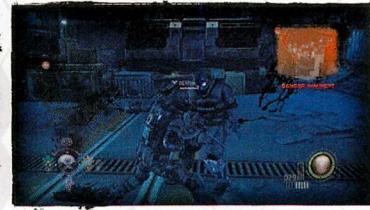
END OF THE LINE

SPRINT TO THE MASCOT!

As indicated on the map at the start of this section, the **Raccoon City Mascot** in this stage is located in the long, empty strip on the far side of the locomotive parked under the balcony Kennedy shoots from. This requires breaking the barricade and outracing a dozen crimson head Zombies into a narrow alley behind the engine, just to interact with the Mascot for XP and an achievement/trophy. In co-op with other players, this is no problem. But chances are that if playing the game alone, you won't make it back out of this alley alive. However, if you die and respawn, you'll still have acquired the bonus XP and unlocked the achievement/trophy. Consider it a worthwhile suicidal run!

DEADLY DIVISION

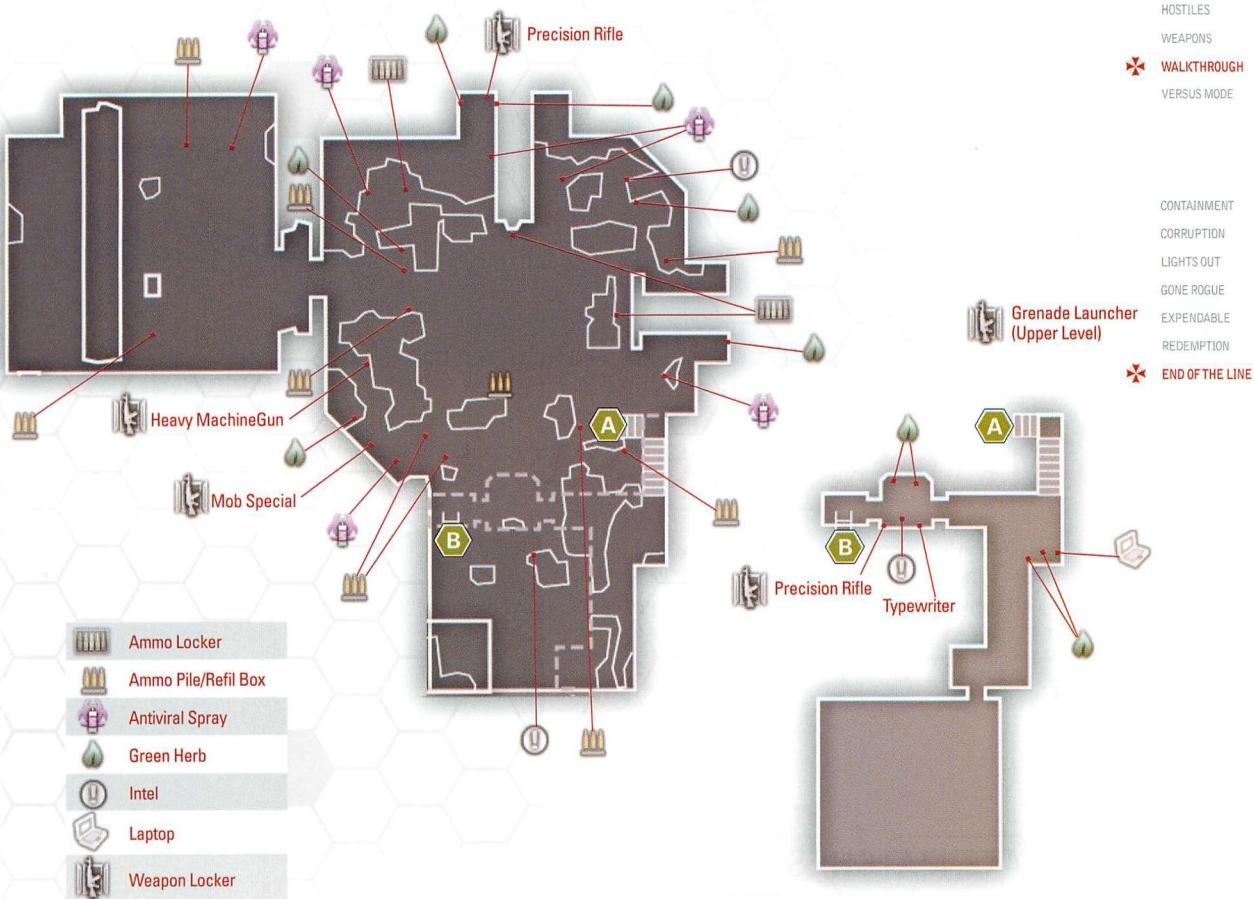
Distrust of Umbrella divides Delta Team. You must decide with whom to side by choosing whether to "Execute" or "Defend" Leon S. Kennedy. Game play then resumes inside the warehouse, where you must defeat the members of Wolfpack who sided against you, and possibly Leon S. Kennedy. If all players choose to defend Leon, then the opponents will be SpecOps. Stick with your partner(s) and keep them alive by administering First Aid Sprays as needed. Crimson heads invade the warehouse after a certain time, so it's best to end things quickly. However, a bevy of Weapons Lockers around the area contain various high-powered weaponry, including **Precision Rifles**, **Grenade Launchers**, a **Heavy Machine Gun** and a **Mob Special**. The last of the **Security Cameras** are scattered around the building, as noted on the separate map below (and there are many). Finally, several pieces of **Intel** can be picked up and uploaded via the Laptop upstairs. And don't forget to stop in the upstairs office to find the last **Typewriter**, which unlocks an achievement/trophy when examined after the other three.



Choosing to defend Leon and succeeding means seeing one ending, and choosing to execute Leon and successfully killing him means another. In the latter instance, Leon is very hard to kill; he can Brutal Kill you in CQC. After eliminating any traitors from your squad: Get ready for a difficult fight. Grab cover, use your favorite weapon, and be ready to heal yourself often. Each ending viewed is worth a separate achievement/trophy, so replay this mission at least one more time and make a different choice before the final battle.



MISSION MAP: THE RESCUE



TARGET SCORES: END OF THE LINE

RANK	C	B	A	S
# of Kills	90	110	130	150
# of Deaths	5	4	3	2
Items Collected	2	4	6	8
Clear Time	45:00	40:00	35:00	30:00

Versus Mode

Versus Mode allows online players to team up and fight together to win objective-based matches against opponent teams—for fun, Experience Points, and bragging rights. But as a player, you're not alone; the hordes of Raccoon City also stand between you and your objectives. This chapter focuses on the multiplayer-only modes of *Resident Evil®: Operation Raccoon City*.

Starting a Versus Mode Match

Make sure your console is signed in to either the Sony Entertainment Network or Xbox LIVE prior to selecting "Versus" from the start menu options. If not, you'll be prompted to sign in, and may have to exit the game and reboot it to do so. To set up or join a Versus Mode match, you must select either "Private" or "Public."

PRIVATE MATCHES

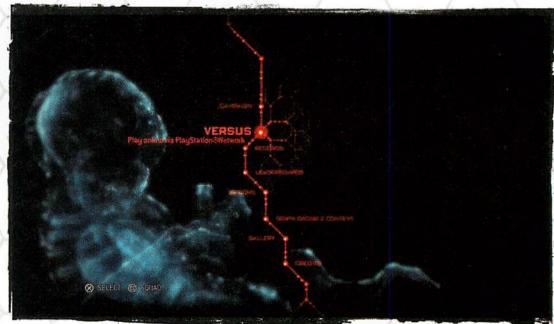
Select "Private" from the Versus sub-options to create a Private match where you can invite friends to join you. Private games cannot be joined by random outside players, only those with an invitation.

INVITING SQUAD MEMBERS

After choosing to start a "Private" match, you proceed to the Game Mode Selection screen. While viewing this screen, press **○/X** to open the Friends submenu. All of your friends are listed alphabetically by username; friends online are listed in white font whereas friends not connected or who made their online status invisible are listed in light gray. Press the shoulder buttons to page through the list in either direction. Use the Left stick to move the cursor down to the friend you wish to invite and press the Select button.

