

# Resident Evil Zero FAQ/Walkthrough

by CVXFREAK

Updated to v3.3 on Dec 28, 2011

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Resident Evil Zero / Biohazard 0  
Covers the Nintendo GameCube and Nintendo Wii Consoles  
A FAQ/Guide by cvxfreak  
Copyright 2001-2011 by cvxfreak  
Version 3.4  
December 26, 2011  
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00. Introduction/Version Updates

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Introduction

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Resident Evil Zero, known as Biohazard 0 in Japan, was originally released for the Nintendo GameCube in November 2002. It was the first game in the series to have two playable characters at the same time, a feature that would be followed up in many subsequent Resident Evil entries. Taking place before the very original Resident Evil, Resident Evil Zero stars the S.T.A.R.S. Bravo Team medic, Rebecca Chambers, as well as convicted convict and ex-Marine Billy Coen as they make their way through the Raccoon Forest, which has been infected with countless zombies and monsters.

Two versions of Resident Evil Zero exist. The original version, as mentioned above, was originally released as a Nintendo GameCube exclusive in November 2002. Over six years later, Capcom released a Nintendo Wii version, which is nearly identical to the GameCube version with the exception of being on one DVD and being compatible with the Wii Remote and Nunchuck, Classic Controller and Classic Controller Pro.

This FAQ can be used with either version of Resident Evil Zero.

Please note that the Leech Hunter mini game is not currently covered in this Walkthrough.

-----  
Version Updates  
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December 26, 2011

Added a note about Rebecca and Billy needing to be together during the early part of the game (on the Ecliptic Express).

July 23, 2011

Fixed minor errors.

July 7, 2011

I was working on this guide in early 2011, but the Tohoku Earthquake and Tsunami resulted in a delay. Now, I've gone back to this document and began finishing up the badly needed revision to this guide.

February 21, 2011

For the 15th anniversary of the Biohazard series, I've gone back to my old guides and given them seriously needed overhauls. I was happy with my guides nearly a decade ago, but they haven't aged well at all. I have rewritten certain passages, removed excessive line formatting, filled in missing information, added Wii version information and corrected anything that might still have been missing.

[Older updates have been deleted.]

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01. Legal Disclaimer  
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The latest version of this FAQ can always be found at:

GameFAQs - <http://www.gamefaqs.com>

IGN FAQs - <http://faqs.ign.com>

This FAQ is copyright 2002-2011 by cvxfreak. Resident Evil and Biohazard are trademarked, copyrighted, and so forth by Capcom and all related companies. I own nothing related to the rights of the Resident Evil or Biohazard properties, but I do own the work put into this guide. Please respect that right when using this work.

I no longer address any guide-related questions I receive in my email due to the lack of time available. I apologize in advance for the inconvenience.

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## 02. Controls

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### Nintendo GameCube Version

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Listed below are the game's Type A controls on the Nintendo GameCube.

A: Action/Climb

B: Run (When moving D-Pad/Analog Stick)

Y: Item Screen

X: Switch Characters

R: Ready Weapon

L: Change targets

C-Stick: Move partner character when partner is in the same room

Start Button: Tell partner character to Stay or Go with Main Character

Z Button: Access map

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### Nintendo Wii Version

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A: Action/Climb

L: Run (When moving D-Pad/Analog Stick)

+: Item Screen

-: Switch Characters

B: Ready Weapon

Z: Change targets

D-Pad: Move partner character when partner is in the same room

Start Button: Tell partner character to Stay or Go with Main Character

1: Access map

2: Options

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### 03. Gameplay Tips

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When playing through Resident Evil Zero, there are important gameplay tips to keep in mind that will be crucial to successfully completing the game. The most important ones are listed below:

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#### Evade Zombies and Monsters

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In the Resident Evil series, avoiding enemies in order to advance to the next room or area is a crucial strategy for success. It saves time and ammunition. If you are in a room that is spacious enough, then run around the enemies and proceed. Rebecca is the physically weaker character of the two protagonists, so have Billy remain near enough that he can absorb an attack, as Billy has quite a bit of strength and can sustain much more damage than Rebecca. If either character dies, it is game over. Not all enemies can be dodged, so be mindful of this possibility, or else it can end up getting your player killed.

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#### Conserve Ammo

---

Ammunition is limited. On the harder difficulties, there definitely is not enough ammo to kill every enemy found in the game. In addition to conserving ammo by avoiding enemies, you can save ammo through other means. The Combat Knife is a good choice for more experienced players against zombies and zombie dogs. Another tactic would be to shoot a zombie to the ground, and then let it bite the player's ankle (preferably Billy due to his stronger stamina). The Shotgun or Hunting Rifle can take down multiple zombies at once. Sometimes you just have to use the ammo you have to kill an enemy and proceed and cannot run away, so do not be afraid to utilize your weaponry when that time comes.

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#### Attack from a Distance

---

Most of the enemies in Resident Evil Zero have short range attacks, making it ideal to dispatch them from a distance. Be aware that some enemies, like zombie dogs, can reduce distances between themselves and the player within a few seconds, so be sure not to waste time when attacking from a distance.

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#### Try to Decapitate Zombies

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Decapitating a zombie is a guaranteed way to quickly dispose of a zombie. Although this is done easiest with either the Shotgun or Hunting Rifle, on times, Rebecca or Billy's standard Handguns can also decapitate zombies, although this is rare and unpredictable, and thus should not be relied on.

-----  
Keep Recovery Items On Hand  
-----

Inevitably, the player characters will be attacked and lose health. This is where recovery items such as the Green Herb and First Aid Spray come in. Always keep one of each (Green Herb and First Aid Spray) to cover both small and large amounts of damage. For Resident Evil Zero, which allows items to be dropped onto the ground at will, keeping healing items in places frequently visited (such as the Main Hall of the Umbrella Research Center) is also a good idea, so they may be retrieved in an emergency.

-----  
Be Cautious Around Leech Zombies  
-----

Leech Zombies are humanoid creatures that make slithering noises and move around with their long, elastic arms. They deal a high amount of damage, and bullet-based weapons do not hurt them easily. They are susceptible to combustion-related weapons, like Napalm Grenade Rounds or Moltov Cocktails. If you do not have these on hand, do not bother fighting them with your bullet-based weapons. Even if you succeed in killing defeating one, it will just explode near the character, which causes tons of damage and brings the character down to orange Caution or Danger status.

-----  
Use Moltov Cocktails Against Leech Zombies  
-----

By mixing Gasoline with Empty Bottles found throughout the game, the player can create a new weapon called the Moltov Cocktail. These makeshift, but effective weapons can defeat nearly every monster in the game easily. However, they are very limited in number, only being found occasionally throughout the game. When aiming the Moltov Cocktail, wait until the player character has a clear shot at the enemy, because it is actually quite easy to miss the enemy, wasting ammo and leaving the player character open to attack.

-----  
04. Health Guide/Item Screen  
-----

As mentioned above, you will have to rely on recovery items in order to remove damage sustained from enemies. In Resident Evil Zero, only Rebecca is able to mix herbs. Billy, for whatever reason, is unable to do the deed himself (in spite of every other playable character in the

series being able to do this).

There are several recovery items that can be found in the game. They are called: GREEN HERB, RED HERB, BLUE HERB and HERBAL MIX.

Recovery Item	Function
Green	Heals approximately 25% of damage sustained. Can mix with Green, Red and/or Blue Herbs Commonly available.
Blue	Removes poison status. Can mix with all Green-type or Green+Red Herbs. Uncommonly available.
Red	Cannot be used alone. Uncommonly available. Mixes with single Green Herb.
Double Green	Heals approximately 50% of damage sustained. Can be made frequently by mixing 2 Green Herbs. Can be further mixed with Blue Herb.
Triple Green	Heals 100% of damage sustained. Can be made sometimes by mixing 3 Green Herbs. Cannot be further mixed with anything.
Red+Green	Heals 100% of damage sustained. Can be made on occasion. Can be further mixed with Blue Herb.
Blue+Green	Heals approximately 25% of damage sustained and removes poison status. Can be mixed further with Red or Green Herb. Can be made often.
Blue+Double Green	Heals approximately 50% of damage sustained and removes poison status. Cannot be mixed further. Can be made on occasion.
Green+Red+Blue	Heals 100% of damage sustained and removes poison status. Cannot be mixed further. Can be made rarely.
First Aid Spray	Heals 100% of damage sustained, but cannot remove poison status. Cannot be mixed further. Commonly available.

#### Health Gauge

Status	Color	Explanation
Fine	Green	100-76% health remaining. Can endure several low-power attacks or 1 to 2 powerful attacks. Can run quickly.

Caution	Yellow	75-50% health remaining. Can endure a small number of low-power attacks. Heal with Green Herb. Character runs slower.
Caution	Orange	49-25% of health remaining. Can endure 1 or 2 low-power attacks. Heal with Mixed Herb (50% heal). Character runs slower.
Danger	Red	24-1% of health remaining. Cannot sustain anymore damage. Heal with Herbal Mix or First Aid Spray. Character limps slowly.
Poison	Purple	99-1% of health remaining. Health is gradually reduced until in Danger status. Heal with Blue Herb or Herbal Mix (Blue).

## Item Screen

The Item Screen can be accessed almost anytime during gameplay, and the action will pause while it is being managed. Both characters' inventories can be seen and managed from the same screen using the following options:

Option	Function
Use	Have an item perform its intended function.
Combine	Combine 2 objects together to form a new item.
Check	Thoroughly examine an item to find a secret.
Leave	Drop an item on the ground.
Exchange	Trade items between characters if in same room.
Equip	Equip a weapon.

## 05. Difficulty Modes

### Easy Mode

This is the lowest level difficulty option available, and is intended for beginners of the Resident Evil series. There is plenty of ammunition and recovery items to be found throughout the game, the player characters have plenty of stamina to sustain several attacks and enemies can be killed with a relatively small amount of firepower. I recommend playing at this setting if you want a relaxing run through of the game.

-----  
Normal Mode  
-----

This is the medium level difficulty option available, and is intended for experienced players of the Resident Evil series. There is enough ammunition and recovery items to be found throughout the game, the player characters have enough stamina to sustain some attacks and enemies can be killed with a relatively moderate amount of firepower. I recommend playing at this setting if you want a decent, but not overwhelming challenge. Dying is possible, but should not happen often.

-----  
Hard Mode  
-----

This is the highest level difficulty option available, and is intended for highly experienced players of the Resident Evil series. There is limited ammunition and recovery items to be found throughout the game, the player characters have limited stamina for sustaining attacks and enemies must be killed with a large amount of firepower that simply is not plentiful enough in the game. I recommend playing at this setting if you want to truly be challenged, and expect to retry several times.

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06. Characters  
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-----  
Rebecca Chambers  
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Age: 18  
Sex: Female  
Starting Items: Handgun  
Also featured in: Resident Evil (Original, Remake)  
Resident Evil: The Umbrella Chronicles  
Resident Evil 5: Gold Edition

Rebecca Chambers is the youngest and only female member of the S.T.A.R.S. Bravo Team. She is surprisingly well trained and mature for an 18-year-old woman. Although she is not a top-notch offensive character, she can hold her own in intense situations. Rebecca is very trustworthy and competent at assisting her comrades. Compared with Billy, Rebecca cannot sustain too much damage or push heavy objects, but she can use her chemical mixer to perform certain functions Billy cannot, and her lighter weight allows her to explore a few areas Billy is unable to physically reach.

-----  
Billy Coen  
-----

Age: 26



Sex: Male  
Starting Items: Handgun, Empty Lighter, Survival Knife  
Also featured in: Resident Evil: The Umbrella Chronicles

Billy Coen is an ex-Marine who was sentenced to death for the murder of 23 innocent people. He was being transported to the U.S. military's Regarthon Base for execution, when the vehicle transporting him was attacked, allowing Billy to escape. He encounters Rebecca on the Ecliptic Express, and together they cooperate to escape the nightmare they have fallen into. Billy seems rather cold and impersonal, but he is actually a disciplined man with good ethics. Tough and competent at fighting, Billy is able to deal with many of the monsters that come his way. He is better than Rebecca at playing the piano and can handle heavy objects.

-----  
Dr. James Marcus  
-----

Age: Unknown  
Sex: Male  
Also featured in: Resident Evil: The Umbrella Chronicles

Dr. James Marcus is one of the original founders of the Umbrella Corporation and a pioneer of its viral research. He plays a very notable role in the plot of Resident Evil Zero.

-----  
Albert Wesker  
-----

Age: 38  
Sex: Male  
Also featured in: Resident Evil (Original, Remake)  
Resident Evil CODE: Veronica X  
Resident Evil 4  
Resident Evil 5  
Resident Evil: The Umbrella Chronicles  
Resident Evil: The Darkside Chronicles

Albert Wesker is the leader of the S.T.A.R.S. Alpha Team and a highly influential player in the entire series. He plays a relatively small role in Resident Evil Zero, but a notable one nonetheless. He is encountered in four cutscenes in the game.

-----  
William Birkin  
-----

Age: 36  
Sex: Male  
Also featured in: Resident Evil 2  
Resident Evil Outbreak  
Resident Evil: The Umbrella Chronicles  
Resident Evil: The Darkside Chronicles

William Birkin is one of Umbrella's most brilliant and influential

scientists. He plays a small role in Resident Evil Zero, but he plays a very crucial part in the plot of Resident Evil 2. He has a wife named Annette, who assists William in his research, and a daughter named Sherry. He is encountered in the same four cutscenes in this game as Wesker.

-----  
 Enrico Marini  
-----

Age: 41  
Sex: Male  
Also featured in: Resident Evil (Original, Remake)

Enrico Marini is the captain of the S.T.A.R.S. Bravo Team and the boss of Rebecca and the rest of the Bravo Team. He makes two actual appearances in Resident Evil Zero and a few other voiced ones. His fate is revealed in Resident Evil, which is the chronological sequel to Resident Evil Zero.

-----  
 Forest Speyer  
-----

Age: 29  
Sex: Male  
Also featured in: Resident Evil (Original, Remake)  
Resident Evil: The Umbrella Chronicles

Forest is the Bravo Team's vehicle specialist. According to the manual for the original version of Resident Evil, he and Chris are good friends, and he is greatly respected by all members of the police force. Forest ends up being the staple of one of the gameplay modes of the GameCube and Wii remake of the original Resident Evil.

-----  
 Kenneth J. Sullivan  
-----

Age: 45  
Sex: Male  
Also featured in: Resident Evil (Original, Remake)  
Resident Evil: The Umbrella Chronicles

Kenneth is a quiet-natured, but well trained chemist. He was recruited into the S.T.A.R.S. Bravo Team by Albert Wesker himself. His fate is determined quite early in the original Resident Evil. In Resident Evil Zero, he appears briefly at the beginning with no spoken dialogue.

-----  
 Richard Aiken  
-----

Age: 23  
Sex: Male  
Also featured in: Resident Evil (Original, Remake)

## Resident Evil: The Umbrella Chronicles

A member of the S.T.A.R.S. Bravo Team, Richard is only briefly seen in Resident Evil Zero, but he plays a much larger role in the original Resident Evil and again in Resident Evil: The Umbrella Chronicles. He apparently is close to Rebecca.

-----  
Edward Dewey  
-----

Age:                   26  
Sex:                    Male

The co-pilot of the S.T.A.R.S. Bravo Team, Edward is seen early on in the game and serves to give Rebecca a warning about the infestation of Raccoon Forest by zombies and monsters. His fate is determined quite early in the game.

-----  
Kevin Dooly  
-----

Age:                    Unknown  
Sex:                    Male  
Also featured in: Resident Evil (Remake)

Kevin is the main pilot of the S.T.A.R.S. Bravo Team. Not much is known about him since his roles in both Resident Evil and Resident Evil Zero were very brief. Aside from his appearance in the introduction video, Kevin is nowhere to be seen in Resident Evil Zero.

## ----- 07. Walkthrough -----

This walkthrough will guide players through the entire adventure of Resident Evil Zero. Please read through it carefully as you play in order to understand the various tasks that must be completed. Unless you only need the guide for certain portions of the game, try not to skip through parts of the walkthrough in order to avoid getting confused.

## ----- Disc 1 / Part 1 Walkthrough -----

Disc 1 (GameCube) or Part 1 (Wii) make up approximately the first two-thirds of the entire game.

## ----- The Ecliptic Express -----

Watch the impressive CG introduction cut-scene. After it ends, you will assume the role of Rebecca Chambers, who has boarded the the Ecliptic

Express train, which has mysteriously stopped running within Raccoon Forest.

-----  
Passenger Car  
-----

[Rebecca]  
Turn left and go through the door into the next car.

-----  
Passenger Car 2  
-----

[Rebecca]  
There will be a cut-scene, and then Rebecca will be fighting against a few zombies. The room is too narrow to just dodge them, so I recommend shooting them dead. After the zombies are gone, go into the door up ahead.

-----  
Train Car Corridor  
-----

[Rebecca]  
Move down the corridor and into the very first door Rebecca sees in the center area.

-----  
Train Bunk Room  
-----

[Rebecca]  
Inside this room should be a file, and some recovery items and ammunition for the easier difficulty modes. Once you have everything, leave the room.

-----  
Train Car Corridor  
-----

[Rebecca]  
Move down the hallway a few steps and go through the next door Rebecca sees.

-----  
Save Room  
-----

[Rebecca]  
Like the previous room, there is a file and some recovery and ammunition in here. There is also a typewriter, which is used to save the game provided that you have an INK RIBBON with you. There is an INK RIBBON next to the typewriter. It's fairly early in the game right now, so there is no real need to save yet, but you will want to do it reasonably

often. Exit the room when you have finished everything.

-----  
Train Car Corridor  
-----

[Rebecca]

Continue moving down the hallway. At the end of the corridor is a dead body holding the TRAIN KEY. Grab it and then a cut-scene will occur. At the end of the cut-scene, you will be fighting against a few zombie dogs, so kill them with your HANDGUN. Search Edward's body for HANDGUN BULLETS. Go into your inventory screen and examine the TRAIN KEY. It will be renamed into the DINING KEY. Take this key back to the PASSENGER CAR, which was the very first room the game began in.

-----  
Passenger Car  
-----

[Rebecca]

Another cut-scene will occur, so feel free to watch or skip it. Afterwards, go to the door at the other end of the car and unlock it with the DINING KEY (TRAIN KEY) you just picked up. Discard the key afterwards, as you will not need it anymore.

-----  
Dining Car  
-----

[Rebecca]

Another cut-scene will occur. Once it's finished, grab the file nearby and then go up the stairs.

