

Resident Evil Zero FAQ/Walkthrough

by minesweeper

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Resident Evil 0: Gamecube Version

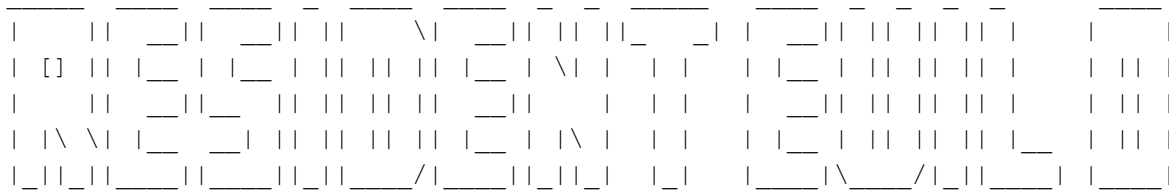
FAQ/Walkthrough - Version 1.5

Last Updated - 4/8/03

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1: INTRODUCTION

Welcome to my Resident Evil 0 guide! Resident Evil 0 was delayed for a very long time. Originally it was intended for the Nintendo 64 when it was announced in 1999. Later, it was going to come out on Gamecube, and now finally, in 2002, this magnificent game has finally arrived! It was well worth the wait, and the transition from Nintendo 64 to the Gamecube has been a great move. Now though, you actually have to beat the game... That's where this walkthrough comes in. Hopefully, it'll be able to get you through any difficulties you experience while you play this game. I hope my guide can make Resident Evil 0 a more enjoyable experience than it was before!

2: REVISION HISTORY

VERSION 1.0 - 3/18/03 - 140 KB

First Edition. Walkthrough, Game Basics, Weapons Section, Enemies Section, and Secrets all added on and completed. I still need to recheck the bottom half of the walkthrough though...

VERSION 1.5 - 4/8/03 - 177 KB

The first version of this guide was rushed, and I believe it showed. Hopefully, now that I've rechecked it, it will be mostly free of the errors that were in it. Also, I have added on and completed the File Transcripts section.

3: GAME BASICS

BASIC MOVEMENTS

BUTTON FUNCTIONS

=====

CONTROL STICK, CONTROL PAD - move character

C STICK - move partner character

A BUTTON - confirm selection
 examine surroundings
 action
 use weapon when R BUTTON is depressed

X BUTTON - change characters

Y BUTTON - display inventory screen

Z BUTTON - display map

R BUTTON - ready weapon

B BUTTON - cancel selection
 - run while moving character

START BUTTON - switch trace mode on/off

L BUTTON - change targets while holding R BUTTON

MOVING ABOUT

=====

This is the most basic of all controls. If you're a newbie to Resident Evil, then you'll need to spend about an hour or so before you can get used

to the odd way your characters walk around. Pressing up on your control stick does NOT move them up, it moves them in the direction they are facing.

This can be very disorienting at first. To turn, you have to push left or right on the stick to rotate your character. They move like remote control cars almost. You WILL get used to it eventually, so don't get discouraged when you get killed the first few times because you got stuck turning a corner.

FIRING A WEAPON

=====

This is another control function that gets a lot of newbies confused at the start. To fire a weapon, you must hold down the R BUTTON to make your character ready the weapon. You can't shoot unless you're holding the R BUTTON. Next, to fire your weapon, press the A BUTTON. When you're firing a weapon you have to stand still, so make sure you have enough distance between you and your enemies. Also, this game has auto aim, which means you'll automatically turn to face the closest enemy when you ready your weapon. If there's a zombie behind you, press R and you'll instantly turn to face it. Note that you can also change targets while aiming by pressing the L BUTTON.

180 SPIN

=====

This move was newly introduced in Resident Evil 3 for Playstation. By tapping down twice on the Control Stick or pressing Control Pad + B Button, you can instantly turn around 180 degrees. It's helpful because if an enemy's getting too close for comfort and you're facing the wrong way, you can quickly spin around and start running. It's helpful when you need to back up from enemies while you're shooting at them.

CHARACTER SWITCHING

=====

Whenever you press the X button, you'll be able to switch back and forth between controlling Rebecca and Billy. However, you can also control the character you're not playing as by using the C STICK, if they're in the same room as the one you're controlling. You can only make them walk or run, depending upon how hard you press down on the stick. You can't make them fire their weapon or anything.

TRACE MODE

=====

Pressing the START BUTTON toggles the Trace Mode. When Trace Mode is active, the partner character will follow your character around. You can also tell them in your inventory screen whether to attack enemies with you or not attack at all. If you do order them to attack, they usually will shoot at whatever you're shooting at or being attacked by.

HEALTH

ELECTROCARDIOGRAM

=====

In your inventory, you check your health on this. As you take damage, the meter will decrease to mirror your health. There are several statuses you can be in.

FINE - Everything's A'OK. You've taken little damage and you have no need of using healing items.

YELLOW CAUTION - You've taken some damage from the enemies. One GREEN HERB will usually fix you right up. If not, then two will definitely take care of it.

ORANGE CAUTION - You've sustained quite a few hits and your character will start to move about more slowly as he or she clutches at her stomach. You should heal immediately, because you've lost over 2/3 of your health. Two GREEN HERBS or a FULL HEALING ITEM ought to be used if you're in this status.

DANGER - You're about to die! You'll also be moving a little more slowly because your character is clutching at his or her wounds. Find medical supplies IMMEDIATELY!!! You'll need a FULL HEALING ITEM to take you back up to FINE status.

POISON - If you're hit with an attack that can poison you, you could enter this status. You'll move as if in ORANGE CAUTION or in DANGER status. Find a BLUE HERB quickly because you're gradually losing health as time passes. It's also hard to tell what your health is when you're in this status, since your electrocardiogram simply reads POISON.

HEALING ITEMS

=====

If you're a newcomer to the Resident Evil universe, you're probably a little confused about how to use the Red Herbs, Blue Herbs, and Green Herbs you find around the place. This is what each healing item does:

GREEN HERB - heals 1/3 of your health.

BLUE HERB - cures poison.

RED HERB - has no effect by itself, but if you mix it with a GREEN HERB the mixture will be able to heal you completely.

FIRST AID SPRAY - heals you completely.

GREEN CHEMICAL (from green storage tanks) - cures poison.

This is a chart on what kind of mixes you can do and what their effects will be:

GREEN = 1/3 health
GREEN + GREEN = 2/3 health
GREEN + GREEN + GREEN = full health

BLUE = cures poison
GREEN + BLUE = 1/3 health and cures poison
GREEN + GREEN + BLUE = 2/3 health and cures poison

RED = nothing
RED + GREEN = full health
RED + GREEN + BLUE = full health and cures poison

ITEMS, DOCUMENTS, AND MAPS

INVENTORY SCREEN

=====

This is what you will use to manage all three of the things in the heading

above. From here you can access your weapons and defense items, reread files you've found about the mansion, and check maps you've either made yourself or found lying about the mansion.

ITEM LIST -

On the right side of your screen is all the items you have in your possession at the current time. The left side of the screen shows your partner character's inventory. Make sure both of your characters have at least one weapon and ammo for it in your inventory at ALL TIMES. Also, make sure one of your characters has at least one healing item with him or her at ALL TIMES. You can't ward off the undead if you don't have guns, and you can't do anything to heal damage unless you're carrying about some medical supplies. Be sure to train your eyes and look about carefully for small glimmers and sparkles, which indicate items.

Both characters are only given six item slots, so you must manage your inventory carefully. Avoid carrying around large weapons like the Shotgun, unless you need them for tough enemies. Large weapons take up two item slots. For the most part, you should stick to carrying around only your Handguns, since they're small, and you can find lots of ammo for them.

NEW ITEM MANAGEMENT FEATURES -

There aren't any item boxes to leave all your stuff in like in the other Resident Evils. In its place, we have the LEAVE feature. When you use this feature, you can drop items on the floor. Finally the Resident Evil characters have some common sense! However, you can only leave a limited amount of items laying about in one room. There are also a few places you can't leave items at all, like on the roof of the train. I advise you keep all your stuff in a central location, like the Main Hall of the mansion, so that the items are easily accessible. We now also have the EXCHANGE feature, where characters can give and take items from each other. You'll probably be using this feature a lot during the game. You must be near your partner character to exchange items.

CHARACTER ITEMS -

Next to your characters' inventories is one slot for their special items. These character-exclusive items take up no room in the regular inventories. Rebecca has a Mixing Set that allows her to mix herbs as well as other chemicals. Billy has a Lighter to light things with, but he can't use it at first because the Lighter is empty. You'll have to find Lighter Fluid somewhere in the game before you can use it.

KEYS

=====

These are VERY important to getting around. If you try doors that are locked, you might get a clue as to what key is needed to unlock the door. For example, a door that has a "fire motif" needs the Fire Key. Keep keys on you as much as possible. As soon as you have unlocked all doors that need the key, you'll be asked if you want to discard the key. Do so, because there aren't any more doors that will open for your key. This also opens up some inventory room.

FILES

=====

You'll be finding many documents throughout your travels, which will provide useful clues for proceeding through the game. Make sure you pick up files you find whenever you can. They'll allow you to get through the game a lot quicker, plus they don't absorb any inventory space. I'll tell you where to find them during the game because they will be useful to beginners.

MAPS

====

These will be your best friends in the game before you get to learn the layout of the game. As you move around the game, your characters will draw their own map. However, you can get the whole map if you find it hidden somewhere in the area you are exploring.

The colored dots on your map indicate items your character has found and left on the floor. If you press the A BUTTON, a list will pop up showing what items the dots represent. Press left and right on the CONTROL STICK to see what you left where.

The arrows are your characters. Yellow doors are doors that are unlocked, or doors that you have the key to. Red doors are doors that are locked, and ones that you can't unlock right now. Gray areas are rooms you haven't visited yet, dark green areas are rooms you have visited, and the blue area is the room you're currently in.

CHARACTER MANAGEMENT

CHARACTERS

=====

BILLY COEN

Advantages

- greater physical strength
- more stamina
- greater accuracy

Disadvantages

- large character
- can't mix herbs

Billy is the best character for fighting, since he can suffer more hits than Rebecca. Also, since he has greater accuracy, he has a bigger chance of getting headshots than Rebecca. His physical strength will also make him important for solving some puzzles. Unfortunately, since he has a large physical figure, it's difficult for him to slip around enemies. He is also the very first Resident Evil character ever who can't mix herbs. Make sure you have Rebecca close by to heal him with herbs whenever he gets hurt.

REBECCA CHAMBERS

Advantages

- can mix herbs and other chemicals
- small character

Disadvantages

- low physical strength
- low stamina
- lower accuracy

Rebecca is the best character for doing "behind the scenes" stuff. While Billy is fighting off the enemies, she can make herbs to heal herself and him as well. Also, while she's not too good at fighting, she makes a great character for solving puzzles with.

INVENTORY MANAGEMENT

=====
You should let Billy carry around the large weapons like the Shotgun, while making Rebecca carry around the healing items and the puzzle items. Billy is stronger than Rebecca and has greater accuracy, so he's the best for carrying around the guns. Since Rebecca's weak, but knows how to mix things, she should keep the medical supplies and use them when needed to heal the two characters up. Never carry around Ink Ribbons, and just leave them next to Typewriters. You'll almost always find three Ink Ribbons next to each Typewriter, so carrying Ink Ribbons around is usually a waste of inventory space. The only time you should carry Ink Ribbons is to replenish a save room when you run out of Ink Ribbons for that room.

PARTNER COMMANDS

=====
There are several things you can do to interact with the characters. You can press the X BUTTON to instantly change characters, and (if both characters are in the same room) you can also press the START BUTTON to switch on and off Trace mode. Also, you can order your character to attack or not to attack when enemies are around. Note that all of these features can be done through the inventory screen.

You should always have Trace mode on, unless it's absolutely necessary that you switch it off. These times when you need to switch it off are when the game forces the characters to separate, or when you need to solve a puzzle. Also, always make your partner character attack enemies. While you're doing that, you should only let your partner character use a Handgun unless you're fighting tough enemies. Your partner character has a tendency to waste ammo when he or she attacks. For example, he or she might try blasting harmless leeches with the Shotgun.

When you have Trace mode on, the partner character can also follow you from room to room. As long as the partner isn't attacking or being attacked by an enemy, they will always be with you in the next room, no matter how far behind they are. When you want to retreat, make sure your partner isn't fighting when you hit the door to the next room. He or she might get left behind.

Make sure your partner character is in a safe place when you leave him or her behind. Your partner character can be attacked by enemies and killed when you're not watching. If this happens, he or she will call you on the radio for help. You should immediately change characters if this happens so you can take care of the problem.

COMBAT TACTICS

STICK TOGETHER!

=====
Always keep your two characters together, unless it's absolutely necessary you must separate them because of ingame events. It's much easier to take on enemies if you have somebody covering your back. When you're caught in an enemy's grasp, your partner could shoot at it to make it let you go.

LET THE MAN HANDLE THIS

=====
Billy is much stronger than Rebecca. He can take a lot more punishment from enemies before biting it. Also, he has greater accuracy than Rebecca. Therefore, he's best for leading the way into a fight. Give him the big weapons whenever you use them.

MEDIC!

=====

Rebecca is a weak character, so she's not too good for taking on enemies. However, she is the only character that knows how to mix herbs, so she's vital for keeping your two characters healed up. Let Rebecca carry around the medical supplies and the puzzle items, since she's not too good at fighting. Rebecca's the medic after all, so she should have the healing items.

OPEN YOUR EARS!

=====

The first thing to do upon entering a new room is to listen for sounds that indicate monsters are in the area. Stand still for a few moments and listen for sounds like groaning, shuffling footsteps, barking, screeching, etc. It'll keep you from accidentally running into a potential ambush.

WONDER WHAT'S AROUND THE CORNER...

=====

There are a few ways to see if there are enemies hiding offscreen, just waiting to pop up and surprise you. The easiest way is to make use of auto aim. Edge past a corner you can't see around, and press R. If your character autoaims something, there's a monster or two back there.

Also, you can use the mirrors hanging on the wall. They're usually nothing but a cool detail, but you can also use them to see enemies that are behind corners. Look for shadows on the walls and floors too. If you can see a moving shadow that's not your own, then most likely it belongs to an enemy creature.

FIGHTING

=====

In general, the closer you are to the enemy, the more damage your shots will inflict. This is especially true with the Shotgun. However, it's usually not safe to stand next to an enemy. If you're using a weak weapon, like the HANDGUN, fire from a distance. If you want to use the Knife, then I suggest you trap an enemy behind an object (like a box) and hack away. There's also a way to kill zombies in one hit with the Shotgun. Stand right next to them and fire up at their heads. This kills them in one hit.

FINISH HIM!

=====

Most people like to use the same gun throughout fighting with the enemies. While this does get the job done in killing the enemies, there's a more efficient way to do the job. Try firing one or two shots from a powerful weapon to knock down a strong enemy, like a hunter. While the hunter's climbing to his feet, take out your Handgun and shoot him a few times to finish him off. This can often save you a lot of more powerful ammunition. It's more efficient to kill a hunter with one Napalm Grenade and one Handgun Bullet than two Napalm Grenades. However, you might want to make sure the enemy you're trying to kill is alone before you do this, since another one could come in and screw things up.

IS IT DEAD?

=====

You've busted five caps into that zombie's arse and now it's lying flat on the floor. It ought to be okay to go on right? Not necessarily. The enemy might just be pretending to be dead, so that when you walk past it'll get up again and surprise you. There are three ways to tell if a monster is really dead for good. If you see a blood pool spreading around the corpse, then

the enemy is dead. Try turning away from the enemy then pressing R. If the enemy isn't dead, then your character will autoaim it. The last way is if there is threatening music playing. When all enemies in the area are killed, the music will stop.

YOU CAN'T CATCH ME SLOWPOKE!

=====

In this game, you don't have much ammo to use. You simply can't kill everything that gets in your way or you'll be out of bullets in no time. If you can evade an enemy and not fight, DO IT! You can fake out enemies by going to one side of the hall, then zipping past on the other side when the enemy gets close to the wall on one side. This is especially important to avoiding leech zombies.

I'M OUTTA BULLETS!

=====

Keep a careful count on how many shots you have left in your clip. When you run out of bullets, your character will automatically reload. This will leave him or her wide open to attack for a second or two. Always reload via the inventory screen when you can. It's frustrating and deadly when you try to shoot at an oncoming enemy, and then your character starts fumbling for the next clip instead of firing.

PUZZLES

In between the action sequences, you'll have to solve some puzzles to gain items necessary to move on. There are a few general tips that can be used to solve most of the puzzles.

EXAMINE THE AREA CAREFULLY

=====

Usually, you'll get all the clues you need to solve the puzzles in the rooms you find them in. Check your surroundings and see what your character says about them. Look for strange holes and other things that seem to be out of place. You'd be amazed how much easier the puzzles become simply by examining something in the room.

EXAMINE ITEMS CAREFULLY

=====

Use the CHECK feature in your inventory screen to check items. Rotate them and look at all sides of them. You may find an essential item you're looking for just by flipping an item over and looking at it from a different angle. It's especially important that you open up any books you find. You do this by looking at the pages of the book opposite the spine, like you'd open an ordinary book.

SPLIT UP

=====

Some puzzles require your characters to split up to solve them. If nothing's working, try making your characters part company for a little while and then try messing with the puzzle again.

LISTEN TO CLUES AND DIALOGUES

=====

If you listen to what your fellow comrades tell you, read any papers you come across, and read the descriptions you get by checking surroundings, some of these puzzles will be a heck of a lot easier to solve.

SAVING

To save your game, you'll need to find a Typewriters, and have at least one Ink Ribbons in your possession. These Ink Ribbons can usually be found near Typewriters, so looking for them isn't that big a pain. However, I'll tell you where they are for the newbies' sakes. I usually won't tell you when to save, but feel free to save as often as you'd like. However, I will warn you when there's a sticky situation coming up and I'll advise you to save then. The rooms that contain these Typewriters are usually safe havens, so go to a save room whenever you start getting put down by the monsters.

4: WALKTHROUGH

THIS WALKTHROUGH IS FOR NORMAL MODE. There will be more items on Easy, and the game in general won't be as hard as Normal. There will be fewer items on Hard, and the game in general will be harder than Normal.

At the start of the game, we hear the narrator speak about all the events that have occured in the other Resident Evils. He says that in order to understand questions about the future games, we must look at the events before the first game. We now see a train speeding through Raccoon Forest. A man in a robe is standing on a cliff as he watches the train go by. Suddenly, the train is attacked by a swarm of leeches and everyone on board is killed by them. The train continues to speed on through the night as the robe guy surveys all of this.

Two hours later, the S.T.A.R.S. Bravo team flies over Raccoon Forest to investigate the murders that have been occuring in the area. Rebecca says via voiceover that her team was never prepared for what they were going to face. Suddenly, the helicopter's engine erupts into flames, and Edward Dewey makes an emergency landing in the forest. Everybody jumps out, excpet for Kevin who is to watch the helicopter.

Rebecca then sees a wrecked military police van in the distance, with several dead soldiers around it. Rebecca then finds a file in a nearby box explaining that the van was transporting a criminal named Billy Coen. He was to be execuced at his destination for his crimes. The other team members believe he is the one responsible for making the van crash, since his body isn't among the others. Enrico orders his team to search the area for Coen.

Rebecca walks through the forest, and then she sees the same train that was attacked in the opening. It's idle on the tracks and not moving though. As she approaches it, rain begins to thunder down from above. Rebecca jumps inside the train. Little does she know what jumping on that train is going to result in for her...

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- THE TRAIN

PASSENGER CAR 2

The Dining Car door to the east is locked right now, so you should take the door to the west. If you're new to Resident Evil though, you might want to practice running back and forth down the aisle a few times to get used to the controls. Also, make sure you read PLAYER'S MANUAL 1 in your inventory screen too.

PASSENGER CAR 1

Rebecca hears a voice, and she asks if someone's there. She then notices a rotting corpse sitting in the seat, with a switched-on pocket radio nearby. She switches off the radio, but suddenly the corpse rises up to attack her! Before she can run away, two more zombies appear in the aisle behind her! After the cutscene is over, only shoot the lone zombie that's blocking the aisle to the west. More zombies will respawn here the next time you come through this passage anyway. Take the door the zombie was blocking.

