

Resident Evil Puzzle Solutions Guide

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RESIDENT EVIL - PUZZLE SOLUTION GUIDE

NINTENDO GAMECUBE

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Geez.. How could I forget the Armor Key Puzzle, Get The Cylinder Puzzle,
and the Audio/Visual Room Number Panel Puzzle?!

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1.) INTRODUCTION

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Welcome to my Resident Evil puzzle solution guide. In this FAQ I will explain the solutions to the many puzzles of Resident Evil. This FAQ only explains the solutions to the puzzles and nothing more, so don't expect a full in-depth walkthrough.

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PERMISSIONS

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This FAQ is available to the general public and anyone else that wants to use it on their website. (GameFAQs, Neoseeker, etc.) You can only use this FAQ if it is left unedited and I am given credit for writing it.

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E=MAIL

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Do not E-Mail me with any questions that are already answered in this FAQ. If you have found I have left something out, or have a question for me, E-Mail me then and only then and let me know.

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MSN/AIM/YAHOO!

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You have permission to IM me ONLY with questions that I have NOT answered in this FAQ. Anyone who IMs me without a question or a comment

will be blocked eternally.

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2.) PUZZLES
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Puzzles are EVERYWHERE in Resident Evil. Puzzles are needed to continue in the game as most of them give you an item you need to proceed into the game. (Keys, Masks, etc.) You need to solve all of the puzzles to beat the game, and you cannot skip any of them, except the V-Jolt puzzle.

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3.) PUZZLE SOLUTIONS
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Here I have listed all of the puzzles and their solutions in the order in which you will encounter them in the game.

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PUZZLE SOLUTIONS
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Puzzle #1 - Blue Gem Statue Puzzle
Location - Above Dining Room/Dining Room
Needed To Continue Game - No
Characters - Both
Solution -

- 1.) In the area above the Dining Room, push the statue towards the opening in the railing.

2.) Push the statue over the edge, making it fall.

3.) Go down to the Dining Room and pick up the Blue Gem that came from the Statue.

Note - The Blue Gem is used on the statue of the tiger to reveal an item.

Puzzle #2 - Armor Key Puzzle

Location - 3rd Floor Above Mirror Hallway

Needed To Continue Game - Yes

Characters - Both

Solution -

1.) Obtain the Immitation Key from the dogs on the Stained Glass Balcony. This can be done by getting the Dog Whistle from the 2nd Floor Study and using it at the Stained Glass Balcony. Kill the 2 dogs that chase you, and pick up the collar that one drops. Examine it to find a coin, examine the coin and press the button on it, it is now an immitation Armor Key.

2.) Go to the 3rd Floor area with the track on the floor. Follow the track until you find a stand with the real Armor Key in it.

3.) Take the key out. Two knight statues will activate, one coming in behind you with a shield, the other coming from your front with a spinning blade mechanism.

4.) Place the Immitation Key where the original was. The statues will stop, and go back to where they were. You now have the Armor Key!

Puzzle #3 - Armor Puzzle

Location - 2nd Floor Armory Room

Needed To Continue Game - Yes

Characters - Both

Solution -

1.) Push the Far Right suit of armor in.

2.) Push the Close Left suit of armor in.

3.) Push the Close Right suit or armor in.

4.) Press the button on the podium in the middle of the room.

5.) A small opening will open up in the back of the room, grab the item inside, it's a Jewlery Box. This leads us to our second puzzle.

Puzzle #4 - Jewelry Box Puzzle

Location - 2nd Floor Main Hallway Behind Metal Doors

Needed To Continue Game - Yes

Characters - Both

Solution -

1.) Examine the Jewlery Box until an image of a Sun and a Moon are showing.

2.) Press The A Button. The message "Sunlight Will Awaken Me." is shown.

3.) Rotate the box and push both buttons that resemble pieces of a heart. The box will now open and a Death Mask will be inside! Way to go!

Puzzle #5 - Wind Crest Puzzle

Location - 2nd Floor Researchers Room W/ Fishtank

Needed To Continue Game - No

Characters - Both

Solution -

1.) Go to where the Fishing Lures are on the wall. Grab the Bee Specimen.

2.) Go to where the Fish Hooks are on the wall. Grab the Fishhook.

3.) Go to where the Insects are on the wall. Grab the Lure Of A Bee.

4.) Place the Bee Specimen where the Insects are on the wall.

5.) Combine the Fishhook and the Lure Of A Bee together.

6.) Place the new item where the fishing lures are being displayed.