-----  
Dining Car 2F  
-----

[Rebecca]

Move into the room, towards the old man sitting at the far table alone. A cut-scene will then occur, and you will be placed in battle against a Leech Zombie, which is a stronger and more agile form of the zombies we've been fighting so far. You can battle it out with the Leech Zombie, but it's wiser to save ammo and attempt to run back down the stairs. Once you do so (or if you damage the Leech Zombie enough), another cut-scene will occur, and Billy will finally be a playable character. You may want to continue using Rebecca for the time being. At the far end of the table near where the old man was sitting is a window with a ladder that leads to the roof of the train. Have Billy stay behind and send Rebecca up. Leave Billy behind in this room.

-----  
Train Roof  
-----

[Rebecca]

Walk across the roof of the train, down towards where the sparks keep igniting. Examine the electric wires, and then opt to reconnect them. A short cutscene will occur. Rebecca will now be in the KITCHEN 2F.

NOTE: You can opt to have Billy fall into KITCHEN 2F instead of Rebecca. While the walkthrough remains largely the same, Rebecca is the weaker character of the two, and there is a boss fight coming up that Billy is better equipped to deal with. This walkthrough assumes that Rebecca is now stuck in KITCHEN 2F.

-----  
Kitchen 2F  
-----

[Rebecca]

Rebecca will be stuck in here because the door leading out of the room is temporarily jammed, but luckily she can send items to Billy through the convenient dumb waiter (item transportation elevator) normally used for transporting food to the first floor. There are several items to grab in here, including another TRAIN KEY. Examine it so that it is renamed into the CONDUCTOR'S KEY. Examine the dumbwaiter, place the CONDUCTOR'S KEY in there, and then send it down to the first floor. Switch back over to Billy afterwards.

-----  
Dining Car 2F  
-----

[Billy]

Go down the stairs into the first floor DINING CAR.

-----  
Dining Car  
-----

[Billy]

Go through the silver door beside the stairs, which will lead into a kitchen. Turn the corner and run down to the dumbwaiter. Examine it and take the CONDUCTOR'S KEY. Now, return to the TRAIN CAR CORRIDOR, where Rebecca first met Billy and talked with Edward.

-----  
Train Car Corridor  
-----

[Billy]

Run down the corridor and you'll see a third door somewhere in the middle that you haven't gone through yet. Unlock it with the CONDUCTOR'S KEY and go inside.

-----  
Conductor's Room  
-----

[Billy]

There might be some GREEN and RED HERBS here on the easier difficulty levels. You should check out the cabinet on the wall and take the BRIEFCASE. On the opposite wall, there should be a flickering red switch. Press it to reveal a ladder, which you should climb.

-----  
Train Bar  
-----

[Billy]

Run down the room until a very short cut-scene occurs. After the scene ends, continue running down the room and through the door at the end.

-----  
Passenger Car 2F  
-----

[Billy]

Move down the hallway. You may see some GREEN and RED HERBS, but the object you need to progress is on the cart. Grab the ICE PICK and then go into the door in the middle of the hallway.

-----  
Cabin  
-----

[Billy]

In this room will be the powerful HUNTING GUN, and perhaps some SHOTGUN AMMO. Grab the HUNTING GUN. Also, grab the SHOTGUN AMMO. Leave the room when you are done managing all your times. Remember to keep the HUNTING GUN with you. Return to the TRAIN BAR.

-----  
Train Bar  
-----

[Billy]

Run forward and a cut-scene will occur. You will be facing off against the first boss of the game.

-----  
Boss #1: Stinger (Giant Scorpion)  
Character: Billy or Rebecca  
Difficulty: Moderate  
Location: Train Bar

This is the first boss fight of the game, and it's quite basic in its execution. You are cornered by the Stinger, so run up to the back wall with the door and begin shooting with the HUNTING GUN. Use up any all SHOTGUN AMMO you may have against the creature before switching to the HANDGUN and continuing from there. The Stinger is not a difficult boss, but it does cause a lot of damage and is a bit difficult to avoid. Having at least one full-powered recovery item and enough ammo will ensure a victory through attrition. Basically, keep shooting and healing and eventually, the Stinger will die. When the Stinger

spasms towards death, try to stay away from it as it will lunch its pincers for one final counterattack, which is highly damaging. If you happen to be playing as Rebecca, be careful as this can possibly get her killed.

-----  
Return to the DINING CAR after defeating the boss. Make sure you have the BRIEFCASE and ICE PICK with you before proceeding. You can leave behind the HUNTING GUN since it occupies 2 item spaces in your inventory. You probably will not need it for the rest of the train section. You will see a PANEL OPENER amidst the debris, so grab that as well.

-----  
Dining Car  
-----

[Billy]  
Return to the dumbwaiter and send Rebecca the ICE PICK. Switch back over to Rebecca, who is still stuck in KITCHEN 2F.

-----  
Kitchen 2F  
-----

[Rebecca]  
Search the dumbwaiter for the ICE PICK. Use the ICE PICK on the doorknob in order to unjam it and free Rebecca. Grab anything you else you might need before leaving. Rejoin Billy on the lower floor of the DINING CAR right away.

-----  
Dining Car  
-----

[Rebecca]  
Regroup with Billy and get him to follow you. Down the room and near the lockers is a panel on the floor, which you can open with the PANEL OPENER (Billy should have it). Switch to Billy.

[Billy]  
Open the panel and head into crawl space into the next room.

-----  
Storage Room  
-----

[Billy]  
Take the GAS TANK you see near the door. At the other end of the room is a GOLD RING. Grab it, and then combine it with the BRIEFCASE you found earlier. Afterwards, go through the door at the far end of the room (not the one next to the crawl space).

-----



Hootshot Room

-----

[Billy]

There is a button on the train wall that is flashing, so make sure you tell your partner character (Rebecca, in the castoff this guide) to stay behind or that you'll go ahead alone. Then, press the button, and without moving a step, switch to the partner character.

[Rebecca]

Grab the HOOKSHOT, now that it has been released from the wall. Be careful about not having Billy move while he is pressing the button, or else the HOOKSHOT will become locked again and you will have to press the button once more. With the HOOKSHOT in hand, return to PASSENGER CAR 2.

-----

Passenger Car 2

-----

[Rebecca]

Next to the door over by the stairs is a window. From it, you can use the HOOKSHOT to reach the roof, so do so with Rebecca. Please make sure no zombies are still alive in this room, as you will be leaving your partner behind temporarily (although nowhere near as long as earlier when Rebecca was stuck in KITCHEN 2F).

NOTE: You can also have Billy use the HOOKSHOT to get to the roof area. The decision on who to send doesn't have any effect on the game's story or gameplay progression.

-----

Train Roof 2

-----

[Rebecca]

Walk down the roof and you'll see yet another hole leading back down into the train. Jump down (as opposed to getting forcefully pushed in like the first time).

-----

Cabin 2

-----

[Rebecca]

Kill the zombie waiting in this room, and then grab the HANDGUN AMMO and the JEWELRY BOX. Examine the JEWELRY BOX to find a SILVER RING. Combine that with the BRIEFCASE to discover the BLUE KEYCARD inside it. Attempt to exit the room and a short cut-scene will occur. After it ends, exit the room.

-----

Passenger Car 2F

-----

[Rebecca]

You'll be back in this hallway, but now the mountain of leeches is gone, allowing you to access the staircase that leads back to PASSENGER CAR 2.

-----  
Passenger Car 2  
-----

[Billy]

Billy will be reunited with Rebecca, and with the BLUE KEYCARD in hand, you can now access the ENGINE CAR area. Return to the TRAIN CAR CORRIDOR (the room with Edward's body in it). If you want, stop by the SAVE ROOM and save the game at the typewriter before proceeding.

-----  
Train Car Corridor  
-----

[Billy]

Run to the very end of the hallway and use the BLUE KEYCARD to unlock the door. Go through it afterwards.

NOTE: Make sure both characters are present in this room before going through the door. You also need to ensure that the sub-character (as for this walkthrough, that would be Rebecca) is set to follow the character being controlled through the door. Otherwise, the game will not allow you to proceed.

-----  
Engine Car  
-----

[Billy]

A cut-scene will occur, and afterwards, you will be allowed to proceed down the car. Go through the door at the end.

-----  
Control Room  
-----

[Billy]

Elect for Rebecca or Billy to stay behind. Grab the MAGNETIC CARD and two boxes of HANDGUN AMMO. Then have Rebecca/Billy run back to where he got the HOOKSHOT. Rebecca will have a cut-scene with Edward.

NOTE: You can choose either character to stay behind, while the other moves forward. It honestly does not matter, although in terms of stamina, Billy is the wiser choice as there are several zombies that you will have to get past.

-----  
Hookshot Room  
-----

[Billy/Rebecca]

Insert the MAGNETIC CARD into the little card reader to the left of the door. This will trigger a puzzle that you have to solve. For some strange reason, you have to press a number from 1 through 9 in a random order 10 times so that the numerals of your button presses add up to the displayed number. Remember, the clock is ticking, so don't waste too much time. Some of the solutions I have encountered are:

```
-----  
| 67 | 9 | 9 | 9 | 9 | 9 | 5 | 5 | 5 | 5 | 2 |  
-----  
| 36 | 5 | 5 | 5 | 5 | 5 | 5 | 2 | 2 | 1 | 1 |  
-----  
| 81 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 8 | 1 |  
-----
```

-----  
Control Room  
-----

[Billy/Rebecca]

After completing the first puzzle, you will switch over to the alternate character and complete another puzzle. This one is a bit harder because you cannot see your cumulative calculations, so you will have to use your head to remember what the current sum is. Some of the solutions I have encountered are:

```
-----  
| 81 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 8 | 1 |  
-----  
| 36 | 5 | 5 | 5 | 5 | 5 | 5 | 2 | 2 | 1 | 1 |  
-----  
| 67 | 9 | 9 | 9 | 9 | 9 | 5 | 5 | 5 | 5 | 2 |  
-----
```

-----  
The Umbrella Research Center: Part 1  
-----

-----  
Train Tunnel  
-----

[Rebecca]

Rebecca and Billy have escaped the now-crashed train, but luckily, all the items they have either collected or examined will be scattered on the ground, and they will remain here for the remainder of the game, so feel free to return anytime you need something. There is one door in this room that can be accessed, so go through it.

-----  
Sewer Tunnel  
-----

[Rebecca]

Jump into the water and then make a left turn. Run all the way down until you see a ladder at the end, which you should climb.

-----  
Research Facility Main Hall  
-----

[Rebecca]

Watch the cut-scene, and then observe your surroundings. This is the Research Facility Main Hall. Like the main halls of the mansion and the RPD in other Resident Evil games, this room will serve as a kind of "hub." There are some items scattered about, as well as a typewriter. Go to the second floor and then head over to the left side of the second floor (relative to the TV screen). There will be a single door for you to go through.

-----  
Living Room  
-----

[Rebecca]

In this dark room, run down to the table in the center and grab the file. Next, look in the open cabinet next to the window for a CRANK HANDLE. After grabbing it, there will be short pause in the game, and crows will break the window and fly into the room. It's better to just leave the room and avoid wasting ammo on them, as there is no reason to return to this room after leaving.

-----  
Research Facility Main Hall  
-----

Head to the center of the second floor, near a statue holding two plates that serve as balance scales. Go through the doors right across from that statue.

-----  
Conference Room  
-----

[Rebecca]

There are some ammo items in here to grab, so take them if needed. Go in the door directly the right of the door Billy and Rebecca just came through on the screen.

-----  
Long Hallway 2F  
-----

[Rebecca]

Run down the hallway and turn the corner. There will be zombies in here, so kill them. Go through the set of double doors halfway down the hallway.

-----  
Large Study

-----  
[Rebecca]

Across the doors on the stand is a map of the Umbrella Research Center (the current building Billy and Rebecca are in). On the desk further down the room on one side is MICROFILM A, and near the computers is an INK RIBBON. On the opposite side of the room is an elevator that can only be moved by rotating a CRANK HANDLE, which they happen to have. Ensure that Rebecca has the HUNTING GUN before moving forward. She will definitely need it. Switch over to Billy and have them split up.

[Billy]

Using the C-Stick (GameCube), control pad (Wii Remote) or Right Stick (Wii Classic Controller or Classic Controller Pro), guide Rebecca onto the elevator itself, and have her wait there. Go to the right of the elevator and have Billy use the CRANK HANDLE. Billy will rotate the crank, allowing the elevator to rise one floor above with Rebecca on it.

-----  
Mechanism Room  
-----

[Rebecca]

Move forward and a smaller version of the Stinger boss will attack Rebecca. It's reasonably strong and fast, I recommend Rebecca use the HUNTING GUN to kill it. Move forward and a second one will attack. There is a FIRST AID SPRAY on the floor and HANDGUN AMMO on the table. There is also a big clock in the room with a missing hand, so they'll have to find it. Exit the room through the door just above the small set of stairs.

-----  
Fountain Courtyard  
-----

[Rebecca]

There are a few crows out here, but you can either kill many of them with the HANDGUN or better yet, just avoid them. You should find a few GREEN and RED HERBS in the room, so take them if needed. Go through the other door at the end of the room.

-----  
Animal Storeroom  
-----

[Rebecca]

Run forward into center of the room and go down the ladder. There's a cage in this room you have to lift using a crank connected to the cage with a chain, but only Billy has the strength to turn the crank, so he will have to get come to this room later.

The only other option is to go back up the ladder, back down the room and down the stairs. Unlock the farther door, which leads to the RESEARCH FACILITY MAIN HALL. Go through the door, and then switch to Billy, who should still be in the MAIN LIBRARY.

-----  
Large Study  
-----

[Billy]

Exit the room and head for the RESEARCH FACILITY MAIN HALL. There will be a zombie along the way, so take care of it.

-----  
Research Facility Main Hall  
-----

[Billy]

Find Rebecca, who should be standing next to the door that leads to the ANIMAL STOREROOM, and then switch over to her.

[Rebecca]

Go through the door Rebecca just went through, back into the ANIMAL STOREROOM.

-----  
Animal Storeroom  
-----

[Rebecca]

Run to where the cage is by going down the ladder in the center of the room. Leave Rebecca there, and then switch over to Billy.

[Billy]

If you haven't done so yet, press Start to have Rebecca stay where she is (near the cage). Then have Billy climb the ladder. Near the door leading to the FOUNTAIN COURTYARD are cranks. Go to the second one and have Billy turn it. This will cause the cage near Rebecca to rise, so switch back over to her.

[Rebecca]

Grab the shiny object. If Rebecca's item capacity is maxed out, then climb the ladder, drop any item and then go back and grab the FACILITY KEY. Afterwards, a boss fight will automatically begin, but only Billy will be able to battle.

-----  
Boss #2: Centurion  
Character: Billy  
Difficulty: Easy  
Location: Animal Storeroom

Rebecca will be held by this creature, so she won't be able to help out in this boss fight. That said, the room is big enough and Billy should have enough powerful weapons that this boss fight should be rather simple. Arm Billy with the HUNTING GUN, get somewhat, but not too far away from the creature, and then begin shooting it. It's easy to run away if the Giant Centipede tries to get close to Billy. Be careful, as the boss gradually deals damage to Rebecca, which could eventually kill her, so do not take too long or try to leave the room. After perhaps 15 to 20 SHOTGUN SHELLS, or twice the amount of regular HANDGUN BULLETS, the Giant Centipede should die, and Rebecca will be freed. If you have

the GRENADE LAUNCHER with you already, then the fight will be over even quicker.

-----  
[Billy]

The boss fight might leave Billy injured, but luckily the FOUNTAIN COURTYARD should have some GREEN HERBS to take care of that problem. Switch over to Rebecca now.

[Rebecca]

Examine the FACILITY KEY you received before the boss fight in order to turn it into a FIRE KEY. Next, go down the stairs, and through the first door to the left.

-----  
Art Room  
-----

[Rebecca]

Shoot the giant insects with the HUNTING GUN (or switch to Billy if he has it). The HANDGUN, as you might have noticed, is relatively ineffective against these creatures. Afterwards, have the character without the HUNTING GUN grab the GRENADE LAUNCHER. There should also be SHOTGUN AMMO and NAPALM GRENADE and most importantly, a WHITE STATUE. Once you have everything, leave the room the way you came in.

-----  
Animal Storeroom  
-----

[Rebecca]

Go through the door that leads to the RESEARCH FACILITY MAIN HALL.

-----  
Research Facility Main Hall  
-----

[Rebecca]

Go to the big statue in front of the double doors. Place the WHITE STATUE on one of its scales. You will need 3 more objects in order to complete this puzzle, so for now, go through the double doors on the second floor to the CONFERENCE ROOM.

-----  
Conference Room  
-----

[Rebecca]

Since you just fought a boss, now might be a good time to save the game if you haven't done so recently. Go into the LONG HALLWAY 2F.

-----  
Long Hallway 2F  
-----

[Rebecca]

Go all the way to the end of this hallway to the red door at the end.  
Use the FIRE KEY to unlock the door, and then switch over to Billy.

[Billy]

After switching over to Billy, go through the red door.

-----

Table Room

-----

[Billy]

Attempt to run into the room and you'll find that there is a table in the narrow walkway that is blocking you from advancing. Rather than climb it as you may be tempted to do, push it forward until you can no longer push it. Then, climb the table and get to the right of it, and then once again push the table to the left (relative to the game's camera angle). Eventually, the table will end up in front of the fireplace. Afterwards, run to the red switch and turn the lights on by pressing it. Climb the table once again and grab the shiny object on the deer head, which is the IRON NEEDLE, which can be used back in the MECHANISM ROOM. Switch back to Rebecca.

[Rebecca]

Exit the room.

-----

Long Hallway 2F

-----

[Rebecca]

Return to the CONFERENCE ROOM.

-----

Conference Room

-----

[Rebecca]

From here, make your way back to the RESEARCH FACILITY MAIN HALL.

-----

Research Facility Main Hall

-----

[Rebecca]

Head over into the ANIMAL STOREROOM, where you fought the second boss.

-----

Animal Storeroom

-----

[Rebecca]

Go up the stairs and into the FOUNTAIN COURTYARD.



-----  
Fountain Courtyard  
-----

[Rebecca]  
Finally, return to the MECHANISM ROOM.

-----  
Mechanism Room  
-----

[Rebecca]  
Go to the clock near the elevator and use the IRON NEEDLE, which will be placed onto the face of the clock. Now, we will need to solve the puzzle that comes up. The time of the clock you need to set is the time you saw in a previous file, the NOTICE TO ALL STAFF. Input the code from the file, which is 8:15 (the shorter hour hand on 8 and the longer minute hand on the 3). Solving the puzzle will cause two doors in the URC to unlock. Exit the room.

-----  
Fountain Courtyard  
-----

[Rebecca]  
Head into the Animal Storeroom.