NOTE

If you do decide to kill all the zombies, you'll get a special cutscene. In the scene, Rebecca will wonder how the people were still alive when they looked so dead.

NOTE

SLEEPING CORRIDOR 2

Go down the corridor a little, and take the first door on the right.

ROOM 202

Get the HANDGUN AMMO near the bunkbeds, and get the PASSENGER'S DIARY from the desk's chair. Hmm, it seems this passenger wasn't off on a casual vacation getaway... Leave the the room.

SLEEPING CORRIDOR 2

Take the door next to Room 202.

ROOM 201

This is the only save room on the entire train, so you can expect you'll be coming here a few times if this is your first time through the game. Get the GREEN HERB near the bed, and then get the INVESTIGATION ORDERS from the bed. They're stained with blood though, so you can't read everything on the message. However, it's quite obvious from this file this passenger also isn't on vacation like the person who owned that diary. You should leave the INK RIBBONS where they are, since there aren't any other typewriters on this train to save at. Leave the room.

SLEEPING CORRIDOR 2

Head west to the end of the hall. The door to the next car is locked, but the corpse near the door is holding something. Take the TRAIN KEY from its grasp. Rebecca hears footsteps behind her, and discovers it's Billy Coen. Looks like Rebecca just might become his next victim... However, Billy decides to just forget talking and walks away. Rebecca yells he's under arrest, but Billy shows he's already got handcuffs on as he strolls off. Suddenly, a person crashes through the window. It turns out to be Edward Dewey from Rebecca's team! Edward warns that the forest is full of zombies and monsters before he passes away. Suddenly, a zombie dog crashes through the window after Edward!

Start shooting at the dog as soon as the scene is over. After you kill it, start going east back towards the cars you came from. Another dog jumps

through the window. Shoot this one down as well. Once the threatening music ends, take the HANDGUN AMMO from Edward's corpse, and check the Train Key's tag to make it the Dining Car Key. Leave through the door at the east end of the hall.

PASSENGER CAR 1

Gun down the new zombies, and walk up the stairs at the east end of the aisle.

SLEEPING CORRIDOR 1

In here, you'll find a GREEN HERB and three billion strange eggs...I really don't wanna be around when those eggs start hatching... Go back downstairs since the eggs are blocking the corridor.

PASSENGER CAR 1

Take the door to your left.

PASSENGER CAR 2

You'll get a radio message from Enrico. Enrico says he found a document that says Billy was accused of killing 23 people. He says that Rebecca should watch her back around him since Billy probably won't think twice about killing her. Go towards the east end of the car. As you do that, new zombie will appear in this room. Kill it, and use the Dining Car Key to unlock the eastern door. Throw away the key and go through that door.

DINING CAR KITCHEN

Billy appears here and says that they should cooperate because of all the monsters on this train. Rebecca refuses his help though, since she doesn't trust him. She says she can handle herself. Billy says that he'll just wait here while she tries to fix the situation. Get the NOTICE TO SUPERVISORS on the table near the stairs. It says the power switch to the dead automatic door nearby is on the roof of this car. Maybe you should go up on the roof and see if you can fix it. Head up the stairs.

RESTAURANT

Start walking east. Rebecca sees a man sitting at a table at the end of the car. But, like an idiot, Rebecca decides to go look a little closer. Rule #1 of horror stories: never talk to people who look alive but are sitting still quietly. Anyways, as Rebecca tries to talk to the man, the body tears itself apart and dissolves into small leeches. The leeches then form together into a "leech zombie." This leech zombie has the face of the man it once appeared to be! Anyways, just run away from the leech zombie and head for the stairs. It's not worth wasting your ammo on this creature.

As Rebecca is getting down the stairs, the leech zombie bursts apart and all the leeches zip towards Rebecca. She screams as they cover her whole body. Suddenly, there are gunshots and the leeches blast apart. All of the leeches fall off of Rebecca in a pile at her feet, while Billy comes closer. Suddenly, a few of the leeches spring towards Billy, but he shoots them down with some skillful marksmanship. Rebecca thanks Billy with a thumbs up.

Suddenly, they hear somebody singing outside the car. The two see a strange man standing outside the train, who looks like he just stepped out of a Final Fantasy game or something. Anyways, the leeches are crawling towards his feet as he sings in the rain. Rebecca and Billy wonder who he is. Suddenly, the train starts up! Billy says that they have to cooperate if they want to escape alive. Rebecca finally agrees to take Billy's help, but she says she will shoot him if he tries anything suspicious. Billy agrees, and even tosses Rebecca some extra HANDGUN AMMO! He says that they can contact each other at any time they wish since they both have radios.

Anyway, once the scene is over, you'll get the PLAYER'S MANUAL 2. Make sure you read it so you can learn about the character's characteristics and how to control them so they work together. Head to the window at the western end of the car and use the ladder there to get onto the train's roof.

DINING CAR ROOF

I would really hate to be up here! Cold rain and wind, a slippery roof where a misstep could send you tumbling to a nasty fall on the ground below...yeesh... Anyway, walk along the roof of the train and go towards the sparking device at the other end of the car.

"LET'S SPLIT UP!"

Whoever repairs the broken switch to the automatic door will be attacked by a slime creature. The character will then fall into the the PANTRY below, and the other character will have to rescue him/her somehow. I would have Rebecca stay trapped in the Pantry while Billy tries to get her out, since the first boss fight's coming up in a little bit.

"LET'S SPLIT UP!"

Anyway, repair the switch and let that character have a nice fall into the Pantry.

PANTRY

(TRAPPED CHARACTER)

Get the HANDGUN AMMO and the GREEN HERB on the counter, and then get the TRAIN KEY from the counter near the jammed door. Examine the tag on the key to make it the CONDUCTOR'S KEY. Place the Conductor's Key in the dumbwaiter and send it to the first floor. Switch to the second character.

NOTE

You might also want to send down your Handgun Ammo and healing items next to the free character, since the trapped character's not going to do anything except stand around in the Pantry and stare at the wall.

NOTE

DINING CAR ROOF

(FREE CHARACTER)

Go back inside via the ladder.

RESTAURANT

Walk through the restaurant to the stairs again.

DINING CAR KITCHEN

Go through the automatic door you activated, and get the Conductor's Key from the dumbwaiter since you put it in there as the trapped character. Go west to Passenger Car 2.

PASSENGER CAR 2

Run west through the cabin to the door to Passenger Car 1. Kill the new zombie if you want to.

PASSENGER CAR 1

Go west again to the far door.

SLEEPING CORRIDOR 2

Run to the next to last door at the end of the hall and use the Conductor's Key to unlock that door.

CONDUCTOR'S OFFICE

If you're Rebecca, take the RED HERB and the GREEN HERB in this room. Use it to make a RED-GREEN MIXTURE. Look in the cabinet next to the desk to find a BRIEFCASE. You can't open it though, because it's locked. There's two round holes in the front too. It looks like they'd fit something. If you look at the papers in front of the desk, you can get the NOTE FROM CONDUCTOR. The conductor says he needs somebody's key to open his briefcase so he can get the Driver's Compartment key card. He says it's different from a normal key too. You had better keep an eye out for that special key.

Take the TRAIN MAP posted on the bulletin board to the left of the door, and also press the shiny red button. A hatch will open in the ceiling, and a ladder will extend down. Climb up the ladder.

"ECLIPTIC SALON"

As you run through this room, you'll hear a screech and some rumbling on the roof... If you're still up to it though, keep heading down the car to the next door.

SLEEPING CORRIDOR 1

Take the sparkling ICE PICK from the cart nearby, and take the first door you come to. The rest of the corridor's blocked by leech eggs.

ROOM 101

I wonder if this is Barry Burton's brother's cabin, judging from all the artillery in it. You'll find a FIRST AID SPRAY, HANDGUN AMMO, SHOTGUN AMMO, the HUNTING GUN, and INK RIBBONS. It's a good thing this stuff's here, because your first boss fight's just around the corner. Organize your inventory:

- Handgun
- Handgun Ammo
- First Aid Spray
- Knife (if Billy)

Drop the Ice Pick and the Briefcase temporarily, so you'll have more room to store medical supplies and ammo in. You might want to leave the Hunting Gun here for now, since it takes up a lot of room in your inventory. Take it if you want to though, if only just for the fight in the next room.

SLEEPING CORRIDOR 1

Walk back into the "Ecliptic Salon."

"ECLIPTIC SALON"

As you walk down the passageway, a giant scorpion crashes through the ceiling! If you want to get out of here, you'll have to kill that monster.

++++ BOSS FIGHT 1 - GIANT SCORPION

The scorpion will attempt to push you against the door you came through by charging down the narrow passageway. He'll try to make you back up by hitting you with his stinger and his claws. Also, sometimes the scorpion will wave his claws around in pain when you hit him. This animation can hurt you.

This scorpion has a severe weakness though. A gunshot from any gun or a stab from the Knife will make the scorpion recoil in pain, if you aim down at its body. Shots to the stinger won't affect the monster at all. This animation also cancels the scorpion's attacks, unless he puts his claws in front of his face.

For the whole battle, aim downwards with the Hunting gun or the Handgun, and shoot the scorpion whenever he gets next to you. That'll make him back off.

He'll then stupidly walk forward to get hit again. Keep repeating this pattern over and over till the scorpion dies. I heard on the www.gamefaqs.com Resident Evil 0 messageboard that you can use the knife here if you want to save ammo. Watch out if you do use the knife though, because sometimes the scorpion will attack outside of the knife's damage range. Stand back after you kill the scorpion, because his waving claws can hurt you.

+++++

If you dropped the Ice Pick earlier to save inventory room, go back and pick it up now. Leave the Briefcase where it is though, because you won't need it until you find two other items anyway. You might want to drop the Knife while you're at it. Get the PANEL OPENER near the gaping hole in the ceiling, and climb down the ladder.

CONDUCTOR'S OFFICE

Go out into the hall.

SLEEPING CORRIDOR 2

Head east to Passenger Car 1.

PASSENGER CAR 1

Head east to Passenger Car 2.

PASSENGER CAR 2

Head east to the Dining Car Kitchen.

DINING CAR KITCHEN

Walk into the kitchen through the automatic door, and use the dumbwaiter to send the Ice Pick to the trapped character. Switch characters.

PANTRY

(TRAPPED CHARACTER)

Get the Ice Pick from the dumbwaiter, and use it to pick out what's blocking the keyhole of the door. Go through the door.

RESTAURANT

Run downstairs before you get attacked by the flaming zombies.

DINING CAR KITCHEN

("LET'S REGROUP!")

Use the Panel Opener on the hatch next to the refrigerator to open it. Crawl through the crawlspace.

FREIGHT CAR

As you enter, two zombie dogs will break out of animal cages. Shoot them down. Be sure you relish this moment, because believe it or not this is the last time you'll see the zombie dogs in this game. Gather up the SHOTGUN SHELLS, the FIRST AID SPRAY, and the GAS TANK from the nearby shelf. Also, get the GOLD RING from the right dog cage. Take the door on the east end of the car.

REAR DECK

On the wall, you can see a HOOKSHOT, but you can't take it because it's secured by bars. Throwing the nearby switch on the railing makes the bars retract, but they go back down as soon as you let go of the lever. Make your characters go into solo mode in this room. Have one character throw

the switch and hold it. Then, switch to the other character and take the HOOKSHOT from the wall mount. You'll also get the HOOKSHOT OPERATOR'S MANUAL. It explains that only one person can use the Hookshot at a time, so that means whenever you use it you'll have to split up. Be sure you read the note about the window in the third car. Go back inside the train.

FREIGHT CAR

Unlock the kitchen's door and head inside. Shut the door after you!

DINING CAR KITCHEN

Blow away the zombie that pops out of the refrigerator, and take the EMPTY BOTTLE. Combine the Empty Bottle with the Gas Tank to make a batch of MOLOTOV COCKTAILS. Head west to Passenger Car 2.

PASSENGER CAR 2

Head west to Passenger Car 1. Just run away from the new zombies, because more zombies will respawn the next time you need to come through here.

PASSENGER CAR 1

"LET'S SPLIT UP!"

You'll have to temporarily part because only one of you can use the HOOKSHOT to get up on the roof. It's no biggie though, because you'll only be apart for a couple of minutes.

"LET'S SPLIT UP!"

Have one character use the Hookshot at the window to the left of the door.

PASSENGER CAR 1 ROOF

(HOOKSHOT CHARACTER)

Walk along the roof and jump down through the hole you come to.

ROOM 102

Kill the zombie that confronts you in this room. Drop the Hookshot, because you won't need it for awhile. Take the JEWELRY BOX in the closet, and open it to get the SILVER RING. You can also get another KNIFE here if you want it. Change characters.

PASSENGER CAR 1

(NON-HOOKSHOT CHARACTER)

Go upstairs.

SLEEPING CORRIDOR 1

Change characters.

ROOM 102

(HOOKSHOT CHARACTER)

As you try to open the door out of here, the baby leeches in the corridor start busting out of thier eggs... Go through the door anyway though, since it's the only exit from this room.

SLEEPING CORRIDOR 1

("LET'S REGROUP!")

Eeww, lots of slime and leeches everywhere... Leeches are no big deal though, because they're more disgusting than dangerous. Go into Room 101.

ROOM 101

Get the BRIEFCASE again, and use the Gold Ring and the Silver Ring on it. This will unlock the case. When you open the case you find a BLUE KEYCARD. Grab the Hunting Gun here as well. Organize your inventory.

REBECCA

- Handgun
- Handgun
- Handgun Ammo
- Full Healing Item
- Blue Keycard

BILLY

- Hunting Gun
- Shotgun Ammo
- Molotov Cocktails

Head down the stairs to Passenger Car 1.

PASSENGER CAR 1

Go into Sleeping Corridor 2.

SLEEPING CORRIDOR 2

Go into Room 201.

ROOM 201

You might want to save your game, and gather up all your weapons, healing items and stuff on the train. Something important is about to happen.

SLEEPING CORRIDOR 2

Use the Blue Keycard on the door at the east end of the hall, and then discard it. You now have access to the engine car! Before you walk out there though, a cutscene interupts.

A man in green combat gear is standing on the engine car's walkway, and he's saying into a radio that the train has been secured. On the other end of the transmission, we see Albert Wesker and William Birkin receiving the message. Birkin is wondering how in the world both the mansion and the train could have been infected with the T-Virus even though they're more than three miles away.

Wesker says that's irrevelant, and he says that the train must be destroyed.

While the soldier on the train talks to Wesker, he's attacked by leeches. His partner in the cockpit runs out to help him, but he's also swarmed over by the leeches. They're both killed very quickly. Anyway, don't let that scare you off! Run through the door you just unlocked.

ENGINE CAR WALKWAY

The gunfire from the dying soldiers has damaged the engine. Now the train's picking up speed! If this keeps up it will crash! Run inside the engine car and see if you can do something to stop the train.

COCKPIT

Billy says that the train's going to derail, and that they have to stop the train fast. You'll find a BRAKE OPERATION MANUAL after the cutscene. It explains how to operate the brakes on the train.

"LET'S SPLIT UP!"

Once you've read that file, you'll be asked who's going to stay behind in the car while the other one goes to hit the switch at the end of the train. On the way to the back of the train though, you'll encounter a new wave of zombies. Billy's the best choice for running to the end of the train, since he has more strength. The only benefit for Rebecca is that you'll get to see a special cutscene if you pick her.

"LET'S SPLIT UP!"

(RUNNING CHARACTER)

Once you've made your choice, you have three and a half minutes to stop the train. Take the two boxes of HANDGUN AMMO and give them to the staying character. Organize your inventory:

RUNNING CHARACTER

- Hunting Gun
- Shotgun Ammo
- Magnetic Card
- Healing Item

Take the MAGNETIC CARD on the counter in front of the windshield. Head out through the door.

ENGINE CAR WALKWAY

Run east to Sleeping Corridor 2. If you keep running the freshly-zombified soldiers won't have enough time to get up and attack.

SLEEPING CORRIDOR 2

As you run down the hallway, notice that Edward's corpse and the corpse that you got the first Train Key from are both gone... The key corpse has now become a zombie, and he's waiting for you near the east exit of the car. However, you don't have to go that way. The way the zombie's blocking leads to a zombie gauntlet anyway. Take the alternate path by going into the Conductor's Office.

CONDUCTOR'S OFFICE

Climb up the ladder.

"ECLIPTIC SALON"

Run to the door at the east end of the room.

SLEEPING CORRIDOR 1

Hit the stairs at the east end of the hall, while avoiding the leeches.

PASSENGER CAR 1

Take the door to your left.

PASSENGER CAR 2

If you're playing as Rebecca, you'll get a special scene in this room. You'll see the now-undead Edward Dewey feasting on another corpse. He then turns around and walks towards Rebecca. Rebecca asks Edward to stop, but it's no use. If you're playing as Billy, this scene won't occur since Billy doesn't know Edward. Anyway, just shoot Edward and run to the next door before the other zombie can attack.

DINING CAR KITCHEN

Run through the kitchen and into the Freight Car. Shut the door after you!

FREIGHT CAR

Run to the door at the other end of the room.

REAR DECK

Use the Magnetic Card on the console to the right of the door. It's now time for a little arithmetic... You will be shown the number 36, 67, or 81 on the display. What you must do is press the buttons on the keypad ten times so that the numbers add up to what number is being displayed. Here are some easy solutions:

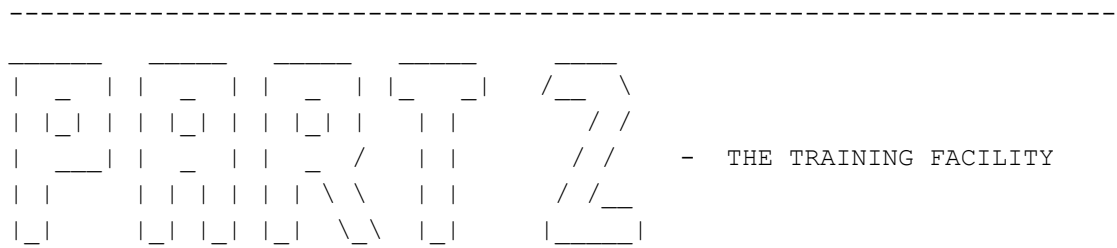
36 - 3, 3, 3, 3, 3, 3, 3, 3, 3, 9
67 - 7, 7, 7, 7, 7, 7, 7, 7, 7, 4
81 - 8, 8, 8, 8, 8, 8, 8, 8, 8, 9

COCKPIT

(STAYING CHARACTER)

Once you've solved that puzzle, you'll have to do the same puzzle at the front of the train with the other character. The only difference is that you can't see the number as you're adding it up. That shouldn't be any big deal though, since the solutions are above.

The brakes are pulled, but the train won't stop! It thunders down a junction and nearly flies off the track as it goes around a corner. The train finally stops after it crashes through a barricade and rolls over in a tunnel.



TRAIN TUNNEL

The two characters climb out of the wreckage and meet up together again. Billy says they need to find a way out of this place. All the items that weren't in your inventory (if you found them before) when the train crashed will be scattered across the floor here. However, there's also several zombies around. The only item that you really need to take is the HOOKSHOT, so you might just want to grab that and forget fighting the zombies for the rest of the items. Whip out the Hunting Gun if you want to fight though. Head for the door on the south side of the tunnel.

SEWER TUNNEL

This looks kind of like Resident Evil 3, doesn't it? Anyway, jump down into the sewer water and wade to the ladder at the other end of the passage.

MAIN HALL

Billy pops open a hatch at the top of the ladder. The couple finds themselves inside a large mansion. Billy reads "Umbrella Research Center" from underneath the Umbrella symbol on the floor. Rebecca walks up to a portrait on the stairs, and is shocked to discover that the man's face is the same as the one of the leech zombie she saw on the train. She reads the name "James Marcus" from beneath the picture.

Meanwhile, the two are being watched by Wesker and Birkin on a surveillance monitor. Wesker identifies Rebecca for Birkin, but he doesn't know who Billy is. Suddenly, an announcement comes over on the PA system. It's a speech by James Marcus, which outlines the pillars of the company's motto. Wesker and Birkin wonder who played the message, when they see the robe guy appear on their video screens.

