

Resident Evil Crimson Head Guide

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RESIDENT EVIL - CRIMSON HEAD GUIDE
NINTENDO GAMECUBE
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Confirmed Crimson Head boss rumor. Check it out.

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1.) INTRODUCTION
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Welcome to the first FAQ I have ever made! In this FAQ I will explain the many ways of preventing the resurrection of and the fighting tactics to use against the V-Acts, better known as Crimson Heads.

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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 NOT 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.) CRIMSON HEADS
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A Crimson Head (Or V-Act.) is an already dead Zombie that has been resurrected. They are Zombies that have been dead for quite a while and within an hour or so, wake up in a very BAD mood.

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HOW TO SPOT A CRIMSON HEAD
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Crimson Heads are very different from regular Zombies and are extremely easy to spot. You can tell if a Zombie is a Crimson Head by using the following guidelines.

- 1.) They roar very loudly and distinctively.
- 2.) Their skin is blood red.
- 3.) They have claws.
- 4.) They run as fast as you, usually even faster. (Yikes!)
- 5.) They try and slash your face off.
- 6.) When they attack you, they take a VERY large chunk out of your health.

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CRIMSON HEAD RESURRECTION TIME
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The time it takes a Zombie to be resurrected into a Crimson Head varies among the different difficulty levels of the game. Also, after completing certain objectives in the game (Snake Fight, etc.) some zombies will automatically be resurrected even if you killed them just 5 minutes ago.

Easy - Usually an hour, sometimes less.

Normal - 30-45 minutes, sometimes less.

Hard - 20-30 minutes, sometimes less.

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3.) FIGHTING TACTICS
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There are many ways to prevent the resurrection of Zombies and many ways to fight the Crimson Heads.

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STOPPING ZOMBIES FROM BECOMING CRIMSON HEADS
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Here are the ways to stop Zombies from becoming Crimson Heads.

- 1.) Just avoid the normal Zombies altogether. This is a great way to

conserve ammo.

2.) Decapitation. You can do this two ways.

A.) Most Zombies will lose their heads on Easy/Normal mode very easily if you let them get close to you, aim up, and fire a Shotgun blast right under their chin. It'll decapitate them most of the time. You can also take their heads off with the handgun from a distance if you are lucky. (You have about a 10% chance of doing this with the Handgun.) The Magnum also does wonders.

B.) As Chris, use a Flash Grenade, step about 5-6 feet away, and fire a single HANDGUN Bullet at the Zombie, blowing his head off. (Note - It's also been rumored that if you do that when there is a Zombie right next to the one whom you shoved the Grenade into, the explosion will decapitate the one next to it, too.)

3.) Burn them. You can do this two ways.

A.) The first way, which I recommend, can be done in Jill's game only. Burn them with Flame Rounds. You can usually hit a Zombie one time with a Flame Round and he'll fall to the ground dead and burn. If he falls to the ground dead without burning, walk up to his dead body, aim down, and fire another Flame Round, his body will burn. Do this on Zombies you killed previously in the game, as they will still be on the ground. I highly recommend using the Grenade Launcher Multiplication trick. (Go to the Frequently Asked Questions section of this FAQ to find out how to do this trick.)

B.) The second way can be done by both characters. Use the Oil Canteen while having the Lighter in your inventory. (Note - Chris starts with the Lighter.) But be warned, as kerosene is limited throughout the game, you only get enough for about 15 Zombies. (Hint - When killing Zombies try and make them die right on top of eachother, that way you can kill multiple Zombies with one dose of kerosene, they will all burn at the same time!)

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FIGHTING CRIMSON HEADS
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Note - Once you kill a Crimson Head, they NEVER come back to life. That is it, they are gone, done for. Once you kill them you don't have to worry about the Crimson Head ever coming back to life again.

There are many ways to stop Crimson Heads in their tracks. Here I have listed the best ways.

1.) Decapitation - When fighting Crimson Heads, your Shotgun can be your best friend. When the thing gets close to you (about 1 foot away from your character) aim up and fire, blasting him right under his chin and taking his fricken' head off. This works about 90% of the time. The Flash Grenades also work here. Just let them bite you, shove the Grenade into their mouth and fire a single HANDGUN Bullet at them. This saves your Shotgun Shells for times of need.