-----  
Animal Storeroom  
-----

[Rebecca]  
Go down the stairs and into the RESEARCH FACILITY MAIN HALL.

-----  
Research Facility Main Hall  
-----

[Rebecca]  
Solving the clock puzzle unlocked a single door on the second floor of this hall, on the same side as the door that leads into the ANIMAL STOREROOM. Go inside.

-----  
Meeting Room  
-----

[Rebecca]  
There are a few zombies in this room, so shoot them all. Use the table as a barrier so they can't reach you. There is a file here called the VERSE OF POETRY. Grab it, and elsewhere in the room should be MICROFILM B. You may also find a GREEN HERB and SHOTGUN AMMO. Exit the room after you have taken everything.

-----  
Research Facility Main Hall  
-----

[Rebecca]

Head down to the first floor and through the single door on the left side of the hall (left side of the stairs relative to the camera angle, and on the same side as the hatch that leads into the SEWER TUNNEL).

-----  
Long Hallway 1F  
-----

[Rebecca]

The first door in this hallway leads to a BATHROOM. Feel free to explore it for some items and a possible showdown against a LEECH ZOMBIE. Otherwise, go to the end of the hallway, fight the LEECH ZOMBIE with a fire-based weapon and then go through the door at the end.

-----  
Operations Control Center  
-----

[Rebecca]

Hopefully you've been hanging onto MICROFILM A and B. Insert them into the projector in the center of the room, which will then yield an MO DISK as well as the image of a room with a bunch of desks and numbers superimposed over them in red ink. Try to remember the image on the picture, of which a text version has been reproduced below:

-----				
Stage				
-----				
0	1	2	3	
-----				
4	5	6	7	
-----				
8	9	A	B	
-----				
C	D	E	F	
-----				
Entrance				
-----				

There is also HANDGUN AMMO on a desk. After you have collected everything, return to the CONFERENCE ROOM on the second floor of the URC, beyond the RESEARCH CENTER MAIN HALL.

-----  
Conference Room  
-----

[Rebecca]

Run onto the stage and use the MO DISK on the podium in the center. Afterwards, you will receive a code such as "47" or "0A." It seems to

be quite random. What you will need to do is press the panels on top of desks 4 and 7, or 0 and A. Use the photo you received a few moments ago, or the text chart above to ensure that you are pressing the correct desks, which again are dependent on the actual code you receive in your play through. In order to do this correctly, have Billy go to one of the desks, while Rebecca waits at the other, so you can press the appropriate key panels consecutively. Do not take too long, or else the puzzle will reset and you will have to try again.

Once you have pressed both alpha-numerals, three sets of double doors in the URC that are blocked with knights crossing their swords will unlock, allowing you to pass through them. One set of doors has unlocked in this very room, but we will save that for later. For now, return to the ANIMAL STOREROOM, where you fought the second boss.

-----  
Animal Storeroom  
-----

[Billy]

Go up the stairs and into the main area with all the cages, where you fought the boss earlier. With the double doors at the end no longer blocked by the swords, feel free to go through.

NOTE: Make sure Rebecca is carrying the GRENADE LAUNCHER, while Billy holds the HUNTING GUN, so that both characters will have powerful weapons at their disposal. I also recommend that they each carry at least 1 healing item, just to be safe.

-----  
Observatory  
-----

[Billy]

Pick up the HANDGUN AMMO you see in here, and then observe the telescope by climbing down the ladder. There are 3 indents on the base of the telescope that you will have to insert 3 objects into in order to proceed from here, so that's the next task for the game. Return to the RESEARCH FACILITY MAIN HALL.

-----  
Research Facility Main Hall  
-----

[Billy]

On the first floor, go through the double doors on the right side of the hall.

-----  
Dining Room  
-----

[Billy]

Switch over to Rebecca if you are not already controlling her.

[Rebecca]

Kill all the zombies in this room, and then look for the red door toward the right side of the room. From the door you came in through, Billy and Rebecca turn right and run around one of the dining tables to reach the red door. The door has a fire motif on it, so unlock it with the FIRE KEY. Discard the FIRE KEY and go through the door.

-----  
Kitchen  
-----

[Rebecca]  
Not sure why they decided to lock up the kitchen with a special key... Anyway, look on the kitchen counter for some LIGHTER FLUID. Give it to Billy and combine it with his (Empty) LIGHTER, so he will be able to use his LIGHTER. Return to the DINING ROOM afterwards.

-----  
Dining Room  
-----

[Rebecca]  
Return to the RESEARCH FACILITY MAIN HALL.

-----  
Research Facility Main Hall  
-----

[Rebecca]  
Climb the stairs to the second floor and go through the double doors into the CONFERENCE ROOM.

-----  
Conference Room  
-----

[Rebecca]  
Return to LONG HALLWAY 2F. If you want, save the game using the typewriter in the corner.

-----  
Long Hallway 2F  
-----

[Rebecca]  
Switch to Billy if you are not already controlling him.

[Billy]  
As Billy, go through the double doors ahead into the LARGE STUDY.

-----  
Large Study  
-----

[Billy]

Go to the locked door directly to Billy's right, and then use the LIGHTER to ignite the candle being suspended on the wall to the left of the door. This will unlock the door, allowing you to enter. Go through it.

-----  
Library  
-----

[Billy]  
Shoot all of the zombies in this room. Then, run down towards the end of this narrow room and climb onto the suspended stage-like area. You will notice a bookcase that can be pushed only by Billy. Have Billy push the shelf either to the right or to the left, and you will receive the BOOK OF THE GOOD. Examine the book in the inventory screen by turning it so that the pages are showing. This will prompt a menu asking if you want to open the book, so do so in order to receive the ANGEL WINGS. Return to the DINING HALL after you have everything in here. The DINING HALL is located on the first floor past the RESEARCH FACILITY MAIN HALL.

-----  
Dining Hall  
-----

[Billy]  
Turn left, run all the way down and go through the single door up ahead.

-----  
Narrow Hallway  
-----

[Billy]  
Turn right, and then go through the single door you see at the end. Do not go turn left and head in that direction so you are currently unable to pass through an obstacle blocking that area.

-----  
Storage Room  
-----

[Billy]  
Kill all of the zombies in here, and then grab the BLACK ANGEL on one of the shelves. In here, you will also find the SHOTGUN, which uses SHOTGUN AMMO, just like the HUNTING GUN. However, this gun can hold up to 7 shells, so unless you really like the HUNTING GUN, feel free to leave the HUNTING GUN behind and grab the SHOTGUN as a replacement. Afterwards, go up the ladder.

-----  
Side Balcony  
-----

[Billy]

There will be a few zombies approaching the protagonists in this long hall, so be sure to take them out. You should then see a few GREEN HERBS if you are playing on Easy or perhaps Normal. Feel free to use them or grab them as needed. At the other end of this elongated room is a door, which you should go through.

-----  
Conference Room  
-----

[Billy]

Billy and Rebecca are back in the CONFERENCE ROOM, having come in through a door that was previously locked. Immediately nearby are another set of doors that were unlocked with the computer. However, first, we must return to the RESEARCH FACILITY MAIN HALL.

-----  
Research Facility Main Hall  
-----

[Billy]

Run to the statue on the second floor, where you should have placed the WHITE STATUE earlier. Repossess the WHITE STATUE and then combine it with the ANGEL WINGS in order to create the STATUE OF GOOD, which you should then replace onto the main statue. Next, place the BLACK STATUE on the main statue. You now need only one more piece in order to solve this puzzle, so return to the CONFERENCE ROOM.

-----  
Conference Room  
-----

[Billy]

Go through the door that was blocked with the swords, which should now be unlocked.

-----  
Medieval Hallway  
-----

[Billy]

Shoot the zombies until they are all dead, and then run down until you can turn a left. Go through the double doors up ahead.

-----  
Chess Room  
-----

[Billy]

Grab the NAPALM ROUNDS you see in here, and give them to Rebecca so she can load them into her GRENADE LAUNCHER. The next puzzle in this room involves the oversized chess pieces and chess board between the desk and door. Move the King Chess Piece (white colored with the cross above it) toward the room's door until Billy is able to push it to the right. Next, push the piece back towards the back

of the room. Once Billy can no longer push it, there will be a clicking sound and the miniature-sized chessboard on the desk will slide to the side to reveal the BOOK OF EVIL and MARCUS' DIARY. Once you have those two items, leave the room and return to the RESEARCH FACILITY MAIN HALL.

-----  
Research Facility Main Hall  
-----

[Billy]

Examine the pages of the BOOK OF EVIL, much like you did with the BOOK OF GOOD earlier. From within the pages like the BLACK WING. Remove the BLACK ANGEL from the main statue you placed it on, and then combine it with the BLACK WING. It will form the STATUE OF EVIL. Use the STATUE OF EVIL on the main statue, which will provide the correct weight balance on the statue's scales. With the puzzle solved, the big painting of Marcus will slide down to reveal a hidden passage. You should save the game before descending into the newly revealed passage.

-----  
Basement Tunnel  
-----

[Billy]

Shoot the giant spider dead using either the SHOTGUN or the GRENADE LAUNCHER. Then move down the hall. More spiders will attack, so be sure to take care of them as you will be coming back through this tunnel shortly. Head through the unlocked door at the very end of the hall.

-----  
Basement Save Room  
-----

[Billy]

Grab the file and HANDGUN AMMO on the table, and take the opportunity to save the game with the typewriter if necessary. Then go through the large brown door into the next area.

-----  
Torture Chain Room  
-----

[Billy]

Run to one of the corners of this square-shaped room, where you should see a rectangular ventilation hole above near the ceiling. Examining it will prompt Rebecca to climb through it to explore the next room.

-----  
Torture Chamber  
-----

[Rebecca]

Look for the only door in this room, and grab the file nearby. After

reading it, find the wall with the red switch, which you flip in order to begin the next puzzle. This next puzzle involves flipping 5 switches using the correct combination of either UP or DOWN in order to restore power to certain parts of the facility. Players of Resident Evil 2 might recognize a similar puzzle to this one in that game.

The solution for the puzzle for reaching a voltage of 70 is:

-----  
| 1. Up | 2. Up | 3. Down | 4. Up | 5. Up |  
-----

Another cutscene will occur, and you will automatically be back in control of Billy.

-----  
Torture Chain Room  
-----

[Billy]

Rebecca needs Billy's help! You will have to hurry back to the NARROW HALLWAY, which is past the left single door in the DINING ROOM on the first floor of the URC. On the way there, you will encounter a new type of enemy, monkeys, which are short, but move very quickly. Avoid them, or kill them with a stronger weapon like the SHOTGUN.

NOTE: Although there is no countdown timer during the next few rooms, and I myself have never run out of time to save Rebecca in the 8 years I've been playing Resident Evil Zero, I recommend you go through the sequence quickly in case there actually is a time limit in place.

-----  
Narrow Hallway  
-----

[Billy]

This time, turn left and go through the area that was previously blocked by a strong current of steam gas. With the path now clear thanks to Rebecca's solving of the switch puzzle, you can head through the hallway and down the stairs at the very end. There are also some GREEN and RED HERBS here in case you need them.

-----  
Monkey Room  
-----

[Billy]

There are a few monkeys in here, so you'll have to be careful around them. From the door you entered the room from, run straight down the hall, past those animal statues, until the hall turns to the right. Make a right, go straight and then make another right at a door you see (do not go through this door). At the end of this branching hallway is a lone door that you should go through.



-----  
Torture Chain Room BF  
-----

[Billy]

Billy will automatically save Rebecca, and a cutscene will occur. Once gameplay resumes, Billy might be in bad shape from the monkeys, so you may want to switch to Rebecca and arm her the GRENADE LAUNCHER if the monkeys are still running around in the previous room. Grab the INK RIBBON and save the game if you need (this is honestly a good spot to save). If Billy is injured and you have no healing items, I advise you to leave Billy here and find some healing items, and then come back and heal him. Exit the room after you have finished.

-----  
Monkey Room  
-----

[Billy]

Run back to the wider area of the room with the animal statues arranged in the middle. It turns out that they are fancy torches that can be lit using Billy's LIGHTER. Examining the area will provide clues as to what order the animal torches should be lit, but in case you can't figure it out, it is:

1. Deer
2. Wolf
3. Horse
4. Tiger
5. Snake
6. Eagle

If you light them in the correct order, the bars nearby that were blocking access to a small hallway should rise. Go through the gate. Take the first door to the right.

-----  
Old Bedroom  
-----

[Billy]

There might be some files, ammunition and recovery items here, but the main object of interest in here is above the fireplace. Grab the UNITY TABLET and exit the room.

-----  
Monkey Room  
-----

[Billy]

Turn right and head through the single door at the very end of this small branch hallway.

-----  
Bunk Room  
-----

[Billy]

There are a few zombies in this room, so shoot them all dead. Afterwards, grab the file and the INK RIBBON nearby. Further down the room is a RED HERB and GREEN HERB. Exit the room once you have taken everything you need.

-----  
Monkey Room  
-----

[Billy]

There is one final door in this room that you haven't gone through yet. Go back down toward the room where you rescued Rebecca, but instead of going down the small branching hallway, go through the door immediately before it.

-----  
Spider Tunnel  
-----

[Billy]

Here, we have another tunnel infested with spiders. You can choose to kill them or avoid them, depending on your ammo supply and health. Run down the stairs and go into the first door on the right.

-----  
Waterfall Room  
-----

[Billy]

On the crates at the end of the room are a LOCKER KEY and FIRST AID SPRAY. Both items are optional, but the LOCKER KEY in particular will come in very handy shortly. Exit the room.

-----  
Spider Tunnel  
-----

[Billy]

Continue down the hallway and go through the set of double doors up ahead.

-----  
Battle Test Room  
-----

[Billy]

Switch over to Rebecca if you aren't controlling her already. I recommend that you temporarily hand Billy the GRENADE LAUNCHER with ACID ROUNDS for the next sequence, or arm him with a fully-loaded SHOTGUN. Whatever happens, the HANDGUN will not be a sufficient weapon in this room.

[Rebecca]

As Rebecca, run up the stairs to the room with the control panel, and grab the HANDGUN BULLETS you see. To the right of the control panel is a locked locker, and it just so happens that you have a LOCKER KEY in your possession, so use it to open the locker. Inside is a locked DURALUMIN CASE. Examine the case in the inventory screen to discover a number. In my game, my number was 385, so use that number to open the case by manipulating the combination lock. Inside the case are HANDGUN PARTS, which I recommend you combine with Billy's HANDGUN to form the CUSTOM HANDGUN, which is a more powerful weapon. There are also SHOTGUN AMMO and MAGNUM AMMO in the room, so pick those up as well.

Now, examine the control panel, which manipulates the metal gates in the area below. First up, press the left button. Then have Rebecca stay exactly where she is, and switch to Billy.

[Billy]

With the bar now lowered, have Billy walk straight through. Then switch to Rebecca.

[Rebecca]

Have Rebecca press the center button this time. Then switch back over to Billy.

[Billy]

Have Billy run beyond the now lowered gate (do this each time until you reach the red switch. The guide describes the rest of the process, but you should understand how this works now). Switch back to Rebecca.

[Rebecca]

Press the center button again. Then switch back to Billy.

[Billy]

Move forward until you reach another gate that is blocking you. Then switch to Rebecca again.

[Rebecca]

Press the right button. Switch back to Billy.

[Billy]

Move forward yet again until you reach another gate that is blocking you. Then switch to Rebecca again.

[Rebecca]

Finally, press the center button in order to lower that final gate. Then switch back over to Billy.

[Billy]

By now, you should have progressed far enough to be standing next to a red switch. Press it, and a short cutscene will occur. After that ends, Billy will be under attack by Hunters. Use the GRENADE LAUNCHER with ACID ROUNDS to defeat them.

Run to the small dark shaft where an item is shining. Pick the object up to receive another FACILITY KEY. Examine it so that it is renamed into the WATER KEY, which will unlock one last door back in the URC. Research to the RESEARCH FACILITY MAIN HALL by going through the NARROW HALLWAY and DINING ROOM.

-----

Research Facility Main Hall

-----

[Rebecca]

From here, head to the OBSERVATORY you visited a little while back, which is past the room where Billy fought the second boss.

-----  
Observatory  
-----

[Rebecca]

Run around the room and go down the ladder to the base of the telescope. Place the UNITY TABLET into its appropriate slot and then leave the room, returning to the ANIMAL STOREROOM.

-----  
Animal Storeroom  
-----

[Rebecca]

Head over to the ART ROOM, where you found the GRENADE LAUNCHER. It can be accessed through the door right at the base of the stairs.

-----  
Art Room  
-----

[Rebecca]

Run to the blue door in the center of the room and unlock it with the WATER KEY. Discard the WATER KEY when prompted, and equip a weapon that emits fire, such as a MOLTOV COCKTAIL or the GRENADE LAUNCHER with FLAME ROUNDS. Go through the next door.

-----  
Entertainment Hallway  
-----

[Rebecca]

As soon as you enter this hallway, you'll see a Leech Zombie, so take care of it with the proper weapon. Then go through the door immediately to the right.

-----  
AV Room  
-----

[Rebecca]

To the left is another Leech Zombie, so kill it with a strong weapon. Search the shelf nearby for the VISE HANDLE, and then exit the room.

-----  
Entertainment Hallway  
-----

[Rebecca]

First off, switch over to Billy.

[Billy]

After switching to Billy, go through the next door down the hallway.

---

Bar

---

[Billy]

As Billy, be sure to examine the grand piano in the center of the room. Veterans of the original Resident Evil might be tempted to have Rebecca play the piano, but as we saw in that game, she's not too great at it. Billy, on the other hand, is an expert pianist, so watch the cutscene. A wall next to the bar will rise, revealing a hidden room. Switch over to Rebecca.

[Rebecca]

Run into the newly revealed room and in the wall is a BATTERY, an EMPTY BOTTLE and some needed MAGNUM AMMO. Grab all of the items, and upon grabbing the battery, the wall will lower, trapping Rebecca inside (deja vu, anyone?). However, instead of finding some other battery to reinsert into the slot, instead we'll just do the easy thing: play the piano once again. Switch back over to Billy.

[Billy]

Play the piano once again, the wall will rise again, freeing Rebecca. Switch back to Rebecca.

[Rebecca]

With everything in hand, leave the room.

-----

Entertainment Hallway

-----

[Rebecca]

Go to the final door in this hallway, to the characters' right.

-----

Empty Hallway

-----

[Rebecca]

This is yet another hallway, but luckily it's empty. Go through the first door to the right.

-----

Research Room

-----

[Rebecca]

Kill all the zombies that have populated the room, and then search the shelf for SHOTGUN AMMO, which would quite useful right now. Turn

the corner to the left of the door and examine the area with the vises on the table. It just so happens that you have a VISE HANDLE, so use it on the one you see a tablet gripped onto. You'll get the OBEDIENCE TABLET as a result. Exit the room afterwards.