He claims that he scattered the virus on the train and in the mansion as revenge on Umbrella. He then sings a song, and some leeches assemble themselves into a man that looks just like James Marcus. The robe guy says that Marcus was assassinated ten years ago, and says that Wesker and Birkin helped that to happen. He laughs at them.

Since this room is in the center of the mansion, you should use it as your home base. This is a great place to leave your items when you run out of inventory room. Anyway, after the scene is over, go over to the typewriter area on the east side of the stairs. Here you will find a RED HERB and a GREEN HERB, a Typewriter, INK RIBBONS, and HANDGUN AMMO. Use the herbs to make a RED-GREEN MIXTURE. Organize your inventory:

BILLY

- Handgun
- Handgun Ammo

REBECCA

- Handgun
- Handgun Ammo
- Molotov Cocktails
- Healing Item

The first door you should try is the one on the the west side of the first floor.

WEST 1ST FLOOR CORRIDOR

Go down the hallway some, and take the first door into the little boys' room. DON'T go to the end of the hall.

RESTROOM

Run past the urinals and pick up an EMPTY BOTTLE at the corner where the bathroom stalls begin. Get the GAS TANK and the GREEN HERB at the end of the passageway. Use the Gas Tank with the Empty Bottle to get another batch of MOLOTOV COCKTAILS. A leech zombie will appear while you're leaving the room, but just sprint past it and don't bother fighting. You'll never have to come back to this room again anyway.

WEST 1ST FLOOR CORRIDOR

If you went to the end of the hall, you'll be confronted by another leech zombie while you're on your way out of here. Quickly sprint past it and hit the door to the Main Hall before he can attack.

MAIN HALL

The next door you should try is the western door on the second floor balcony.

LIVING ROOM

Get the NOTICE TO ALL STAFF from the coffee table in the middle of the room.

Make sure you note the rooms mentioned in the file, as well as the entry code "8:15." Next, search the cabinet in here to find a CRANK HANDLE.

After you pick it up, crows will crash through the windows. Just ignore them and get back into the Main Hall. It's not worth wasting bullets on them.

MAIN HALL

Organize your inventory:

BILLY

- Handgun
- Handgun Ammo

REBECCA

- Handgun
- Handgun Ammo

- Shotgun Shells
- Healing Item

Take the double doors on the east side of the first floor.

BANQUET HALL

Gun down all the zombies in this room. Pick up the HANDGUN AMMO on the table to the southeast, then take the door past the counter.

EAST 1ST FLOOR CORRIDOR

Don't bother trying to go through the basement, because the furnace's steam blast is blocking the path. Instead, take the door to the east.

STORAGE ROOM

Kill the zombies in the room, and take the BLACK STATUE from the podium in here. Also, be sure you get the SHOTGUN and the GAS TANK behind the storage shelves. Climb up the ladder in here.

NORTH TERRACE

Shoot all the zombies on the balcony. Watch out, because another zombie will appear from behind you while you're fighting the zombies on the other end of the balcony. Collect the two GREEN HERBS at the midway point of the balcony, then unlock the door at the west end of the walkway.

AUDITORIUM

Take the REGULATIONS FOR TRAINEES from a desk in the next to last row of desks. From what I've seen in the other Resident Evil games, the candidates that came from this "proud" facility haven't been able to lead the Umbrella corporation well, considering how many outbreaks there have been and labs destroyed. Anyway, there's another typewriter, some INK RIBBONS, and SHOTGUN SHELLS on the east side of the room to collect. Before you head to the next new area, you might want to stop in the Main Hall through the double doors.

MAIN HALL

Place the BLACK STATUE on the scale held by the statue in front of you. Go back into the Auditorium. Organize your inventory:

BILLY

- Handgun
- Handgun Ammo
- Crank Handle

REBECCA

- Shotgun
- Shotgun Ammo

AUDITORIUM

Take the door in the southwest corner of the room.

WEST 2ND FLOOR CORRIDOR

Shoot the zombies in this room, but don't use your Shotgun right now. Have Rebecca stand back while Billy fights with the Handgun. Take the double doors you come to. The red door at the end of the hall is locked anyway.

LIBRARY

Take the TRAINING FACILITY MAP from the desk in front of you, and get the MICROFILM A from the desk behind the counter. You can also get INK RIBBONS near the computer counter. Do you see the elevator on the other side of the room? Use the Crank Handle on the winch next to it.

"LET'S SPLIT UP!"

Rebecca will have to ride the lift while Billy stays down here to turn the crank. Give her the Shotgun and the Shotgun Ammo. Make sure she has three item slots free.

"LET'S SPLIT UP!"

CLOCK TOWER(tm)

(REBECCA)

Kill the cockroaches that attack you after you get off the lift with the Shotgun. Grab the HANDGUN AMMO from the table in this room, and be sure you note the clock with the minute hand missing. Take the only door in this room.

SOUTH TERRACE

This place is only infested with crows, so you shouldn't have any trouble here. Take the GREEN HERB near the railing, and pick up the RED HERB hidden behind the park bench that's against the railing. Combine the herbs to make a RED-GREEN MIXTURE. Go through the rusty door on the other side of the balcony.

SPECIMEN STORAGE AREA

If you climb down the ladder into the pit to the west, you can see a sparkly underneath a cage. However, the cage is too heavy to move, so you'll have to find a way to raise it. It looks like you could use the crank machine on the eastern wall to get the cage up, but Rebecca's not strong enough to do it. Go down the stairs to the east, and unlock the brown door at the end of this hall. Go through the door.

MAIN HALL

Switch to Billy.

LIBRARY

(BILLY)

Run into the hall again.

WEST 2ND FLOOR CORRIDOR

Go into the Auditorium.

AUDITORIUM

Walk into the Main Hall.

MAIN HALL

("LET'S REGROUP!")

Leave the Microfilm A in this room. Organize your inventory:

BILLY

- Shotgun
- Shotgun Ammo
- Healing Item

REBECCA

- Handgun
- Handgun Ammo

You might want to save your game, since things are about to get a bit tricky in a minute. Take the brown door on the second floor balcony to the Specimen Storage Area.

SPECIMEN STORAGE AREA

Take the door near the one you used to get in here.

ART ROOM

Kill the roaches in this room with the Shotgun. Take the WHITE STATUE on a pedestal, the SHOTGUN AMMO in the fireplace, and the GRENADE LAUNCHER on the couch. Leave.

SPECIMEN STORAGE AREA

Organize your inventory:

BILLY

- Shotgun (or Grenade Launcher)
- Shotgun Ammo
- Handgun
- Handgun Ammo
- Healing Item

Make Billy rotate the crank at the top of the stairs to raise the cage in the pit. Have Rebecca pick up the FACILITY KEY (aka Fire Key) that was under the cage. Don't make Billy accidentally let go of the crank though, or the cage will fall on Rebecca and she'll die! After Rebecca picks up the key, a giant centipede crashes through the sewage gate near her. You must now fight the monster as Billy to rescue Rebecca!

+++++

BOSS FIGHT 2 - GIANT CENTIPEDE

Basically, all the centipede will do is run around the room in a preset figure-eight pattern, while stopping to hurt Rebecca some. If you get in its way the centipede will hurt you. It's as simple as that. First, it will hurt Rebecca until you shoot it. Then, it will run north towards the northwest corner of the room. After it circles around the back of the column there, it will stop to hurt Rebecca again. After you shoot it, the centipede will head south. It'll then circle around the right side of the column and it'll repeat the pattern all over again. Be careful though, sometimes the centipede DOES break from it's usual pattern.

As long as you know where the centipede's going to go, you shouldn't even get hit at all during this battle. Simply stay out of the centipede's path and shoot at it with the Handgun. When it stops to hurt Rebecca, shoot it with your bigger gun to stop it from doing that.

+++++

After the fight is over, the centipede will die, and it will release Rebecca. Rebecca thanks Billy for helping her out. Go downstairs and take the door to the Main Hall.

MAIN HALL

Place the White Statue on the scales next to the Black Statue. Organize your inventory:

BILLY

- Handgun
- Handgun Ammo

REBECCA

- Handgun
- Handgun Ammo
- Fire Key
- Healing Item

Take the double doors on the east side of the first floor.

BANQUET HALL

Watch out for the new zombies in this room. Use the Fire Key on the red door in this room.

KITCHEN

I dunno about you, but I was totally expecting something to just bust into this room while I was searching it for the first time. There's no music, there's an open window, and there's even howling wind. Oh well... Take the EMPTY BOTTLE underneath the meat table, and the LIGHTER FLUID on top of the other table. Combine the Lighter Fluid with Billy's Lighter so that you can use it. Leave the room.

BANQUET HALL

Go into the Main Hall again.

MAIN HALL

If you've got a Gas Tank in here, use it with the Empty Bottle to make MOLOTOV COCKTAILS. Drop the Molotovs and the Gas Tank, then run upstairs and take the double doors on the north wall.

AUDITORIUM

Take the door on the east wall.

WEST 2ND FLOOR CORRIDOR

Go through the double doors.

LIBRARY

Use Billy's filled-up Lighter on the candle next to the door behind the counter. This will unlock the door. Go through it.

BOOK STORAGE ROOM

Kill the zombies in this room. Take the GRENADES from the shelf on the lower floor, then jump up to the higher ledge. While playing as Billy, shove aside the shelf in front of the other shelves to reveal the BOOK OF GOOD. Examine the book in your inventory, and open it. Inside, you'll find the ANGEL WINGS. Leave.

LIBRARY

Go into the hallway again.

WEST 2ND FLOOR CORRIDOR

Use the Fire Key on the red door at the west end of the hall, and then discard the key. Go through the red door.

MOOSE OFFICE

Run around the desks, and you'll come to a table blocking the aisle. Push it down the aisle and as far straight as it will go, and then push it in front of the fire place where a moose head is on display. A glowing red button is near the fireplace. Doesn't this seem a little...familiar? Press the glowing red button in the corner to turn on the lights. Look at the moose head. Ah yes, the old stuffed-animal-light-switch trick from Resident Evil. Get the IRON NEEDLE from on top of the moose head. Next, get the HANDGUN AMMO off the table, and the SHOTGUN AMMO on the shelf in the corner.

Also, pick up the ASSISTANT DIRECTOR'S DIARY on another desk. It seems Albert Wesker and William Birkin were trained here, and that the director was encouraged to make them rivals... It's interesting that we now know

where those two were trained. Leave.

WEST 2ND FLOOR CORRIDOR

Head to the door at the other end of the corridor.

AUDITORIUM

Go into the Main Hall.

MAIN HALL

Grab the White Statue from the scales, and combine it with the Angel Wings to make it the Statue of Good. Put the statue back in its place, and take the brown door on the second floor balcony to the Specimen Storage Area.

SPECIMEN STORAGE AREA

Go upstairs and take the door at the south end of the room, near the crank machine.

SOUTH TERRACE

Run to the door at the other end of the balcony.

CLOCK TOWER(tm)

Use the Iron Needle on the clock. If you remember, the Notice to All Staff said the password was "8:15." So, set the clock for 8:15 by pointing the long hand at "III" and the short hand at "VIII." The clock will then chime, and it will start up. This will unlock the white door on the east side of the Main Floor balcony, as well as another door at the end of the East 1st Floor Corridor. Leave the room.

SOUTH TERRACE

Run to the door at the other end of the balcony.

SPECIMEN STORAGE AREA

Head downstairs and take the door to the Main Hall.

MAIN HALL

Take the white door on the east side of the second floor balcony.

2ND FLOOR MEETING ROOM

Kill all the zombies in this room. Get A VERSE OF POETRY on the table. Ahhh...this brings back memories of the PSX Resident Evil about that poem under the crest plate. Anyway, get the SHOTGUN AMMO near the fireplace, and the MICROFILM B on top of the mantel. Go back into the Main Hall.

MAIN HALL

Get the MICROFILM A if you left it in this room. Head downstairs and take the door on the west side of the first floor.

WEST 1ST FLOOR CORRIDOR

Sprint past the leech zombie if he's here and hit the white door at the end of the corridor.

1ST FLOOR MEETING ROOM

Kill all the zombies, and get the HANDGUN AMMO at the front of the room. Use Microfilm A and Microfilm B on the projector in the back of the room. You'll now see an overhead diagram of the Auditorium. It shows the Auditorium's desks with numbers to label them as well. The diagram looks like this:

(stage)

[0][1] [2][3]
[4][5] [6][7]
[8][9] [A][B]
[C][D] [E][F]

After you have viewed the film, an MO DISK will eject from a device next to the microfilm projector. Jeez, I'm sick of these MO Disks. They're in like every other Resident Evil game now. Anyway, take it and the MICROFILM IMAGE. Leave the room.

WEST 1ST FLOOR CORRIDOR

Sprint past the leech zombie again and get through the door at the other end of the hall.

MAIN HALL

Organize your inventory:

BILLY

- Handgun
- Handgun Ammo

REBECCA

- Handgun
- Handgun Ammo
- MO Disk
- Healing Item

Go into the Auditorium.

AUDITORIUM

Head to the podium at the front of the room, and insert the MO Disk into the computer installed there. The game will then give you a random two-digit code to input. Your character will then notice that there's no input device nearby. What you are supposed to do is use the diagram on the Microfilm Image to find the consoles on the desks that represent the same digits in the diagram, and then press the two at about the same time.

Have your two characters split up and stand at both of the consoles. Make the first character press in the first digit, and then quickly switch to the second character so he/she can input the second digit. This will unlock all the three knight doors around the house. Go through the knight door in the northwest corner of this room.

BACK HALLWAY

Shoot the zombies in this hall, and then go through the double doors.

CHESS OFFICE

This room has a chess theme to it. There's a giant chessboard in the middle of the floor with some pieces on them. Don't push them around yet though. Examine the chessboard on the desk at the other end of the room. What you're supposed to do is put the pieces on the giant chessboard in the same positions as the ones on the small chessboard.

From the camera's perspective, push the white king (the one with the cross on top of it) down three squares, then right one square, and then up two squares. If you mess with any of the other pieces, you could trigger the flow of poison gas into the room! Once the white king is in the right position, the small chessboard will slide aside to reveal the BOOK OF EVIL. Take it, and you'll also find MARCUS' DIARY 1.

It seems he developed the T-virus, and he's been very hard at work with it. Too bad Spencer's trying to disrupt his research. He's also created some leeches, and he trusts them more than most people... He must really be paranoid! Anyway, open the Book of Evil to get the BLACK WING. Also, take the HANDGUN AMMO on the counter on the east side of the room, and the NAPALM GRENADES on the west side of the room. There's also INK RIBBONS on the table in here if you want them. Leave the room.

BACK HALLWAY

Go to door at the west end of the hall.

INFIRMARY

Kill all the zombies in the room. Make sure you get the FIRST INVESTIGATION UNIT NOTES from the cabinet near the beds. Read the note at the end of it that says: "Red + Blue = Sulfuric Acid, Green + Red = Stripping Agent". Next, gather up all the supplies in the room. Take the FIRST AID SPRAY nearby, and the two BLUE HERBS on the shelf on the other side of the room. Do you see the green tank in the corner? Make sure that Rebecca gets that GREEN CHEMICAL from the tank in her Mixing Set before you leave. After you get it, leave the room.

BACK HALLWAY

Go into the Auditorium.

AUDITORIUM

Head into the Main Hall.

MAIN HALL

Take the BLACK STATUE from the scale nearby and combine it with the Black Wing. Put the completed STATUE OF EVIL back on the scale. The statues will now be in balance with each other. This will open a secret passage behind Marcus' portrait. Organize your inventory:

BILLY

- Grenade Launcher
- Handgun
- Handgun Ammo
- Healing Item

REBECCA

- Handgun
- Handgun Ammo

You might want to save your game before you go down through the new passageway.

SECRET CORRIDOR

Down here, you'll encounter several giant spiders. Use your Grenade Launcher to kill them. Take the door at the end of the hallway.

BASEMENT OFFICE

Get the TRAINING FACILITY BASEMENT MAP off the wall, and grab the GREEN HERB and the BLUE HERB on the floor. You should also read the CORRECTIONAL INSTITUTE INMATES LIST on the lighted desk. Take the other door in this room.

SQUARE CELL

Go over to the ventilation hole in the opposite corner of the room.

"LET'S SPLIT UP!"

Rebecca will have to go through the ventilation hole alone. However, she won't need any special powerful weapons, since you won't have to actually fight any enemies while you're separated from Billy. So, you should let Billy have the supplies Rebecca has.

"LET'S SPLIT UP!"

Let Billy push Rebecca into the ventilation hole.

TORTURE CHAMBER

Rebecca looks around after she gets in the room, and she sees there's many torture devices in this room. Unfortunately, the only door out of this freaky place is locked. Read the ABOUT THE POWER REGULATOR note lying on the ground near the door. It'll tell you that you need to set the indicator in this room to 70 if you want to get out. Go to the power indicator in the corner. You want the needle to stop on the 70 marker. To solve this puzzle, press every switch up except for the third one. Press that one down. This will unlock the door of the room you're in, one in the Secret Corridor, and it will get rid of the steam flow in the East 1st Floor Corridor

After the doors are unlocked and stuff, we see that the man in the robe is watching Rebecca poke about in the basement. He says to her that she's trespassing in her territory, and that he's very territorial. He releases a flock of mutant baboons, as strange as that sounds. One of them finds Rebecca and she's knocked back onto a patch of weak floor. She falls through it, and now she's just barely holding onto the edge of a hole.

Meanwhile, Wesker and Birkin are at Birkin's laboratory, and they're discussing what to do about the man in the robe. Wesker says that he'll lead his S.T.A.R.S. teams to the Spencer Mansion, while Birkin says he'll set off the self-destruct system at the robe guy's mansion to deal with him.

SQUARE CELL

(BILLY)

You gotta save Rebecca! Run back into the Basement Office.

BASEMENT OFFICE

Take the other door in the room. Move fast enough and you won't have to fight with the mutant baboon.

SECRET CORRIDOR

Take the black door that was unlocked by the power indicator puzzle.

DARK ROOM

Kill all the zombies in this room, and then take the three boxes of HANDGUN AMMO off the table. You can also get a GAS TANK and SHOTGUN AMMO in here as well. Take the door you used to get in, because the next door only leads to the dead end Torture Chamber room.

SECRET CORRIDOR

Run for the stairs to the Main Hall.

MAIN HALL

Organize your inventory:

BILLY

- Grenade Launcher
- Handgun
- Handgun Ammo
- Healing Item

Take the double doors on the east side of the first floor.

BANQUET HALL

Take the northern door past the counter.

EAST 1ST FLOOR CORRIDOR

Head down the stairs into the boiler room. You can now pass by the boiler, since steam's no longer coming out. There's two GREEN HERBS, a RED HERB, and a BLUE HERB here, but you should leave them alone for now since Billy can't mix herbs. Take the door at the bottom of the stairs past the boiler.

ANIMAL STATUE ROOM

Kill the baboons in this room. Take the hall on the west side of the room, and grab the HANDGUN AMMO from the spider webs at the first corner. At the second corner, take the door in the right passageway.

HOLE ROOM

("LET'S REGROUP!")

Billy will drag Rebecca out of the hole and he'll save her. After Rebecca's safe, Enrico calls her and asks if she found Coen. Rebecca thinks for a moment, and she decides to lie that she didn't find him to keep him safe. Rebecca's sad that she's already disobeying orders on her first mission. She then asks Billy what caused him to be arrested. She says she won't judge him for what he says.

Billy says that last year his Marine team was sent to Africa to intervene in a civil war. His team was to storm a guerilla camp. However, everybody on the team died except for four before they could finish their mission. Billy then says that there wasn't a guerilla hide out, and that his leader ordered them to kill a whole village of innocent people so they wouldn't go home empty handed. Billy tried to stop them, but he was unsuccessful. Rebecca asks if he really did execute those people. Billy says it doesn't matter, since Rebecca said she wasn't going to judge him. He says all he can really do now is keep running or serve out his sentence.

After the cutscene is over, leave the room.

ANIMAL STATUE ROOM

Go through the door close to the one you just came out of.

CAVES CORRIDOR

In here, you'll face more spiders. You should run away, because you probably don't want to use up any more Grenade Launcher ammo. Take the first door you come to.