Hint - Using the Flash Grenades also works on the Crimson Head boss. This saves you time, health, and much needed ammo.

2.) Fire From A Distance - If you don't have your Shotgun, or don't dare

get close to them, just run away. If the area you are in has alot of corners, etc. this can be the best thing for you, as these retards have a hard time getting past them. Just fire at them from a distance, but I still recommend using the Shotgun. (Note - Firing from a distance sometimes DOESN'T work, so be warned, as they might run right through the spray of Bullets and attack you viciously!)

3.) Use A More Powerful Weapon - Here I have listed the best weapons to use.

A.) Rocket Launcher - This weapon kills ANYTHING in the game, including bosses with just one hit. Most of you probably don't have it though, so don't worry about it. (Go to the Frequently Asked Questions section of this FAQ to find out how to unlock this weapon.)

B.) Magnum Revolver - I don't actually recommend you using this weapon, because you are going to want to conserve it's ammo for the final battle in this game against the Tyrant. If you do use it, it can down a Crimson Head with 1-2 shots.

C.) Grenade Launcher - I recommend using this weapon overall, except for the Rocket Launcher, which I unlocked. If you haven't unlocked the Rocket Launcher (Which most of you probably have not, to find out how to unlock it, go to the Frequently Asked Questions section of this FAQ.) I recommend using the Grenade Launcher loaded with Acid Rounds. The number of hits to kill a Crimson Head while using this weapon depends on the Grenade Rounds you have loaded.

Acid Rounds - 1-2 hits, I recommend using these.

Flame (Incendiary) Rounds - 2-3 hits, maybe more.

Explosive (Regular) Rounds - 2-3 hits, maybe more.

4.) Run Away - I don't recommend this unless you are low on health, or in need of ammo. If all else fails, just run away, collect more ammo, replenish your health, etc. then return. Be ready for him, and have your finger already pushing down the R button as you go into the room. (Do this during the door opening sequence.) Once big ugly comes around and starts running at you fill that sucker full of lead! Remember, these guys get stuck on corners, so use that as your advantage when running away from them in long hallways with lots of turns.

Note - I have not listed the Knife, Handgun, or Samurai Edge because they don't tend to work very much.

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4.) FREQUENTLY ASKED QUESTIONS
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Here I have covered some of the questions you may have about the Crimson Heads.

Q.) I tried to burn that Zombie that was already dead in the mirror hallway, but he got up as I tried to burn him! Why did he do that?

A.) That happens when you play the game on Easy. As you try to burn him, gets gets up and chases you. You better just leave him alone, as he doesn't seem to get up at all during Easy mode unless you try and burn him. In Normal/Hard mode he'll get up automatically as you are about to

take the Immitation Key up to get the real one.

Q.) How do you unlock the Samurai Edge and the Rocket Launcher?

A.) To unlock the Samurai Edge, you must beat this game with a total time under 5 hours. (Note - This is NOT a sword, just an automatic Handgun.) To unlock the Rocket Launcher you must beat this game with a total time under 3 hours.

Note - If you leave this game on the Menu Screen (Where your health is displayed.) or the Pause Screen (Where you can adjust your brightness, etc.) They will both count as your play time, so if you try and unlock these things, try and play the game non-stop without pausing.

Q.) What is this "Grenade Launcher Multiplication" trick you speak of?

A.) Go to <http://www.gamewinners.com/gamecube/ResidentEvil.htm> and then scroll down to the bottom of the page until you see "Glitch: Unlimited Grenade Ammunition (Jananese Version)" Don't worry, this works with the American Version too!

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5.) CONCLUSION/CONTACT ME
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Well I hoped this FAQ has answered all of the questions you may have had about the Crimson Head Zombies. This is my first FAQ ever and I hope you all enjoy it. I'll be making more FAQs in the future, and probably one more to do with Resident Evil on GameCube. It'll be an Enemy Guide, or a Puzzle Guide, that is, if I decide to make it.

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!