-----  
Empty Hallway  
-----

[Rebecca]  
Now, with one door done, go through the next door in this hallway.

-----  
Experimentation Room  
-----

[Rebecca]  
Grab all the healing items in this room if you need any of them. Leave the room afterwards.

-----  
Empty Hallway  
-----

Head back into the ENTERTAINMENT HALLWAY.

-----  
Entertainment Hallway  
-----

[Rebecca]  
From here, return to the ART ROOM.

-----  
Art Room  
-----

[Rebecca]  
Head back into the ANIMAL STOREROOM.

-----  
Animal Storerroom  
-----

[Rebecca]  
Climb the stairs, and watch out for the giant insects that may have appeared in the room. Head into the OBSERVATORY.

-----  
Observatory  
-----

[Rebecca]

Insert the OBEDIENCE TABLET into its slot on the base of the telescope. We now only need one more piece before we finish this puzzle, so exit the room the way you came in.

-----  
Animal Storeroom  
-----

[Rebecca]  
From here, return to the RESEARCH FACILITY MAIN HALL.

-----  
Research Facility Main Hall  
-----

[Rebecca]  
This time, head down to the first floor and then switch to Billy.

[Billy]  
Go through the double doors that make up the main entrance of the entire facility.

-----  
Entrance Yard  
-----

[Billy]  
It'd be nice if this meant we were home free, but unfortunately the bridge that leads out of here has collapsed for mysterious reasons, so we're still trapped. That said, the last item we need to get out of here through the OBSERVATORY is in this room. Run to the right of the main entrance and insert the BATTERY into a battery slot in order to restore power to the lift. Call the lift from panel next to where you inserted the battery. After it arrives, step onto the lift, climb onto the crate, immediately climb down the other side and push it out of the crate itself.

The next task is to push the crate to the left, right next to the pillar with the shiny object on top of it and right across from the main entrance. Once the crate is next to the pillar, jump onto it and Billy should be able to reach the DISCIPLINE TABLET, the final piece of the puzzle in the OBSERVATORY we need. Head back into the RESEARCH FACILITY MAIN HALL.

NOTE: The lift can be sent back up by having one of the characters stand on it and the other press the button. You'll end up in the FOUNTAIN COURTYARD. There's no real need to do this, since the partner character will need to go through the facility to get to the OBSERVATORY anyway, but the option is there if you so please.

-----  
Research Facility Main Hall  
-----

[Billy]

Go up the stairs and into the ANIMAL STOREROOM.

-----  
Animal Storeroom  
-----

[Billy]

Watch out for the giant insects that might still be roaming around.  
Go through the doors into the OBSERVATORY.

-----  
Observatory  
-----

[Billy]

As mentioned in the previous room, please ensure that you have the HOOKSHOT that was acquired on the train at the beginning of the game. It'll be needed shortly in order to advance. With that, insert the DISCIPLINE TABLET into its place on the base of the telescope. A short cut-scene will occur.

NOTE: Players of the Nintendo GameCube version will be prompted to switch to Disc 2 at this point. If you're playing on a GameCube system, then press the "Open" button on the GameCube console, remove Disc 1, place Disc 2 into the system, and then close it. If you are playing the GameCube version on a Wii system using the Wii's backwards compatibility with GameCube software, then press the "Eject" button on the Wii, pull Disc 1 out and then insert Disc 2. The game will resume automatically afterwards, and you will still be allowed to visit the Umbrella Research Center. Players of the Wii version (not using backwards compatibility) will continue the game automatically since that version is only on one disc.

-----  
Disc 2 / Part 2 Walkthrough  
-----

Disc 2 (for the GameCube) or Part 2 (for the Wii) make up approximately the final third of Resident Evil Zero.

-----  
The Umbrella Research Center: Part 2  
-----

-----  
Observatory  
-----

[Billy]

After placing all three tablets into their slots on the base of the telescope, the double doors on the higher portion of the room will unlock, and you can pass through. Note that the entrance into this room no longer leads to the ANIMAL STOREROOM, but to the SIDE BALCONY. This is due to the fact the OBSERVATORY shifted down one level



relative to the rest of the building.

-----  
Bridge  
-----

[Billy]

Run down the bridge, and have the characters make a right into a small empty building. Notice that there are different-colored tiles on all four corners of the room. Stepping on one of the tiles near the SHOTGUN AMMO will allow the front doors of the church nearby to unlock, but you will have to leave one of the characters there in order for the other to enter the building. Have Rebecca stay behind, staying on the tile, while Billy enters THE CHURCH.

-----  
The Church and Hidden Laboratory  
-----

-----  
The Church  
-----

[Billy]

Luckily, the room is empty, so walk to the end of the room towards the corner to the right of the altar, and then go through the door.

-----  
Church Office  
-----

[Billy]

This is a save room, so feel free to save the game and grab the supplies in this room if you need them. Afterwards, exit the room back into the main church.

-----  
The Church  
-----

[Billy]

A cut-scene will automatically occur, and Billy will be in the middle of yet another boss fight. This boss fight is the reason I sent Billy into the church instead of Rebecca.

-----  
Boss #3: Giant Bat  
Character: Billy  
Difficulty: Medium  
Location: The Church

It is preferred you have Billy fight the battle. He has more stamina, and can aim a gun more accurately than his female counterpart. Equip a powerful gun, such as the SHOTGUN, aim upward and then shoot the Giant Bat. The SHOTGUN'S widespread ammo offer a greater chance of

actually hitting the giant bat and the smaller bats flying around the room. The frustrating part of this battle is that when aiming, you must be quick to shoot, or else Billy has a chance of missing and thus wasting ammo. Also, this boss fight is a bit frustrating because the Giant Bat is hard to see with the pre-rendered camera angles (beauty has its consequences). Try to stay in one place, such as near where the altar is, where you can hopefully see the bat, and then shoot it as it flies into view. The GRENADE LAUNCHER is also a powerful weapon for this fight, but the range and speed of the weapon are not ideal for this boss, although the GRENADE LAUNCHER does deal a great amount of damage to the Giant Bat if you can actually hit it. Very often the bat will swoop down and hit Billy (or Rebecca). These hits are actually powerful, so ensure that whomever you are controlling has a decent amount of recovery items, particularly Rebecca.

-----

After the boss fight, you'll notice that the Giant Bat created a hole in the roof when it crashed into the building. We'll need to get up there in order to investigate, and it just so happens that much earlier in the game, you took a certain item that allows the characters to reach high places -- the HOOKSHOT. If you have been following this walkthrough carefully, then either Billy or Rebecca should already have the HOOKSHOT with them and thus no backtracking is necessary. Switch over to Rebecca now.

-----  
Bridge  
-----

[Rebecca]  
Rebecca should still be waiting in the corner of that room near the church entrance. Luckily, she can enter THE CHURCH now, so have her do that.

-----  
The Church  
-----

[Rebecca]  
Make sure Billy gives Rebecca the NAPALM GRENADES if she is holding onto the GRENADE LAUNCHER. As Rebecca, use the HOOKSHOT to get Rebecca onto the CHURCH ROOF.

-----  
Church Roof  
-----

[Rebecca]  
Don't get rid of the HOOKSHOT yet, because you will still need it in the next section. Run down the roof and down the ladder at the other end.

-----  
Backyard  
-----

[Rebecca]

Have Rebecca flip the power switch near the door. Afterwards, unlock the metal door, which will give you access to the BRIDGE again.

-----

Bridge

-----

[Rebecca]

Switch over to Billy, who should still be in THE CHURCH.

-----

The Church

-----

[Billy]

Have Billy exit the room using the main entrance.

-----

Bridge

-----

[Billy]

Run to the side of the building where Rebecca should be standing. Have them both go into the elevator that should now be active since Rebecca flipped the switch in the BACKYARD just moments ago. Before going in, try to ensure that both characters have an HERBAL MIX or FIRST AID SPRAY, as there will be some difficult monsters in the next section.

-----

Tiny Hallway

-----

[Billy]

Looks like the characters have found themselves in another hidden building. Go through the only door in this small room.

-----

Laboratory Library

-----

[Billy]

To the left might be a FIRST AID SPRAY, so take it if you wish. Next, grab the file on the desk in the alcove of the room. Then, explore the other area of the room until you see a hole in the ceiling. As you might have expected, we need to use the HOOKSHOT to get in through the ceiling, which means separating the two characters again.

NOTE: You can choose to send either Rebecca or Billy into the upper floors of the laboratory. The difficulty is generally equal, but if you send Billy up, then Rebecca will need to return to the Umbrella Research Facility's LONG HALLWAY 2F. In that hallway, go through the door at the very end into the INFIRMARY. In there will be a green cylinder tank that Rebecca should investigate in order to obtain the GREEN CHEMICAL. Unless you managed to get the

GREEN CHEMICAL while running around the URC, then sending Billy will only force Rebecca to backtrack. This walkthrough assumes that you send Rebecca into the ceiling.

Switch over to Rebecca.

[Rebecca]

Have Rebecca use the HOOKSHOT to go into the hole in the ceiling.

-----  
Laboratory Storage Room  
-----

[Rebecca]

Since Rebecca might need the storage space, feel free to leave the HOOKSHOT behind. However, you will still need it once more later in the game. Equip the GRENADE LAUNCHER, preferably with FLAME ROUNDS. Walk further into the room and a Leech Zombie will emerge, so burn it with the appropriate weapon, or shoot it from a distance and then flee before it explodes. In the storage container in the aisle will be a LEECH CAPSULE. Take it, and then go through the next door in this room.

-----  
Door Hallway  
-----

[Rebecca]

Turn the corner from the door you just came through. You should see a switch with a blinking light on it, so press it to raise a wall in the TINY HALLWAY directly below. You'll hear the music that plays when a LEECH ZOMBIE is near, but it is in the floor below, so it'll be unable to reach Rebecca. We'll deal with the new area in the TINY HALLWAY as Billy later on. For now, as Rebecca, walk all the way to the door at the very end of the hallway. You should pass by 2 doors that you are either locked or you shouldn't go through just yet.

-----  
Laboratory  
-----

[Rebecca]

Run over to the desk in the center and grab an important file. Also, grab the SHOTGUN AMMO if you see it. Now, look around the room for the long red canister and fill up Rebecca's mixing set with some RED CHEMICAL, which will go into Rebecca's mixing set and not take up any space in her inventory. Once you have that, go through the next set of doors to the next room.

-----  
Operating Room  
-----

[Rebecca]

Shoot all of the zombies in here, and then feel free to explore the room. You'll see a dumbwaiter in this room, just like the one we utilized on

the Ecliptic Express. We'll make making use of this one, which connects to the LABORATORY LIBRARY below.

The next thing you should look for is a tall green canister. Examine it to acquire some GREEN CHEMICAL, which will also go into her mixing set like the RED CHEMICAL. She will end up with a STRIPPING AGENT, which Rebecca can then combine with the LEECH CAPSULE to produce a BLUE LEECH CHARM (shortened to BL. LEECH CHARM in the game). This is the item Billy needs. Go to the dumbwaiter and send the BL. LEECH CHARM down over to Billy, and then switch over to him.

NOTE: As noted above, If you're playing as Billy on the upper floors of the hidden laboratory, then you must switch to over to Rebecca on the lower area and have her go to the URC's INFIRMARY to get the GREEN CHEMICAL there. RED CHEMICAL is also available in the TINY HALLWAY, so Rebecca can mix the two chemicals in there to produce the STRIPPING AGENT.

-----  
Laboratory Library  
-----

[Billy]  
Grab the BL. LEECH CHARM inside the dumbwaiter. After grabbing it, return to the TINY HALLWAY.

-----  
Laboratory Library  
-----

[Billy]  
Arm yourself with a formidable weapon, such as a MOLTOV COCKTAIL, because we have to return to the TINY HALLWAY, where a Leech Zombie awaits.

-----  
Tiny Hallway  
-----

[Billy]  
Be careful! Run towards the newly revealed corridor, where the Leech Zombie should be (if you spent a long time in the DOOR HALLWAY as Rebecca after pressing the switch, it's possible that it moved closer to the door to the LABORATORY LIBRARY). Take care of the Leech Zombie. Now, with your BL. LEECH CHARM, place it onto the locked blue door in order to unlock it. Enter afterwards.

-----  
Laboratory Office  
-----

[Billy]  
Look for the shiny object in one of the corners to get the INPUT REGULATOR COIL (shortened to INPUT REG. COIL), as well as the old photograph on the wall bookshelf. After grabbing the photograph, watch the short cut-scene. Afterwards, go through the door in the far corner of the room.

-----  
Statue Room  
-----

[Billy]

There are two zombies in here, and the room's fairly small, so kill the zombies with a stronger weapon before they can bite you. On the hand of the big statue in the room is another charm, the GREEN LEECH CHARM (shortened to GR. LEECH CHARM). Leave the room after you've taken it.

-----  
Laboratory Office  
-----

[Billy]

Return to the TINY HALLWAY.

-----  
Tiny Hallway  
-----

[Billy]

Return to the LABORATORY LIBRARY.

-----  
Laboratory Library  
-----

[Billy]

Using the dumbwaiter once again, send the GR. LEECH CHARM to Rebecca. After you send it, switch back over to Rebecca.

-----  
Operating Room  
-----

[Rebecca]

Grab the GR. LEECH CHARM from the dumbwaiter and then use it on the locked green door with the appropriate slot. Go through the door after unlocking it.

-----  
Laboratory Storeroom  
-----

[Rebecca]

Grab the box of HANDGUN AMMO if you see it, and then kill the zombies lying on the floor. Farther down the room might be two more boxes of HANDGUN AMMO (which you should feel free to send to Billy if he's low on supply). The shiny red item is the STERILIZING AGENT. With it, Rebecca can clean up that poisonous gas problem in the LABORATORY near where she found the RED CHEMICAL, so head back to over to the OPERATING ROOM.

-----  
Operating Room  
-----

[Rebecca]  
Return to the LABORATORY.

-----  
Laboratory  
-----

Go to the small closed off area with the yellow gas in it. Outside is a slot where the STERILIZING AGENT can be inserted. Once inserted, the object will live up to its name and sterilize the air in the room, allowing Rebecca to enter. Go inside, and be careful when the dormant zombie suddenly awakens and tries to eat Rebecca. Inside this room is a BREEDING ROOM KEY. Grab it, and then return to the DOOR HALLWAY.

-----  
Door Hallway  
-----

[Rebecca]  
You can finally unlock the sole locked door in this room. Use your BREEDING ROOM KEY to unlock it and go through the door.

-----  
Breeding Room  
-----

[Rebecca]  
Equip the GRENADE LAUNCHER and then walk down the room. As soon as you turn the corner, Hunters will emerge from the cages, so quickly shoot them dead. In the cage at the end of the room is a DIAL (which might actually be obscured by the dead bodies of the Hunters, so if you can't find it, exit the room and come back.) Leave the room after you've taken the DIAL.

-----  
Door Hallway  
-----

[Rebecca]  
Return to the LABORATORY.

-----  
Laboratory  
-----

[Rebecca]  
Go over to the dumbwaiter and send the DIAL down over to Billy. Then switch to him.

-----  
Laboratory Library  
-----

[Billy]

Grab the DIAL from the dumbwaiter, and return to the TINY HALLWAY.

-----  
Tiny Hallway  
-----

[Billy]

Attach the dial to the door with the combination lock on it, and then enter the combination "4863" as hinted in an earlier file you should have grabbed. The door should unlock, allowing Billy to enter.

-----  
Cable Car Room  
-----

[Billy]

Watch the cut-scene the automatically occurs. After it's over, run to the wall on the left where a lever is located. Pull the lever, which should cause a metal walkway above to shift over, allowing Billy to reach the second floor. However, don't climb it just yet. Switch back over to Rebecca.

-----  
Laboratory  
-----

[Rebecca]

Return to the DOOR HALLWAY.

-----  
Door Hallway  
-----

[Rebecca]

Go through the door in the middle of the hallway. If you left the HOOKSHOT somewhere, make sure you reacquire it before proceeding.

-----  
Cable Car Room  
-----

[Rebecca]

Now that Billy pulled the lever, the ladder has shifted, so Rebecca can now reach the lower floor. Elsewhere on the second floor, near the door is the OUTPUT REGULATOR COIL (shortened to OUTPUT REG. COIL). Once on the lower floor, run to one of the corners of the room until you see a hole in the ceiling. Once more, use the HOOKSHOT to access the room above.

NOTE: It is suggested that you grab any important recovery or ammunition you may have ignored or dropped up to this point as



the protagonists will be moving forward very soon.

-----  
Cable Car Control Room  
-----

[Rebecca]

Unlock the door that leads into this room, and then feel free to finally abandon the HOOKSHOT. Go to the control panel and insert both the INPUT REG. COIL and OUTPUT REG. COIL in order to restore power to the cable car, which is your ticket out of here. Leave the room.

-----  
Cable Car Room  
-----

It's a good idea to save the game at the typewriter before proceeding to the CABLE CAR. Also, before entering the CABLE CAR, make sure Rebecca has a powerful weapon like the GRENADE LAUNCHER or the SHOTGUN because as soon as they try to enter, a cut-scene will occur and Billy will temporarily leave. Rebecca will then face a Leech Zombie, so deal with it using incendiary-based weapons. The leeches also removed the INPUT REG. COIL and OUTPUT REG. COIL from the control panel in the CABLE CAR CONTROL ROOM, so return there now (either by climbing the ladder or using the HOOKSHOT if you still haven't gotten rid of it).

-----  
Cable Car Control Room  
-----

[Rebecca]

Go back over to the control panel, kill the leeches crawling on it, and then re-insert both the INPUT REG. COIL and OUTPUT REG. COIL in order to once restore power to the cable car. Leave the room afterwards.

-----  
Cable Car Room  
-----

[Rebecca]

Finally, enter the cable car.

-----  
Cable Car  
-----

[Rebecca]

On the dead passenger's body is the MAGNUM, which is probably the strongest gun in the game. After taking it, fiddle with the controls and get the CABLE CAR moving.

NOTE: If Rebecca does not have the item capacity for the MAGNUM, then she should leave behind the GRENADE LAUNCHER, but if she does, then it is absolutely imperative that at some point, Rebecca should return and retrieve it because she and Billy will still need it until the

very end of the game.

-----  
Cable Car Station  
-----

[Rebecca]

There are two GREEN HERBS to the left of Rebecca if you see them. Next, head up two sets of stairs, and then go through the door at the top.