WATER PIPE ROOM

Kill the roaches feasting on one of their own, and then grab the LOCKER KEY they were in front of. Leave.

CAVES CORRIDOR

Take the double doors at the end of the hall.

COMBAT ROOM

Go up the stairs in front of you into a weapon maintenance room. Unfortunately, all the guns in here have been taken apart or trashed and are useless. However, there is some ammo lying around. Get the HANDGUN AMMO and the SHOTGUN AMMO on the shelves. There's also MAGNUM AMMO hidden in a cabinet under where the Shotgun Ammo is.

Use the Locker Key on the locker in here to find a DURALUMIN CASE. If you check the case, you'll be told that there's a number written on the corner that says "385." Input 385 into the combination on the case to open it. Inside, you'll find HANDGUN PARTS. Combine them with one of your Handguns to make it more accurate. I'd give the upgraded gun to Billy, since he's got better accuracy and has a better chance of getting headshots on zombies.

Move Billy to the combat area at the bottom of the stairs, while keeping Rebecca at the control console for the combat area in the weapons room. It's better for him to do this next part, since he'll have to fight some tough enemies down there in a second. You'll now have to solve a puzzle to start the combat sequence. Here's the solution below:

1. Make Rebecca press the left switch on the console.
2. Move Billy west past where the gate went down, and have him pick up the ACID GRENADES.
3. Make Rebecca press the center switch on the console.
4. Move Billy north past where the gate went down.
5. Make Rebecca press the center switch again.

You'll now be in an area where there's a red button and a sparkly behind a gate. Get your Grenade Launcher loaded up with those Acid Rounds. If you press the button, you'll start a combat sequence where you must fight two hunters. You'll be locked into the room until you defeat your opponents. You could get Rebecca down here, but she'd probably just get in the way. Fire immediately after the cutscene is over to hit the first hunter. Shoot him until he dies, then kill the next hunter. The combat sequence will be over once they are dead, and the doors will unlock. Take the FACILITY KEY from the hunter pen, and check it to make it the WATER KEY. Leave the room.

CAVES CORRIDOR

Hurry past the spiders, and take the door at the top of the stairs at the other end of the hallway.

ANIMAL STATUE ROOM

In this room, you have a puzzle to solve. There's a ring of statues in the middle of the room, and each of them has a small torch next to them. If you check the gate blocking a nearby doorway, you'll be told to "rekindle the flames of life from the spirits of the weak!" What you must do is light the statue torches with Billy's Lighter in the order from weakest to strongest. If you read the inscriptions for each animal and see what each of them says, you can figure out this puzzle with some simple logic. However, if you can't figure it out on your own, here's the order below:

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

After the gate is open, take the first door you come to in the new corridor.

PRISON BUNKS 1

Take the UNITY TABLET from the fireplace, and the EMPTY BOTTLE from a table. Leave.

ANIMAL STATUE ROOM

NOTE

You don't have to go to the Prison Bunks 2 at the end of this hall if you don't want to. There's nothing in there but two zombies and the MANAGEMENT TRAINEE'S DIARY. The diary does make for some interesting reading though...

NOTE

Take the door at the east end of the room.

EAST 1ST FLOOR CORRIDOR

Go up into the boiler room, and take the door to the Banquet Hall.

BANQUET HALL

Go into the Main Hall.

MAIN HALL

Dump the Unity Tablet here, and organize your inventory:

BILLY

- Custom Handgun
- Handgun Ammo
- Gas Tank

REBECCA

- Handgun
- Handgun Ammo
- Molotov Cocktails
- Healing Item
- Water Key

Take the brown door on the east side of the second floor balcony.

SPECIMEN STORAGE AREA

Take the door near the one you used to get in.

ART ROOM

Use the Water Key on the blue door, and discard it. Go through that door.

BAR CORRIDOR

Take the door next to you after entering this hall.

SURVEILLANCE ROOM

Turn left and walk into the next part of the room. You'll be ambushed by a leech zombie. I would just sprint past that thing, grab the VISE HANDLE on the shelves in the surveillance station, then get out. If you must kill it though, use your Molotov Cocktails. By the way, if you notice, this is the place where that robe guy was at while he was watching your characters and taunting Wesker and Birkin...

BAR CORRIDOR

Run past the leech zombie here, or use your Molotovs to kill it quickly. Take the door on the left side of the hall.

BAR ROOM

So a guy and a girl walk into a bar...eh, I hate "walk into a bar" jokes. Anyway, get Rebecca to play the piano in the corner. It seems that she can't really play all that good, unfortunately. I suppose that would make sense, considering you had to give her time to practice in the original Resident Evil before she could play Moonlight Sonata correctly. Anyway,

have Billy play the piano instead. He's not bad for a tough guy who was kicked out of the Marines! My gosh, Resident Evil characters have some crazy talents... Anyway, a wall slides aside in this room to reveal a secret room. Looks like the old "piano-secret-room" puzzle made it into this game along with the old "stuffed-animal-light-switch" puzzle.

Send Rebecca inside the secret room, which is full of fine liquors. Maybe the drinks are hidden in this room so the under-age trainees won't try to sneak a drink or something... Anyway, collect the MAGNUM AMMO in here, and the EMPTY BOTTLE on the floor. Use the Empty Bottle with the Gas Can to make more MOLOTOV COCKTAILS. Last, take the BATTERY from the slot in the wall, and the secret room will slam shut. Uh oh, now we've got the old "take-item-secret-room-seals" ploy going on! Unfortunately, you can't get out this time with the old Indiana Jones switcheroo trick, so get Billy to play the piano outside to get the room to open. Leave.

BAR CORRIDOR

Take the door to your right.

WORK CORRIDOR

Go through the door to your right.

METAL SHOP

These zombies haven't been doing very good on their metal shop projects as you can see, so punish them for their shoddy workmanship with a hail of lead. Go into the southeast corner of the room, and you'll find a tablet held in by a vise. Use the Vise Handle here to release the tablet. Take the OBEDIENCE TABLET and leave.

WORK CORRIDOR

Take the door at the opposite end of the hall.

DISSECTION ROOM

As nasty as this room is, you should pay it a visit. There's a lot of supplies in here. You can get HANDGUN AMMO and a FIRST AID SPRAY on the tables outside the glass booth. Inside the booth, you'll also find a RED HERB and a GREEN HERB under the dissection table, and an EMPTY BOTTLE on the floor nearby. Leave after you get all the stuff.

WORK CORRIDOR

Run past the new leech zombie in this hall, since you're never coming back to this room again anyway. Take the door in the middle of the hall.

BAR CORRIDOR

Take the door at the other end of the hallway.

ART ROOM

Go to the door at the other end of the hallway.

SPECIMEN STORAGE ROOM

Take the door to the left back into the Main Hall.

MAIN HALL

Head out through the front door. Don't worry about any stupid dogs jumping through the door to getcha.

MANSION FRONT

If you're thinking about running out of here into the woods, you're not going to be able to. Thanks to a conveniently collapsed bridge over a chasm, and some well-placed iron fences, there's nowhere to go but back

inside. Before you do that though, go to the east side of the area and use the battery in the slot near the cargo elevator. Activate the lift to bring the elevator down with a crate. Push the crate over to the tall column on the bridge, since it has a glimmering object on it. Take the DISCIPLINE TABLET here. You've got all three tablets now. Head back inside the mansion.

MAIN HALL

Organize your inventory:

BILLY

- Shotgun (or Grenade Launcher)
- Shotgun Ammo (or Grenade Launcher ammo)
- Hookshot
- Healing Item

REBECCA

- Custom Handgun
- Handgun
- Handgun Ammo
- Obedience Tablet
- Discipline Tablet
- Unity Tablet

YOURSELF

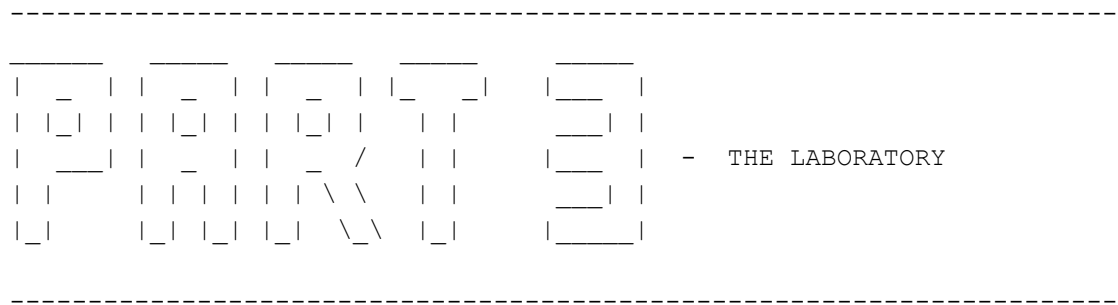
- Resident Evil 0 Case
- Disc 2

SPECIMEN STORAGE AREA

Watch out for the new roaches that have infested this area. If you run, you should be able to get past them though. Head upstairs and take the knight door to the north.

OBSERVATORY

Grab the HANDGUN AMMO from the boxes to your left, and go around the catwalk. Jump down into the central area of the room, and use all of the tablets on the podium beneath the telescope. You'll now be prompted to load Disc 2 into your Gamecube. Do so at this time. After you have put in Disc 2 and removed Disc 1, the observatory will sink into the water some to give access to a bridge. The other door in this room will unlock after that happens. Go through the unlocked door.



CHAPEL EXTERIOR

This is cool! We've got a sweet soundtrack, great scenery, and everything! With the chapel rising up out of the water like that, and bats circling around it, it almost feels like Castlevania or something. Anyway, if you walk up to the chapel door, you'll be told that it's locked and it doesn't have a keyhole. To the right of the door though is a small building. Inside that building there's a pressure plate on the top left corner (from the camera's view) that will unlock the door to the chapel.

LET'S SPLIT UP!

Whoever stands on the pressure plate must stay there while the other character goes inside the Chapel. The person that enters the Chapel will have to fight a boss, so I advise you send in Billy. Give the character that goes inside the Shotgun or the Grenade Launcher, as well as the Hookshot and a healing item.

LET'S SPLIT UP!

CHAPEL

This room has cool decor, but there are no items here to collect. Take the door to the right of the altar at the front of the room.

CHAPEL OFFICE

Inside this room, you'll find a Typewriter, INK RIBBONS, and SHOTGUN SHELLS and NAPALM GRENADES. Take the ammo for the gun you're using, and walk back outside. You might want to save your game here.

CHAPEL

As you walk into the room again, a giant bat will fly through a hole in the ceiling! It's time for a boss fight!

++++
BOSS FIGHT 3 - GIANT BAT

This huge ugly will basically fly around the room while coming down to hit you every so often. Also, sometimes the bat can pick you up and take you for a ride before he drops you on the floor again. Later in the fight, the giant bat will also be joined by a flock of smaller bats. These bats can also divebomb at you to hurt you. That's not the only bad thing about them.

Sometimes, your character will aim at them instead of the giant bat.

To deal with this boss, get on one side of the room and fire at the giant bat whenever he gets close. When the smaller bats come, try to keep them and the large bat on one side of you, so you'll be aiming in the general direction of the large bat when you shoot. You should only focus on the large bat, because the smaller ones will vanish when you kill it.

++++

After the fight, walk over to the entrance doors to the chapel. You'll get a camera shot showing the hole in the roof, and the game will suggest that you use something to climb up there. Use the Hookshot here to get onto the roof.

CHAPEL ROOF

Run across the roof and climb down the ladder you come to.

CHAPEL EXTERIOR

Throw the switch near the ladder to activate the elevator in this area. Pick up the RED HERB near the gate. Unlock the gate and open it.

("LET'S REGROUP!")

Take the new elevator down.

LOWER LAB CORRIDOR

Take the door at the other end of the hallway.

REFERENCE ROOM

You might want to go back to the mansion to get the Shotgun or the Grenade

Launcher (whichever one you left behind), their ammo, and some Molotov Cocktails. You won't be going back to the mansion again (unless you need to get items) so you should bring your guns and ammunition with you. Leave behind your medical supplies, since you'll find plenty in the place where you are right now. This room is a good place to leave your items for the time being.

On a table in this room, you'll find MARCUS' DIARY 2. He says he closed his "babies" up in a special capsule, and that a Stripping Agent is required to open it. Do you remember how the First Investigation Unit Notes in the Infirmary said to make the Stripping Agent? You need to mix a Red Chemical and a Green Chemical together to make it.

"LET'S SPLIT UP!"

On one end of the room, you'll come to a hole in the ceiling. One of the characters will have to use the Hookshot to get to the upper floor, while the other one will have to stay down here. The two chemicals required to make the Stripping Agent are upstairs, but if you've been following my walkthrough, you should already have gotten the Green Chemical in the Infirmary.

If that's the case, I advise you to send Billy to the upper floor, since the upstairs rooms are crawling with zombies and monsters. If you didn't get the Green Chemical back at the mansion though, you could send Rebecca up there to spare yourself the trouble of having to run back to the Infirmary again. Be careful that Rebecca doesn't get hurt by the enemies though.

Also, make sure the downstairs character has a gun equipped and is standing away from the zombie in the corner of the Reference Room. That zombie will wake up while the upstairs character is exploring around.

"LET'S SPLIT UP!"

Organize your inventory:

UPSTAIRS CHARACTER

- Shotgun
- Shotgun Ammo
- Molotov Cocktails
- Hookshot

DOWNSTAIRS CHARACTER

- Custom Handgun
- Handgun Ammo
- Molotov Cocktails
- Healing Item

Send one character through the hole in the ceiling with the Hookshot. Make sure the downstairs character has a gun equipped and is standing away from the zombie in the corner of the Reference Room. That zombie will wake up while the upstairs character is exploring around.

LEECH STORAGE ROOM

(UPSTAIRS CHARACTER)

Drop the Hookshot and get your Molotov Cocktails out. On a chair near the hole, you'll find the LABORATORY MANAGER'S DIARY. Note the part about the platform passcode being related to the growth of Marcus' "children." Grab the GAS TANK on the shelf nearby as well. After you walk around the corner, you'll be confronted by a leech zombie. Quickly throw some Molotovs at that ugly thing to make it go away.

You should see an EMPTY BOTTLE on the shelf across from the big specimen tubes, so pick it up and use it to make more Molotov Cocktails. Lastly, examine the glowing blue cabinet near the specimen tubes. It contains several leech samples. Press the button on the cabinet, and it will glow red. One of the capsules will also give off it's own unique glow. Take the LEECH CAPSULE, and leave through the door in this room. On the way out, grab the LAB MAP posted on the wall next to the door.

UPPER LAB CORRIDOR

Press the glowing button on your right. This will make a wall in the Lower Lab Corridor raise up to reveal another section of the hallway. However, this will also release a new leech zombie into that hall. Change to the downstairs character.

REFERENCE ROOM

(DOWNSTAIRS CHARACTER)

Equip your Molotov Cocktails, and go out into the hallway.

LOWER LAB CORRIDOR

Hit the leech zombie with a few Molotovs to kill it. If Rebecca is your downstairs character, take the RED HERB and the GREEN HERB here and mix them into a RED-GREEN MIXTURE. Get her to take the RED CHEMICAL from the red container in this new hallway as well. If you already have the Green Chemical, she will mix them together to make the STRIPPING AGENT. If you don't have the Green Chemical, run back to the mansion and get it now so you can make the Stripping Agent. Switch characters.

UPPER LAB CORRIDOR

(UPSTAIRS CHARACTER)

Take the second door on the right side of the hall.

UPPER CABLE CAR PLATFORM

Up here, you can find a GAS TANK, an EMPTY BOTTLE, a GREEN HERB, a Typewriter, and some INK RIBBONS. Make some more Molotov Cocktails here if you want to. Leave.

UPPER LAB CORRIDOR

Take the door to your right.

GAS CHAMBER ROOM

Kill the sleeping zombie across the room from the green capsules. Collect the SHOTGUN AMMO he was in front of, and read the LEECH GROWTH RECORDS. Be sure you note the numbers that have been colored in the file. If you put the numbers together, you should get the number "4863". Be sure you remember it for later. If you're Rebecca, be sure you get the RED CHEMICAL in this room from the red tank. Leave the room through the double doors.

OPERATING ROOM

Kill all the zombies in this room. In the first operating cubicle with the overturned table, you can get a FIRST AID SPRAY on the shelf. When you search the second cubicle, you'll find a tank of the GREEN CHEMICAL, as well as the INVESTIGATOR'S REPORT. It's somewhat interesting, but you already know most of the info in it by now I expect.

If you're Rebecca, get the GREEN CHEMICAL in this lab so you can make the STRIPPING AGENT if you haven't already. Use it on the LEECH CAPSULE to get the BL. LEECH CHARM. Send it down to the lower floor with the dumbwaiter in this room. If you're just Billy though, send the Leech Capsule down to the Reference Room so Rebecca can use her Stripping Agent on it. Leave the room through the double doors. Change to the downstairs character.

LOWER LAB CORRIDOR
(DOWNSTAIRS CHARACTER)

Go inside the Reference Room.

REFERENCE ROOM

Kill the zombie if he wakes up, and take the BL. LEECH CHARM (or LEECH CAPSULE) from the dumbwaiter. If it's the Leech Capsule, use the Stripping Agent on it now to get out the Bl. Leech Charm. Leave the room.

LOWER LAB CORRIDOR

Use the Bl. Leech Charm on the blue door with Marcus' bust on it. This will unlock the door. Go through the blue door.

MARCUS' OFFICE

Get the HANDGUN AMMO in the drawer of the desk, then look at the sparkly next to the skeleton. Take the INPUT REG. COIL here. You'll also discover an OLD PHOTOGRAPH of Marcus from when he graduated from college. Your character will then thumb through a photo album, and he or she will say that the robe guy must be Marcus' son or grandson. Take the door next to the office desk.

MARCUS' PRIVATE ART ROOM

Kill the zombies, and then take the GR. LEECH CHARM from the statue in the corner. Leave.

MARCUS' OFFICE

Go out into the hall.

LOWER LAB CORRIDOR

Go into the Reference Room.

REFERENCE ROOM

Send the Gr. Leech Charm up to the character on the upper floor. Switch characters.

OPERATING ROOM

(UPSTAIRS CHARACTER)

Take the GR. LEECH CHARM from the dumbwaiter. Use it on the nearby green door to unlock it. Go through that door.

MORGUE

Step around the sleeping zombie poking out the small door on the right side of the aisle, and blast the crawler coming towards you. Grab the STERILIZING AGENT on the floor, and the HANDGUN AMMO off the operating table. Leave.

OPERATING ROOM

Take the double doors into the Gas Chamber Room.

GAS CHAMBER ROOM

Use the Sterilizing Agent on the console next to the gas chamber to purify the air in there. Open up the gas chamber and take the BREEDING RM. KEY. Run out of the chamber before the zombie on the floor can fully stand up. Sprint past the zombie that stands up while you're on your way out as well. Take the single door out of here.

UPPER LAB CORRIDOR

Unlock the black door with bars by using the BREEDING RM. KEY. Discard it and go through that door.

BREEDING ROOM

Get your Shotgun ready when you walk into this room. When you walk around the shelf with broken cages, you'll be attacked by two hunters at once. Blast them to death, and then get the DIAL from one of their cages. Also, collect the B.O.W. REPORT from the small pile of cages near the hunter cages. It's kind of interesting to hear what the Progenitor virus does to all the families of animals. Anyway, leave the room.

UPPER LAB CORRIDOR

Go into the Gas Chamber Room.

GAS CHAMBER ROOM

Take the double doors in front of you.

OPERATING ROOM

Send the Dial down to the lower character by using the dumbwaiter. Switch characters.

REFERENCE ROOM

(DOWNSTAIRS CHARACTER)

Get the DIAL out of the dumbwaiter and leave the room.

LOWER LAB CORRIDOR

Use the DIAL on the door that has a hole for the dial. Input the code "4863" to unlock the door.

LOWER CABLE CAR PLATFORM

Cool, it's the cable car from Resident Evil 2. Your character will call the other character on the radio, and he/she will tell the other character that there's a cable car here they can use to escape. After the cutscene, throw the switch on the wall near the cable car to send a platform with a ladder over to the upper balcony. In this way, you can now easily travel between the upper and lower floors of the lab. This will also expose an OUTPUT REG. COIL where the platform was before. Take it, and then switch characters.