From the popup menu, choose to either view friends' profiles or invite them to your squad, to join either team. Select the Invite to Squad option to proceed to your console's game invite screen, where a form-letter style email is already prepared to send. Modify the message if you like (use a USB keyboard connected to your console for easier writing). Then use the Left Stick to move the cursor down to highlight the Send button, and press Select.

Friends can also be invited after choosing a Game Mode type, while waiting on the matchmaking screen.





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VERSUS MODE

ACCEPTING PRIVATE MATCH INVITES

If you have received an invite from a friend for a Versus match of *RE:ORC*, there are two ways to join the match: either from your console's message window (press the Select button while highlighting the Join or Accept button) or enter the Versus Mode Game Mode Selection screen, and select the game type, Quick Match or All Modes. Then press the SELECT/BACK button to view your invites, and join a match. Either way, and whether you're viewing the Private or Public matchmaking screen, you'll be redirected to the matchmaking screen of the game you accepted the invitation to.

PUBLIC MATCHES

Select "Public" from the Versus Mode sub-menu to join a game already in progress or to create a game that can be joined by anyone playing *RE:ORC* online at the time, without invitation. Choosing this option takes you to the Game Mode Selection screen, where you may specify a desired match type or jump into the next match with open slots for players to fill. If no games are awaiting players, a new one will be created.

MAKE FRIENDS WHILE PLAYING PUBLIC

If your friend list is a little thin or not many of your friends are playing *RE:ORC*, then it's time to make more friends. Play several Public matches, and jot down the usernames of players you had fun fighting with. Then send them a friend invite through your console's main menu after the match, and look for them again next time you're online. After making enough friends through Public matches, you should be able to set up enjoyable Private matches with great and competent players, and then the fun *really* begins!

GAME MODE SELECTION

After selecting whether to create a Private game or join a Public game, you'll proceed to a different but similar version of the Game Mode Selection screen. Here you can select your preference of four modes: Team Attack, Biohazard, Heroes or Survivor. The various modes are detailed and described below under "Match Types," along with other matchmaking options.



While viewing the Game Mode Selection screen, press / to open a list of your Friends and see who's online. Invite friends who are online or offline to join a Public or Private match with you. Invites help ensure that your friends find you quickly. However, keep in mind that automatic team balancing may occur after the voting period is over and the match begins, and friends you've invited may be moved to the opposite team.

MATCHMAKING AND VOTING

Selecting a match type takes you to the matchmaking screen, where you will await the arrival of other players who respond to Private invitations or join you in Public matches. When at least two players have joined the game, the voting process begins.

During the voting period, press left or right on the d-pad to select your favorite stage to play in. When your preferred stage is visible on the left side of the screen, press the START button to cast your vote. If an equal number of players all split the vote evenly between two stages, then the vote of the player who created the match serves as the tiebreaker.

While viewing the matchmaking screen, you may also press R1/RB to switch teams, from Spec Ops to U.S.S. or vice versa.

When voting ends, all players proceed to the character selection screen. Choose a character to play as, and do so quickly; since each character can only be chosen once, you must race to call dibs on your favorite Class. The match begins when all players have selected a character and pressed START to indicate readiness. The countdown is longer if any remaining players have not picked yet. Players who have not picked a character before the timer elapses are auto-assigned a character.

DOMINATE CLASS SELECTION BY EQUIPPING BEFOREHAND

As indicated, the best Classes will be selected quickly at the start of the character selection prior to a match. One way to prepare to snag your preferred character/Class quickly before anyone else is by having already equipped this Class with your favorite weapons and Abilities prior to entering Versus Mode. By equipping a Class with preferred weapons and Abilities beforehand, such as in Campaign Mode, the Class's loadout will be saved and automatically equipped for you when you select that Class in Versus Mode. This will help you claim your preferred character or Class that much faster.

Match Types

Versus Mode includes four game mode match types that are familiar to players of other online shooters, with the style and flavoring of the *Resident Evil®* universe:

BIOHAZARD

This mode, similar to "Capture the Flag," pits Spec Ops against U.S.S. in a scramble to be the first team to collect five G-Virus samples and return them to a "collection unit" near the team's starting spawn point. Otherwise, the team who has the most G-Virus samples returned by the time the match ends, wins.

The first G-Virus sample appears after roughly ten seconds at one of five locations somewhere on the map. The opposing teams must race to the G-Virus sample and pick it up. The sample is usually surrounded by a large number of Zombies and other monsters, so you'll want to throw a grenade to clear the area. Standard G-Virus Sample locations are marked on the stage maps below.



A player carrying the G-Virus sample becomes a target for all undead in the area, many of whom immediately enter a Blood Frenzy state and chase after the carrier. Adversely, the carrier's ability to sprint is greatly curtailed, allowing him or her to dash for only ten feet or so before having to stop for a second before the next sprint is available. The carrier can also deal with pursuing monsters and opponent players by running backward, firing on anyone who gives chase. While firing on pursuing players and enemies, it is wise to grab a Zombie to use as a shield against damage from monster attacks and opponent gunfire—a tactic that if employed skilfully can make the carrier virtually invulnerable all the way back to the collection unit.



The opposing team's objective is to chase down and kill the G-Virus sample carriers before he touches their team's collection unit. The opposing team benefits from the fact that all monsters start chasing the sample carrier, and will not turn their attention to other targets unless they fall too far behind or become distracted by player attacks. Killing the opposing team's carriers causes them to drop the sample. Your team then has a chance to pick up the sample and try to carry it back to your base, or the other team can recover the sample and continue on.



It is always best to be the first team to pick up the G-Virus sample. Some appear closer to your team's base than others, so each side sometimes has the advantage. Sprint repeatedly to the sample's location, picking up only supplies that you can grab easily while making a bee-line for the spot. Grab the sample and allow the carrier to slip past the other teammates, who should fall behind and fire on pursuing undead and opponents to give the carrier a head start. Teammates should also grab Zombie shields and fire on pursuing opponents, making the entire team invulnerable and "walling off" avenues of opponent pursuit.



HEROES

HEROES Mode is a "Last Man Standing" kind of game where the objective is to wipe out everyone on the opposing team. No one gets to respawn as their original hero. Instead, players will respawn as USS or SpecOps. The team who moves and fights together as a unit should prove to be virtually unstoppable in mowing over the other team. However, two great teams may kill each other until just two heroes standing will decide the match. The game ends when all members of one team die.



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Unlike other modes, HEROES Mode is played with starring characters from *Resident Evil® 2 and 3*. The Spec Ops team consists of Leon S. Kennedy, Claire Redfield, Carlos Oliveira and Jill Valentine, while the U.S.S. team members are HUNK, Lone Wolf, Nicholai Ginovaef and the mysterious superspy, Ada Wong. Each Hero is not a single class, but contains a mix of available Abilities from two Classes and one or the other's Unique Brutal Kill. Refer to the first chapter, **Characters**, for a full rundown on all Heroes.



SURVIVOR

In SURVIVOR matches, two teams fight for four seats on a rescue helicopter. The players onboard when the helo lifts off, wins. Teams have to work together at the start to survive, but once the helicopter lands it is every man for himself. The helicopter arrives seven to eight minutes into the match, leaving you plenty of time to scour for resources and fight off monsters as well as opponents. A good team coordinates at the landing zone to fend off hordes of undead that surround the chopper, and to eliminate all of the other team. Once the LZ is clear, players will board the chopper and take off together. The chopper takes off when match time ends, or when all four seats on the helicopter are full. The most important factor of this mode is familiarity with where the landing zone is, and clearing it of undead and opponents.



The landing zone is marked in each of the stage maps below.

The only maps available for this match type are Apocalypse, Blood Drive, Code Blue and Train Wreck (featuring outdoor areas). Each time you die, respawning takes longer, meaning you may miss the chopper by dying at the wrong time.