-----  
Elevator Car Room  
-----

[Rebecca]

Players of either Resident Evil 2, Resident Evil Outbreak or Resident Evil: The Umbrella Chronicles should recognize this area. It's time to reenact some gameplay segments from Resident Evil 2! Go to the small metallic lift at the edge of the platform, where the giant elevator should be. Ride the lift down, and then walk down the walkway to the door at the end.

-----  
Elevator Control Room  
-----

[Rebecca]

Run down to the security monitors and grab the FACTORY KEY. Examine it so it is renamed into the U KEY. Attempt to leave the room and two Hunters will sneak up on and attack Rebecca, so use the Magnum to kill them each in one hit.

-----  
Elevator Car Room  
-----

[Rebecca]

Run back over to the lift and ride it up. Then go through the door to the left.

-----  
Factory Control Room  
-----

[Rebecca]

Use the U KEY on the control panel in this room, which will bring the giant elevator up to the surface. Leave the room afterwards.

-----  
Elevator Car Room  
-----

[Rebecca]

For whatever reason, the actual train car is not on the elevator at

the moment (we learn in Resident Evil: Outbreak that it can actually be ridden and driven off the tracks to locations unknown). Run to the control panel on the elevator, turn the key and ride it all the way down.

-----  
Birkin Laboratory and Treatment Plant  
-----

-----  
Birkin Laboratory  
-----

[Rebecca]

Run toward the elevator to the left of the room to encounter Enrico. How he arrived here, nobody knows. After the cut-scene, look at the shiny item right in front of the elevator. It's the ELEVATOR KEY, so grab it. Head back, past the train to the elevator and use the ELEVATOR KEY at the glowing keyhole panel. After using the item, a short cutscene will occur and another boss fight will begin.

-----  
Boss #4: Proto-Tyrant  
Character: Rebecca  
Difficulty: Medium  
Location: Birkin Laboratory

Rebecca's alone and without Billy's assistance, but as long as she has the MAGNUM, which she should have found in the cable car, she can take this boss out with few issues. Have Rebecca shoot the Proto-Tyrant after it introduces itself, but keep her far away from it in any direction. Watch out for its swiping attacks, which can be fatal if the Pro. Rebecca might run out of MAGNUM ammo if her shots are not direct enough, but a weapon as weak as the Handgun or SHOTGUN can definitely finish the job. However, the GRENADE LAUNCHER with ACID ROUNDS is recommended as a backup as Tyrants, true to series forum, always fall to ACID ROUNDS faster than other weapons. Just keep Rebecca away from the Proto-Tyrant, shoot it with powerful ammunition, and you should be fine. The Proto-Tyrant will collapse to the ground once it has been defeated.

-----  
Go into the elevator you unlocked before the boss fight with the Proto-Tyrant began. LEVEL 1 will take you straight to the area where the train crashed at the beginning of the game, so if you did not take any items from there across to the church when you had the chance, this is a good opportunity to restock on supplies. LEVEL 2 will bring Rebecca to a long hallway, which contains a Hunter, as well as a RED HERB and GREEN HERB. A single door there will lead Rebecca back to where the CABLE CAR was parked. LEVEL 3 is the floor Rebecca fought the Proto-Tyrant on, so that leaves LEVEL 4 as the only place Rebecca has not completely been to yet. After you have backtracked and gathered enough supplies, travel to LEVEL 4.  
-----

Treatment Plant Entrance

-----

[Rebecca]

Watch the cut-scene and you'll finally see Billy again, but we have to save him before we can reunite with him. Run through the double doors ahead of Rebecca.

-----

Control Room

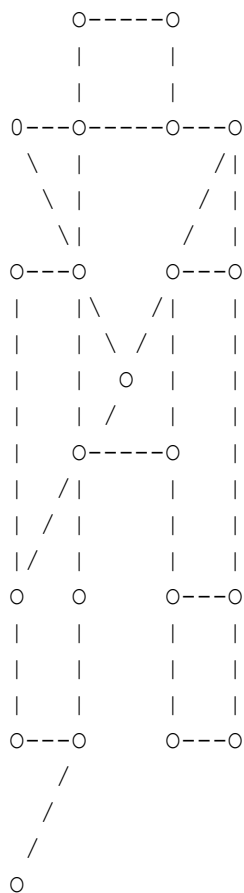
-----

[Rebecca]

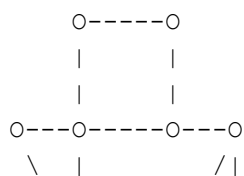
Run forward, and head right into the room and grab the HANDGUN AMMO. Check the wall with the red light dots, indicating the next puzzle we have to solve. Basically, for this puzzle, you must choose three dots that will allow all white lines to be connected. Pressing a red dot will link it with other dots up to 2 lines away, so you need to find a combination that reaches all dots and lights up all lines. The grid represents a top view of the entire treatment facility.

Here is the puzzle for restoring power to the dam:

0) Here is the power grid with no buttons pressed yet:



1. The first button to press is the 5th one down on the second column, labeled with an "X":



```

      \ |      / |
      \|     /  |
0----0      0----0
|   | \   / |   |
|   | \ /  |   |
|   |  o  |   |
|   | /   |   |
|   |-----|   |
|  /|     |   |
| / |     |   |
|/  |     |   |
0 [X]     0----0
|   |     |   |
|   |     |   |
|   |     |   |
0----0     0----0
      /
      /
      /
0

```

2. The second button to press is the 2nd one down on the second column, labeled with a "Y":

```

      0-----0
      |       |
      |       |
0--[Y]-----0----0
 \  |           /|
  \|          /  |
   \|         /  |
0----0      0----0
|   | \   / |   |
|   | \ /  |   |
|   |  o  |   |
|   | /   |   |
|   |-----|   |
|  /|     |   |
| / |     |   |
|/  |     |   |
0  0      0----0
|   |     |   |
|   |     |   |
|   |     |   |
0----0     0----0
      /
      /
      /
0

```

3. The third button to press is the 5th one down on the third column, labeled with a "Z":

```

      0-----0
      |       |
      |       |
0---0-----0----0
 \  |           /|
  \|          /  |
   \|         /  |