OPERATING ROOM

(UPSTAIRS CHARACTER)

Go into the Gas Chamber Room.

GAS CHAMBER ROOM

Take the door in front of you.

UPPER LAB CORRIDOR

Take the door at the other end of the hall.

LEECH STORAGE ROOM

Pick up the HOOKSHOT that you dropped at the start of this part. Leave.

UPPER LAB CORRIDOR

Take the door to the Upper Cable Car Platform.

UPPER CABLE CAR PLATFORM

Climb down the new ladder.

LOWER CABLE CAR PLATFORM

("LET'S REGROUP!")

"LET'S SPLIT UP!"

One character will need to use the Hookshot to get into the cable car's

control room. It's no big deal though, since you'll only be apart for like thirty seconds.

"LET'S SPLIT UP!"

Have one character take the Hookshot, the Input Reg. Coil, and the Output Reg. Coil. There's a hole in the bottom of the upper balcony. Let the character with the Hookshot use it to climb up there.

UPPER CABLE CAR PLATFORM

You can dump the Hookshot forever now, since you won't need it anymore for the rest of the game. You'll now be standing inside the control room for the cable car area. Look behind the black chair you see in the first camera shot for SHOTGUN AMMO. Plug the Input Reg. Coil and the Output Reg. Coil in the console to power up the cable car line and the room. Unlock the room door, and go out onto the platform. Climb down the ladder.

LOWER CABLE CAR PLATFORM

"LET'S SPLIT UP!"

When you try to board the cable car, Billy will be attacked by a killer baboon and he'll fall off the ledge. Make sure that whatever you give to Billy you won't need again for awhile.

"LET'S SPLIT UP!"

Organize your inventory:

BILLY

- Grenade Launcher
- Shotgun
- Shotgun Ammo
- Handgun

REBECCA

- Custom Handgun
- Handgun Ammo
- Magnum Ammo
- Healing Item

You can leave behind your Molotov Cocktails and the Gas Tank, since you'll only be encountering two leech zombies for the rest of the game. In fact, the first of those two is about to attack right now! Once Billy is gone after trying to board the cable car, Rebecca will get attacked by a leech zombie and the power in the room will go out. Run away from the leech zombie, since you have lots of space to evade it here. Make Rebecca climb the ladder to the upper part of the room.

UPPER CABLE CAR PLATFORM

Go into the control room. Those stupid leeches are messing with the power console! Slap the OUTPUT REG. COIL back in the console where it belongs to restore power again, then climb back down the ladder.

LOWER CABLE CAR PLATFORM

Jump inside the cable car, while avoiding the leech zombie.

CABLE CAR

Take the MAGNUM from the dead body's grasp (don't worry, he won't jump at you when you try to take it). Send the cable car on its way by operating the panel near the dead body. Exit the cable car when it stops.

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- THE FACTORY

FACTORY CABLE CAR STATION

Take the GREEN HERBS nearby if you need to heal up, but otherwise leave them there. Head up the stairs. Ignore the first door, and take the second door at the top of another set of stairs.

FACTORY TURNTABLE

HOLY CRAP! This is the same tram turntable from Resident Evil 2! Too bad this place doesn't have a sweet soundtrack like it does in the other game though. Clever idea hiding the new door behind those barrels... Anyway, take the small elevator in front of you down. Walk along the ledge and take the door you come to.

SURVEILLANCE STATION

Walk along the catwalk till you get to a place where there is a place with security monitors. If you notice, this is the place where Wesker and Birkin were at when you saw them in their first two cutscenes. If you examine the monitor, you'll see a strange humanoid creature inside a tube. I'd hate to run into that thing...*hint hint, wink wink, nudge nudge.* Anyway, take the sparkling FACTORY KEY near the monitors. On your way out of here, you'll be attacked by hunters. You can run past them easily enough, but if you're too scared, blast them with the Magnum.

FACTORY TURNTABLE

Take the elevator up, and go through the door on the left side of the warehouse.

TURNTABLE CONTROL ROOM

In here, you can get HANDGUN AMMO, GRENADES, the FACTORY MAP, INK RIBBONS, and a Typewriter. There's also a FIRST AID SPRAY inside the cabinet. If I were you, I would take the Grenades over all the other items if I didn't have much inventory space. Don't try to run off and play Resident Evil 2 in enhanced graphics by heading down the ladder, because its cover is tightly sealed. Instead, use the Factory Key on the console with the keyhole to bring the turntable up to the surface. You might want to save, because things are going to get tough in a minute. Leave the room.

FACTORY TURNTABLE

Board the turntable and press the button on the console there. The turntable will then lower deep into the ground.

LAB TURNTABLE STATION

Again, don't try to play Resident Evil 2 again by going into the security room or the door to the main shaft, because you can't. Instead, go to the sparkly near the elevator.

Rebecca will then hear the elevator coming up. The doors open, and...ENRICO?!...steps out. How in the world did he get from here to the Spencer Mansion? Anyway, he says that Bravo Team was supposed to have arrived before him. He says that the path they're on leads to an old mansion that Umbrella uses for research. He tells Rebecca to follow him. Rebecca then says she has to find Billy. Enrico tells Rebecca to just

forget about him, but Rebecca insists that she has to look for him. Enrico agrees, and tells her to be careful. Rebecca says via voiceover that she never saw him again.

NOTE

If you have to sacrifice an item to pick up the Elevator Key, you can place it in the area with the rubble and the other elevator. After you use the key, you can pick up the item again.

NOTE

Anyway, pick up the ELEVATOR KEY there, and walk to the other end of the room where there's a pile of rubble and an elevator. Get your Magnum ready, and use the Elevator Key on the panel next to the elevator. Suddenly, Rebecca is confronted by the humanoid creature she saw on the video monitor upstairs! After Rebecca dodges one of its blows, the creature breaks a panel, and a wall lowers that shuts Rebecca into the room with the monster!

+++++
BOSS FIGHT 4 - PROTO-TYRANT

The Proto-Tyrant has two attacks. The first attack is to slash at you if you get too close to him. In his second attack, he'll leap at you, and then he'll follow up with a wide-arc slash. However, since this Tyrant isn't fully developed yet, it hesitates for a long time before and after attacks.

Run to one side of the room. When the Proto-Tyrant is about to jump, start running towards the other side of the room where he's standing. Run past on the side that his giant claw isn't on. Hopefully, his wide slash will miss.

Shoot him a couple times while he gets ready for his next strike. Repeat the pattern until you kill him.

+++++

Once the Tyrant is dead, the elevator will arrive. Board it.

ACCESS ELEVATOR

I call the elevator this name because basically every major area of the game is accessible from this elevator. The first level is the Train Tunnel in the Training Facility, the second level is a Shaft Catwalk that leads back to the Factory Cable Car Station, the third level is the one you're already on, and the fourth level is the last area of the game, the Treatment Plant. Let's visit the Shaft Catwalk first. Head for the second level.

SHAFT CATWALK

There's a hunter here, but it won't attack immediately. Grab the MAGNUM AMMO at the shelf to your right. If you're patient, you can wait by the elevator for the hunter to come to you. He'll be in plain view and you'll be able to easily take him down before he can attack. After you nail him with the Magnum, grab the HANDGUN AMMO off the barrels at the first corner. When you get to the other end of the catwalk, you'll find a GREEN HERB and a RED HERB, as well as a new door. If you unlock this door and go through it, you'll be back at the Factory Cable Car Station again. Unless you need to go there for some reason, get on the elevator again.

ACCESS ELEVATOR

Go down to level four. On the way down, you'll see that the robe guy's watching you on his monitors. While he's playing with his leeches, he says he says playtime is over, and that it's time to die. Exit out of the elevator when it gets to the fourth level.

CANAL BRIDGE

Rebecca looks in the waterway below and sees Billy, unconscious, hanging onto a concrete block. Suddenly, a large shape is seen in the water, and it knocks Billy away from the block. Billy wakes up and tries to swim, but he's sucked into a hole before he can do anything. Take the door in front of you.

POWER GRID ROOM

Take the GAS TANK nearby, and run into the control room. In here, you'll find a Typewriter, HANDGUN AMMO, and INK RIBBONS. Look at the flashing red diagram on the wall. This is the power grid of the plant. You must choose three nodes on the grid to use to restore power. Each node can power up other nodes up to two nodes away. If you don't get all the nodes with the three choices you're given, you'll fail the puzzle. Here's a rough diagram of the power grid. Nodes are represented by 0's and X's. Click on the ones that are indicated by X's:

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          0*****0
            *      *
            *      *
0*****X*****0*****0
  *      *          * *
    * *          * *
0*****0          0    0
 *      * * * * *
 *      * 0 * * *
 *      * * * * *
 *      0    0    *
 * ** *      * * *
 *** *      * * *
0      X      X*****0
 *      *      * * *
 *      *      * * *
0*****0          0*****0
  *
  *
0
```

After you've solved the puzzle, the whole plant will now have power. Take the elevator outside the control room down.

FAN ROOM

Kill the two zombies here, and pick up an EMPTY BOTTLE near a control panel. Use it with your Gas Tank to get some MOLOTOV COCKTAILS. You'll need them in a second. Also, you can find a GREEN HERB and a RED HERB here for a RED-GREEN MIXTURE. Take the door to the next hall.

BREAK CATWALK

Break out your Molotovs, because a leech zombie is going to run around the corner in front of you. Hit him with your Molotovs to make him go away. Take the door at the end of the catwalk, since the first one doesn't have a doorknob.

BREAK ROOM

Kill the lone zombie in here. In the corner near the stairs, you can find an EMPTY BOTTLE and the TREATMENT PLANT MAP. Head down the stairs to the next area.

FORKLIFT AREA

You can see an item glittering on the ledge above the forklift. Unfortunately, the forklift doesn't have a Battery in it, so you can't ride

on the forklift's box to reach the object. You'll be able to find a GREEN HERB and a RED HERB down here though. Take them, and then go to the door to the next area.

WATER POOL ROOM

Well, now we've got the old "push-boxes-fill-water-pool" puzzle from Resident Evil 2. This game borrows a *little* too much from the other titles, I think. Unfortunately, there's a metal crate in the pool that Rebecca's not strong enough to push. You'll have to bypass the puzzle for now. Take the SHOTGUN AMMO in the locker near the control console, and hit the next door.

LEECH STAIRCASE

Run down the stairs while stomping on leeches, and go into the next room.

REUNION ROOM

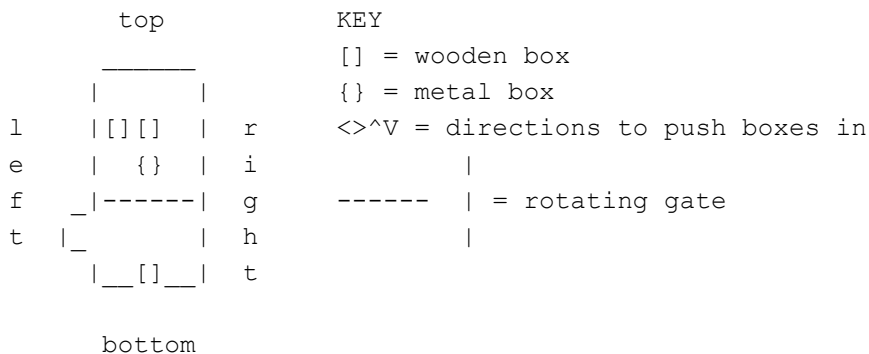
In this room, you'll meet up with Billy again. He washed up here from the canal. Rebecca wakes him up, and he seems to be okay. Billy sees a pile of skeletons in the corner. He says that it was probably the results of Marcus testing the mother virus. Leave the room through the door you used to get in, since the other door is locked.

LEECH STAIRCASE

Run up the stairs again.

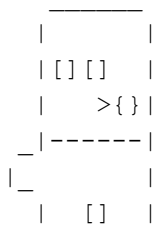
WATER POOL ROOM

Now that Billy's with you, you can solve this puzzle. The goal of the puzzle is to push the boxes into a row at the bottom end of the pool, so that when the pool is filled with water you'll have a box bridge to the next room. Have Billy stand in the water pool to push the crates, since he's strong enough to push every crate, even the metal one. Rebecca should be stationed at the control console for the pool to rotate the gate and fill up the pool. Anyway, this is the pool layout at the start of the puzzle:

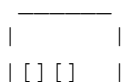


Follow these steps to solve this puzzle.

1. Push the metal crate to the right wall of the pool.



2. Rotate the gate to the right.



```

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  |   | |
  |__[]__|

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3. In the set of the two wooden boxes at the top part of the pool, push the left one all the way down to the bottom end of the pool.

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  _____
  |         |
  |V [] |
  |V |{}|
  _|V | |
  |_ V | |
  |[] []__|

```

4. Push the last wooden box at the top of the pool all the way to the bottom of the pool in the same fashion, but leave the box in front of the gate on the left side of the pool.

```

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5. Push the metal box to the top end of the pool.

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  |       {}|
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6. Stand in the lower portion of the pool as Billy, and rotate the gate to the left as Rebecca.

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7. Stand in the grate portion of the pool, and push the free box all the way to the right.

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8. Rotate the gate to the left.

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| [|] [|] _ |

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9. Push the last wooden box into the row with the other wooden boxes to finish the puzzle!