TEAM ATTACK

TEAM ATTACK is probably the the most straight forward of the online modes, where the objective is to rack up points for the highest player kills, monster kills, and healing teammates as a team before time expires. Here, frequent use of Zombie shields can give a player all the advantage he or she needs above players who do not utilize this skill. Memorization of key item pickup points, such as First Aid Sprays, Weapon Lockers and various grenades, helps you to track what items your opponents are headed for and where to cut them off for a kill.

OTHER MATCHMAKING OPTIONS

Choosing a Game Mode type means you'll play one game after another in that mode. "All Modes" is an option for both Private and Public games. After each match, you'll join the next game regardless of mode type. This means you may jump from a Biohazard match to a Team Attack or Survivor match without having to return to the Game Mode Selection screen to switch over. Creating a Private match in All Modes makes the match type random each time.

"Quick Match" is an option on the Public Game Mode Selection screen only, which allows you to hop into the next open spot in a Public game regardless of match type.

Important Tips

Versus Mode is a different gaming experience than Campaign Mode in several ways, and there are several tactics to implement immediately in order to stay on top of your game.

A STATIONARY TARGET IS AN EASY TARGET

While Campaign Mode provides plenty of large objects you can use for cover, most of those are cleared away in Versus Mode. Thus, with your cover options restricted, you must rely on run n' gun tactics. Keep on the move, weave back and forth, and shoot from the hip rather than aim.



GRAB ZOMBIE SHIELDS FREQUENTLY

In Campaign Mode, taking cover and cutting down enemy forces as quickly as possible is prudent, in Versus Mode it is far wiser to grab a Zombie and use them as a shield as often as possible. For one thing, few cover options are available in Versus Mode maps. Second, if you can keep your Zombie shield between you and opponents, you have the freedom to aim pistol shots and toss grenades while your opponent is trying to carve his way through your shield. And with practice, you'll learn to grab one Zombie shield after another and cross back and forth through stages without taking a single hit of damage yourself.



PERFORM UNIQUE BRUTAL KILLS ON SURROUNDING ZOMBIES

Doing so with the right timing allows you to use these extra Abilities, such as power punches, Frag Grenade feeding, Stun Grenade knife swipes and more, against opponent players. Brutal Kills and Unique Brutal Kills cannot be performed against Heroes in HEROES Mode opponents. Learn to use surrounding Zombies as tools against other players. With the right timing, you can shove a Frag Grenade in a Zombie's throat and push him toward an opponent to catch him or her off-guard with an explosion.



LET INFECTION TAKE ITS COURSE

In Campaign Mode it is more beneficial to kill or cure infected teammates before they transform into Zombies, in Versus Mode it can actually prove beneficial to the team if they are left alone. If a teammate is infected and about to transform, warn your teammates via audio to escape from the area. Then, when the infected teammate transforms, he or she will randomly attack opponent players.

If you are infected and caught without an Antiviral Spray, your health will eventually drain and you'll transform into a Zombie. While a Zombie, your character runs around attacking players at random. If it's the other team's players you attack, then great! Even as the undead, you can still help your team by weakening or taking out opponent players.

CHARACTERS
BASICS
HOSTILES
WEAPONS
WALKTHROUGH
✖ VERSUS MODE

RESPAWNS ARE OPPORTUNITIES TO CHANGE CLASS AND RECON

During TEAM ATTACK, BIOHAZARD, HEROES and SURVIVOR Modes, you will have the opportunity to respawn after being dead for ten seconds. During that time you may spectate the match. Use this time to switch cameras, determine the locations of enemies, opponents, G-Virus samples and helicopters. Doing this kind of recon while dead allows you to return to your team with vital intelligence. All characters respawn at the team's starting location, and rejoining your team quickly should be a priority.



While waiting to respawn, you may also press the button to select a different character. Doing so resets your respawn times but also allows you to bring another character Class into the match that might have skills more suitable against the opposing team. For example, an opposing team with a Field Scientist can prove detrimental to your team by programming several infected to attack, effectively increasing their numbers, providing distraction while they complete objectives, and injecting chaos into your efforts to work together. If your team does not have a Field Scientist, consider switching Classes during your next respawn to even the playing field.

Stage Maps

Ten stages are available for all match types, and more may become available as extra downloadable content (DLC) for purchase through console networks. Most stages are smaller versions of areas explored in Campaign Mode, so playing through the story can help you familiarize yourself with navigating these areas. Careful study of the maps provided, especially in regard to item placement, G-Virus appearance (in Biohazard mode), and helicopter landing zones can also enhance your playing abilities and prepare you to take down opposing teams.

APOCALYPSE



CHARACTERS

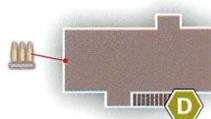
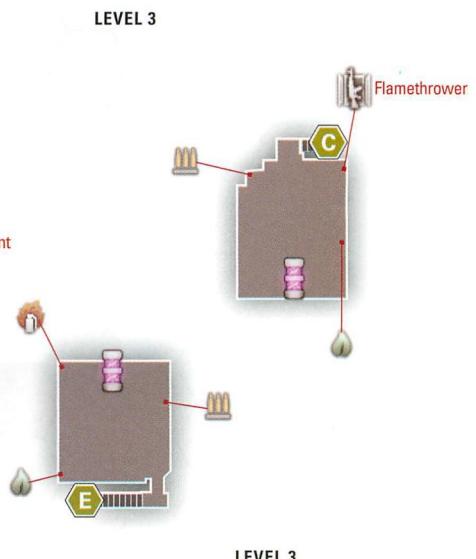
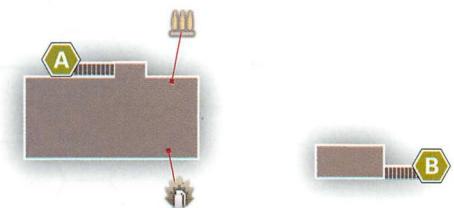
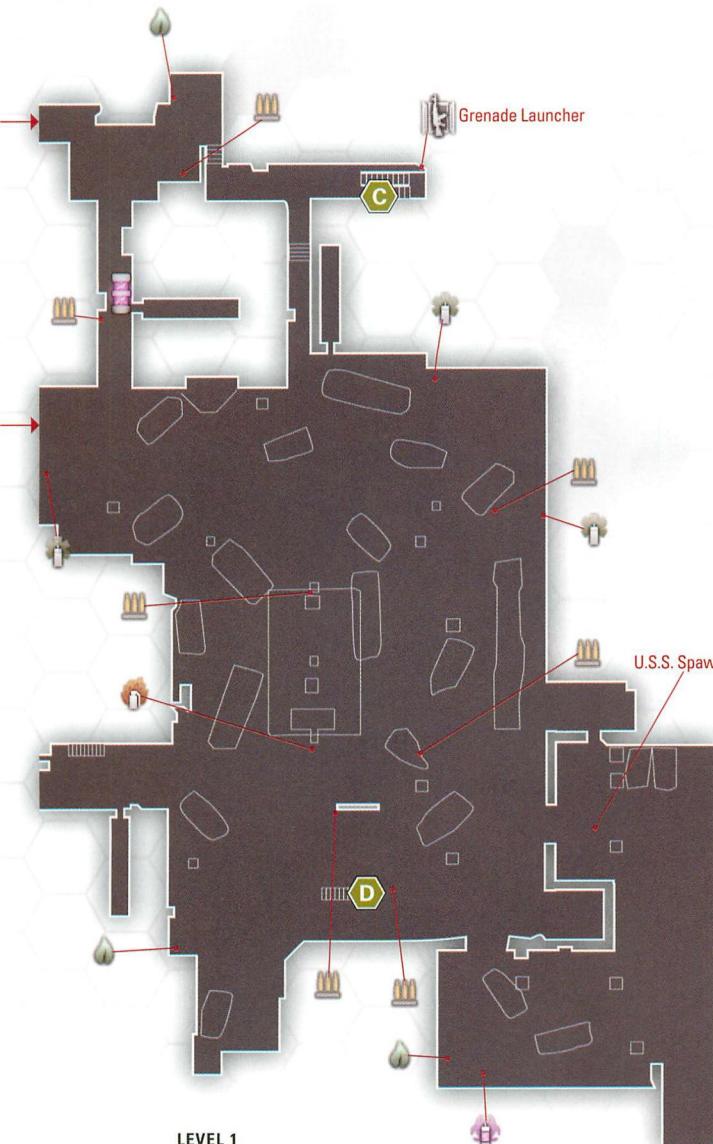
BASICS