- 7.) Go back to where you placed the Bee Specimen, press the button.
 - 8.) The Bee Specimen will come to life, kill it, and grab the Wind Crest.
- Note - The Wind Crest is used to get the Magnum later on in the game. refer to Puzzle #11 to find out what to do.

Puzzle #6 - Picture Puzzle

Location - 1st Floor Picture Gallery Room

Needed To Continue Game - Yes

Characters - Both

Solution -

- 1.) Press the button on the picture closest to the door. The picture will turn Orange.
- 2.) Forget all the pictures left on this wall, go around the corner of the room.
- 3.) Click the button under the closest picture to you. The picture will turn Green.
- 4.) Press the button on the picture on the left of the one you just pushed. The picture will turn Purple.
- 5.) Now, press the button under the picture of Lisa. The wall her portrait is on will now lift up, revealing a Death Mask on the ground!

Puzzle #7 - Plant Puzzle

Location - 1st Floor Plant Room

Needed To Continue Game - Yes

Characters - Both

Solution -

- 1.) Put the Plant Killer in the water pump. The water inside the pump will turn red.
- 2.) Turn the switch to Red and the fountain will turn on, killing the plant.
- 3.) Grab the Death Mask on the other side of the now dead plant.

Puzzle #8 - Gold Emblem Puzzle

Location - 1st Floor Piano Room

Needed To Continue Game - Yes

Characters - Both

Solution -

- 1.) Make sure you have the Wooden Emblem with you.
- 2.) Take out the Gold Emblem, making the panel behind you close.
- 3.) Put the Wooden Emblem in it's place, making the panel behind you open.

Puzzle #9 - Clock Puzzle

Location - 1st Floor Dining Room

Needed To Continue Game - Yes

Characters - Both

Solution -

- 1.) Insert The Gold Emblem where the Wooden Emblem used to be. The grandfather clock will now open.
- 2.) Examine the clock.
- 3.) Turn the Large (Hour Hand, Short) two times to either the right or the left.
- 4.) Quit the puzzle, the grandfather clock will now move, revealing the Shield Key. Use this key to get to the Snake Room, which is also where you get the 4th Death Mask.

Puzzle #10 - Weathervane Puzzle

Location - Outside Mansion Pathway To Lisa's House

Needed To Continue Game - Yes

Characters - Both

Solution -

- 1.) Set the first weathervane you see to West.
- 2.) Set the second weathervane you see to North. The gate at the end of the path now unlocks.

Puzzle #11 - Crest Puzzle

Location - Outside Mansion Pathway To Lisa's House

Needed To Continue Game - No

Characters - Both

Solution -

- 1.) Place the Wind Crest on the tombstone on the right. The tombstone will now reveal the Sun, Moon, and Star Crests.
- 2.) Examine each of the Crests, making different impressions come out of the backs of them.
- 3.) Use these 3 items on the tombstone on the left. The tombstone will now reveal the Magnum Revolver. (Hint - Save this weapon and all the ammo for it to use against the Tyrant at the end of the game.)

Puzzle #12 - Beehive Puzzle

Location - Residence Gallery Room/Hallway Outside Of Room

Needed To Continue Game - Yes

Characters - Both

Solution -

- 1.) Examine the dead body of a man grabbing at his throat/collar in the Gallery Room. You get the Insect Sprayer.
- 2.) Go outside of the Gallery Room, in the hallway you used to enter it. Go to the hole in the wall at the end of the hallway.
- 3.) Remove the map from the hole, and use the Insect Sprayer on the hole. This'll smoke out the beehive killing all of the bees.
- 4.) Go back into the Gallery Room and to where the dead beehive now hangs, grab the 003 Key.

Puzzle #13 - Security Panel To Chemical Room Puzzle

Location - Residence Gallery Room

Needed To Continue Game - No

Characters - Both

Solution -

- 1.) Examine the panel next to the door.
- 2.) Highlight the Red button and the number 3.
- 3.) Highlight the Orange button and the number 5.
- 4.) Highlight the Green button and the number 6.
- 5.) Quit the puzzle, and the door is now unlocked.

Puzzle #14 - V-Jolt Solution

Location - Residence Chemical Room

Needed To Continue Game - No

Characters - Jill, because Chris cannot use chemicals.

Solution -

Note - Water = 1

- 1.) Mix Water and chemical #3 to make chemical #4.
- 2.) Mix your chemical #4 and chemical #6 to make chemical #10.
- 3.) Mix Water and chemical #6 to make chemical #7.
- 4.) Mix your chemical #7 and your chemical #10 to make chemical #17.
- 5.) Mix your chemical #17 with chemical #3 to make V-Jolt.