```

```

O---O      O---O
|  | \  /|  |
|  | \ / |  |
|  |  o  |  |
|  | /   |  |
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Power should be restored to the facility after completing the puzzle. Save the game once again if you are so inclined, and then take the lift down. Run through the room. There are several zombies in here, but Rebecca should possess enough ammo to kill them all. Grab whatever you need from the room (GREEN HERB, RED HERB, MOLTOV COCKTAIL), and then go through the door.

-----  
Boiler Room  
-----

[Rebecca]  
A leech zombie will approach quickly, so be swift and shoot it with the MAGNUM, FLAME ROUNDS or MOLTOV COCKTAIL. Run to the end of the room (passed the locked door which we'll explore later) and go through the door.

-----  
Pool Table Room  
-----

[Rebecca]  
Kill all the zombies using the pool table to avoid getting bitten by them. There's also a map of the facility here, as well as another MOLTOV COCKTAIL. Head down the stairs.

-----  
Bulldozer Room  
-----

[Rebecca]  
Ignore the bulldozer for now, and go through the door at the end of the room. There is a RED HERB and GREEN HERB in here, in case they are needed.

-----  
Crate Room  
-----

[Rebecca]

Just ignore everything in here, and go through the door at the end of the room.

-----  
Stair Room  
-----

[Rebecca]

Run down the stairs, and through the door.

-----  
Sewer Drainage Room  
-----

[Rebecca]

Watch the cut-scene that occurs immediately after entering the room. Rebecca will finally be reunited with Billy. After gameplay resumes, return to the STAIR ROOM.

-----  
Stair Room  
-----

[Rebecca]

This time, run up the stairs, and through the door at the top, back to the CRATE ROOM.

-----  
Crate Room  
-----

[Rebecca]

Switch control over to Billy now.

[Billy]

As Billy, grab the SHOTGUN SHELLS, as well as the RED HERB and GREEN HERB, if you did not take them earlier. Next, tell Rebecca to stay where she is. Have Billy go down the ladder to where the crates are. Similar to a puzzle found in Resident Evil 2, Billy must push the crates into a position that will enable them to form a bridge once the lower area is flooded with water. As for the Crate Puzzle solution, follow the steps below:

[Billy]

1. Go to the left side of the silver crate and push it all the way to the right. Then move Billy back near the ladder.

[Rebecca]

2. Switch back to Rebecca have her use the control panel, and then have her move the bars RIGHT. Then switch back to Billy.

[Billy]

3. Have Billy push the silver crate all the way across the back wall (the wall without the crate, adjacent to the ladder).

4. Have Billy push the crate nearest the ladder all the way to where it touches the crate that is already on the wall. Have Billy climb up the ladder and then switch to Rebecca.

[Rebecca]

5. Have Rebecca rotate the bars to the right, once again. Then switch to Billy.

[Billy]

6. Have Billy go back down the ladder. Have Billy push the last wooden crate AGAINST the bars. Put Billy near the ladder. Then switch to Rebecca.

[Rebecca]

7. Have Rebecca rotate the bars to the right again. Then switch to Billy.

[Billy]

8. Have Billy push the crate so it fits the wall with the other two crates. Then have Billy go back up the ladder, reunite with Rebecca and have him press the FILL/DRAIN BUTTON on the control panel. The crates will end up forming a bridge across the water, Resident Evil 2-style. (Although, in Resident Evil 4 and Resident Evil 5, Leon, Ada, Chris, Sheva, Josh and Jill would probably have just jumped across...)

[Billy]

Cross the crate-bridge, and turn left to get the VALVE HANDLE. Grab it, and then return to the BOILER ROOM.

-----  
Boiler Room  
-----

[Billy]

Watch for the zombies as you use the VALVE HANDLE to open the door in the middle of the hallway. Go through the door once Billy unlocks it.

-----  
Large Boiler Room  
-----

[Billy]

Switch to Rebecca.

[Rebecca]

Shoot all the zombies in this room (there are many). Then go up the ladder. From here on out, you can use either Billy or Rebecca to accomplish the game's objectives, with only one more split to occur later on.

-----  
Upper Boiler Room  
-----

[Rebecca/Billy]

Run forward, and grab the file you see up ahead. Next, continue down



the narrow corridor until you see a red container, just like the one you saw earlier in the laboratory. Examine it to fill up Rebecca's chemical kit with RED CHEMICAL. There are also GREEN HERBS and a RED HERB here, in certain difficulty modes. Go back down the ladder once you have everything you need.

-----  
Large Boiler Room  
-----

[Rebecca/Billy]

Have Rebecca equip a powerful weapon, such as the MAGNUM or GRENADE LAUNCHER, while having Billy equip the SHOTGUN or something around that level of strength. Go right, passed the ladder, all the way down the corridor and through the door at the end.

-----  
Damp Hallway  
-----

[Rebecca/Billy]

As Rebecca and Billy wander through the room, 2 Hunters will jump in and ambush them. Hopefully, the protagonists are equipped with strong weapons that can deal with them, as recommended in the previous room. Shoot the Hunters with powerful weapons like the MAGNUM and SHOTGUN. Once the Hunters are defeated, run further down the hallway. Go through the door at the end.

-----  
Bunk Room  
-----

[Rebecca/Billy]

There are several items in here, depending on the difficulty level. There is a RED HERB and GREEN HERB, as well as MOLVTOV COCKTAILS, HANDGUN BULLETS, NAPALM GRENADES and INK RIBBONS. This is also a good opportunity to save the game, as quite a few important events are coming up soon. On the bunk bed near the door you have not gone through yet is a file to be read, which will be helpful later. Go through the aforementioned door now.

-----  
Water Overflow Room  
-----

[Rebecca/Billy]

Run down the stairs to the lower part of the room, and then go through the door at the end.

-----  
Sewer Walkway  
-----

[Rebecca/Billy]

Run down the walkway through the door at the end.

-----  
Upper Boiler Room (Second)  
-----

[Rebecca/Billy]

There are quite a few zombies in here, so kill or avoid them. There is a file to read here and possibly SHOTGUN SHELLS, so take them if needed. Once again, it is advised that Rebecca and Billy equip powerful weapons (in other words, anything that is not the HANDGUN) before proceeding to the next room. Take the lift down to the lower floor.

-----  
Lower Boiler Room (Second)  
-----

[Rebecca/Billy]

Run down this circle-shaped room. Halfway around the loop, a cutscene will occur, signaling the start of the next boss fight.

-----  
Boss #5: Proto-Tyrant  
Character: Rebecca, Billy  
Difficulty: Easy  
Location: Lower Boiler Room (Second)

This is the first time in the game both characters are able to battle a boss at the same time. The Proto-Tyrant is back for a rematch, but with twice the characters and weaponry, this battle should be a breeze. The room is quite narrow, so once the boss fight begins, run away from the Proto-Tyrant, turn around and then shoot it as it approaches. That is all there is to this battle, actually, being a repeat battle of sorts. As long as you possess powerful ammo and have both characters attack, the Proto-Tyrant does not stand a chance. Be sure to avoid its claw-based swipe attacks, which do plenty of damage, especially to Rebecca. As with the previous battle, once the Proto-Tyrant collapses to the ground, the battle is over.

-----  
After the boss fight ends, run to the ladder at the end of the hall. Press the green button to call the ladder and then climb it.

-----  
Upper Boiler Room (Second)  
-----

[Rebecca/Billy]

This is another section of the UPPER BOILER ROOM. Run around the room and grab the MOTHERBOARD. Go back down the ladder used to access this room.

-----  
Lower Boiler Room  
-----

[Rebecca/Billy]

Run around the room and back up the lift to the ROOM WITH MOTHERBOARD.

-----  
Room With Motherboard  
-----

[Rebecca/Billy]

If you wish, equip Billy with the MAGNUM and Rebecca with something like the SHOTGUN, as from this point, Rebecca will not encounter tough enemies anymore. Go to the right of the door you first entered this room in. There's a computer terminal, into which the MOTHERBOARD may be inserted. Using the MOTHERBOARD will call over the gondola, which is a box used to transport items to the CENTRAL CONTROL ROOM. Have Rebecca, who can miraculously fit inside, put herself inside the box. The gondola will be sent to the CENTRAL CONTROL ROOM.

-----  
Central Control Room  
-----

[Rebecca]

Run into the room, examine the console with all the control mechanisms, and have Rebecca turn the lever. This will stop the water from flowing down the dam. Once this has been done, grab the ACID ROUNDS if you see them and go through the door.

-----  
Computer Room  
-----

[Rebecca]

Run to the other door in this room. Next to the door is a metallic BLUE CHEMICAL tube. Have Rebecca take it, and then mix it with the RED CHEMICAL to form SULFURIC ACID, which will be required shortly. On the desk is INDUSTRIAL WATER, which can be further mixed with SULFURIC ACID to create BATTERY FLUID. After this process is complete, have Rebecca unlock the nearest door. Have her go through the door, and then back into, this room. Lastly, go down the stairs.

-----  
Insect Storage Room  
-----

[Rebecca]

Run down towards the door, and then stop moving. Now, switch control back over to Billy, who will still be waiting in the ROOM WITH MOTHERBOARD.

-----  
Room With Motherboard  
-----

[Billy]

Go back down the lift to the LOWER BOILER ROOM (SECOND).

-----  
Lower Boiler Room (Second)  
-----

[Billy]

This time, run through the door in the middle of the loop instead of going up the ladder.

-----  
Dam Walkway  
-----

[Billy]

Up ahead might be 2 GREEN HERBS, once again depending on the difficulty mode. If you can get these, they will be useful later. On your way down the dam, a new frog enemy known as the Lurker will attack Billy as he crosses between dams, so shoot it with the SHOTGUN or MAGNUM. Keep your distance and be careful not to let it swallow Billy, or else it will be Game Over. Go through the door at the top of the ladder.

-----  
Generator Room  
-----

[Rebecca/Billy]

You will be reunited with Rebecca in this room, and there will be no more splitting up from this point, so feel free to use either character. Up ahead from the door is HANDGUN AMMO and yet another door. Kill the zombies, and then switch to Rebecca, and have her go through the door, to be in the same room as Billy. If Billy still has the SHOTGUN, have him grab the SHOTGUN AMMO. Otherwise, have Rebecca grab them. Go through the door.

-----  
Insect Storage Room  
-----

[Rebecca/Billy]

Run up to the sparkling item above Rebecca. To acquire it, have Billy give Rebecca a boost. Grab the EMPTY BATTERY, and then kill both centipedes that appear right after. Once they are defeated, combine the EMPTY BATTERY with the BATTERY FLUID to create the HI-POWER BATTERY, which is exactly what we needed to provide power to the bulldozer we found earlier in the game. Head up the stairs.

-----  
Computer Room  
-----

[Rebecca/Billy]

Go through the door that is not near the stairs.

-----

Sewer Drainage Room

-----

[Rebecca/Billy]

We're back at where Billy and Rebecca were reunited. Return to the BULLDOZER ROOM a few rooms away.

-----  
Bulldozer Room

[Rebecca/Billy]

Run to the right side of the bulldozer and insert the HI-POWER BATTERY into the empty battery slot. This will restore power to the bulldozer. Next, have Billy climb on top of the crate, and have Rebecca operate the bulldozer's lift controls so you can get the final key item in the game: the KEYCARD!

NOTE: At this point, you will need many healing items, but you'll only need the CUSTOM HANDGUN, MAGNUM and SHOTGUN. Unless you are very low on ammo, I recommend abandoning the regular HANDGUN here. Try to find HERBAL MIXES throughout the area because they will be useful. Also, make sure Rebecca has the SHOTGUN equipped, while Billy has the MAGNUM and CUSTOM HANDGUN.

Now, return to the GENERATOR ROOM, located past the INSECT STORAGE ROOM.

-----  
Generator Room

[Rebecca/Billy]

Go to the locked door and use the KEYCARD. Then go through the door.

NOTE: Once again, it is recommended that players stock up on healing items and powerful weapons. If you want, you can bring the GRENADE LAUNCHER again and give it to Rebecca.

The game should also be saved at this point.

-----  
The Final Battle

-----  
Leech Hallway

[Rebecca/Billy]

Run down this filthy hallway and grab the MAGNUM AMMO. Then go through the door at the very end.

-----  
Battle Room

-----  
[Rebecca/Billy]

A cutscene will occur, explaining much of the game's story up to this point. After the cutscene, a boss fight will commence.

-----  
Boss #6: Queen Leech, Part One  
Character: Rebecca, Billy  
Difficulty: Medium  
Location: Battle Room

This boss is not very difficult, thanks to the presence of both Rebecca and Billy and the ability to use the generous amount of space in the room to avoid being directly attacked by the Queen Leech. The boss spews acid with reasonable trajectory and distance, but these attacks are nothing a simple GREEN HERB cannot heal. The powerful weapons will deal tremendous damage onto the Queen Leech, which will be somewhat slow to respond. Try not to let it get too close to either Rebecca or Billy, as if it does, the damage can be fatal. Overall, this is a relatively straightforward battle that requires little strategy other than shoot and dodge.

-----  
On the floor will be the SHAFT KEY and... another SHAFT KEY. Two SHAFT KEYS, 2 characters (no doubt a precursor to what we see in Resident Evil 4 with Leon and Ashley, as well as in parts of Resident Evil 5). Have Billy and Rebecca each pick one up (it does not matter which one they get). Next, run to the big double doors, have Rebecca and Billy stand next to one of the terminals with the keyholes, and have them both use their SHAFT KEY at the same time. This will unlock the door. Go through.

-----  
Final Save Room  
-----

[Rebecca/Billy]

This room is full of ammo and other items useful for battling (again, what you see will depend on your difficulty mode). Grab the SHOTGUN AMMO, as well as the 2 FIRST AID SPRAYS and the HANDGUN AMMO. If you have the GRENADE LAUNCHER, grab the ammo, but this guide assumes you at least have the CUSTOM HANDGUN, SHOTGUN, and MAGNUM. Make sure Rebecca has plenty of healing items and the MAGNUM without extra ammo. Meanwhile, Billy should hold a healing item or two, and all the weapons you are willing to bring. Lastly, save the game. Once ready, use the elevator to go up. A cutscene will occur, and you will be in another room fighting yet another boss battle.

-----  
Final Battle Room  
-----

[Rebecca/Billy]

-----  
Boss #7: Queen Leech, Part Two  
Character: Rebecca, Billy

Difficulty: Easy

Location: Final Battle Room

This is less of a boss battle and more of a gun shooting festival. Just spend a minute or two unloading any ammo you might have on the evolved Queen Leech. Have Rebecca expend the MAGNUM's ammo because she will not be needing a weapon after this battle. Other popular candidates for this battle are the SHOTGUN and GRENADE LAUNCHER because they deal plenty of damage and allow for the fight to end faster. This boss is not difficult at all, but you should stay clear of its tackle and acid-spewing attacks.

-----

After this quick fight, a cutscene will occur and the true final battle will begin. Only Billy can be controlled in this segment, as Rebecca will be running around rotating valve handles.

[Billy]

-----

Boss #8: Queen Leech, Part Three

Character: Billy

Difficulty: Medium-Hard

Location: Final Battle Room

-----

The First Valve

-----

Rebecca will not be fighting in this boss fight, so it is all up to Billy. Note that this boss fight differs from virtually every other boss fight in the series in that the enemy cannot be killed with pure strength alone. All that can be done to stop the enemy is to distract it by attacking it constantly and keeping it away from Rebecca. Run down from where Rebecca is and unleash the power of any weapon Billy might have (preferably the MAGNUM or SHOTGUN). Keep shooting so the Leech Queen becomes distracted, giving Rebecca the proper space to turn the valve. The Queen Leech will likely land a hit on Billy, so if that happens, button-mash the GameCube controller, Classic Controller or Wii Remote so he gets back up quickly. Keep shooting, and Rebecca should eventually finish turning the valve.

-----

The Second Valve

-----

Now, run to the left slightly and start shooting the Queen Leech again. Rebecca will run for the next valve, which will be whatever is out of range of the Queen Leech. Billy might already have run out of bullets for his most powerful weapon, but if he has the Custom Handgun, it will do the job in keeping the Queen Leech away from Rebecca. Do not worry about wasting bullets during this boss fight. Just continue shooting the boss. If you distract the Queen Leech long enough, Rebecca should finish with the second valve. She will then automatically move on to the third one, which may be next to a set of stairs.

-----

The Third Valve

-----  
Rebecca will probably climb up a set of steps, but even if she does not, it will not matter or change the result of the game. As Billy, continue the onslaught on the Queen Leech, avoiding its direct path and continuing to protect Rebecca. Billy might be out of ammo by now, but if he is not, then just keep using whatever ammo he holds. If the Queen Leech gets too close to Rebecca, get close to the Queen Leech and fire at it with a long range weapon to distract the boss and hopefully get it to go after Billy instead. Rebecca should finish this third valve after a few moments.

-----  
The Fourth Valve  
-----

By now, your onslaught should slow the Queen Leech down somewhat, but if you still have ammunition left over, do not stop shooting. If Rebecca has a weapon in her inventory, take it from her now and continue shooting. Eventually, the boss battle will finally end when Rebecca completes turning the final valve.

-----

After Rebecca rotates the final valve, a cut-scene will occur, the game will be over, and the credits will roll. Congratulations on beating Resident Evil Zero!

Curious to find out more about the game's story? Play through Resident Evil: The Umbrella Chronicles for behind-the-scenes occurrences in the story. Chronologically, the next game in the series is Resident Evil (the remake version on GameCube and Wii).

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08. Item List  
-----

This section details all the key items that can be found within the game, including who finds them, where they are found, how they are used, what they can be combined with and other objects they are related to.

-----  
Ecliptic Express Items  
-----

-----  
Magnetic Card  
-----

Who: Rebecca Chambers, Billy Coen  
Compatible Items: Briefcase  
Found at: Brown Case  
Classification: Quest Key  
Description: This is the card used to stop the brakes on the train.



-----  
Conductor's Key  
-----

Who: Rebecca Chambers, Billy Coen  
Compatible Items: none  
Found at: Dining Car  
Classification: Quest Key  
Description: This key unlocks the door to the final compartment room on the train before the Control Room (the Conductor's Office).

-----  
Hookshot  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: none  
Found at: Hookshot Room  
Classification: Quest Item  
Description: This item allows Billy or Rebecca get to the opposite side of the train's roof through the window in Passenger Car 2.

-----  
Jewelry Box  
-----

Who: Rebecca Chambers, Billy Coen  
Compatible Items: Silver Ring  
Found at: Cabin  
Classification: Quest Item  
Description: This item stores the Silver Ring, which is used on the Briefcase to obtain the Blue Keycard.

-----  
Silver Ring  
-----

Who: Rebecca Chambers, given to Billy Coen  
Compatible Items: Briefcase, Gold Ring, Jewelry Box  
Found at: Cabin  
Classification: Quest Item  
Description: This round silver item is one of two pieces that unlocks the Briefcase.

-----  
Gold Ring  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Brown Case, Silver Ring  
Found at: Train Storage Area  
Classification: Quest Item  
Description: This round gold item is one of two pieces that unlocks the Briefcase.

-----  
Briefcase  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Briefcase, Gold Ring, Silver Ring, Blue Keycard  
Found at: Storage Room  
Classification: Quest Item  
Description: Combining this with both the Silver Ring and Gold Ring will open this Briefcase to reveal the Blue Keycard.

-----  
Blue Keycard  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Briefcase  
Found at: Briefcase  
Classification: Quest Item  
Description: This item unlocks the door to the area with the control panel.

-----  
Panel Opener  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: none  
Found at: Train Bar  
Classification: Quest Item  
Description: This item opens a floor panel in the Dining Car so Billy and Rebecca can gain access to the Storage Car.

-----  
Umbrella Research Center Items  
-----

-----  
Microfilm A  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Microfilm B  
Found at: Large Study  
Classification: Quest Item  
Description: Insert this into the projector alongside Microfilm B to reveal a set of numbers crucial to unlocking a few doors in the Umbrella Research Center.

-----  
Microfilm B  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Microfilm A  
Found at: Meeting Room  
Classification: Quest Item  
Description: Insert this into the projector alongside Microfilm A to reveal a set of numbers crucial to unlocking a few doors in the Umbrella Research Center (URC).

-----  
Crank Handle  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Small Study  
Classification: Quest Item  
Description: Billy can rotate the Crank Handle, allowing the elevator to rise, even as Rebecca stands in it, giving Rebecca access to the third floor of the URC.

-----  
Fire Key (Facility Key)  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Animal Storeroom  
Classification: Quest Item  
Description: This item is initially called the "Facility Key." Examining it in the item screen renames it into the Fire Key. This key will unlock all doors with a fire motif in the URC.

-----  
White Statue  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Angel Wings, Black Angel  
Found at: Art Room  
Classification: Quest Item  
Description: This statue is 1 out of 4 pieces of the puzzle required to remove the large painting of Dr. Marcus in the Main Hall and unveil the hidden passageway to the basement.

-----  
Iron Needle  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Table Room  
Classification: Quest Item  
Description: This item is actually a minute hand of a large clock. In the Mechanism Room, use this item on the clock and

solve the following puzzle in order to proceed.

-----  
MO Disk  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Operations Control Center  
Classification: Quest Item  
Description: This item is required to activate the computer at the podium of the Conference Room.

-----  
Lighter Fluid  
-----

Who: Billy Coen  
Compatible Items: Lighter  
Found at: Kitchen  
Classification: Quest Item  
Description: Once combined with Billy's Lighter, he will be able to light candles, torches and other relevant items.

-----  
Book of the Good  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Angel Wings  
Found at: Library  
Classification: Quest Item  
Description: Examine the inside pages in the item screen to reveal the Angel Wings hidden inside.

-----  
Angel Wings  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Book of the Good, Angel Statue  
Found at: Book of the Good  
Classification: Quest Item  
Description: Combine this item with the Angel Statue to form the complete angel that can be used to provide the correct weight balance to the statue in the main hall.

-----  
Statue of Good  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Angel Wings, White Angel  
Found at: Combined Item  
Classification: Quest Item  
Description: This item is used to provide the correct weight

balance to the statue in the main hall.

-----  
Black Angel  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: White Angel, Black Wing  
Found at: Storage Room  
Classification: Quest Item  
Description: This statue is 1 out of 4 pieces of the puzzle required to remove the large painting of Dr. Marcus in the Main Hall and unveil the hidden passageway to the basement.

-----  
Book of Evil  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Black Wing, Black Angel  
Found at: Chess Room  
Classification: Quest Item  
Description: Examine the inside pages in the item screen to reveal the Black Wing hidden inside.

-----  
Black Wing  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Book of Evil, Black Angel  
Found at: BOOK OF EVIL  
Classification: Quest Item  
Description: Combine this item with the Black Angel to form the complete angel that can be used to provide the correct weight balance to the statue in the main hall.

-----  
Statue of Evil  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Black Wing, Black Angel  