HOSTILES

WEAPONS

WALKTHROUGH

VERSUS MODE



BIRKIN'S LAB



CHARACTERS

BASICS

HOSTILES

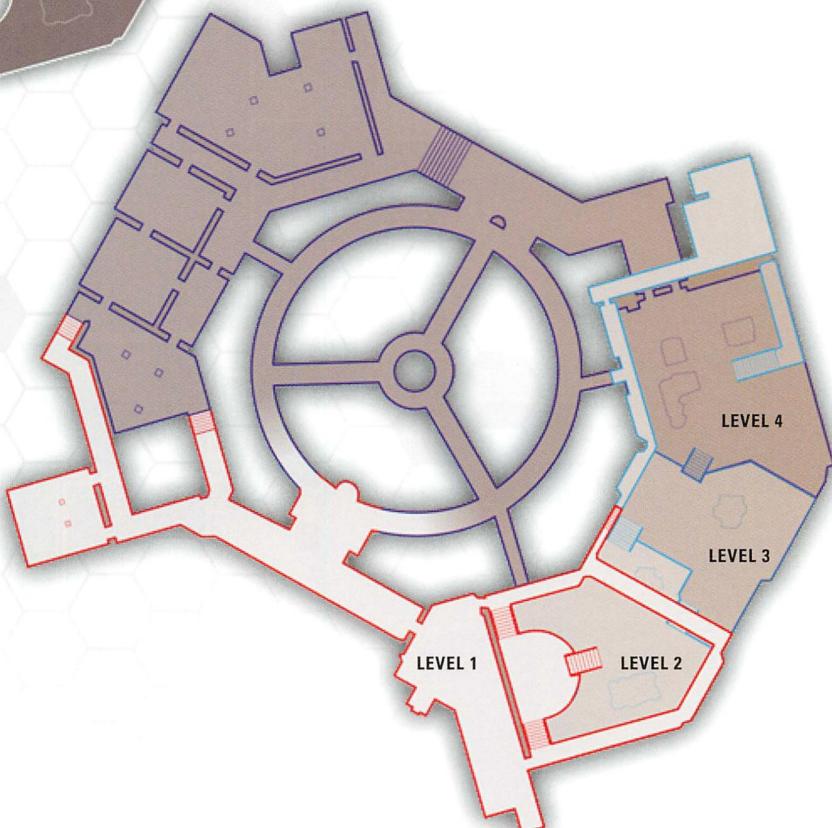
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WALKTHROUGH

VERSUS MODE

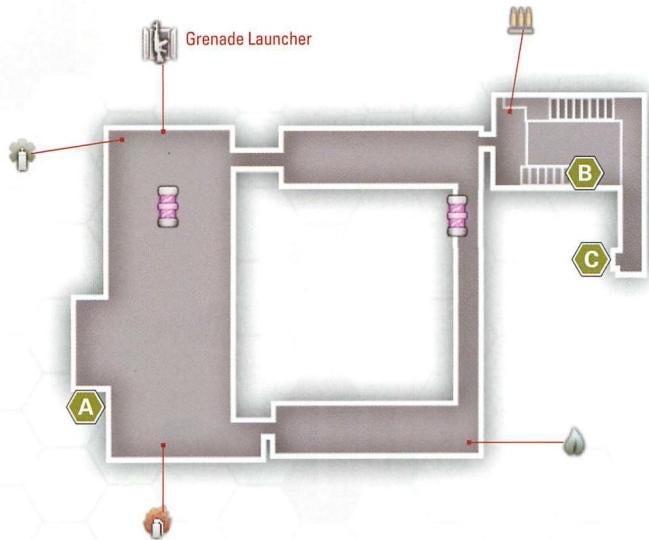


	Ammo Pile/Refil Box
	Antiviral Spray
	First Aid Spray
	Green Herb
	Stun Grenade
	Incendiary Grenade
	Frag Grenade
	G-Virus Location
	Weapon Locker

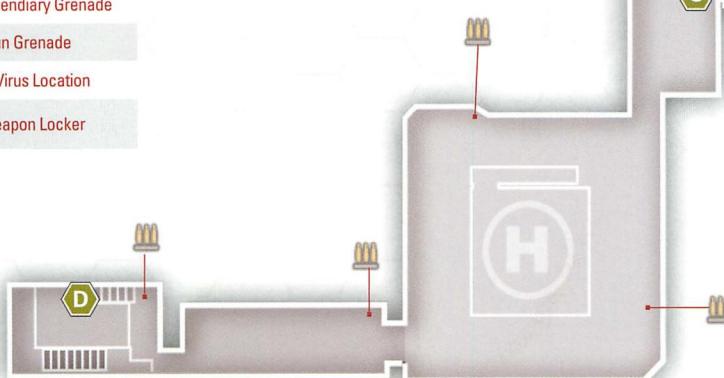
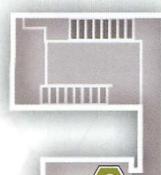