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|_   |V |
| [|] [|] [|] |

```

Fill the pool with water now, and use your new box bridge to get the HANDLE on the other side of the pool. Leave out the door near the pool's ladder.

FORKLIFT AREA

Head up the stairs.

BREAK ROOM

Take the door out of here.

BREAK CATWALK

If you killed the leech zombie before, this catwalk will now have zombies on it. Use the Handle on the door with no doorknob. You can now open the door. Now press the action button rapidly to open the...whoops, wrong game.

Just press A to open the door, sorry!

LOWER PIPE ROOM

In this room you'll run into naked zombies. If you go right from the door, you'll encounter a couple of them and a sleeping zombie. At the end is some HANDGUN AMMO. If you go left from the door, you'll be confronted by two naked zombies, as well a ladder and a door that lead to new areas. Take the ladder first.

UPPER PIPE ROOM

Kill the zombie up here. Next, grab the two GREEN HERBS you find here, and get Rebecca to take the RED CHEMICAL from the red tank up here. Last, get the INVESTIGATOR'S REPORT 2 from a corpse in the corner. It seems this guy's about to die, and he's worried he may have to kill himself or some of his freshly zombified friends. Anyway, take the ladder down again.

LOWER PIPE ROOM

Take the door down here that you haven't tried yet. Get your big guns ready.

LODGINGS CATWALK

Two hunters will be on you right after you enter this room. Be sure to use your big guns like the Shotgun or the Magnum to keep them at bay. After they're dead, take the door at the other end of the catwalk.

LODGINGS

Finally, another save room! This one's even got the nice piano music, so you know that you'll be totally safe here. If it wasn't playing, I'd probably be expecting that dead body on the bed to leap up... Anyway, inside this room, you'll find NAPALM GRENADES, HANDGUN AMMO, a FIRST AID SPRAY, a GREEN HERB, a RED HERB, INK RIBBONS, and a Typewriter.

You can also get the ABOUT BATTERY FLUID memo. Note the part that says you

need mixed water and Sulfuric Acid to make the battery fluid. If you remember back a long time ago, the First Investigation Unit Notes said that you can make Sulfuric Acid by mixing a Red Chemical and a Blue Chemical. You've already got the Red Chemical, so you still need to get the Blue Chemical somewhere.

Organize your inventory:

BILLY

- Grenade Launcher
- Healing Item
- Custom Handgun
- Handgun Ammo

REBECCA

- Shotgun
- Shotgun Ammo
- Healing Item

Go to the next door in this room.

WATER STAIRCASE

Run down the stairs while stomping on leeches. Hit the next door.

RESEVOIR CATWALK

Run across the bridge to the next door.

GONDOLA ROOM

Kill all the naked zombies up here. Do it with Handgun Ammo, since you need to save your more powerful bullets. Grab the SHOTGUN AMMO in the corner, as well as the TREATMENT PLANT MANAGER'S DIARY. It seems industrial waste was being brought here that the guy in charge couldn't process, and then the plant was closed down. Oh well. Also, note the missing Motherboard from the console. Take the elevator down.

LOWER WASTE WATER POOL

Walk past the first door you see, and get your big guns ready. Tyrant will climb out of the waste water pool, and he'll be looking for a fight.

+++++

BOSS FIGHT 5 - PROTO-TYRANT: THE REMATCH

The Proto-Tyrant has two attacks. The first attack is to slash at you if you get too close to him. In his second attack, he'll leap at you, and then he'll follow up with a wide-arc slash. However, since this Tyrant isn't fully developed yet, it hesitates for a long time before and after attacks.

Run to one side of the room. When the Proto-Tyrant is about to jump, start running towards the other side of the room where he's standing. Run past on the side that his giant claw isn't on. Hopefully, his wide slash will miss.

Shoot him a couple times while he gets ready for his next strike. Repeat the pattern until you kill him. Be careful that your partner doesn't get hurt too much during this fight. In fact, you might just want to leave your partner out of the fight, since he/she will probably just get in the way.

+++++

After Mr. Proto Baggins is down for the count again, press the button at the end of the pathway. A ladder will lower down for you to use. Climb up it.

UPPER WASTE WATER POOL

Get the MOTHERBOARD up here, and climb down the ladder again.

LOWER WASTE WATER POOL

The door you didn't take yet in this room leads to the Dam Passage. It's a dead end right now, since water is flowing over the path. However, you can get two GREEN HERBS there if you want them. Anyway, use the elevator in this room.

GONDOLA ROOM

Use the Motherboard on the control panel for the gondola.

"LET'S SPLIT UP!"

Rebecca's the only person small enough to ride in the gondola, so she'll have to be by herself for awhile. Organize her inventory:

REBECCA

- Shotgun
- Shotgun Ammo
- Healing Item

"LET'S SPLIT UP!"

Send Rebecca on her way in the gondola now.

DAM CONTROL ROOM

Go to the green console near the window. Pull the lever there. Water will stop flowing over the catwalk in the Dam Passage. Billy can now use that catwalk. Get the ACID ROUNDS near the destroyed staircase, and switch characters.

GONDOLA ROOM

(BILLY)

Take the elevator down.

LOWER WASTE WATER ROOM

Take the door in this room.

DAM PASSAGE

Take the Green Herbs if you need to heal up. Run over the new catwalk. Keep running so that the Lurkers jumping out of the water don't get you. Climb up the ladder and go through the door there.

TURBINE ROOM

Kill the zombies that come to get you. After they're dead, take the SHOTGUN AMMO from near the thrumming machinery on the outer wall, and the HANDGUN AMMO from the destroyed staircase. Unlock the nearby door. Go through it and shut that door after you!

LOWER PLANT LAB

Change characters.

DAM CONTROL ROOM

(REBECCA)

Take the door on the north wall. Shut that door after you!

UPPER PLANT LAB

Blast the giant roach that tries to get you. Take the ACID ROUNDS from under a desk, and get the INDUSTRIAL WATER on a nearby table. Also, get the BLUE CHEMICAL from the blue tank in this room. If you got the RED CHEMICAL from the Upper Pipe Room earlier, then you should have SULFURIC ACID now. Mix together the Industrial Water and the Sulfuric Acid to get BATTERY

FLUID. Unlock the door near the blue tank and head downstairs.

LOWER PLANT LAB

("LET'S REGROUP!")

Can you see the item on the shelf over there? Since neither of the characters is tall enough to reach up there, have Rebecca climb up on Billy's shoulders to get the EMPTY BATTERY. Before you can do anything more though, roaches jump out of the tubes in this room to attack. Kill both of them, then mix the Battery Fluid with the Empty Battery to get the HI-POWER BATTERY. Head upstairs.

UPPER PLANT LAB

Take the door in the corner by the blue tank.

REUNION ROOM

Take the next door.

LEECH STAIRCASE

Run upstairs and take the next door.

WATER POOL ROOM

Run to the next door.

FORKLIFT AREA

Plug the Hi-Power Battery into the slot in the forklift, and have one of the characters stand on the forklift's crate while the other makes the crate rise up. Get the KEYCARD up there. Well, this game's almost over now... You need to use the Keycard in the Turbine Room to get access to the final area of the game. For now though, I'll guide you to the Lodgings to make preparations to finish the game. Take the stairs up.

BREAK ROOM

Kill the new zombies here. Head to the next door.

BREAK CORRIDOR

Take the door with the big handle on it.

LOWER PIPE ROOM

Take the door in here.

LODGINGS CATWALK

Kill the new zombies here.

LODGINGS

It's time to prepare for the final fight! If you haven't already, you might wanna gather up all your supplies you left around the gaming environment and bring them to the Lodgings. The Access Elevator you used to get here should be able to get you to most of the places in this game. Just make sure the paths you use to transport items are clear of enemies.

Organize your inventory:

BILLY

- Grenade Launcher
- Grenade Ammo
- Grenade Ammo
- Keycard
- Healing Item

REBECCA

- Shotgun
- Shotgun Ammo
- Magnum
- Magnum Ammo
- Healing Item

Save your game too! Take the door to the Lodgings Catwalk when you're ready.

LODGINGS CATWALK

Take the door at the other end of the walkway.

LOWER PIPE ROOM

Take the circle handle door to the Break Catwalk.

BREAK CATWALK

Go to the Break Room to the left.

BREAK ROOM

Head downstairs.

FORKLIFT AREA

Take the door to the next room.

WATER POOL ROOM

Head to the next door.

LEECH STAIRCASE

Run down the stairs while stomping on leeches. Get to the next door.

REUNION ROOM

Head to the next door. Watch out for frogs.

UPPER PLANT LAB

Go downstairs.

LOWER PLANT LAB

Go to the next door. Shut that door after you!

TURBINE ROOM

Use the Keycard on the door with the keycard reader, and then throw away the card. Go through the door.

CALM PASSAGEWAY

Before you hit the next door, you'll find some MAGNUM AMMO. Take it, and go to the next door.

PARTY ROOM

Inside this room, you'll find hundreds, maybe thousands of leeches. The robe guy appears on a nearby catwalk and welcomes you to his "party." The man suddenly becomes Dr. Marcus. He tells in a cheesy Southern accent how he was assassinated by Spencer. After we see how he was shot to death by gas mask soldiers, we see William Birkin and Albert Wesker walk into the lab. Wesker says, "Ah, time to die doctor..." Birkin then says in a cheesy mad scientist kind of way, "*I* will take over your research! Hah hah hah!"

We then see Marcus' body being dumped into water. However, Marcus' leech creation finds him, and it goes inside of him. The virus it carries brings him back to life. The young Marcus then says to Billy and Rebecca that he'll have his revenge on Umbrella, and that "the world will burn in an

inferno of hate!" Mmmkay...what exactly does that mean? Anyway, Billy says he's gonna pay, and Marcus says back that they'll see who's gonna die. Suddenly, Marcus mutates into a leech monster himself and proceeds to attack Rebecca and Billy.

++++
BOSS FIGHT 6 - JAMES MARCUS

Marcus has two attacks. First, he can whip you with his tentacles, and second, he can pick you up and give you a smacking while he holds you. Later in the battle, he'll also spawn more tentacles.

However, this fight's not all that hard as long as you've got lots of fire power. If you keep shooting him up, he might not even be able to attack you since he's too busy recoiling from your hits. Make sure you take advantage of the time he wastes to sprout more tentacles to score some free hits. If you want to you can also keep running around the perimeter of the room, and pause for a second to shoot at Marcus every so often. Marcus is kind of slow, so he has trouble keeping up with you. If you need MAGNUM AMMO, you'll find some in the southeast corner of the room.

++++

After Marcus is dead, he will drop two SHAFT KEYS. Give one to each character. Next, head for the door on the southern wall. Plug the gold Shaft Key into the left console as one character. Then, change to the second character and plug the silver Shaft Key in to the right console. When both of the keys are in the consoles, the door will unlock.

CARGO ELEVATOR SHAFT

Here you can find a Typewriter, INK RIBBONS, HANDGUN AMMO, SHOTGUN AMMO, GRENADES, two FIRST AID SPRAYS, a GREEN HERB, and a RED HERB. Take what you can carry, and then organize your inventory:

BILLY

- Shotgun
- Shotgun Ammo
- Magnum
- Magnum Ammo
- Healing Item

REBECCA

- Grenade Launcher
- Grenade Ammo (or Healing Item if you don't have another type of ammo)
- Grenade Ammo (or Healing Item if you don't have another type of ammo)
- Healing Item
- Healing Item

Board the elevator and start it up. As Rebecca and Billy head up, the Leech Queen appears in the tunnel and starts chasing after the lift. Also, there's a self destruct sequence announcement. It seems Birkin's made good on his promise to blow this place up. Anyway, Billy says the only spoken swear word in this game, and the Leech Queen crashes into the elevator platform. Billy and Rebecca are sent flying into a room at the top of the shaft, while the Leech Queen hurtles after them.

HELIPORT

++++
BOSS FIGHT 7 - LEECH QUEEN

All the Leech Queen will try to do is waddle across the floor so that it can

hit you with its belly flops, acid spits, and other attacks. For the first part, keep shooting at Queeny for awhile with your more powerful guns. Be careful that she doesn't trap you in a corner, because it's hard to get around her. Also, there are some catwalks you can stand on around here. The monster can only hit you with her acid spit when you're standing on those, so they are great places to seek cover. However, like Marcus, if you shoot the monster fast enough with heavy firepower, it won't even be able to attack you since it's getting hit hard by your attacks.

After some beating, the Leech Queen shrieks. Rebecca looks up, and sees that sunlight is hitting the creature. She says that the monster can't handle daylight. Billy orders her to open the windows, while he tries to use his charm to distract her majesty. You'll get the GATE OPERATION MANUAL, but you don't have to read it since Rebecca will do what it says automatically.

During the second part of the battle, you need to provide covering fire as Billy so Rebecca will be able to open the windows. Unfortunately, the Leech Queen will focus primarily on attacking her. Shoot at the monster as Billy, and hopefully it will decide to attack you instead of her. When it does starts chasing you, stop shooting at it and lead it away from Rebecca. Stand on the catwalks for cover. The leech queen will usually decide to go after Rebecca again when she finishes operating a locking mechanism, so that's when you need to shoot it again to make it come after you. It will also stop chasing you if you don't shoot at it much, so start shooting again when the monster loses interest in you.

If Rebecca gets badly hurt during this second part of the fight, you can use your inventory screen to heal her up. Also, if you get close to Rebecca, you can exchange items. Be sure you do that if you run out of ammo.

+++++

After Rebecca manages to open all the windows, the monster shrieks in agony as the sunlight hits it. Rebecca finds a powerful magnum revolver, and throws it over to Billy. Billy fires one shot at the Queen, and the monster is blasted into a million pieces by the shot. The pieces fall down the cargo elevator as the mansion self destructs. Billy and Rebecca manage to escape the mansion though before it blows.

We later see them standing on a cliff in Racoon Forest. Billy takes off his handcuffs and throws them away. Rebecca looks down below and sees the Spencer Mansion, which is the mansion from the original Resident Evil. Rebecca then takes Billy's dog tags. She says "Officially, Billy Coen is dead." Billy says back "Yeah...I'm just a zombie now!" They give each other a salute, before Rebecca walks off. Billy says "Thank you, Rebecca..." as she walks away.

5: LEECH HUNTER WALKTHROUGH

5A - OVERVIEW

UNLOCKING THE GAME

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You unlock this game after you beat the main game once. It will be

available from the Extra option when you reload your save file.

OBJECTIVE

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The goal of this game is to run around the Training facility while collecting as many leech charms as possible. When you are ready to exit the mansion, you can run out the front door and escape. After you escape, you'll get a reward based upon how many leeches you collected. If one of the characters is killed, the game will end automatically and the dead character's Leech Charms will not be counted in the final tally. This may sound simple, but it's a fairly challenging game. It's also quite fun as well.

LEECH CHARMS

=====

There are 100 Leech Charms in all in the mansion. There are 50 Blue Leech Charms and 50 Green Leech Charms. Only Billy can hold Blue Leech Charms, and only Rebecca can hold Green Leech Charms. You can store 10 Leech Charms in one item slot, and you cannot drop Leech Charms once you have picked them up. This means that as the game progresses, you'll have less and less inventory room to carry around items thanks to the Leech Charms. Also, when you have collected around 95 or so Leech Charms, enemies will respawn in the rooms again.

RANDOM ITEMS

=====

This game randomly sets up items. The Leech Charms will usually be in the about the same places on different playthroughs, but the colors could be different. Also, the game can randomize what color the herbs are that you find. Last, ammo can also be switched around a little. What kinds of ammo you find usually depend upon whether you have the Magnum or the Submachinegun in your game. Here's a list of the locations of some of the more noteworthy items in the game:

MAGNUM/SUBMACHINEGUN -

You can only get one of these two per game. The weapon that the game selects will always be in the same place though. The gun will be lying on the floor in the Square Cell, past the Basement Office at the end of the Secret Corridor. The Secret Corridor begins at the Main Hall where Marcus' portrait usually is, so it's not a long walk from there from the start of the game. Watch out for those psychotic monkeys guarding the gun though.

SHOTGUN -

You can find not one, but TWO Shotguns while you are playing this game! The first Shotgun is in the Sewer Tunnel that you can reach from the ladder in the Main Hall. It's hidden underneath the murky water where you see the Shotgun Ammo floating on the surface. The second Shotgun is in the Torture Chamber. You can get there by going through the Secret Corridor, taking the first door you come to, and then taking the next door in that room.

GRENADE LAUNCHER -

There are also two Grenade Launchers in this game, but one of them will only be loaded with one or two shots of a random ammo type, while the other one will have 30 shots of some ammo type. The first one is in the Dissection Room off of the Work Corridor, near the place where you find the Bar. The second could either be in the Water Pipe Room, or it could be in the Prison Bunks 1 room. Both of those are near the Animal Statue Room in the basement. You should go for the one near the Animal Statue Room first, since that's the one that's loaded with 30 shots every time. You should just ignore the one in the Dissection Room, because you'll waste a lot of

inventory room to pick it up.

FIRE KEY -

There are two places the Fire Key can be located. It can be in the Train Tunnel, or it can be in the Water Pipe Room off of the Caves Corridor in the basement. You'll need that key to unlock two rooms where a multitude of Leech Charms are being stored. However, you should forget about the Fire Key at first, since the rooms are only full of Leech Charms. Remember that you should not pick up any charms till after you have cleaned out the house.

TACTICS

=====

FIGHTING

Since Billy is the stronger character, he should lead the way into fights. Give him the more powerful weapons like the Shotgun. Let Rebecca carry around the medical supplies, since she can make medicine out of the herbs you find. During zombie fights, Rebecca should stand behind Billy to offer covering fire in case he gets grabbed. If you're fighting anything apart from zombies, you might want to consider leaving Rebecca out of the fight completely. Let Billy fight the monsters alone with a powerful weapon.

LEECH CHARM MANAGEMENT

While Leech Charms will suck up your inventory space as you collect them, there's an easy way to get around this problem. When you first start the game, ignore all the Leech Charms you see and don't pick any of them up. Instead, go around the mansion and kill everything that moves (unless I say otherwise in the walkthrough). Once the mansion has been cleaned out, you can safely move around and gather up all the Leech Charms. There won't be any enemies after you, and you won't have to worry anymore about losing inventory room.

Just make sure that you get the Leech Charms in the Main Hall and the Auditorium last, so that you don't get jumped by the respawning enemies when your Leech Charm total nears 100. To be safe, you might also want to save a few Leech Charms in some of the rooms that connect to the Main Hall, like the Banquet Hall.

HEALTH

Health is more precious in this game than ammo. There's a definite lack of medical supplies about the mansion. However, this is made up due to the fact that there's a ton of guns and ammo lying all over the place. Don't hesitate to use your more powerful ammo if you get caught in a tight spot. Still, while there may be a lot of ammo lying around, you need to use it at the right times. Otherwise, you may get caught with only Handguns to defend yourself against hunters or something.

ENEMIES

ZOMBIES -

Unless the zombies are close, never use anything but the Handguns on them. If they're starting to close in, whip out the Shotgun and blow off some heads. Also, if you see a zombie taking a nap or crawling on the floor, poke it with a Knife until it dies to conserve bullets. Let Billy do this task, since he has a longer reach with the Knife. Make sure to stab from the side or the back if you can, so you'll have less of a chance of getting a knee bite.

HUNTERS -

The best weapon to use on them would be the Submachinegun. The bullets will keep them at bay until they die. The Shotgun and the Grenade Launcher are also good, but they're not as reliable since they have slow fire rates. If you miss your shot, there's a very good chance the hunter will get in a blow before you can kill it. Also, when you knock down a hunter, be evil and stand over it while shooting to keep it down till it dies. I discourage using the Magnum. You should save it for the leech zombies.

By the way, you can also try to save a little of your more powerful ammo by knocking a hunter down with your more powerful weapon, and then finishing it off with your Handgun. Shotgun Shells or Grenades can blast them off their feet, which will give you a lot of time to take them out with the Handgun. Killing a hunter with one Napalm Grenade and one Handgun Bullet is more efficient than using two Napalm Grenades.

SPIDERS -

These guys are really annoying, because it's possible to get poisoned by them. Blue Herbs are a bit rare in Leech Hunter, so avoid getting poisoned at all costs. Use the Shotgun or the Grenade Launcher to take them out fast, before they can spit their poison on you. You can also try to finish them off with the Handgun after using strong weapons, but it doesn't work as well since spiders usually won't fall down like a hunter does when it is hit with a strong weapon.

BABOONS -

There's also a handful of killer baboons running about in the rooms in the basement where you find the Magnum/Submachinegun. I would just run away from them, since they are only guarding one Leech Charm. You can easily slip in, grab the items, and get away before they do too much damage. They also aren't worth killing since they absorb a lot of ammo and they inflict a ton of pain in a very short time.

LEECH ZOMBIES -

Use your Submachinegun or the Magnum for these guys, but don't shoot them until they are in their leech form. You can't kill leech zombies if they are in their human form. As a bonus, your shots inflict more damage when they are in their leech form. Keep shooting them till there's nothing left but their legs. Get close to the legs so they swell, then run out of the room. If the legs start swelling while you exit the room, they will be gone when you come in again. Note that the two Leech Zombies in the bathroom area off of the Main Hall aren't guarding any Leech Charms. Thus, you should just run past them, grab the items, and leave without fighting.

THE GAME PLAN

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I've divided this minigame into a few objectives for you. While all you really need to do is get the Leech Charms and leave, this game's much easier if you plan ahead what you're going to do. Here's the list of objectives I go by when I play this game. This method works very well for me.

OBJECTIVE 1 - Secure weapons and ammunition, while killing the monsters around the house.

OBJECTIVE 2 - Count (but DO NOT pick up) the Leech Charms in the Main Hall and the Auditorium. Subtract the amount from 100. This is how many Leech Charms you need to find in the rest of the house.

OBJECTIVE 3 - Collect all the Leech Charms in the house, except for the ones in the Main Hall and the Auditorium. Keep searching until you have the same

amount of Leech Charms as the answer you get from Objective 2.

OBJECTIVE 4 - After you have confirmed that you have all the Leech Charms in all the rooms except for the Main Hall and the Auditorium, collect the Leech Charms in those two rooms. Exit the house afterwards.

If you stick to these objectives, then you'll be able to blow through the monsters efficiently with your powerful weapons. Then, you won't have to worry about getting attacked while you collect those Leech Charms. Finally, if you save the Leech Charms in the Main Hall and the Auditorium for last, you won't have to deal with any respawning monsters on the way out. This plan makes this minigame much easier and less intimidating in my opinion.

5B - WALKTHROUGH

Before we begin with the walkthrough, please keep in mind that this guide is aimed at getting you an A rank so you can get the Infinite Ammo powerup. If you're going after something lesser, then you won't need to get all 100 Leech Charms. See how many you need here for what you want:

- E = 0-29 LEECHES: Submachine Gun bullets in Rebecca's inventory at the start of the main game
- D = 30-59 LEECHES: infinite ammo for Handguns
- C = 60-89 LEECHES: infinite ammo for Hunting Gun
- B = 90-99 LEECHES: Magnum Revolver in Room 202 on the train in the main game
- A = 100 LEECHES: infinite ammo for all weapons

Right, it's time to start the walkthrough. Let's complete Objective 1 now.

=====
OBJECTIVE 1 - Secure weapons and ammunition, while killing the monsters around the house.
=====

MAIN HALL
First, change characters to Billy. Organize your inventory:

- BILLY
- Handgun
 - Handgun Ammo

Maybe you oughta switch off the game's music at this point and get your own CDs out. You'll probably go insane listening to the game's music if you keep it on. I prefer Grand Theft Auto Vice City's VROCK soundtrack. Anyway, take the door on the west side of the first floor, into what I like to call "Leechie's Corner."

WEST 1ST FLOOR CORRIDOR
(BILLY)
Quickly run around the corner and hit the door to the Restroom.

RESTROOM
In the sink, you'll find MACHINEGUN AMMO or SHOTGUN AMMO. If you get Machinegun Ammo, you're getting the Submachinegun later. If you get Shotgun Ammo, you're getting the Magnum later. Whatever the ammo type, take it. Then, turn around and grab the HANDGUN AMMO from the broken stall at the corner. Get out of there fast before the leech zombie transforms into its leech form. There's no need to kill this enemy, since there are no Leech Charms here.

WEST 1ST FLOOR CORRIDOR

Turn left and run down the hall. Take the door past the leech zombie you encounter.

1ST FLOOR MEETING ROOM

Gather the HERBS in this room, then leave.

WEST 1ST FLOOR CORRIDOR

Sprint past the leech zombie and don't bother to fight him. He's not guarding any Leech Charms like his friend in the bathroom. Go back into the Main Hall.

MAIN HALL

("LET'S REGROUP!")

Organize your inventory:

BILLY

- Handgun
- Handgun Ammo
- Shotgun Ammo (if you have it)

REBECCA

- Handgun
- Handgun Ammo
- Healing Item

Head through the trapdoor to the left of the grand staircase on the first floor.

SEWER TUNNEL

Go down into the water, and you should see a box of SHOTGUN AMMO floating in the water. Collect the ammunition, then check the place where it was floating again to find a SHOTGUN. Leave this room the same way you got in. The next door only leads to a dead end room full of hunters. You shouldn't be wasting your ammo on them just yet.

MAIN HALL

Head upstairs and take the door on the western side of the balcony.

LIVING ROOM

Shoot down all the crows, then leave. There's a HANDGUN on the table, but you don't really need it.

MAIN HALL

Go to the east side of the balcony and take the door there.

2ND FLOOR MEETING ROOM

There's a lot of zombies running around in this room, but you can't see them yet because they are out of the camera shot. Stay near the door and kill them as they appear in your view, so you won't get surprised by them. After they're all dead, leave the room.

MAIN HALL

Have Rebecca wait in this room. Go through the door in the middle of the grand staircase as Billy.

SECRET CORRIDOR

Use the Shotgun to kill all four of the spiders in this hallway. Once they're all dead, call Rebecca in. Head to the first door in this hallway.

DARK ROOM

Kill all the zombies in this room. Use the Shotgun if they get a little close. Head to the next door once they're all down. Make Rebecca wait in this room for a second though.

TORTURE CHAMBER

Hunters will be all over you as soon as you enter this room, so watch out. As Billy, use the Shotgun to kill the hunters. Afterwards, call Rebecca in, and pick up the other SHOTGUN and SHOTGUN AMMO. Leave.

DARK ROOM

Go into the Secret Corridor.

SECRET CORRIDOR

Have Rebecca wait in this room. Make sure Billy's got at least two item slots free. Send Billy through the door at the end of the hall.

BASEMENT OFFICE

You'll encounter mutant monkeys here, but don't bother to shoot at them. They absorb way too much firepower to be worth killing. Just hit the door to the next room before they can hurt you.

SQUARE CELL

In this room, make a quick right turn and go around the pillar in the middle of the room. You should see a white sparkly on the floor. Swipe the SUBMACHINEGUN (or the MAGNUM and MAGNUM AMMO) off the floor. Keep running around the pillar and hit the door before the monkeys can getcha.

BASEMENT OFFICE

Sprint past the monkeys again and get out of there into the Secret Corridor.

SECRET CORRIDOR

Regroup with Rebecca and head upstairs.

MAIN HALL

Organize your inventory:

(IF YOU GOT THE SUBMACHINEGUN)

BILLY

- Submachinegun
- Machinegun Ammo
- Handgun
- Handgun Ammo

REBECCA

- Shotgun
- Shotgun Ammo
- Handgun
- Handgun Ammo

(IF YOU GOT THE MAGNUM)

BILLY

- Shotgun
- Shotgun Ammo
- Handgun
- Handgun Ammo

REBECCA

- Magnum

- Magnum Ammo
- Handgun
- Handgun Ammo

Go into the Auditorium.

AUDITORIUM

Grab the KNIFE from the typewriter table. Have Rebecca wait in this room for now while Billy goes through the knight doors.

BACK CORRIDOR

Start shooting at the hunter that attacks you as soon as you enter the room.

Move up a camera angle, and wait here for the other two hunters to appear so you can shoot them. You won't get ambushed by them in this way. Call Rebecca in, and go to the door at the end of the hall. You can't go through the double doors here anyway.

INFIRMARY

Kill the zombies in this room, then have Billy throw away his Handgun in favor of the CUSTOM HANDGUN lying on the bed here. Take the HERB(s) or the FIRST AID SPRAY in this room, then leave.

BACK CORRIDOR

Head to the door at the other end of the hall.

AUDITORIUM

Have Rebecca wait here for a moment, while Billy takes the other door on this side of the room.

WEST 2ND FLOOR CORRIDOR

Again, kill the hunter that first attacks you when you come in the room, then wait for the other two hunters to file around the corner before you start shooting at them. Call Rebecca in once they're all dead. Go through the double doors.

LIBRARY

Kill the two zombies in this room, then go to the door behind the counter. Again, have Rebecca wait here temporarily.

BOOK STORAGE ROOM

Kill the walking zombies in this room from the door, because a sleeping zombie is right in front of you. If you had called Rebecca in, you would have gotten an automatic knee bite. Once they're dead, stab the sleeper to death with the Knife to save ammo. Search the corpse the zombies were eating to find HANDGUN AMMO. If it's not there though, climb up to the higher ledge and search the hollow where the candle is. It will be there instead. Leave.

LIBRARY

Regroup with Rebecca and exit through the double doors.

WEST 2ND FLOOR CORRIDOR

Go into the Auditorium.

AUDITORIUM

Head into the Main Hall.

MAIN HALL

Organize your inventory:

BILLY

- Submachinegun (or Magnum)
- Machinegun Ammo (or Magnum Ammo)
- Handgun
- Handgun Ammo
- Knife

REBECCA

- Shotgun
- Shotgun Ammo
- Handgun
- Handgun Ammo

MAIN HALL

Go to the brown door on the west side of the second floor balcony.

SPECIMEN STORAGE AREA

Go upstairs, but pause after you reach the top. There will be roaches all over the wide open area out there, but they can't attack you if you stand between the stairs and the cage here. Peck away at them with your Handguns till they're all dead. Don't use a Knife here, because they can attack you from farther away than you can with the Knife.

Once they're all dead, walk near the knight doors. You'll find MAGNUM AMMO (if you got the Magnum) or a random type of GRENADE AMMO (if you got the Submachinegun). If you got Grenade Ammo, I'd just ignore it since it's only one shot. However, if you get Magnum Ammo, take it even if it is just one shot. You can put it in your inventory without filling up another item slot anyway. Go to the knight doors to the right of the stairs.

OBSERVATORY

Kill the zombie on the catwalk with you. Next, shoot the two walking zombies down in the lower area from up here. Once they are dead, climb down the ladder and use the Knife to stab the sleeping zombie to death. It's right in front of the ladder. Take the GREEN HERB and leave the room.

SPECIMEN STORAGE AREA

Go downstairs and take the door on the left side of the hall.

ART ROOM

Kill the two roaches that attack you with your Handguns. Use the Shotgun if they get too close for comfort. Leave Rebecca in this room and send Billy through the blue door.

BAR CORRIDOR

Get out your Submachinegun or your Magnum. Ignore the brown door next to you, because it leads to a room with a leech zombie and nothing else. Instead, walk around the corner and you'll see another leech zombie. Let him transform into his leech form, then start shooting at him. When you break him down to his last legs, stand next to him so he starts swelling up. Quickly exit the room before you get blasted by the explosion.

ART ROOM

Regroup with Rebecca and go back through the blue door.

BAR CORRIDOR

Take the door at the end of the hall, but have Rebecca wait here for a moment.

WORK CORRIDOR

You'll see a leech zombie after you enter the room. Let him transform into his leech form, then start shooting at him. When you break him down to his last legs, stand next to him so he starts swelling up. Quickly exit the room before you get blasted by the explosion.

BAR CORRIDOR

Regroup with Rebecca, then go back into the Work Corridor.

WORK CORRIDOR

Take the door to the right.

METAL SHOP

Kill all the walking zombies, then take out the Knife and stab the zombie crawling on the floor to death. Leave after everything in this room's dead.

WORK CORRIDOR

Take the door at the other end of the hall. Have Rebecca wait out in this hall.

DISSECTION ROOM

Mow down the two hunters in here. They'll both attack from your front. You can get a GRENADE LAUNCHER under the table in the dissection booth, but it only has one or two shots in it of some random type of Grenade Ammo. I'd just leave it where it is, since you're wasting two item slots for very little ammo. Leave the room.

WORK CORRIDOR

Go through the door in the middle of the hall.

BAR CORRIDOR

Take the first door on the right side of the hall.

BAR ROOM

Use the Knife to stab all the sleeping zombies to death. After you're done, drop the Knife and pick up the RED-GREEN MIXTURE that the zombie nearest the door was protecting.

BAR CORRIDOR

Take the door to your right, but let Rebecca wait in this hall.

BAR CORRIDOR

Take the door at the other end of the hallway.

ART ROOM

Go to the door at the other end of the hallway.

SPECIMEN STORAGE ROOM

Take the door to the left back into the Main Hall.

MAIN HALL

You should have used up the Machinegun Ammo clip or the Magnum Ammo box by now. Organize your inventory:

(IF YOU GOT THE SUBMACHINEGUN)

BILLY

- Submachinegun
- Custom Handgun
- Handgun Ammo

REBECCA

- Shotgun
- Shotgun Ammo
- Handgun
- Handgun Ammo

(IF YOU GOT THE MAGNUM)

BILLY

- Shotgun
- Shotgun Ammo
- Handgun
- Handgun Ammo

REBECCA

- Magnum
- Handgun
- Handgun Ammo

Take the double doors on the east side of the first floor.

BANQUET HALL

Stay near the door and kill the three zombies in this room as they appear onscreen. Grab the KNIFE from the counter near the door, and head into the door at the north end of the room.

EAST 1ST FLOOR CORRIDOR

Let Billy equip the Knife. Use it to stab all the sleeping zombies to death. Drop the Knife when you're done. Go downstairs and take the door past the furnace. Leave Rebecca in this room for now, and go into the next room as Billy.

ANIMAL STATUE ROOM

Get Billy ready with his two-slot weapon. Walk through the door that opens when you solve the animal statue puzzle, and start blasting at the hunter that attacks you. After he's dead, call Rebecca into the room and regroup. Take the first door in the corridor past the animal statue door.

PRISON BUNKS 1

Kill all the zombies in this room. Watch out for Edward, because he's slightly tougher than the other deadheads. If the GRENADE LAUNCHER is here, take it. It'll be loaded with a random ammo type. If you've got the inventory room, grab the two HERBS as well.

ANIMAL STATUE ROOM

Take the door at the end of this room.

PRISON BUNKS 2

Kill all the zombies in the room. You might have to use the Shotgun here, since you're in tight quarters. Take the HERBS in this room if you have inventory space and leave.

ANIMAL STATUE ROOM

Have Rebecca wait in the animal statue corridor. Equip Billy with his two-slot weapon again and send him to check out the western passageway. A hunter will ambush you when you turn the first corner of that hall, so be ready for him. Once he's dead, take the door in the left offshoot.

HOLE ROOM

Kill all the zombies in the room. You might have to use the Shotgun here, since you're in tight quarters. Leave once they are dead.

ANIMAL STATUE ROOM

Take the other door nearby.

CAVES CORRIDOR

Run past the spiders for now and take the first door you come to in this hallway.

WATER PIPE ROOM

If you didn't find the Grenade Launcher in the Prison Bunks 1 room, it will be here instead. Kill the giant roaches that attack you, then grab the GRENADE LAUNCHER if it's here. If the FIRE KEY is here, take it. Be willing to sacrifice a Healing Item to pick it up, since you're almost done fighting the monsters. If it's not here, then you can take the GREEN HERB if you want it. Leave Rebecca in this room temporarily, and go outside as Billy.

CAVES CORRIDOR

As Billy, use the Grenade Launcher to clean the spiders out of the hallway. Call Rebecca into the room and head back upstairs, because the Combat Room at the end of the hall only has one Leech Charm in it and nothing else.

ANIMAL STATUE ROOM

Grab the HERB or the FIRST AID SPRAY in the animal statue hall if you've got room for it. Take the door at the east end of the room.

EAST 1ST FLOOR CORRIDOR

Go to the door at the east end of the hall. Have Rebecca wait here while Billy moves into the next room. Get Billy ready with one of the powerful weapons.

STORAGE ROOM

Get ready to start shooting right after you get into this room. Three hunters will be homing in on you right after the door animation's over. Watch out for the last hunter that's waiting to ambush you when you walk around the shelves. Call Rebecca in, grab the HERB here, and leave via the ladder.

NORTH TERRACE

Shoot all the zombies, then unlock and go through the door at the end of the balcony.

AUDITORIUM

Head into the Main Hall.

MAIN HALL

Head down to the hatch on the first floor, and go down through it.

SEWER TUNNEL

Go through the tunnel and hit the door at the other end of it. You might want Rebecca to stand back for now. Have Billy equip the most powerful weapon you have in the inventory. It's time for the "hunter arena."

TRAIN TUNNEL

I don't know about you, but this is my favorite part of Leech Hunter. When I have the Submachinegun, taking down all those hunters in a flurry of bullets feels awesome. It feels like Grand Theft Auto Vice City or something. Anyway, mow down all five of the hunters with your big guns. Use whatever you want here, since you're almost done fighting the monsters. If you already have the Fire Key, you can leave. If you don't, then check behind the wrecked car at the other end of the room for it. There's a GREEN

HERB here, but it's too late in the game to worry about health. Leave afterwards.

SEWER TUNNEL

Regroup with Rebecca and go back into the Main Hall.

MAIN HALL

Head upstairs into the Auditorium.

AUDITORIUM

Take the single door on the west side of the room.

WEST 2ND FLOOR CORRIDOR

Run down the hall and use your Fire Key to unlock the red door there.

MOOSE OFFICE

The last monsters you must kill are in this room. Fortunately, they're just sleeping zombies. Kill the first one hiding behind the desk before you reach the table blocking the aisle, then shoot the second zombie past the blocking table. Shoot the last one in front of the fireplace. Leave afterwards.

WEST 2ND FLOOR CORRIDOR

Go into the Auditorium.

AUDITORIUM

Go into the Main Hall.

MAIN HALL

Take the double doors on the east side of the first floor.

BANQUET HALL

Use your Fire Key on the red door in here, and then discard the key.

NOTE

If you want to, you can use your remaining ammunition to kill the mutant baboons in the Basement Office and the Square Cell. I never do it though, since they're only guarding one Leech Charm. It's easier to run around them than to kill them.

NOTE

You have now completed Objective 1. The fun part of Leech Hunter's over I'm afraid.

=====
OBJECTIVE 2 - Count (but DO NOT pick up) the Leech Charms in the Main Hall and the Auditorium. Subtract the amount from 100. This is how many Leech Charms you need to find in the rest of the house.=====

This objective's kind of self-explanatory. Anyway, to get an accurate count of the Leech Charms in the Main Hall and the Auditorium, make sure you "touch" all of them in those rooms. You touch a charm by pressing A next to it, and then pressing B to cancel the command to pick it up. You can then look on your map screen and count the charms in the items list to see how many are there. Be very careful not to accidentally collect any of the charms in these two rooms.

Now, when you subtract the amount you count in the Main Hall and the Auditorium from 100, this is how many Leech Charms you need to find in the

other rooms in the house. It's time to begin the dull, monotonous task of traveling through the house all over again to find those Leech Charms...

=====
OBJECTIVE 3 - Collect all the Leech Charms in the house, except for the ones in the Main Hall and the Auditorium. Keep searching until you have the same amount of Leech Charms as the answer you get from Objective 2.
=====

I'm not gonna list all the Leech Charm locations here, because I think that would be silly. Most of the leeches are easy enough to find anyway without a list. Instead, I'll make a list of some of the more commonly missed Leech Charms that you might overlook.

- KITCHEN/In the back of the room near the stove there's a trash can. Search this trashcan TWICE, because there are TWO Leech Charms in there, not one.

- LIVING ROOM/In the cabinet where you find the Crank Handle in the main game.

- BOOK STORAGE ROOM/On top of the raised platform, there's a Leech Charm hidden behind one of the railing's pillars. This one is missed by many people.

- SPECIMEN STORAGE AREA/There's a Leech Charm hidden behind a crate on the south side of the room, near the door that won't open during Leech Hunter. This one is easy to miss because you won't see it until you're almost on top of it.

- COMBAT ROOM/Beneath a desk near the locker where you go the Handgun Parts in the main game.

You will find Leech Charms in almost every room in the mansion. Go through almost the entire house while you look for the charms. You should be able to drop your weapons now, since you've virtually cleaned out the entire house. If you want to get around faster while you're going to get the charms, de-equip your weapons. You run faster without a gun equipped. Don't get discouraged if the search takes a while. Like it says when you click the HOW TO PLAY option at the start: "They're definitely there, somewhere!"

However, remember not to search the Restroom area again off of the Main Hall, because you won't find any Leech Charms there. Also, take care to remember that if you're following this walkthrough there are still a few mutant monkeys alive in the Basement Office and the Square Cell off of the Secret Corridor. When you go to collect the one Leech Charm in the Square Cell, don't bother fighting. Just grab the charm, and get out of there before you get hurt too much.

Most important of all, please remember to not pick up the Leech Charms in the Main Hall and the Auditorium yet. If you do that, then your hard work towards getting infinite ammo might be all for nothing. Remember that the monsters will respawn when you get around 95 charms. If you take the charms from the Main Hall early, you might not be able to get to the rest of the charms. The respawning monsters will be in the way, and you won't have any room for weapons in your inventory to kill them.

Once you have searched every room in the house and gotten the same number of Leech Charms as the answer in Objective 2, go to the Main Hall or the

Auditorium. You have completed Objective 3 now. Don't worry, Objective 4 will take you much less time to complete.

=====

OBJECTIVE 4 - After you have confirmed that you have all the Leech Charms in all the rooms except for the Main Hall and the Auditorium, collect the Leech Charms in those two rooms. Exit the house afterwards.

=====

I don't really need to elaborate on this step. Just do what it says. If you got all 100 Leech Charms, then congratulations and enjoy your new infinite ammo powerup! If not, then I hope you're willing to come back and try again for bottomless clips on all wepaons.

#####

6: WEAPONS SECTION

KNIFE

CLIP SIZE - limitless

FIRE RATE - slow

AMMO ITEM - none

AMMO FREQUENCY - what it's "loaded" with

POWER - weak

LOCATION - PART 1/In Billy's inventory at the start of the game, and in Room 102.

This knife is just as useless as it was in the past RE's in my opinion, with the exception of Code Veronica. It's very difficult to kill even a zombie with it. To attack, you have to be standing within attacking distance of the enemy. So to use it, you're basically forced to engage in a slap match, where you and your foe trade blows until somebody dies.

It is good if you can trap your enemy behind a box or something and then hack at them while they're trapped. Also, you might be able to take out a sleeping and/or crawling zombie with this, since they move slowly. You should only use this if you're TOTALLY out of ammo, if you are playing a knife game, or if the enemy you're hacking at is trapped or sleeping.

HANDGUNS

CLIP SIZE - 15

FIRE RATE - fast

AMMO ITEM - Handgun Ammo

AMMO FREQUENCY - common

POWER - below average

LOCATION - PART 1/In each character's inventory at the start of the game

These will be the weapons you'll use the most throughout the game, since the ammo for them is easy to find and these guns are small enough that they only take up one inventory slot. Keep your distance from enemies while you're using these weapons, since their stopping power is below average. These guns are accurate over long range, so you'll usually hit your enemy no matter what the distance. Also, sometimes these weapons get random headshots. Headshots with these guns are rare though, so don't count on one

to come when you need it.

MOLOTOV COCKTAIL

CLIP SIZE - limitless
FIRE RATE - slow
AMMO ITEM - Gas Tank + Empty Bittle
AMMO FREQUENCY - somewhat uncommon
POWER - average
LOCATION - various places

These are fun to use, but they're not good on many monsters. Also, your characters throw them a little slowly. Rebecca throws them slightly faster than Billy though. However, they are perfect for taking out the leech zombies. Three Molotovs will usually kill one. The leech zombie won't even blow up when you kill it this way. It'll simply collapse to the floor.

HUNTING GUN

CLIP SIZE - 2
FIRE RATE - medium
AMMO ITEM - Shotgun Ammo
AMMO FREQUENCY - uncommon
POWER - average
LOCATION - PART 1/On the bed in Room 101.

This is the first shotgun you'll find. I believe this is an all around great gun. It has considerable power. You can also easily decapitate zombies with it by aiming up at their heads. When they're almost close enough to lunge at you, fire the gun. This'll usually blow it off. If you fire while the zombie is lunging though, there's a chance its head won't get blown off. Being able to blow off zombie heads not only looks cool, but saves ammo as well. The only problem with this weapon is its small clip. You'll have to reload after every other shot.

SHOTGUN

CLIP SIZE - 7
FIRE RATE - medium
AMMO ITEM - Shotgun Ammo
AMMO FREQUENCY - uncommon
POWER - average
LOCATION - PART 2/Leaning against a shelf in the Storage Room on the first floor.

This is the second shotgun you'll get. It's basically the same as the Hunting Gun, except it's got a much larger clip. You'll probably want to throw away the Hunting Gun once you find this weapon. Use the same tactics you would with the Hunting Gun.

GRENADE LAUNCHER

CLIP SIZE - limitless
FIRE RATE - somewhat slow
AMMO ITEM - Grenades, Napalm Grenades, Acid Grenades
AMMO FREQUENCY - somewhat rare

POWER - above average

LOCATION - PART 2/On a couch in the Art Room on the second floor.

This is a versatile weapon, since it has several types of ammo. Each type of ammo is good for certain monsters. Grenades are good for zombies, Napalm Grenades are good for leech zombies, and Acid Grenades are good for Hunters and bosses. The fire rate's slow though, and the projectile travels in a slow arc. You might want to make sure your target is near, so that you don't miss it. Also, use this weapon sparingly, since ammo for it is a little scarce.

CUSTOM HANDGUN

CLIP SIZE - 15

FIRE RATE - very fast

AMMO ITEM - Handgun Ammo

AMMO FREQUENCY - common

POWER - below average

LOCATION - PART 2/Created after you mix the Handgun Parts from the Combat Area in the basement with a Handgun.

This weapon is almost exactly the same as an ordinary Handgun. However, it can fire slightly faster, and it has a better chance of getting headshots than an ordinary Handgun.

MAGNUM

CLIP SIZE - 8

FIRE RATE - somewhat slow

AMMO ITEM - Magnum Ammo

AMMO FREQUENCY - rare

POWER - high

LOCATION - PART 3/In a dead body's grasp in the Cable Car.