Note - You can't do this as Chris and don't have to do it as Jill. If you do decide to do this use the V-Jolt on the plant routes in the Aqua Ring, this'll cost you time, but makes it so you don't have to fight Plant 42.

Puzzle #15 - Red Book Puzzle

Location - Residence Room 003

Needed To Continue Game - Yes

Characters - Both

Solution -

- 1.) Take the white book from the shelf with the books.
- 2.) Insert your Red Book where the white book was.
- 3.) You will now have to arrange the books to make the picture on the bindings connect properly. Start by exchanging books 1 & 4.
- 4.) Exchange books 2 & 6.
- 5.) Exchange books 3 & 7. The picture will now be that of a naked woman on some rocks. A secret door to Plant 42 is now revealed.

Puzzle #16 - Get The Red And Yellow Gems

Location - 2nd Floor Animal Room

Needed To Continue Game - Yes, for the Red Gem

Characters - Both

Solution -

- 1.) Put each dresser thing under the animal heads.
- 2.) Turn off the lights.

Note - Notice the glowing light in each of the animal heads? Those are Gems. You definatly want to get the Red one, and the Yellow one is optional if you want to get the Mo Disc and save Chris/Jill at the end of the game.

- 3.) Run under the moving eagle thing, and quickly climb the dresser and grab the Gem before the eagle thing stops and makes a clicking type noise.

- 4.) Repeat step #3 for the other Gem.

Note - Running directly under the eagle will stop it from following you, giving you time to grab the Gems. Use the Yellow Gem in the tiger statue to get a Mo Disc. The Mo Discs are used at the end of the game to save Chris/Jill from their cell. There are 3 in all, and the other 2 are in the lab area.

Puzzle #17 - Jewelry Box Puzzle #2

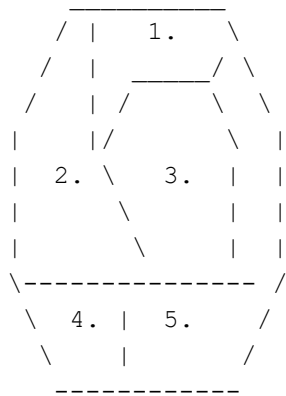
Location - 1st Floor Mirror Room

Needed To Continue Game - Yes

Characters - Both

Solution -

- 1.) Combine the Red Gem with the Jewelry Box to make the pieces come out.
- 2.) Combine the pieces to look like this.



Well, they do actually look like this. You'll see what I mean when you do the puzzle. I put numbers in the pieces so you can tell them apart. When the box opens you'll have a brooch/pendant with the Spencer family logo on it, just examine it, press the button, and it turns into a key.

Puzzle #18 - Gain Entry To The Mining Area

Location - Courtyard

Needed To Continue Game - Yes

Characters - Both

Solution -

- 1.) Make sure you have the Battery and the Crank. Go down to where the Battery slot is and insert the Battery.
- 2.) Take the newly powered elevator up.
- 3.) Go to where you drained the huge pool earlier in the game, use the Crank to refill it.
- 4.) Go back to the elevator and take it down. The waterfall that was covering the entrance to the mining area is now gone.

Puzzle #19 - Get the Cylinder Puzzle

Location - Mining Area

Needed To Continue Game - Yes

Characters - Both

Solution -

- 1.) After you outrun the boulder etc. etc. go into the newly revealed room.
- 2.) Once you are in the room go to the statue that is out of place, and push the statue forward, but not towards the closer wall. Push the statue until it is against that thing on the wall.
- 3.) Go over to the slot in the wall for a crank and use the Hex Crank on it. The statue will now be pushed out.
- 4.) Use the Hex Crank again, making the thing in the wall go back in.
- 5.) Go to the statue and push it onto the disc type thing on the floor. The statue will now rotate.
- 6.) Push the statue off the disc all the way, then back onto it, making it rotate once more.
- 7.) Push the statue into the empty slot in the wall near the other statue. A hole will now open up revealing the Cylinder!

Puzzle #20 - Cylinder/Shaft Machine Puzzle

Location - Mining Area

Needed To Continue Game - Yes

Characters - Both

Solution -

- 1.) Combine the Cylinder and the Shaft.
- 2.) Use the new item on the power type machine where the Shaft was found.
- 3.) Press the 4 buttons in this order - 4th, 2nd, 3rd, and 1st. The machine will activate and the power will be restored. You can now use the elevator type thing.