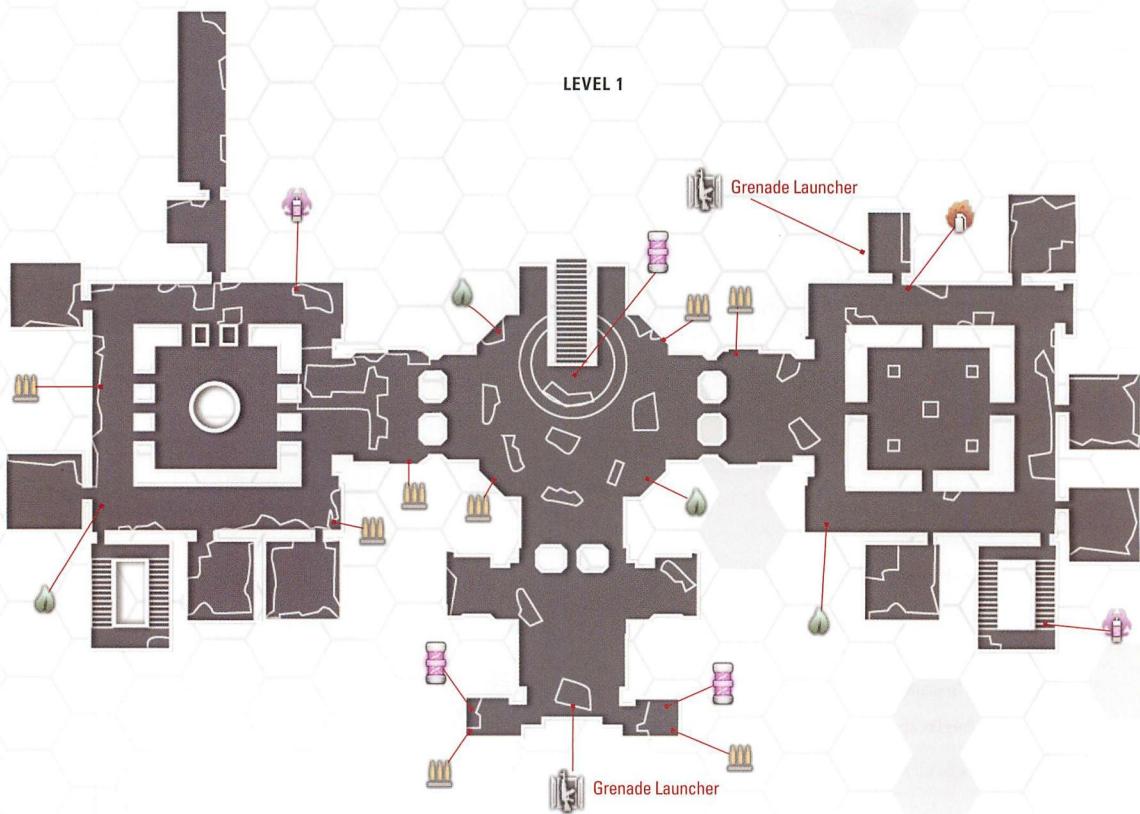
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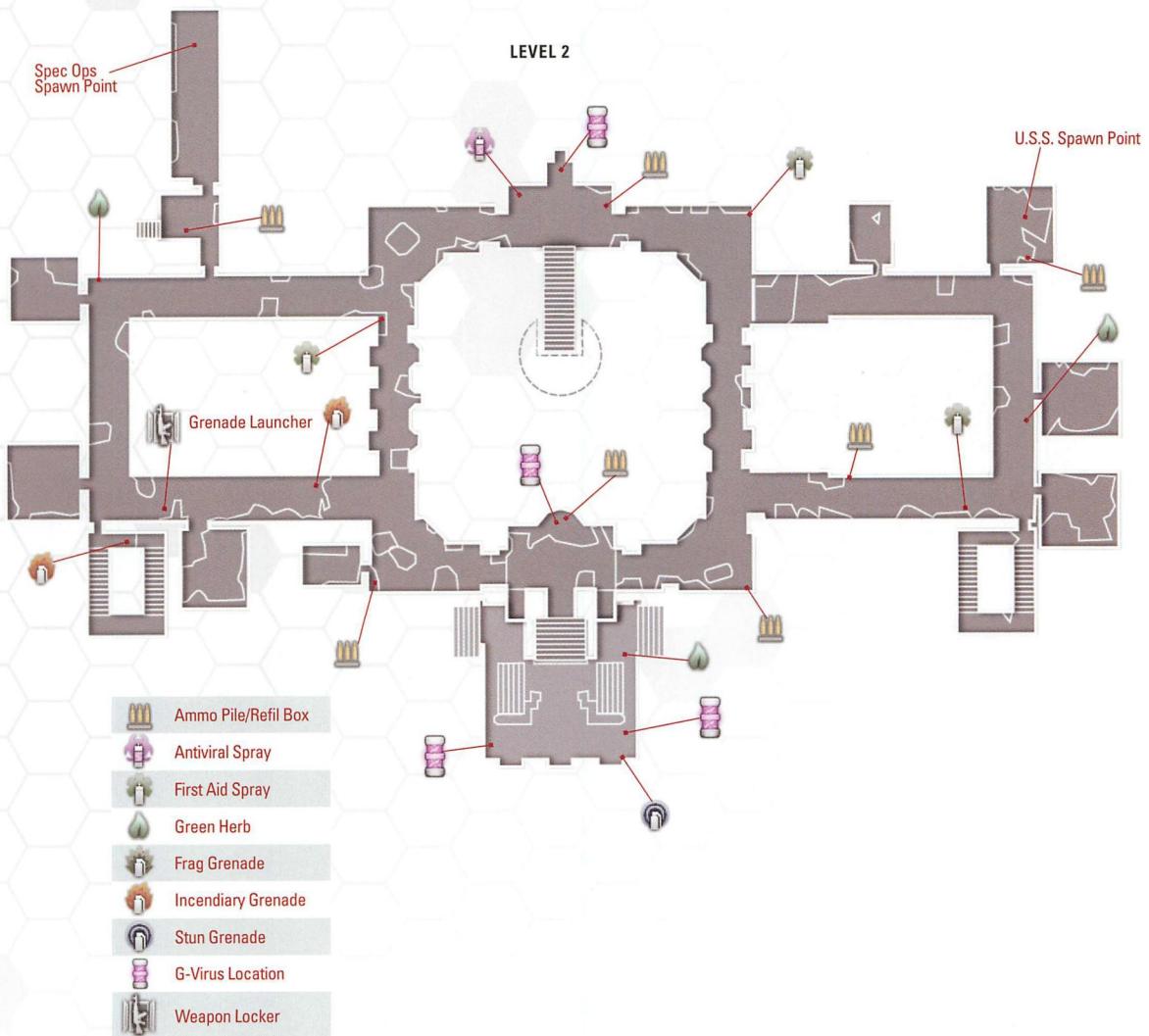