Found at: Combined Item  
Classification: Quest Item  
Description: This item is used to provide the correct weight balance to the statue in the main hall.

-----  
Unity Tablet  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Discipline Tablet, Unity Tablet

Found at: Old Bedroom  
Classification: Quest Item  
Description: This is 1 of the 3 tablets required to use on the telescope to gain access to Disc 2/Part 2.

-----  
Locker Key  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Waterfall Room  
Classification: Quest Item  
Description: This item opens up the locker in the Control Room.

-----  
Duralumin Case  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Handgun Parts  
Found at: Locker in Control Room  
Classification: Quest Item  
Description: This is a briefcase that must be opened up with a combination number. Examine the actual case in order to retrieve the combination number.

-----  
Water Key (Facility Key)  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Control Room  
Classification: Quest Item  
Description: This item is initially called the "Facility Key." Examining it in the item screen renames it into the Water Key. This key will unlock the door with the water motif in the URC's Art Room.

-----  
Vise Handle  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: AV Room  
Classification: Quest Item  
Description: Use this item in the Research Room, in the area with the vises on the table. Doing so will yield the Obedience Tablet.

-----  
Obedience Tablet  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Discipline Tablet, Unity Tablet  
Found at: Research Room  
Classification: Quest Item  
Description: This is 1 of the 3 tablets required to use on the telescope to gain access to Disc 2/Part 2. This item appears immediately after the Vise Handle is used.

-----  
Battery  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Mansion Bar Room, after having Billy play the piano  
Classification: Quest Item  
Description: This item restores powers to the elevator outside the URC. It is used in the little red slot to the right of the elevator.

-----  
Discipline Tablet  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Obedience Tablet, Unity Tablet  
Found at: Entrance Courtyard  
Classification: Quest Item  
Description: This is 1 of the 3 tablets required to use on the telescope to gain access to Disc 2/Part 2. It is found on top of the pillar in the courtyard, after restoring power to the elevator. Push the crate to the area below the pillar so Billy can reach it.

-----  
Disc 2 / Part 2 Items  
-----

-----  
Leech Capsule  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Gr. Leech Charm  
Found at: Laboratory Storage Room  
Classification: Quest Item  
Description: This item holds the Bl. Leech Charm. Combine it with the stripping agent found when mixing the green and red chemicals as Rebecca in order to receive the Bl. Leech Charm.

-----  
Bl. Leech Charm (Blue Leech Charm)  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Leech Capsule  
Found at: Leech Capsule  
Classification: Quest Item  
Description: Insert this into the blue door in the Tiny Hallway  
with the Marcus bust.

-----  
Gr. Leech Charm (Green Leech Charm)  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Statue Room  
Classification: Quest Item  
Description: This item unlocks the locked door in the operating  
room (green) with the Marcus bust on it.

-----  
Sterilizing Agent  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Lab Storeroom  
Classification: Quest Item  
Description: This item will remove the gas from the small closed  
off room.

-----  
Breeding Room Key  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Laboratory 2, after using the Sterilizing Agent  
Classification: Quest Item  
Description: This will unlock one of the locked doors in the  
laboratory area.

-----  
Input Reg. Coil (Input Regulator Coil)  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Output Reg. Coil  
Found at: Laboratory Office  
Classification: Quest Item  
Description: This item restores power to the cable car in Dr.  
Marcus' laboratory.

-----  
Dial  
-----

Who: Billy Coen, Rebecca Chambers



Compatible Items: None  
Found at: Breeding Room  
Classification: Quest Item  
Description: This is attached to the locked door in the lower floor of Dr. Marcus' laboratory, allowing the combination for unlocking it to be entered.

-----  
Output Reg. Coil (Output Regulator Coil)  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Input Reg. Coil  
Found at: Cable Car Room  
Classification: Quest Item  
Description: This item restores power to the cable car in Dr. Marcus' laboratory.

-----  
Factory Key (U Key)  
-----

Who: Rebecca Chambers  
Compatible Items: None  
Found at: Elevator Control Room  
Classification: Quest Item  
Description: This key allows for the giant elevator that connects the Factory with the Birkin laboratory to be called up.

-----  
Elevator Key  
-----

Who: Rebecca Chambers  
Compatible Items: None  
Found at: Birkin's Laboratory  
Classification: Quest Item  
Description: This key activates the elevator in Birkin's laboratory, which leads to either the train's crash site or the Treatment Plant.

-----  
Valve Handle  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Crate Room (Treatment Plant)  
Classification: Quest Item  
Description: This item unlocks one of the earlier doors in the Treatment Plant, after reuniting with Billy.

-----  
Motherboard

-----  
Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Above Boiler Room  
Classification: Quest Item  
Description: This item restores power to the gondola in the  
Treatment Plant.

-----  
Industrial Water  
-----

Who: Rebecca Chambers  
Compatible Items: Sulfuric Acid (formed using Red and Blue chemicals)  
Found at: Computer Room (Treatment Plant)  
Classification: Quest Item  
Description: This item helps create the Battery Fluid necessary  
for restoring power to the crane.

-----  
Battery Fluid  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Mixed using Sulfuric Acid and Industrial Water  
Classification: Quest Item  
Description: This item is necessary for the Battery that restores  
power to the crane.

-----  
Keycard  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Bulldozer Room  
Classification: Quest Item  
Description: This unlocks the door that leads to the area with the  
first battle against Dr. Marcus.

-----  
Shaft Key (2)  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Shaft Key  
Found at: Marcus Battle Room #1  
Classification: Quest Item  
Description: Both of these keys, when used together at the same  
time, unlock the elevator that leads to the final  
battle of the game.

-----

09. Weapon List

-----  
Handgun  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Handgun Bullets  
Found at: Default Item  
Classification: Weapon  
Description: This is the most basic firearm. It has minimal firepower, but ammunition is plentiful. Each Handgun clip holds unto 15 Handgun Bullets. Rebecca's gun is seemingly a little bit more powerful.

-----  
Handgun Parts  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Duralumin Case  
Found at: Inside Duralumin Case  
Classification: Weapon Item  
Description: Combine this item with one of the Handguns in order to create a Handgun that fires quicker than the standard one.

-----  
Custom Handgun  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Handgun, Handgun Parts  
Found at: Combined Item  
Classification: Weapon  
Description: This gun is basically a Handgun that fires faster than the standard model. It can be used with either Billy or Rebecca's Handgun.

-----  
Handgun Bullets  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Handgun  
Found at: Various  
Classification: Weapon Ammo  
Description: These appear in red boxes containing 15 bullets (Hard and Normal Mode) or 30 bullets (Easy Mode). They are found commonly throughout the game.

-----  
Hunting Gun  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Shotgun Ammo  
Found at: Cabin  
Classification: Weapon  
Description: This weapon is quite powerful, although it is handicapped by only holding up to 2 Shotgun Shells per reload. It takes up 2 slots in the inventory screen.

-----  
Shotgun Ammo  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Shotgun, Hunting Gun  
Found at: Various  
Classification: Weapon Ammo  
Description: These bullets come in green boxes, Each box contains 7 Shells, which are used with the Shotgun and Hunting Gun.

-----  
Shotgun  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Shotgun Ammo  
Found at: Mansion Storeroom  
Classification: Weapon  
Description: This is similar to the Hunting Gun, except it holds 7 Shotgun Shells instead of just 2. It does not seem to be quite as powerful, but is certainly more reliable of the two weapons that use Shotgun Shells.

-----  
Grenade Launcher  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Grenades, Napalm Grenades, Acid Grenades  
Found at: Mansion Art Room  
Classification: Weapon  
Description: This weapon can support 3 different types of grenade ammo. It is a very powerful weapon when the right type of ammo is used against the right type of enemy. Acid Grenades are effective against Hunters, while Napalm Grenades are strong against Leech Zombies. The standard Grenades are good for taking out zombie groups and for close encounters. All 3 grenade types work effectively against bosses.

-----  
Grenades  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Grenade Launcher

Found at: Various  
Classification: Weapon Ammo  
Description: These grenades can inflict damage against enemies over a wide area, making them ideal for groups of zombies and stronger enemies like Hunters and bosses.

-----  
Napalm Grenade  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Grenade Launcher  
Found at: Various  
Classification: Weapon Ammo  
Description: Known as Flame Rounds in other Resident Evil games, these inflict plenty of damage at a narrower range than the standard Grenades. This ammo is most effective against Leech Zombies.

-----  
Acid Grenade  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Grenade Launcher  
Found at: Various  
Classification: Weapon  
Description: Acid Grenades are most effective against Hunters and Sweepers, but they are not too useful against zombies or zombie groups.

-----  
Magnum  
-----

Who: Billy Coen (later), Rebecca Chambers  
Compatible Items: Magnum Ammo  
Found at: Cable Car  
Classification: Weapon  
Description: Probably the most powerful gun in the game, the Magnum can destroy standard enemies in a single shot, and deal plenty of damage to bosses. This should only be used against powerful or during Danger health status.

-----  
Magnum Ammo  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: Magnum  
Found at: Various  
Classification: Weapon Ammo  
Description: These are bullets used with the Magnum.

-----  
Survival Knife  
-----

Who: Billy Coen, Rebecca Chambers  
Compatible Items: None  
Found at: Bedroom  
Classification: Melee Weapon  
Description: The Survival Knife should only be used if you have absolutely run out of ammunition and have no other means of defending yourself. The Survival Knife is useful against zombies that have failed to the ground, and experienced players can use it against zombie dogs, but outside of these rare instances, the Survival Knife should be ignored.

-----  
Magnum Revolver  
-----

Who: Billy Coen (later), Rebecca Chambers  
Compatible Items: Magnum Ammo  
Found at: Automatically in inventory screen if earned after completing Leech Hunter  
Classification: Weapon  
Description: This is an even more powerful version of the Magnum, eliminating any enemy with 1 bullet and bosses in less than a full clip.

-----  
Rocket Launcher  
-----

Who: Billy Coen (later), Rebecca Chambers  
Compatible Items: None  
Found at: Automatically in inventory screen if earned after completing a previous save file  
Classification: Weapon  
Description: This is one of the 2 most powerful weapons in the Resident Evil series. It destroys almost every monster and boss in 1 or 2 hits.

-----  
10. Monster and Boss List  
-----

-----  
Basic Enemies Guide  
-----

-----  
Zombies  
-----

Resident Evil Zero features your old fashioned Resident Evil-brand zombies. The Handgun can easily destroy them with a few shots, and they deal very little damage to your overall health. However, in numbers, they can be very powerful, may overwhelm the characters and can deplete their health very quickly, so stay on your guard. Zombies

bite the characters as a means to attack them.

-----  
Cerberus  
-----

As in the previous Resident Evil titles, the Cerberus, or zombie dogs, are quick, but easily destroyed with a few accurately-fired HANDGUN bullets. When shot down, move forward, aim down and shoot them dead to finish them off. If there are several in a room, alternate between the ones you are shooting, or have the Partner character shoot the others. Cerberus attack the characters by running up to and biting them.

-----  
Leech  
-----

These do not cause too much damage, but there are far too many of them to destroy in one room, so it is best to ignore them. When running through rooms filled with them, inevitably some will be squashed by the characters' feet.

-----  
Leech Zombie  
-----

Leech Zombies are unique to the plot of Resident Evil Zero. Incredibly agile and threatening, their elastic composition means they can slap the characters even from a great distance, and they do not respond very well to bullet-based ammunition. Their weakness lies in being attacked by incendiary-based weaponry, including the GRENADE LAUNCHER with FLAME ROUNDS and MOLTOV COCKTAILS. Fire-based weapons incinerate Leech Zombies instantly. If you decide to attack them with bullet-based weaponry, then when they are ready to die, they will become bloated for a few moments before exploding into many leeches that collide with the characters. This deals tons of damage, and Rebecca and Billy can easily go from Fine to Danger status when hit with this explosion attack. When you notice them becoming bloated and ready to explode, run as far away as you can and try to leave the room if possible. Bloating guarantees the death of a Leech Zombie, so when you return to the room, they will not be there anymore.

-----  
Crows  
-----

They are harmless by themselves, but dangerous when in a group (and they are always in groups). They do not appear too often in Resident Evil Zero, but where they do, they still incredibly annoying, so shoot them to be done with them or preferably, save the ammo and dodge them.

-----  
Centipede  
-----

These insect creatures are fairly dangerous and powerful, so shoot them

with more powerful weapons like the SHOTGUN. They have the power to easily kill Rebecca with their lunging attacks, and it is dangerous for them to pin the characters down to the ground. As a result, try to have Billy fight them.

-----  
Eliminators  
-----

The Eliminators are the small primate B.O.W. that make their first appearance in the basement floors of the Umbrella Research Center. Small and fast, they are notoriously difficult to shoot from a distance and their claw-swiping attacks are equally annoying. However, their stamina reflects their small size; if they are hit with bullets, then they are easily defeated. Eliminators appear in groups, so caution is always advised.

-----  
Hunters  
-----

The Hunters in Resident Evil act identically to the Hunters seen throughout the entire series. Quick but dangerous, Hunters are best dealt with using the SHOTGUN, GRENADE LAUNCHER with ACID ROUNDS or the MAGNUM. Their claws deal incredible damage, especially to Rebecca, but also to Billy. It is unlikely that the characters' health will remain at the same status after getting hit.

-----  
Lurkers  
-----

Encountered toward the end of Resident Evil Zero, these amphibian creatures have long tongues that can swallow the Rebecca or Billy whole. They only appear once or twice in the game, but they are hard to kill with anything other than the MAGNUM because of their swallow attack. When they appear, kill them as fast as possible or try running away.

-----  
Boss Enemies Guide  
-----

-----  
Boss #1: Stinger (Giant Scorpion)  
Character: Billy or Rebecca  
Difficulty: Moderate  
Location: Train Bar

This is the first boss fight of the game, and it's quite basic in its execution. You are cornered by the Stinger, so run up to the back wall with the door and begin shooting with the HUNTING GUN. Use up any all SHOTGUN AMMO you may have against the creature before switching to the HANDGUN and continuing from there. The Stinger is not a difficult boss, but it does cause a lot of damage and is a bit difficult to avoid. Having at least one full-powered recovery item and enough



ammo will ensure a victory through attrition. Basically, keep shooting and healing and eventually, the Stinger will die. When the Stinger spasms towards death, try to stay away from it as it will lurch its pincers for one final counterattack, which is highly damaging. If you happen to be playing as Rebecca, be careful as this can possibly get her killed.

-----  
-----  
Boss #2: Centurion  
Character: Billy  
Difficulty: Easy  
Location: Animal Storeroom

Rebecca will be held by this creature, so she won't be able to help out in this boss fight. That said, the room is big enough and Billy should have enough powerful weapons that this boss fight should be rather simple. Arm Billy with the HUNTING GUN, get somewhat, but not too far away from the creature, and then begin shooting it. It's easy to run away if the Giant Centipede tries to get close to Billy. Be careful, as the boss gradually deals damage to Rebecca, which could eventually kill her, so do not take too long or try to leave the room. After perhaps 15 to 20 SHOTGUN SHELLS, or twice the amount of regular HANDGUN BULLETS, the Giant Centipede should die, and Rebecca will be freed. If you have the GRENADE LAUNCHER with you already, then the fight will be over even quicker.

-----  
-----  
Boss #3: Giant Bat  
Character: Billy  
Difficulty: Medium  
Location: The Church

It is preferred you have Billy fight the battle. He has more stamina, and can aim a gun more accurately than his female counterpart. Equip a powerful gun, such as the SHOTGUN, aim upward and then shoot the Giant Bat. The SHOTGUN'S widespread ammo offer a greater chance of actually hitting the giant bat and the smaller bats flying around the room. The frustrating part of this battle is that when aiming, you must be quick to shoot, or else Billy has a chance of missing and thus wasting ammo. Also, this boss fight is a bit frustrating because the Giant Bat is hard to see with the pre-rendered camera angles (beauty has its consequences). Try to stay in one place, such as near where the altar is, where you can hopefully see the bat, and then shoot it as it flies into view. The GRENADE LAUNCHER is also a powerful weapon for this fight, but the range and speed of the weapon are not ideal for this boss, although the GRENADE LAUNCHER does deal a great amount of damage to the Giant Bat if you can actually hit it. Very often the bat will swoop down and hit Billy (or Rebecca). These hits are actually powerful, so ensure that whomever you are controlling has a decent amount of recovery items, particularly Rebecca.

-----  
-----  
Boss #4: Proto-Tyrant  
Character: Rebecca  
Difficulty: Medium  
Location: Birkin Laboratory

Rebecca's alone and without Billy's assistance, but as long as she has the MAGNUM, which she should have found in the cable car, she can take this boss out with few issues. Have Rebecca shoot the Proto-Tyrant after it introduces itself, but keep her far away from it in any direction. Watch out for its swiping attacks, which can be fatal if the Pro. Rebecca might run out of MAGNUM ammo if her shots are not direct enough, but a weapon as weak as the Handgun or SHOTGUN can definitely finish the job. However, the GRENADE LAUNCHER with ACID ROUNDS is recommended as a backup as Tyrants, true to series forum, always fall to ACID ROUNDS faster than other weapons. Just keep Rebecca away from the Proto-Tyrant, shoot it with powerful ammunition, and you should be fine. The Proto-Tyrant will collapse to the ground once it has been defeated.

-----  
-----  
Boss #5: Proto-Tyrant  
Character: Rebecca, Billy  
Difficulty: Easy  
Location: Lower Boiler Room (Second)

This is the first time in the game both characters are able to battle a boss at the same time. The Proto-Tyrant is back for a rematch, but with twice the characters and weaponry, this battle should be a breeze. The room is quite narrow, so once the boss fight begins, run away from the Proto-Tyrant, turn around and then shoot it as it approaches. That is all there is to this battle, actually, being a repeat battle of sorts. As long as you possess powerful ammo and have both characters attack, the Proto-Tyrant does not stand a chance. Be sure to avoid its claw-based swipe attacks, which do plenty of damage, especially to Rebecca. As with the previous battle, once the Proto-Tyrant collapses to the ground, the battle is over.

-----  
-----  
Boss #6: Queen Leech, Part One  
Character: Rebecca, Billy  
Difficulty: Medium  
Location: Battle Room

This boss is not very difficult, thanks to the presence of both Rebecca and Billy and the ability to use the generous amount of space in the room to avoid being directly attacked by the Queen Leech. The boss spews acid with reasonable trajectory and distance, but these attacks are nothing a simple GREEN HERB cannot heal. The powerful weapons will deal tremendous damage onto the Queen Leech, which will be somewhat slow to respond. Try not to let it get too close to either Rebecca or Billy, as if it does, the damage can be fatal. Overall, this is a relatively straightforward battle that requires little strategy other than shoot and dodge.

-----  
-----  
Boss #7: Queen Leech, Part Two  
Character: Rebecca, Billy  
Difficulty: Easy  
Location: Final Battle Room

This is less of a boss battle and more of a gun shooting festival. Just spend a minute or two unloading any ammo you might have on the

evolved Queen Leech. Have Rebecca expend the MAGNUM's ammo because she will not be needing a weapon after this battle. Other popular candidates for this battle are the SHOTGUN and GRENADE LAUNCHER because they deal plenty of damage and allow for the fight to end faster. This boss is not difficult at all, but you should stay clear of its tackle and acid-spewing attacks.

-----  
-----  
Boss #8: Queen Leech, Part Three  
Character: Billy  
Difficulty: Medium-Hard  
Location: Final Battle Room

-----  
The First Valve  
-----

Rebecca will not be fighting in this boss fight, so it is all up to Billy. Note that this boss fight differs from virtually every other boss fight in the series in that the enemy cannot be killed with pure strength alone. All that can be done to stop the enemy is to distract it by attacking it constantly and keeping it away from Rebecca. Run down from where Rebecca is and unleash the power of any weapon Billy might have (preferably the MAGNUM or SHOTGUN). Keep shooting so the Leech Queen becomes distracted, giving Rebecca the proper space to turn the valve. The Queen Leech will likely land a hit on Billy, so if that happens, button-mash the GameCube controller, Classic Controller or Wii Remote so he gets back up quickly. Keep shooting, and Rebecca should eventually finish turning the valve.

-----  
The Second Valve  
-----

Now, run to the left slightly and start shooting the Queen Leech again. Rebecca will run for the next valve, which will be whatever is out of range of the Queen Leech. Billy might already have run out of bullets for his most powerful weapon, but if he has the Custom Handgun, it will do the job in keeping the Queen Leech away from Rebecca. Do not worry about wasting bullets during this boss fight. Just continue shooting the boss. If you distract the Queen Leech long enough, Rebecca should finish with the second valve. She will then automatically move on to the third one, which may be next to a set of stairs.

-----  
The Third Valve  
-----

Rebecca will probably climb up a set of steps, but even if she does not, it will not matter or change the result of the game. As Billy, continue the onslaught on the Queen Leech, avoiding its direct path and continuing to protect Rebecca. Billy might be out of ammo by now, but if he is not, then just keep using whatever ammo he holds. If the Queen Leech gets too close to Rebecca, get close to the Queen Leech and fire at it with a long range weapon to distract the boss and hopefully get it to go after Billy instead. Rebecca should finish this third valve after a few moments.

-----  
The Fourth Valve  
-----

By now, your onslaught should slow the Queen Leech down somewhat, but if you still have ammunition left over, do not stop shooting. If Rebecca has a weapon in her inventory, take it from her now and continue shooting. Eventually, the boss battle will finally end when Rebecca completes turning the final valve.

-----

-----  
11. Puzzles  
-----

-----  
Manual Brake Puzzle 1  
-----

[Billy/Rebecca]