Not only is this weapon ridiculously powerful, it's small enough that it only needs one item slot! It only takes one shot to kill just about any non-boss enemy. It's also got the accuracy of a Handgun. However, ammo for this gun is VERY rare. Only use it on bosses, and maybe a hunter on occasion.

SUBMACHINE GUN

CLIP SIZE - 100%

FIRE RATE - very high

AMMO ITEM - Machinegun Ammo

AMMO FREQUENCY - very rare

POWER - below average

LOCATION - SPECIAL/in Leech Hunter minigame, or unlocked for the regular game after getting an A rank in the regular game. It will be in Billy's inventory at the start of the game.

This weapon throws out a lot of lead over a very short time. Because it has rapid fire, you can hold up enemies with the bullets so that they can't get to you. However, each individual bullet isn't very strong, so you will have to use multiple shots to kill enemies.

MAGNUM REVOLVER

CLIP SIZE - 5

FIRE RATE - somewhat fast

AMMO ITEM - Magnum Ammo

AMMO FREQUENCY - very rare

POWER - very high

LOCATION - SPECIAL/In Room 202 on the train after getting a B in the Leech Hunter minigame.

This is a much more powerful version of the first Magnum. It also is small enough to only need one item slot. However, Magnum Ammo's extremely rare, so you probably won't get to play with this gun very much until you unlock infinite ammo.

ROCKET LAUNCHER

CLIP SIZE - limitless

FIRE RATE - slow

AMMO ITEM - none

AMMO FREQUENCY - what the gun's loaded with

POWER - very, very high

LOCATION - SPECIAL/Unlocked after getting an S rank in the regular game. It will be in Rebecca's inventory at the start of the game.

This is the most powerful weapon in the game. One shot will kill almost anything. You'll usually get instant headshots on zombies whenever you use this gun. There's a long time lag between shots though, so make sure not to miss. Also, since the rockets travel a little slow, it's tricky to use on fast enemies.

7: ENEMIES SECTION

ZOMBIES

DIFFICULTY - Easy-Hard (depends upon situation)

Of course the ol' zombie had to be in this game. They are nowhere near as hard to kill as they were in the REmake. They will simply try to get up to you so they can bite you. They also have an acid spit, but it's easy to dodge as long as you keep running.

There are also crawling and sleeping zombies in this game. Crawling zombies will crawl across the floor to get to you. If they manage to grab your foot, they'll chomp on it awhile before your character stomps their head to pieces. This will kill the zombie, but it will cost you some health. The sleepers are basically the same as the crawlers, but they don't move and pretend to be dead. You can tell if it's really alive though because a sleeper's head will move to watch you. Usually, standing zombies will fall once before they really die. Make sure you check to see if they're really dead by pressing the R BUTTON, or by looking for a blood pool.

Any weapon is good for putting them down, since they move very slowly. The most economical gun for taking them out with would be the Handguns. Several shots or so can drop them. Handguns also have the random chance of getting

a headshot. Headshots can kill zombies with one hit. They're very rare though, so don't count on getting one when you need it. The Custom Handgun has a slightly better chance of getting headshots. You can also kill zombies in one shot with the Shotgun. Aim it up at their head when they get close, and fire. This will blow their head off most of the time. Fire before they lunge at you though. Usually the headshot won't work if they're in the lunging animation. If the zombie you're attacking has been floored, use the Knife if you have it to save ammo.

DOGS

DIFFICULTY - Easy

WHO LET THE DOGS OUT?...urgh, I hate that song. Anyway, since someone let them out, you'll have to deal with them. They are extremely fast and can be upon you in seconds. They can chomp on your arm to slow you down a lot. They also always travel in twos, but for some strage reason you only see them in the whole game.

Unfortunately, they have a big weakness that you can exploit to make them mostly harmless. They are very weak to even Handgun Ammo. One shot will knock them down. The dog will fall to the floor, where you can easily shoot it over and over on the ground until it dies. Make sure you keep the dogs on one side of you.

LEECH ZOMBIES

DIFFICULTY - Hard

A leech zombie basically looks like a giant walking lump of boogers, as somebody I heard put it once. The way they walk looks incredibly funny as well, and so does their theme music. I don't know about you, but these three features make them too funny for me to take them seriously. Anyway, despite how funny they look, they are dangerous.

When you first see a leech zombie, it will usually be in a human-like form that walks slowly. They might try to hit you, but this is a rare occurence.

You cannot kill them when they are like this, but you can inflict damage on them until they're at next to zero health.

When one sees you though, it will transform into a more rubbery form. After the leech zombie transforms, it will start running after you. It can either slap you with its rubbery limbs from afar, or it can grab you up close and "bite" you like a normal zombie. As you shoot at the leech zombie, you may notice it falls apart from the shots. When you have destroyed all of its body except for the legs, the legs will run up to you and they'll start swelling. Get away from the swelling legs, because they will explode in a moment and they'll heavily damage you.

These guys are really annoying, since they take a ridiculous amount of bullets to kill. However, they're very weak to fire. Three Molotov Cocktails or a few Napalm Grenades will destroy a leech zombie. If you set them on fire, they also will just fall to pieces on the floor rather than going for a kamikaze explosion. The leech zombie is also just about the only enemy that the Molotov Cocktails are good on.

LEECHES

DIFFICULTY - Super Easy

These little leeches infest some rooms. Sometimes they'll try to climb up your body to attack you, but sometimes they won't even move at all. They also appear if you don't use fire weapons to kill leech zombies. Just run away and don't waste your ammo on them. You can easily step on them to kill them anyway.

ROACHES

DIFFICULTY - Medium

Umbrella's got a serious bug problem. They really need to hire an exterminator. Anyway, these guys will try to run up to you and hit you. They can also jump on you and pin you to the floor.

If you've got a Handgun and lots of room, you can easily kill them. Roaches pause when they're hit by Handgun Ammo, so you can keep shooting them over and over so that they won't be able to get to you. If you're in a tight spot, you'll definitely want a bigger gun like the Shotgun.

CROWS

DIFFICULTY - Easy

As long as you don't fire a weapon or get too close, they might not attack. If you are stupid enough to fire a gun and alert them, then I suggest you run out of there because it's difficult to hit them as they flutter about. One shot from anything will kill them. All they do really is peck at your head.

SPIDERS

DIFFICULTY - Medium

The spiders have been beefed up from the REmake. They're actually a threat now. They can cling to walls and ceilings, which means they can spring ambushes from above. Basically, they'll run up to you, and try to bite you. They can also spit poison. This poison spit is a little easy to dodge if you keep running though. Make sure you've got a Shotgun or something ready for them.

BABOONS

DIFFICULTY - Hard

These enemies are extremely annoying. They can run up to you in a flash, and they can hack at you with their claws. They can also hop on your back and give you a nasty hacking while you try to throw them off. Since they are primates, they are also agile creatures. They can hop for quite a distance. Also, for being so small, these little buggers can take a lot of damage. It takes up to three Shotgun Shells to kill one of them.

HUNTERS

DIFFICULTY - Hard

These guys are the elite bioweapons of the game, behind leech zombies. They can outrun you, they can survive a lot of damage, and they can drain your health completely in mere seconds. The attack they usually use is to stand right next to you and slash at you with their large claws. They also do this annoying jump slash high into the air. It creates a lot of confusion

when they jump over you, and it can also cause a lot of damage if it connects. One new ability they have is to pin you to the ground. If you have low health, they'll cut your head off after they've pinned you down.

LURKERS

DIFFICULTY - Medium

These are giant frogs that sometimes jump out of the water when you pass by pools. They have very long tounge. If one manages to catch you with its tounge, quickly break loose before it can swallow you.

8: FILE TRANSCRIPTS

8A - FILE 1

=====
PLAYER'S MANUAL 1
=====

LOCATION: PART 1/In your inventory at the start of the game.

Player's Manual 1

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

View Status Screen

Press Y Button during play.

= You cannot view the 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 play).

= 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 door:
 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 on the Item List
- Left items
- Location 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 wasit-high surfaces. (You can also climb onto moveable 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 towards 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
=====

LOCATION: PART 1/Added to your inventory after you defeat the leech zombie in the Restaurant.

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 called 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 the 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 Character 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
=====

LOCATION: PART 1/In your inventory at the start of the game.

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 out upon arrival.

Samuel Regan,
Commander,
Dunell Marine Base

=====
HOOKSHOT OPERATOR'S MANUAL
=====

LOCATION: PART 1/Obtained after finding the Hookshot on the Rear Deck.

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.

Instructions

1. Where to use.

There is a 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 lift 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

=====
LOCATION: PART 1/Found on a bed in Room 201.

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 the investigation, I want your team to provide support.

The following orders re William Bark and his lives go to Unit.

..(the rest is torn and unreadable).

=====
NOTICE TO SUPERVISORS
=====

LOCATION: PART 1/Found on a table near the stairs in the Dining Car Kitchen.

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 power 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
=====

LOCATION: PART 1/On the desk chair in Room 202.

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 a corresponding fragility. Certain areas become exceedingly weak. Probematically, one of those areas is the head carpace.

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 19th

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 now. I have to concentrate on this investigation and make sure it goes smoothly.

=====

BRAKE OPERATION MANUAL

=====

LOCATION: PART 1/Automatically obtained after entering the Cockpit.

Brake 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

=====

LOCATION: PART 1/In the papers near the desk in the Conductor's Office.

Note from Conductor

The key card for the Driver's Compartment is in my bag as always. But I need the otehr guy's key too to open the damn thing. But, it looks like

I've lost it somewhere.

If it was a normal key, someone would be sure to turn it in, but this key is different... I'll look for it too, but if you happen to find it, please hand it in.

Thanks in advance.

=====

REGULATIONS FOR TRAINEES

=====

LOCATION: PART 2/On a desk in the Auditorium.

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 most rigorous training standards, this facility will, without regard for gender, race or creed, produce only the best candidates to be the global future leaders 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 yourself to your training, and bring honor to yourselves and the corporation.

James Marcus

Director,

Umbrella Corporation Management Training Facility.

8B - FILE 2

=====

NOTICE TO ALL STAFF

=====

LOCATION: PART 2/on the coffee table in the Living Room.

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

The entry code shall be

"8:15"

Thank you.

=====
MARCUS' DIARY 1
=====

LOCATION: PART 2/in the secret compartment with the Book of Evil in the Chess Office.

Marcus' Diary 1

December 4th

We finally did it...the new virus! We have called it the "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 "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 to my advantage. I need a special facility to properly explore all this virus' secrets. A place where no one will get in the 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 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 the experiments. Otherwise, I'll never make any real progress...

November 15th

Someone seems to suspect something about 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 "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 is 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 leeches, of course. But Spencer... It wouldn't end there, would it?

I will announce "t" at the next directors meeting, and collect my just rewards...

=====
ASSISTANT DIRECTOR'S DIARY
=====
LOCATION: PART 2/On a desk in the Moose Office.

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 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 both of them...

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 ever 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
=====
LOCATION: PART 2/On the ground near the door in the Torture Chamber.

About the Power Regulator

Due to the recent lightning 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
=====

LOCATION: PART 2/On the table in the 2nd Floor Meeting Room.

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 the heaven.

=====
MANAGEMENT TRAINEE'S DIARY
=====

LOCATION: PART 2/On the table in the Prison Bunks 2 room.

Management Trainee's Diary

What is it that Director Marcus is researching all the time? And what's with his wierd 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 those horrible moans. Beyond that door. "Let sleeping dogs..." No way I'll go near them. Even if the Director tells me, I no want to end up like Dennis. That poor bastard. Scratching and scratching. Makes me itch jost watching him.

Must maybe go
IF can but hwo
Dennis gone. I go
Hungry...

Help

Mom.

=====
MICROFILM IMAGE
=====

LOCATION: PART 2/Obtained after viewing the two Microfilms in the 1st Floor Meeting Room.

(stage)

[0][1] [2][3]
[4][5] [6][7]
[8][9] [A][B]
[C][D] [E][F]

Microfilm Image

An image resulting from overlaying microfilms A and B

Numbers appear on the seats of the conference room.

=====
INMATES LIST
=====

LOCATION: PART 2/On a desk in the Basement Office.

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.
Clarke, 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.
Mitchel, F.
Transported to research facilities.
Kerry, T.
Transported to Arklay laboratory.
Roberts, A.
Transported to research facilities.

(Transported individuals to be deleted from the records).

=====
1ST INVESTIGATION UNIT NOTES
=====

LOCATION: PART 2/On a bed in the Infirmary.

First Investigation Unit Notes

We are searching the facilities, and it looks like a lot of the chemicals survived. Fortunately, the storage tanks are still all full. We have just

started and there is still a lot we don't know, but it appears that the chemicals can be mixed to produce new substances.

The chemicals are scattered all about. Not because of the accident, more a result of plain mismanagement. When we re-open the facilities, we will have to develop a system for dealing with these chemicals.

(Something is scrawled on the back of the note).

Red + Blue = Sulfuric Acid

Green + Red = Stripping Agent

=====

MARCUS' DIARY 2

=====

LOCATION: PART 3/On a desk in the Reference Room.

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 safe if I hold on to 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 could figure out how to make it...

8C - FILE 3

=====

OLD PHOTOGRAPH

=====

LOCATION: PART 3/On a shelf in Marcus' Office.

(picture of Marcus at his school graduation)

(There's somethign written on the back of the photograph).

To James,
To Commemorate your Graduation, 1939

=====

INVESTIGATOR'S REPORT

=====

LOCATION: PART 3/near the operating table with the "thing" on it.

Investigator's Report

Dr. Marcus. Co-founder, with President Spencer, of the Umbrella Corporation. Disappeared 20 years ago. The results of his research have been kept under wraps for all that time.

The reason became clear here 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 of Dr. Marcus' research into the T-virus prototype called "Progenitor". The evidence of years of hideous experimentation that used 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 secrets 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 fill this facility.

(The rest of the notebook pages are missing).

=====
LEECH GROWTH RECORDS
=====

LOCATION: PART 3/On a table in the Gas Chamber Room.

Leech Growth Records

February 3rd, 1978

Administrated "t" into 4 leeches. Their will to survive leads them first to parasitism and predation. Then they breed and multiply. Such a single-minded biology makes them attractive 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. Spawnin 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 exceedingly expectations.

April 22nd, 1978

The leeches no long exhibit individual behavior, even when not feeding. They move as a collective. They consume everything I offer with remarkable efficiency.

April 30nd, 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 worth of commemoration. Today they begin to mimic me! Surely they recognize their father... Wonderful children. No one will take you away...

=====
LABORATORY MANAGER'S DIARY

=====
LOCATION: PART 3/In a chair in the Leech Storage Room.

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?

=====
B.O.W. REPORT
=====

LOCATION: PART 3/On a pile of cages in the Breeding Room.

B.O.W. Report

Research to date has shown that when the Progenitor virus is administered into living organisms, violent cellular changes cause a breakdown in the system. Furthermore, no satisfactory method has been found to control the organisms for use as weapons.

Clearly, greater coordination at the cellular level is essential to enable further growth. I conducted a number of experiments in an effort to find a breakthrough. This is my report:

Insecta

Perhaps because these ancient animals have been genetically stable for millenia, when administered with the progenitor virus they exhibited only explosive, high-energy growth and increased aggressiveness. It is extremely difficult to envision using them as a B.O.W..

Amphibia

Injecting a frog with the virus resulted in an increase in leaping growth and abnormal tongue growth. However, no change in mental ability was observed. Furthermore, an abnormal appetite resulted in the test subject randomly attacking all moving objects. Usefulness for B.O.W. is limited.

Mammalia

The progenitor virus was merged with monkey's cellular DNA, resulting in increased fertility. The resulting young exhibited improved aggressiveness and some increased mental capacity. (As a side effect, visual power was lost, but this was offset by an improvement in hearing ability). However, they were unsatisfactory as weapons.

It does seem that no progress can be made without making humans as the base organism.

=====
ABOUT BATTERY FLUID
=====

LOCATION: PART 4/On a bed in the Lodgings.

About Battery Fluid

Battery Fluid

The fluid used in batteries is a diluted solution of mixed water and sulfuric acid. Both must be of a high purity. When fully charged, battery fluid should have a specific gravity of 1.280+-0.010 at 20 degrees C.

Battery Acid Purity

Take care that the dilute sulfuric acid solution is of a sufficient purity.

=====
INVESTIGATOR'S REPORT 2
=====

LOCATION: PART 4/On a corpse in the Upper Pipe Room.

Investigator's Report 2

We should have finished with this dump long 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 my last bullet on myself, or on a friend...

That's the only decision I have to make.

=====
TREATMENT PLANT MANAGER'S DIARY
=====

LOCATION: PART 4/In a box in the Gondola Room, near the Shotgun Ammo.

Treatment Plant Manager's Diary

5/10

Damn it! Why is it 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.

=====
GATE OPERATION MANUAL
=====

LOCATION: PART 4/Automatically obtained after defeating the Leech Queen in the first round in the Heliport.

Gate Operation Manual

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.

9: SECRETS SECTION

I give credit to www.gamefaqs.com for this information.

END GAME REWARDS

=====

At the end of the game, you'll get a rank. This rank is determined by how long it took you to finish the game. The lower the time, the better the ranking you'll get. There are no other variables that can affect your rank.

These are the rewards you get based on rank:

B-E = (over 5 hours): Leech Hunter minigame and Closet Key

A = (between 3 hours, 30 minutes and 5 hours): Submachine Gun, Leech Hunter minigame, and Closet Key

S = (under 3 hours, 30 minutes): Rocket Launcher, Submachine Gun, Leech Hunter minigame, and Closet Key

(NOTE: You can only unlock the Closet Key and Leech Hunter if you're playing on Easy. If you want the Submachine Gun and the Rocket Launcher, you'll have to play on Normal or Hard.)

The Closet Key will allow you to unlock a closet in Room 101 on the train, where you can get the characters' special costumes. It will be in Rebecca's inventory at the start of the game. Rebecca gets the Cowgirl costume from Resident Evil on Gamecube as well as a skimpy Leather outfit. Billy gets a blue Jacket costume.

You can play Leech Hunter by loading the file you completed the game with, and then clicking on the Extra option that appears.

When unlocked, the Rocket Launcher will be in Rebecca's inventory at the start of the game, and the Submachine Gun will be in Billy's inventory at the start of the game.

LEECH HUNTER REWARDS

=====

At the end of the Leech Hunter minigame, you'll get a rank. This rank is determined by how many leeches you found during the course of the game. The more leeches you have, the better the ranking you'll get. There are no other variables that can affect your rank. These are the rewards you get based on rank:

E = 0-29 leeches: Submachine Gun bullets in Rebecca's inventory at the start of the regular game

D = 30-59 leeches: infinite ammo for Handguns

C = 60-89 leeches: infinite ammo for Hunting Gun

B = 90-99 leeches: Magnum Revolver in Room 202 on the train in the regular game

A = 100 leeches: infinite ammo for all weapons

10: E-MAIL POLICY

Please DO:

- put the name of the game in the subject title and/or in the message itself. It's VERY IMPORTANT the name of the game is in the subject. I have numerous spam filters set up to catch certain messages. If you only put in the game's title in the subject, the message has a much better chance of getting through. Not only that, I will know what game you're talking about.

I've got more guides out there than just this one, so it's critical I know what game you need help on.

- read the guide BEFORE you send an email. At least read the sections that could probably answer your question. Use Ctrl + F to help you seek out specific items. This goes for you contributors as well. Sometimes people have contributed things that have already been posted in this guide.

- use proper spelling and grammar. Don't write something like: "hym an dou ha vecodez furt his game." You may not think it's a big deal, but I appreciate it when somebody takes the time to type out a message correctly.

- send a message in English. English is the only language I can effectively communicate with. I know a little Spanish, and a handful of random words from other languages, but that's about as far as my knowledge of foreign languages goes.

Please DO NOT:

- send emails in excess of 100KB without prior warning. Klez virus emails have been pouring into my email accounts every day. Since the emails always exceed 100KB, I delete them the moment I see them. If you send some large attachment, then there's a very good chance I'll delete the message right away without looking at it.

- ask me to send you a copy of my guide. If you want a copy of my guide, just go to an address where it's being displayed, click "File" on top of your screen, and then click "Save As."

- send several messages at once. It's okay if you accidentally hit the send button twice or something, but please don't spam my inbox with three or more

messages at the same time. Put everything that you want to talk about in one email.

EMAIL

=====
minesweeper2(at)hotmail(dot)com

(Replace "(at)" with "@", and "(dot)" with ".")

11: THANKS...

- to everybody who encouraged me to write this guide, especially CVXFREAK.
- to Capcom for producing the Resident Evil series.
- to all the sites for hosting this document, especially www.gamefaqs.com.

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