ROOF AND HELIPAD



CITY HALL





Orthopaedic Surgery

◀ Recovery

EXIT ▶



CODE BLUE

LEVEL 1 U.S.S. Spawn Point

CHARACTERS

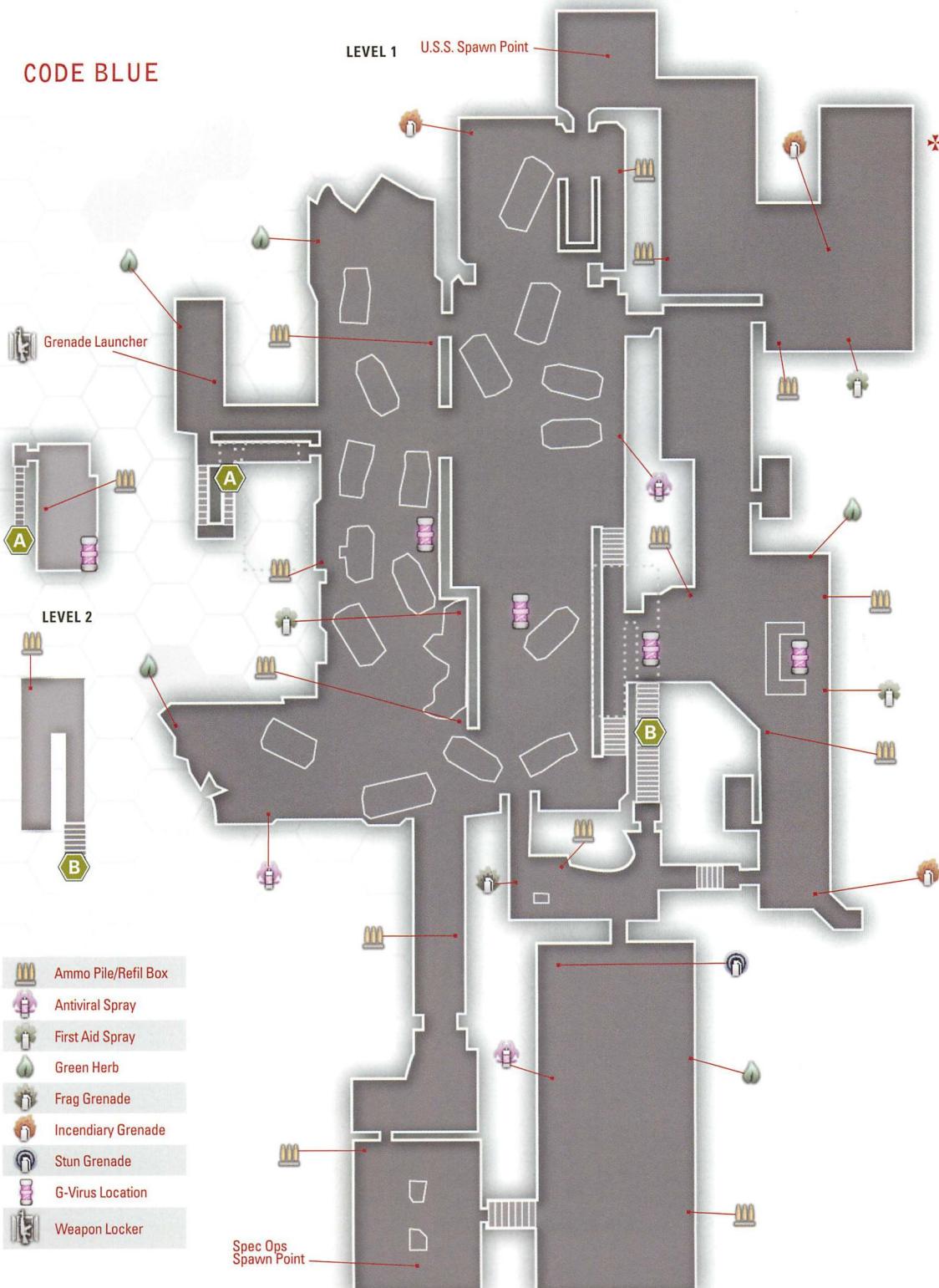
BASICS

HOSTILES

WEAPONS

WALKTHROUGH

VERSUS MODE



DEAD FACTORY



CHARACTERS

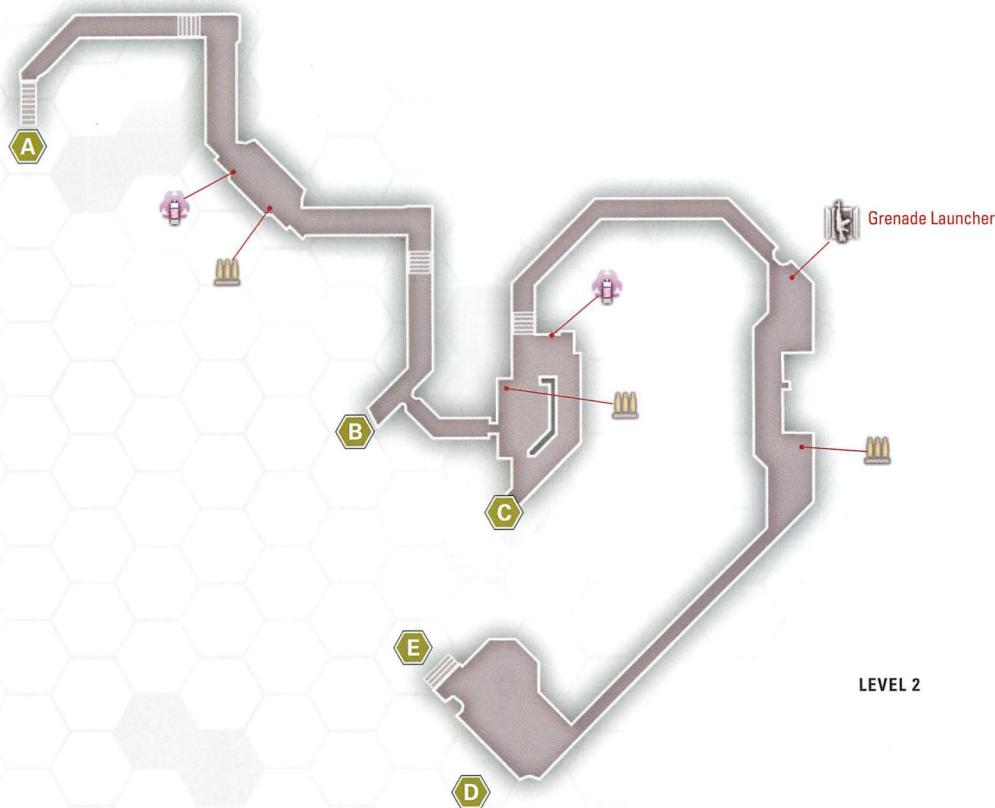
BASICS

HOSTILES

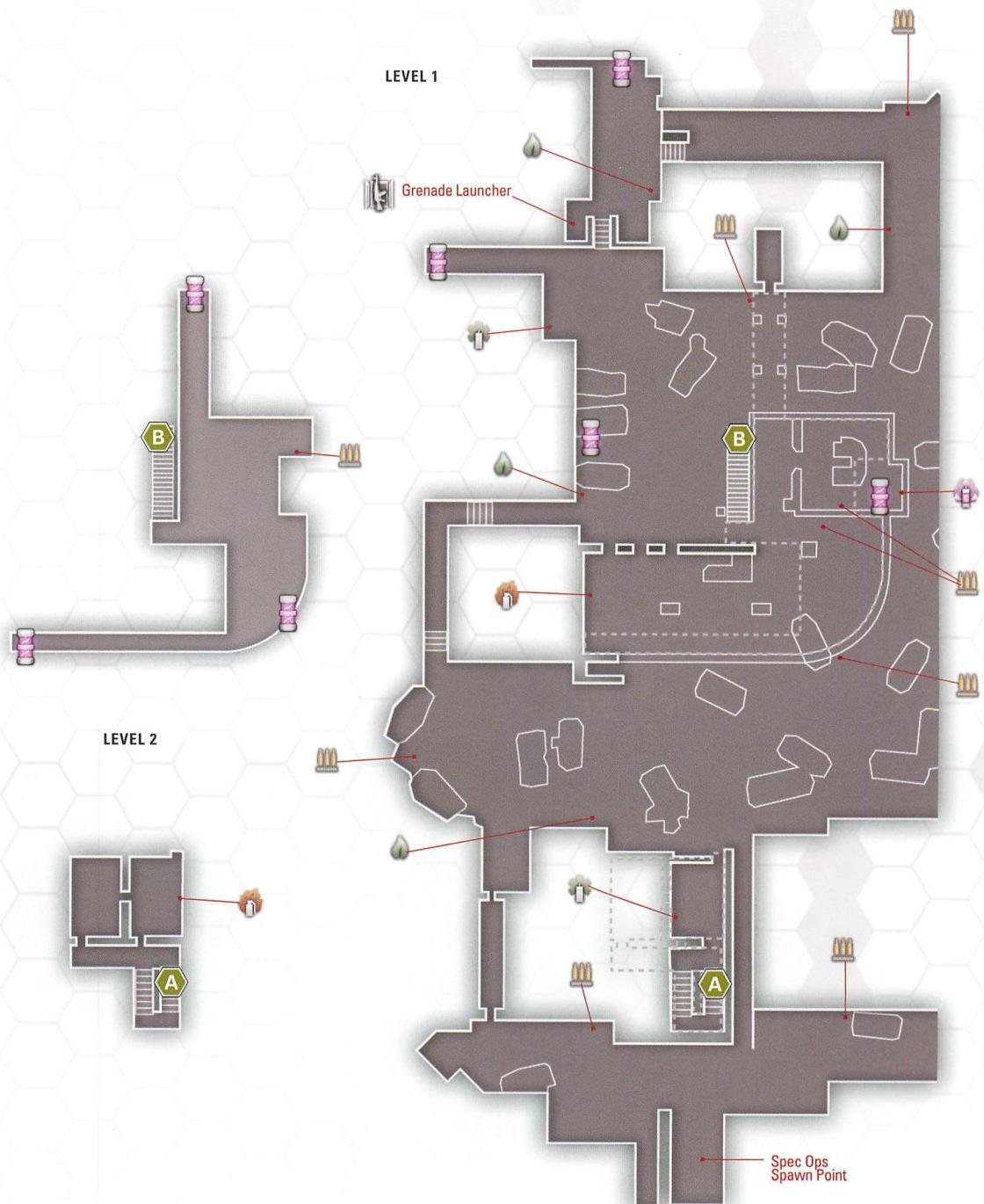
WEAPONS

WALKTHROUGH