Insert the MAGNETIC CARD into the little card reader to the left of the door. This will trigger a puzzle that you have to solve. For some strange reason, you have to press a number from 1 through 9 in a random order 10 times so that the numerals of your button presses add up to the displayed number. Remember, the clock is ticking, so don't waste too much time. Some of the solutions I have encountered are:

-----  
| 67 | 9 | 9 | 9 | 9 | 9 | 5 | 5 | 5 | 5 | 2 | |  
-----  
| 36 | 5 | 5 | 5 | 5 | 5 | 5 | 2 | 2 | 1 | 1 | |  
-----  
| 81 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 8 | 1 | |  
-----

-----  
Manual Brake Puzzle 2  
-----

[Billy/Rebecca]

After completing the first puzzle, you will switch over to the alternate character and complete another puzzle. This one is a bit harder because you cannot see your cumulative calculations, so you will have to use your head to remember what the current sum is. Some of the solutions I have encountered are:

-----  
| 81 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 8 | 1 | |  
-----  
| 36 | 5 | 5 | 5 | 5 | 5 | 5 | 2 | 2 | 1 | 1 | |  
-----  
| 67 | 9 | 9 | 9 | 9 | 9 | 5 | 5 | 5 | 5 | 2 | |  
-----

Chess Puzzle

-----

Move the King Chess Piece (white colored with the cross above it) toward the room's door until Billy is able to push it to the right. Next, push the piece back towards the back of the room. Once Billy can no longer push it, there will be a clicking sound and the miniature-sized chessboard on the desk will slide to the side to reveal the BOOK OF EVIL and MARCUS' DIARY.

-----  
Animal Torches Puzzle

-----

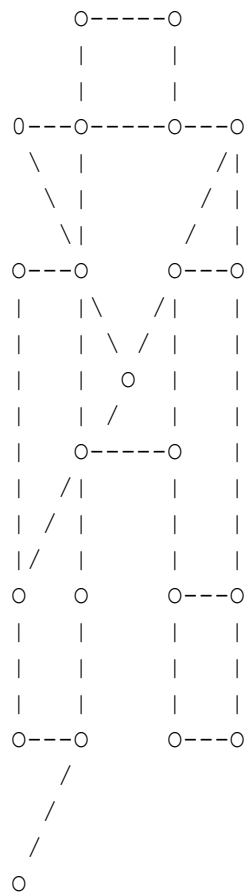
- 1. Deer
- 2. Wolf
- 3. Horse
- 4. Tiger
- 5. Snake
- 6. Eagle

-----  
Dam Power Puzzle

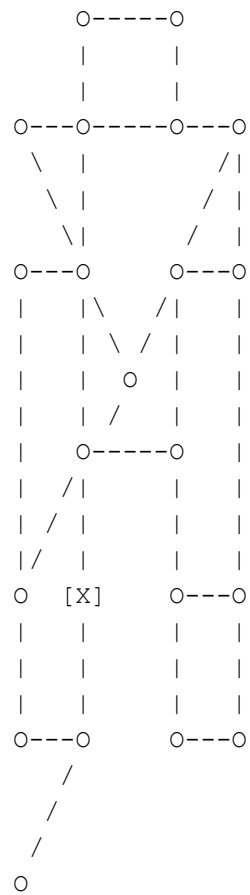
-----

Here is the puzzle for restoring power to the dam:

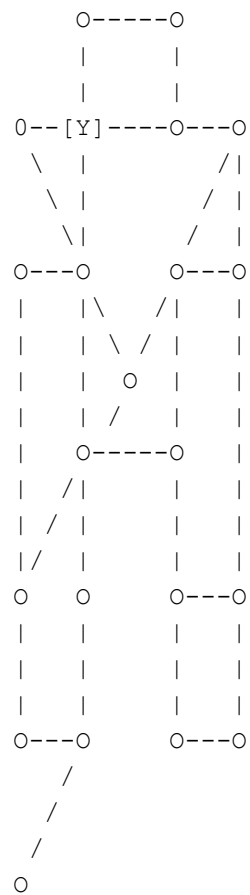
0) Here is the power grid with no buttons pressed yet:



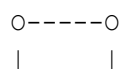
- 1. The first button to press is the 5th one down on the second column, labeled with an "X":

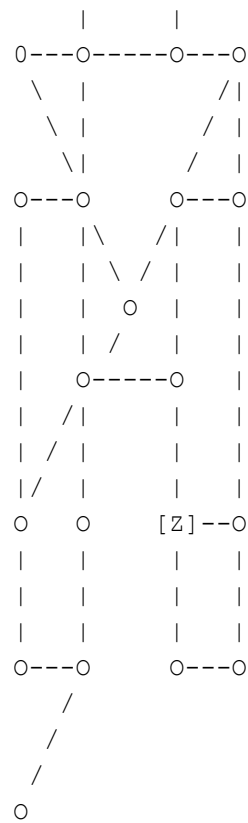


2. The second button to press is the 2nd one down on the second column, labeled with a "Y":



3. The third button to press is the 5th one down on the third column, labeled with a "Z":





Power should be restored to the facility after completing the puzzle.

-----  
Crate-Bridge Puzzle  
-----

Similar to a puzzle found in Resident Evil 2, Billy must push the crates into a position that will enable them to form a bridge once the lower area is flooded with water. As for the Crate Puzzle solution, follow the steps below:

[Billy]

1. Go to the left side of the silver crate and push it all the way to the right. Then move Billy back near the ladder.

[Rebecca]

2. Switch back to Rebecca have her use the control panel, and then have her move the bars RIGHT. Then switch back to Billy.

[Billy]

3. Have Billy push the silver crate all the way across the back wall (the wall without the crate, adjacent to the ladder).

4. Have Billy push the crate nearest the ladder all the way to where it touches the crate that is already on the wall. Have Billy climb up the ladder and then switch to Rebecca.

[Rebecca]

5. Have Rebecca rotate the bars to the right, once again. Then switch to Billy.

[Billy]

6. Have Billy go back down the ladder. Have Billy push the last wooden crate AGAINST the bars. Put Billy near the ladder. Then switch to Rebecca.

[Rebecca]

7. Have Rebecca rotate the bars to the right again. Then switch to Billy.

[Billy]

8. Have Billy push the crate so it fits the wall with the other two crates. Then have Billy go back up the ladder, reunite with Rebecca and have him press the FILL/DRAIN BUTTON on the control panel. The crates will end up forming a bridge across the water, Resident Evil 2-style. (Although, in Resident Evil 4 and Resident Evil 5, Leon, Ada, Chris, Sheva, Josh and Jill would probably have just jumped across/)

[Billy]

Cross the crate-bridge, and turn left to get the HANDLE. Grab it, and then return to the BOILER ROOM.

---

## 12. File Transcripts

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### Book 1

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#### Player's Manual 1

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- Note that button names may differ depending on the controller type selected.

#### View Status Screen

Press Y Button during gameplay

- You cannot view the status screen in the following circumstances.

- During event movies
- When taking damage
- When weapon is readied

- The following functions are available on the screen.

- Equip weapon
- Use Item
- View Map
- View File
- Leave Item ... etc

#### View Map

Select the MAP item on the Status Screen.

(You can also press the Z button during gameplay)

- If you do not have a map for the area, you can only see locations already visited.

#### Reading the MAP



Blue room:

Your current location

Green room:

Visited locations

No color:

Locations not yet visited

Red color:

Locked door

Yellow door:

Unlocked door

While viewing the MAP, you can view the Item List by pressing the A Button.

- The following information is available from the Item List:

- Left Items
- Locations of Left Items

#### Pushing Objects

Some "objects" can be moved in certain directions. Use the Control Stick to push these objects. (You can also use the Control Pad).

Climbing / Dismounting from raised platforms.

Press the A Button to climb onto waist-high surfaces. (You can also climb onto movable objects).

#### Equipping Weapons

Choose your Weapon from the items on the Status Screen, and select the "Equip Command." (You can only use a weapon if it is equipped).

#### Attack Stance

Press the R Button (You turn toward the nearest enemy with the currently equipped weapon).

#### Attacking

While in Attack Stance, press the A Button. (You attack with the currently equipped weapon).

#### Quick Turn

Press the B Button while Pressing Down on the Control Stick or on the Control Pad.

#### Check Item Details

Choose the item at the Status Screen, and select the "Examine" command.

-----  
Player's Manual 2  
-----

#### Character Switching

- Note that button names may differ depending on the controller type selected.

## Character Switching

A system that enables you to control the two lead characters, Rebecca and Billy, and use their different abilities to progress through the game. The character you currently control is the Main Character. The character you do not control is called the Partner Character.

## Controlling the Partner Character

The Partner Character generally moves independently. (You can use the C Stick to control the Partner Character). Selecting "Partner" on the Status Screen allows you to assign instructions to the character.

### -Solo:

Both characters move independently.

### -Team:

Partner moves with the Main Character.

### -Attack:

Partner attacks automatically.

### -Idle:

Partner will not attack

-You can also press the START/PAUSE Button to switch between Independent and Cooperative Action.

## Switching Characters

Press the X Button at the Status Screen to switch between the characters.

To overcome obstacles, you will need to evaluate the circumstances and switch characters as needed.

## Exchanging Items

When your Partner Character is nearby, you can exchange items on the Status Screen.

-Choose the item from the Main Character's Item Box and select the "Exchange" command.

## Character Attributes: Rebecca

Rebecca, a member of S.T.A.R.S. has the following attributes:

Can combine Herb-related items.

Is weak defensively.

Can use a mixing set to combine chemicals.

## Character Attributes: Billy

Billy, a former Marine, has the following attributes:

Cannot combine Herb-related items.

Is strong in combat.

Can push large objects.

If the Partner Character is Attacked

Both the Main and Partner Characters will die if they take too much damage.

You should always keep an eye on their condition.

A Partner being attacked in a different room will call for help over the radio.

If your partner does call, go to help as quickly as possible.

Cooperating with Your Partner.

Some puzzles cannot be solved by only one character.

When you are stuck, try to see if using your partner will help.

-----  
Court Order for Transportation  
-----

Court Order for Transportation 1598A-7635

Prisoner name: Billy Coen  
ID Number: D-1036  
Former Second Lieutenant, Marine Corps  
Age: 26  
Height: 5ft. 9in.  
Weight: 163 lbs.  
Transfer Destination: Regarthon Base

Convicted of First Degree Murder. Court marshaled and sentenced to death by the 0703 rd Military Tribunal. Sentenced to be carried about upon arrival.

Samuel Regan,  
Commander,  
Dunell Marine Base

-----  
Hookshot Operator's Manual  
-----

-WARNING-

This device should only be used when inspecting difficult-to-access car roofs, or when connecting special trains. Return to its proper location after use.

1. Where to use.

There is a small ladder outside the small window by the 1st floor section door of the third carriage. Fire the device so that it hooks high onto the ladder.

2. Using the Winch to Climb.

After securing the hook, use the winch to carry yourself up.

-This grappling hook can only lift one person at a time. Be aware that the unit may be damaged if lifting more than 80 kg.

-----  
Investigation Orders  
-----

(Stained with blood, some sections are illegible).

8 miles north of Raccoon City in the Arklay Mountains, lies our company's Management Training facility. It was shut down years ago.

Now, we are conducting a preliminary study into the re-opening of the facilities. First Investigation Unit is already on-site and opening this investigation, I want your team to provide support.

The following orders are William Bark and his lives go to Unit.

...(the rest is torn and unreadable).

-----  
Notice to Supervisors  
-----

When closing the dining car, supervisors are asked to switch off the automatic doors after ensuring all staff have vacated the car. The main automatic door switch is located on the roof of the fifth car. Inspections will take place when the train is garaged. After inspections are complete, use the ladder at the rear of the second floor of the dining car.

Umbrella Corp.  
Maintenance Department

-----  
Passenger's Diary  
-----

July 14th

Orders came from the boss today. Looks like we're in charge of investigating the remains of the Arklay Mountains laboratory. We're moving in two groups, with us in the initial group, assigned to start checking what's left of the abandoned experiment.

July 16th

Unfortunately, the test production of B.O.W. (Type-Y139) had to be suspended because of this investigation. It's the same with Type-Y139. There's still so much we don't know about responses to the crustacean t-virus. There's a lot of interesting research left...

Depending on the species and nurturing conditions, only minute doses of "t" bring about remarkable changes in solidity, size, multiplication of

internal toxins and brain development. If these effects can be controlled, a powerful weapon could be produced. But the sudden development of the shell results in the corresponding fragility. Certain areas become exceedingly weak. Problematically, one of these areas is in the head carapace.

This lab we are going to - were they pursuing the same research? It would certainly help to find data and samples that would help us in our research.

June 19

The day is finally approaching... I am growing more anxious.

The Raccoon City newspapers and TV stations are full of reports about the bizarre murders in the suburbs. It can't be the virus, can it? If it is... No, I can't think of that right now. I have to concentrate on this investigation and make sure it goes smoothly.

[Note: June 19 should actually be July 19.]

-----  
Break Operation Manual  
-----

Using the Brake control.

The following three steps are necessary to operate the brakes:

Step 1:  
Activating the controls.

Brake controls are located in the following locations:

- First car Driver's compartment.
- Rear deck of the fifth car.

To activate the system, you must insert the magnetic card into the device in the fifth car. This will supply power to both sets of controls.

Step 2: Enter Rear Deck Code.

Enter the code for the rear deck unit to release the lock.

After this the Driver's Compartment code can be input.

Step 3: Enter Driver's Compartment Code

Enter the code for the Driver's compartment unit to remove the lock.

Upon completion of these three steps the manual brakes will be available for use.

-----  
Note from Conductor  
-----

The key card for the Driver's Compartment is in my bag as always. But I need the other guy's damn key too to open the damn thing. But it looks like I've lost it somewhere. If it was like a normal key, someone sure would be sure to turn it in, but this key is different...

I'll look for it, too, but if you find it, please hand it in.

Thanks in advance.

-----  
Regulations for Trainees  
-----

Training facility Mission

This Training Facility will raise a new generation of model employees to serve the future of Umbrella Corp.

Applying the strictest and more rigorous standards, this facility will, without regard for gender, race or creed, produce only the best candidates to be the global future leads of Umbrella Corporation.

We look forward to the development of your leadership qualities.

Training facility Guidelines

Discipline. Obedience. Unity.

These three words are the basic principles which govern Umbrella Corporation employees, and are to be considered the Law of this facility. Keep these words in mind at all times. Devote yourselves to your training, and bring honor to yourselves and the corporation.

James Marcus  
Director  
Umbrella Corporation  
Management Training facility.

-----  
Book 2  
-----

-----  
Notice to All Staff  
-----

(This document is very old. Much of the writing is illegible).

Regular meetings of the Vaccine Research and Infectious Agents Teams will be held. Both meetings are Security Level 5, and will be held in the following locations:

- 1F W Operations Control Room
- 2F SE Meeting Room

Then entry code shall be

"8:15"

Thank you.

-----  
Marcus' Diary 1  
-----

December 4th

We finally did it... the new virus! We have called it "Progenitor". I want to carry it back and start detailed investigations immediately.

March 23rd

Spencer says he's going to start a company.

Well, I don't care, as long as I can continue my research into the "Progenitor".

He can do what he likes...

August 19th

Spencer keeps asking me to be the director of his new Training facility.

Maybe it's because of the business, but he's becoming intolerably pushy. But, maybe I can turn this into my advantage. I need a special facility to properly explore all the virus' secrets. A place where no one can get in my way...

November 30th

Damn that Spencer... He came to complain to me again today. He thinks of "Progenitor" as nothing more than a money-spinning tool. Fool! But if his influence continues to grow, it can only be bad for my research. If I'm to properly develop "Progenitor", I must strengthen my own position, too.

September 19th

At last...

I've discovered a way to build a new virus type with "Progenitor" as a base.

Mixing it with the leech DNA was the breakthrough I needed... I call this new virus "t" for "tyrant".

October 23rd

It's no good!

I can't hope for real progress experimenting on mere rodents.

Only humans can be a proper mammalian subject for experiments.  
Otherwise, I'll never make any real progress...

November 15th

Someone seems to suspect of my experiments...

...but perhaps it's just my imagination.

Well, if anyone does get too close, they may find themselves  
unexpectedly "assisting" in my research!

January 13th

At last, they are ready. My wonderful leeches!

Those of low intelligence, they will never have the privilege of  
tasting this sense of joy and satisfaction! Now, finally I can move  
against Spencer. Soon I will control everything...

January 31st

The devices I set to protect my work have been disturbed.

It appears someone came looking for the "t" and the leeches. Fool.

No doubt the work of Spencer's group.

February 11th

Today, I again found evidence of tampering around the entrance to the  
labs. If that's what they're after, I must find a suitable way to deal  
with them. Perhaps I should have William and Albert smoke out the  
pests...

Those two are the only ones I trust. Apart from my beloved leeches, of  
course. But Spencer... It wouldn't end there, would it?

I will announce the "t" at the next directors meeting, and collect my  
rewards...

-----  
Assistant Director's Diary  
-----

September 2nd

A useless bunch of trainees, as always. Where does headquarters find  
these idiots? We did get a couple of decent ones, though, so we can't  
complain, I guess. William and Albert. They might have a future.

September 25th

Scholar Will. Practical Al. They really are opposites.



And they're always competitive in everything they do. There's something ruthless and cruel about them both.

October 7th

Got a sudden call from the Director. It was to tell me to encourage a rivalry between those two! It's the first time since this Training facility was built that Director Marcus has shown interest in anything other than his research.

Well, whatever. Orders are orders. I'm going to have them tearing at each other's throats.

-----  
About the Power Regulator  
-----

Due to the recent lighting strike, the power regulator continues to be inoperative. I wouldn't really matter about the power, except for the fact that the boiler room equipment is on the same grid. The equipment is so run down. I'll probably have to have it fixed up all the time. If you wish to exit, rapidly set the indicator to 70. Check first though that everything is connected to the chain.

-----  
A Verse of Poetry  
-----

The Moon bows to the Earth

The Earth Swears Loyalty to the Sun

And the great Law of the Sun  
Governs all things.

This itself is the keystone,

the pointer to glory

All our hands cannot open the door to heaven.

-----  
Management Trainee's Diary  
-----

What is it that Director Marcus is researching all all the time? And what's with his weird interest in leeches? Interest...? Seems more like love at times... Rumor has it that there's something dangerous about those leeches. It is true that when Dennis just touched one he got ill with a fever.

Again today...

There were these horrible moans. Beyond that door.

"Let sleeping dogs ..."  
No way'll go near them.

Even if the Director tells me, I no way want to end up like Dennis.

That poor bastard.

Scratching and scratching. Makes me itch just watching him.

Must maybe go

IF can but two

Dennis gone. I go

Hungry...

Help

Mom.

-----  
Microfilm Image  
-----

An image resulting from overlaying Microfilms A and B. Numbers appear on the seats of the conference room.

-----  
INMATES LIST  
-----

Correctional Institute Inmates List

Mathews, K.

Deceased. Disposal Complete.

Midge, D.

Deceased. Disposal Complete.

Keith, W.

Preserved as specimen.

Savage, C.

Transported to research facilities.

Royce, M.

Transported to research facilities.

Davids, A.

Preserved as specimen.

Clark, A.

Transported to research facilities.

Ellens, J.

Transported to research facilities.

Terrence, O.

Deceased. Disposal Complete.

Kait, A.

Transported to Arklay laboratory.

Gerry, O.

Deceased. Disposal Complete.

Scott, S.

Transported to research facilities.

Mitchell, F.

Transported to research facilities.

Kerry, T.

Transported to research facilities.

Roberts, A.

Transported to research facilities.

(Transported individuals to be deleted from the records).

-----  
Marcus' Diary 2  
-----

(This page has been torn out).

Trouble is unlikely, but I closed my babies up in a special capsule.  
But it won't be sure if I can hold onto it myself. I'll hide it in that  
place.

"To hide a leaf, put it in a forest".

To open the capsule, the special stripping agent is necessary. No way  
Spencer's lackeys can figure out how to make it...

-----  
Book 3  
-----

-----  
Old Photograph  
-----

(There's something written on the back of the photograph).

To James,  
To Commemorate your graduation, 1939

-----  
Investigator's Report  
-----

Dr. Marcus, co-founder, with President Spencer, of the Umbrella  
Corporation. Disappeared 10 years ago. The results of his research  
have been kept under wraps for all that time.

The reason became clear at the Training facility run by Dr. Marcus...  
...well, not here exactly, but underground.  
When we ventured below, we understood...

There we found the evidence room of Dr. Marcus' research into the T-virus prototype, "Progenitor." The evidence of years of hideous experimentation that used many company employees as guinea pigs. We cannot know how many were forced to become subjects, but based on the evidence, no less than twenty individuals were involved; some of them taken deliberately to keep the corporation's secret safe.

Where the Doctor is now, I don't know. But considering the recent rapid growth of Umbrella Corporation, I can't imagine that this research is continuing. No...his experiment lives and continues to grow in the dark.

Those things, the "fruit" of his research, they will fill this facility.

(The rest of the notebook pages are missing).

-----  
Leech Growth Records  
-----

February 3rd, 1978

Administered "t" into 4 leeches. Their will to survive leads them first to parasitism and predation. They then breed and multiply. Such a single-minded biology makes them candidates for bio-weapons research. Afterwards, no major changes observed.

February 10th, 1978

7 days since administration of "t". Rapid growth to double former size, signs of transformation emerging. Spawning successful. They double their numbers in one hour but their ravenous appetites lead them to cannibalism. Hastened to increase food supply, but lost 2.

March 7th, 1978

Provided them with live feed, but lost half when the live food fought back. However, the leeches are learning from experience, and are beginning to exhibit group attack behavior. They are also ceasing cannibalism. Their evolution is exceeding expectations.

April 22nd, 1978

The leeches no longer exhibit individual behavior, even when not feeding. They move as a collective. They consume everything I offer with remarkable efficiency.

April 30th, 1978

An employee has stumbled onto my experiments. Can a human be a food source? How will the leeches respond?

June 3rd, 1978

A day of worthy commemoration. Today they began to mimic me!

Surely they recognize their father...

Wonderful children.

No one will take you away...

-----  
Laboratory Manager's Diary  
-----

Today, under Director Marcus' orders, I changed the platform entry code. Later, I asked him what the source of the entry code was. He told me it was based on something significant in his children's growth.

But, the director's a loner; he isn't married, and he sure doesn't have any children...

What did he mean?

-----  
Investigator's Report 2  
-----

We should have finished with this dump a long time ago. When this all started, did anyone expect that there would be guns blazing away like this? We weren't told a thing about these creatures attacking us at the briefing...

Guess they were a surprise to the head honchos, too. The things in the woods - just starting to attack people. That had to be planned. Someone deliberately scattered that virus, no doubt about it.

But the guards, our fellow soldiers, they must still be around...

Well, whatever. Don't have to worry about that anymore. What I've got to worry about is whether to use the last bullet on myself or on a friend...

That's the only decision I have to make.

-----  
Treatment Plant Manager's Diary  
-----

5/10

Damn it! Why is normal industrial waste being delivered here? This is an Umbrella Corporation facility. We can't deal with this volume of material. Plus they're sending us contaminated materials that we can't process. What are we supposed to do with it?

7/24

Well, looks like they're closing it down. Not surprising, using it like they did. Had to be done, but... It was pretty sudden. It's not like they cared until now. Anyway, as long as I get out of here, I don't care what they do.

To open the Heliport in case of emergency, follow the procedures below.

Removing the lock:

There are four locking mechanisms in the room which must be activated in this order:

1. Southwest Side
2. Northwest Side
3. Southeast Side
4. West Side

Turn each of the mechanisms' handles to unlock the gate.

-----  
13. About the Author  
-----

You can find me posting on NeoGAF ([www.neogaf.com](http://www.neogaf.com)), GameFAQs and Biohaze, and Twitter (@cvxfreak).

I have a GameFAQs contributor page, where you can find my other guides:

<http://gamefaqs.com/features/recognition/9035.html>

-----  
14. Conclusion  
-----

This guide is complete and up-to-date to the best of my knowledge.

I want to give the following special thanks:

- My family and friends for their continued support
- GameFAQs for being a great website after all these years
- Capcom, for creating the Resident Evil series and Resident Evil Zero

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