Puzzle #21 - Flamethrower Door Puzzle

Location - Mining Area

Needed To Continue Game - Yes

Characters - Both

Solution -

- 1.) Go past Lisa in the narrow caveway, as you go into this room at first, she will approach you from your characters left, so just run to the right.
- 2.) Go into the room with the large crate. Push the crate in <-- that way two times, then forward until it is only the lift type mechanism.
- 3.) Activate the lift mechanism sending the crate somewhere down the underground river.
- 4.) Backtrack to the Lisa hallway, then into the area where the lift that took you down into the lower levels of the cave is.
- 5.) Take your characters left in the room and go down the ladder.

- 6.) Push the crate into the area under the garbage crusher, and activate it.
- 7.) The crusher will crush the box, and lift back up, revealing a broken Flamethrower.
- 8.) Go up the ladder, back into the Lisa hallway. Remember, she comes from your left, so take a right, until you see a lever on the wall.
- 9.) Pull the lever. Two hooks for the Flamethrower will now come out.
- 10.) Go to where the hooks came out and put the Flamethrower on them. The door is now unlocked.

Puzzle #22 - Lisa Boss Fight Puzzle

Location - Altar Room

Needed To Continue Game - Yes/No

Characters - Both

Solution -

Note - I added this because the Lisa boss fight is sorta a puzzle. You don't have to do this, all you have to do is shoot her with the Magnum or something else that has some power in it. When she falls, clinging to the edge, just aim down, shoot her some more until she dies.

- 1.) Shoot Lisa some, avoiding her. Push down the stone nearest you.
- 2.) Keeping Lisa off you, push down the next nearest stone.
- 3.) Avoiding Lisa, and keeping her at bay, push down the next nearest stone.
- 4.) Blast her until she hangs off the edge, and push down the last stone. Voila, you are done. This will uncover the stone coffin in the middle of the room, revealing the skeleton of Lisa's dead mother. Lisa will then take the skull from the coffin and throw herself off the edge.

Puzzle #23 - X-Ray Puzzle/Computer Passwords

Location - Lab X-Ray Room

Needed To Continue Game - Sorta

Characters - Both

Solution -

1.) Don't even bother with this. The passwords to the computer that unlocks the door are the following.

Login - John

Password - Ada

Password To Unlock B2 - Cell

Puzzle #24 - Number Panel Puzzle

Location - Lab Audio/Visual Room

Needed To Continue Game - Yes

Characters - Both

Solution -

Note - Normally this puzzle involves you using a set of slides on the projection machine but I am just going to give you the number code instead of going through all the trouble to get the slides.

- 1.) On the panel, enter the numbers 8, 4, 6, and 2. A door panel will now open. Inside the newly opened room you can view Kenneth's video and get the Lab Key.

Puzzle #25 - Mo Disc Locations/Where To Use/What To Do

Location - Mansion/Lab

Needed To Continue Game - No

Characters - Both

Solution -

Mo Disc Locations -

Mo Disc #1 - Use the Yellow Gem on the tiger statue in the mansion.

Mo Disc #2 - On the desk outside of the Audio/Visual room.

Mo Disc #3 - Inside the Audio/Visual room near the door you used to

enter the room.

Usage Locations -

Location #1 - In the room where you fill up your fuel capsule.

Location #2 - In the room with all the vents and metal racks.

Location #3 - In one of the 3 areas of the power room.

What To Do -

1.) After using all of the Mo Discs on all 3 consoles go into the hallway you used to get into the X-Ray Room.

2.) The door at the end of the hallway has a panel next to it, and all of the lights should be lit up. Move all 3 levers and unlock the door.

Note - Depending on who you are, Chris or Jill will be locked in the cell in the next room. After you fight the Tyrant, etc. and the triggering system is set off, this door will automatically be unlocked. If you have to initialize the triggering system yourself, use the Master Key to unlock this cell. It all depends on how your story goes.

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4.) CONCLUSION/CONTACT ME
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Well I hoped this FAQ has answered all of the questions you may have had about the many puzzles of Resident Evil. This is my second FAQ ever and I hope you all enjoy it. I'll be making more FAQs in the future, but it's hard to tell what games I'll make them on and what they will be about. If you have any questions or comments about this FAQ please feel free to E-Mail me about them. Or if it is easier for you, IM me. (I prefer you IM me.)

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THANK YOU ALL, I HOPE YOU ENJOYED IT! THERE WILL BE MORE FAQS TO COME IN THE FUTURE!