VERSUS MODE



END DAYS





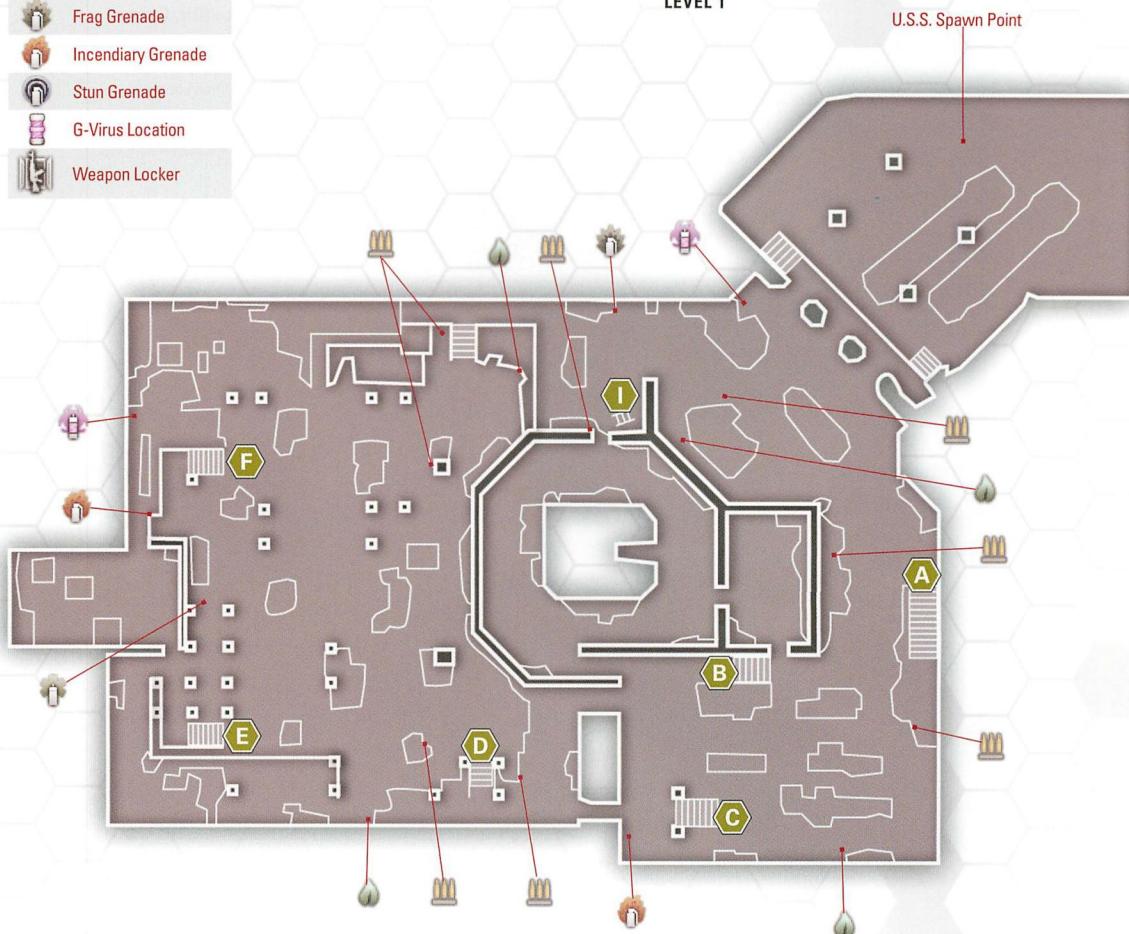
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	Green Herb
	Frag Grenade
	Incendiary Grenade
	Stun Grenade
	G-Virus Location
	Weapon Locker



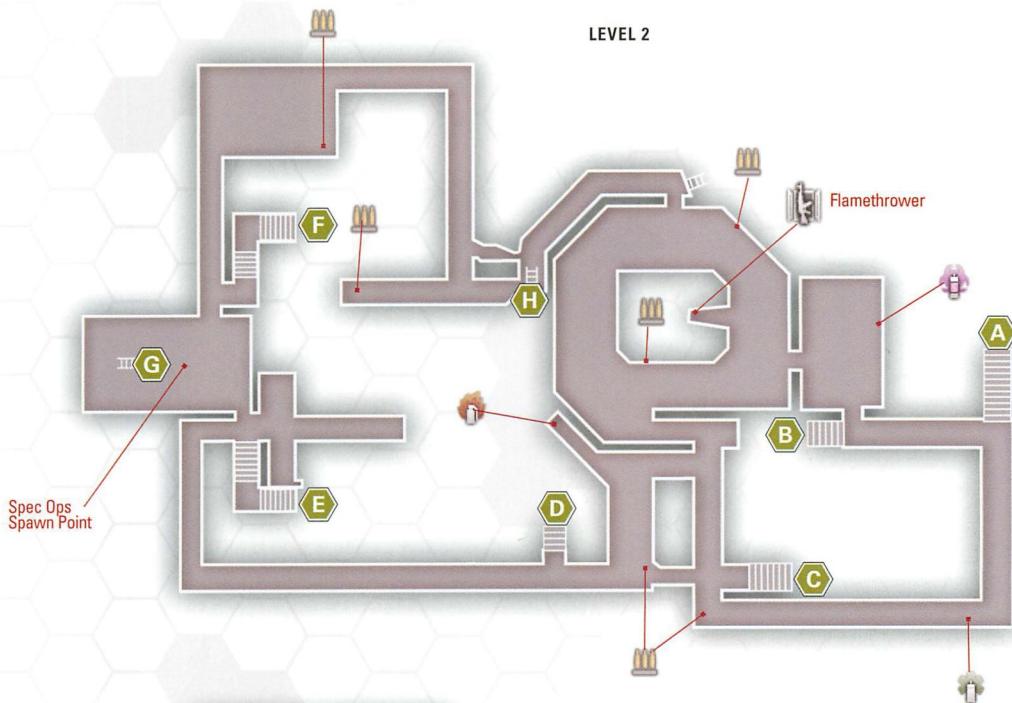
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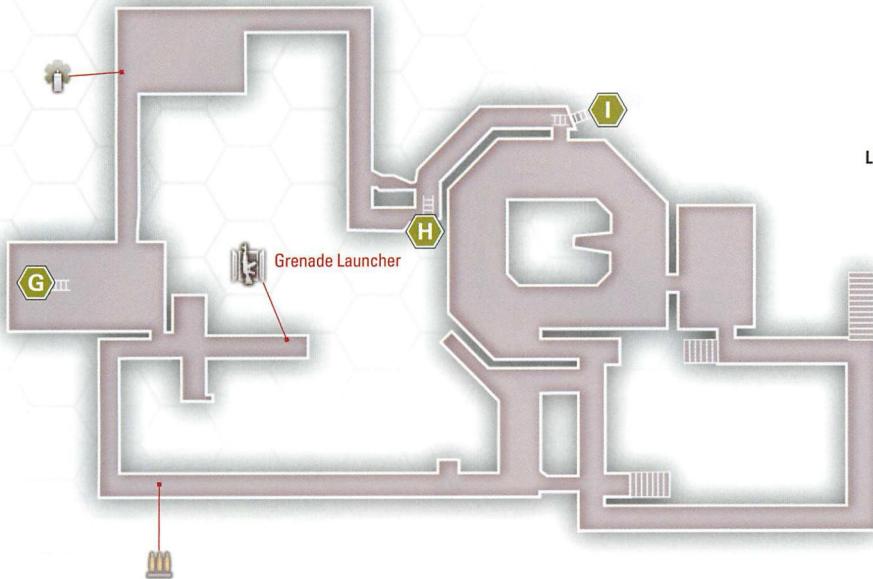
LEVEL 1



LEVEL 2

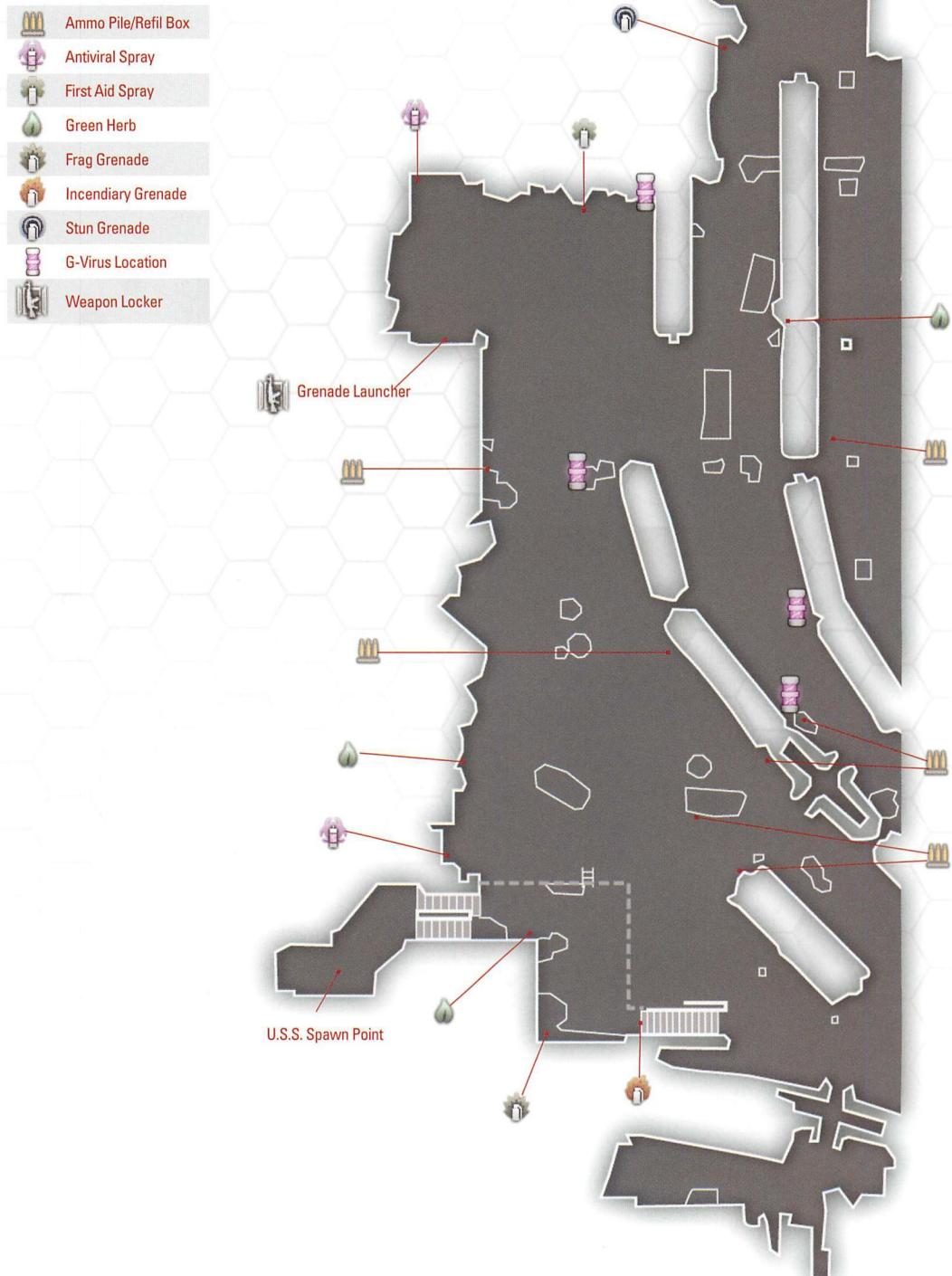


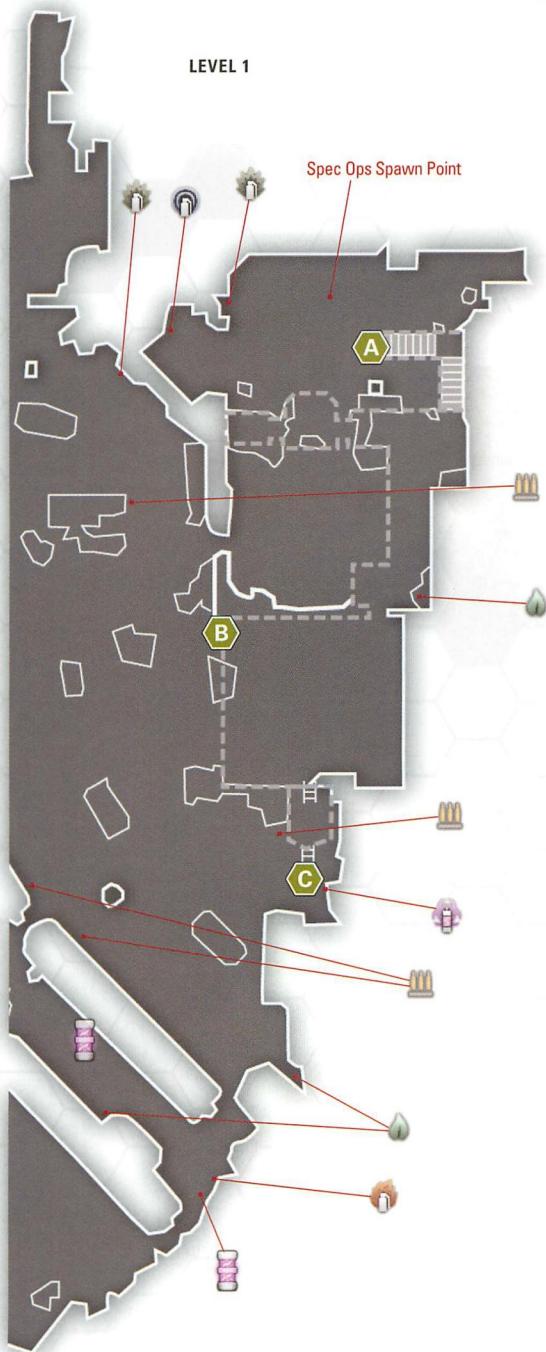
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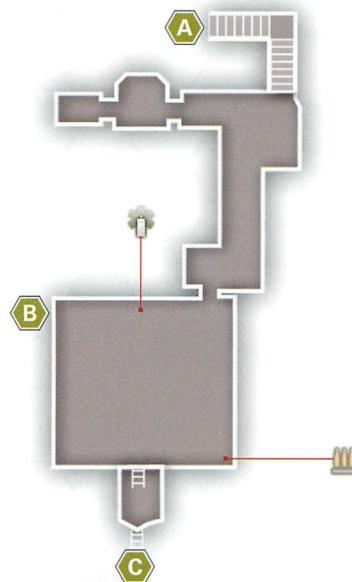
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LEVEL 1

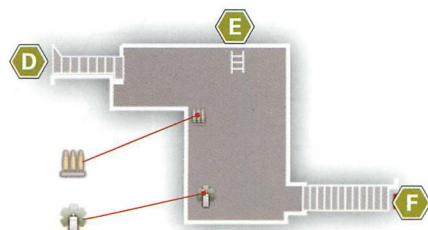




LEVEL 2



LEVEL 2



Level 2

UPLOAD

LEVEL 3

Spec Ops Spawn Point



Flamethrower

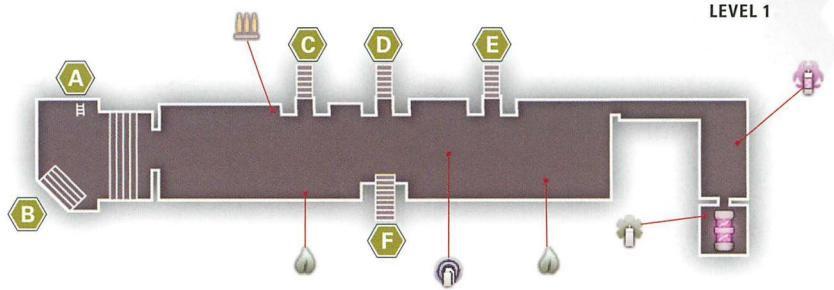
A

LEVEL 2

U.S.S. Spawn Point

B

LEVEL 1



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RESIDENT EVIL

Operation Raccoon City

Official Strategy Guide

WRITTEN BY DAN BIRLEW

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ISBN: 978-0-7440-1355-9

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 11-1 shows that the first printing of the book occurred in 2012.

15 14 13 12 4 3 2 1

Printed in the USA.

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